



» Modality: online

» Duration: 6 weeks

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

» Exams: online

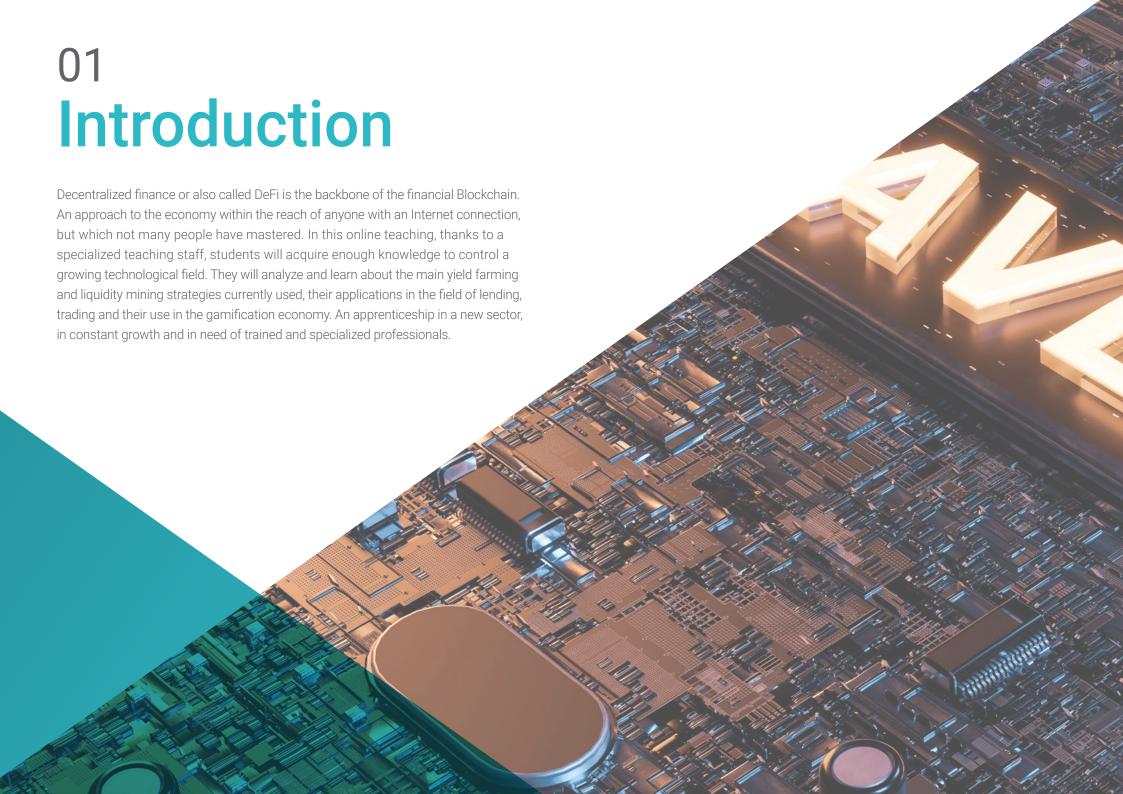
We bsite: www.techtitute.com/us/video-games/postgraduate-certificate/defi-gamified-decentralized-markets

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06 Certificate

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# tech 06 | Introduction

The Postgraduate Certificate in DeFi in Gamified Decentralized Markets takes a global look at the concept of decentralized finance and its application in different projects based on this technology. With these basic ideas, the program will allow students to identify the competitive advantages of using DeFi, its current application and future possibilities, especially in the gaming sector.

However, the potential of DeFi requires specialization, which is acquired in this program. The keys on which this Postgraduate Certificate is based will be the identification of the advantages of decentralized finance, its components, its risks, its potential for job creation and its application in the different projects that students are willing to undertake.

Competitiveness in the technological financial sector is powerful and is in constant transformation, so it requires continuous learning from specialists in this field.

This 100% online Postgraduate Certificate allows students to easily choose when and when they can take the course. They will only need a device with an Internet connection to perfect their knowledge. A cutting-edge modality in one of the most demanded technological sectors.

This **Postgraduate Certificate in DEFI in Gamified Decentralized Markets** contains the most complete and up-to-date program on the market. The most important features include:

- Case studies presented by experts in cryptocurrencies, Blockchain and video games
- The graphic, schematic, and practical contents with which they are created, provide practical information on the disciplines that are essential for professional practice
- Practical exercises where self-assessment can be used to improve learning
- Its special emphasis on innovative methodologies
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Content that is accessible from any fixed or portable device with an Internet connection





Learn about the latest DeFi applications in gamified technology and improve your skills"

The program's teaching staff includes professionals from the sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive education programmed to learn in real situations.

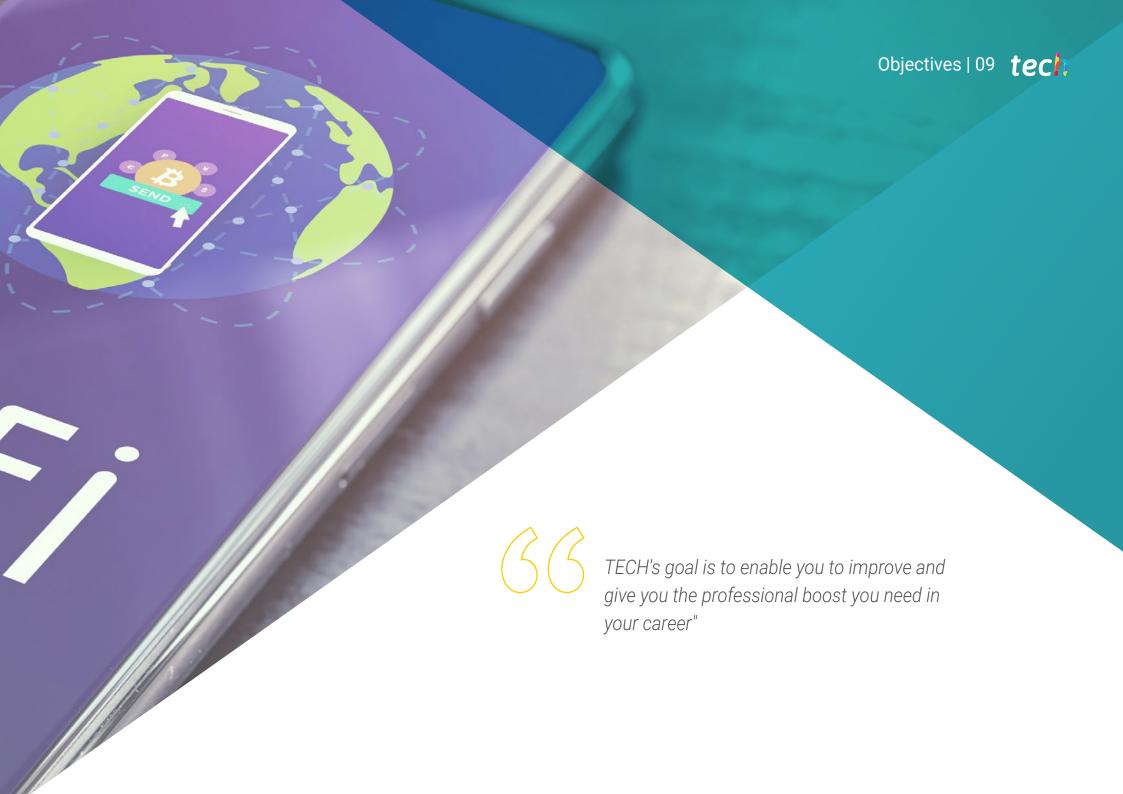
This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise during the academic year For this purpose, the students will be assisted by an innovative interactive video system created by renowned and experienced experts.

Enter the expanding financial market with great professional possibilities.

Acquire the necessary knowledge to launch your own project in the gamification industry.







# tech 10 | Objectives

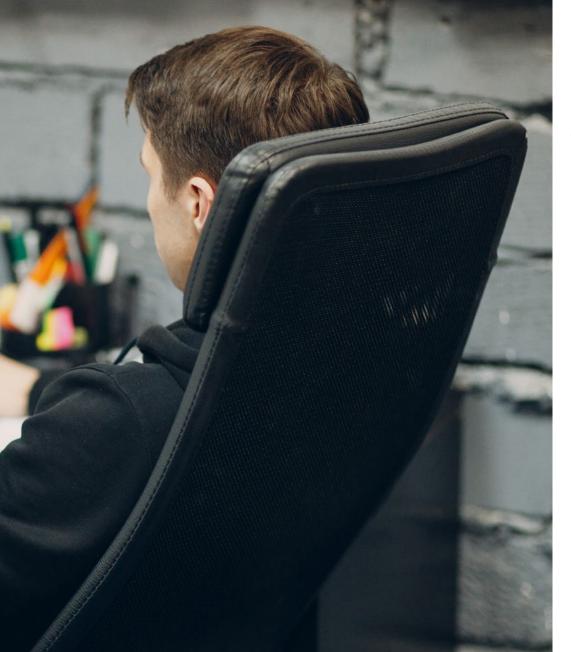


# **General Objectives**

- Identify systematically and in detail of its various components the functioning of Blockchain,technology, developing how its advantages and disadvantages are linked to the way in which its architecture functions
- Contrast aspects of Blockchain with conventional technologies used in the various applications to which Blockchain technology has been taken
- Analyze the main features of decentralized finance in the context of the Blockchain economy
- Establish the fundamental characteristics of non-fungible tokens, their operation and deployment from their emergence to the present day
- Understand the link between NFTs and Blockchain and examine strategies for generating and extracting value from non-fungible tokens
- Expose the characteristics of the main cryptocurrencies, their use, levels of integration with the global economy and virtual gamification projects









# **Specific Objectives**

- Acquire the necessary knowledge to make use of DeFi-based projects.
- Identify the advantages that decentralized finance offers to the gamified economy.
- Identify the different levels of risk that can be assumed in the use of DeFi
- Describe how decentralized markets constitute applications framed in the DeFi
- Identify the layers relevant to the gamified economy sector.



You will achieve your most ambitious professional goals in the new gamified markets thanks to the study method and specialized teachers gathered by TECH"



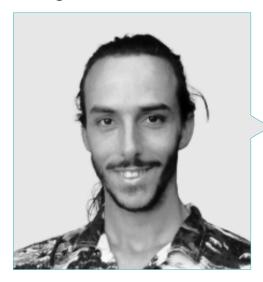


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Specialize with the best and acquire the competencies and skills needed to be in the gaming industry"

# tech 14 | Course Management

#### Management



# Mr. Olmo Cuevas, Alejandro

- Founder of Seven Moons Studios Blockchain Gaming
- Founder of the Niide project
- Writer of fantastic narrative and poetic prose

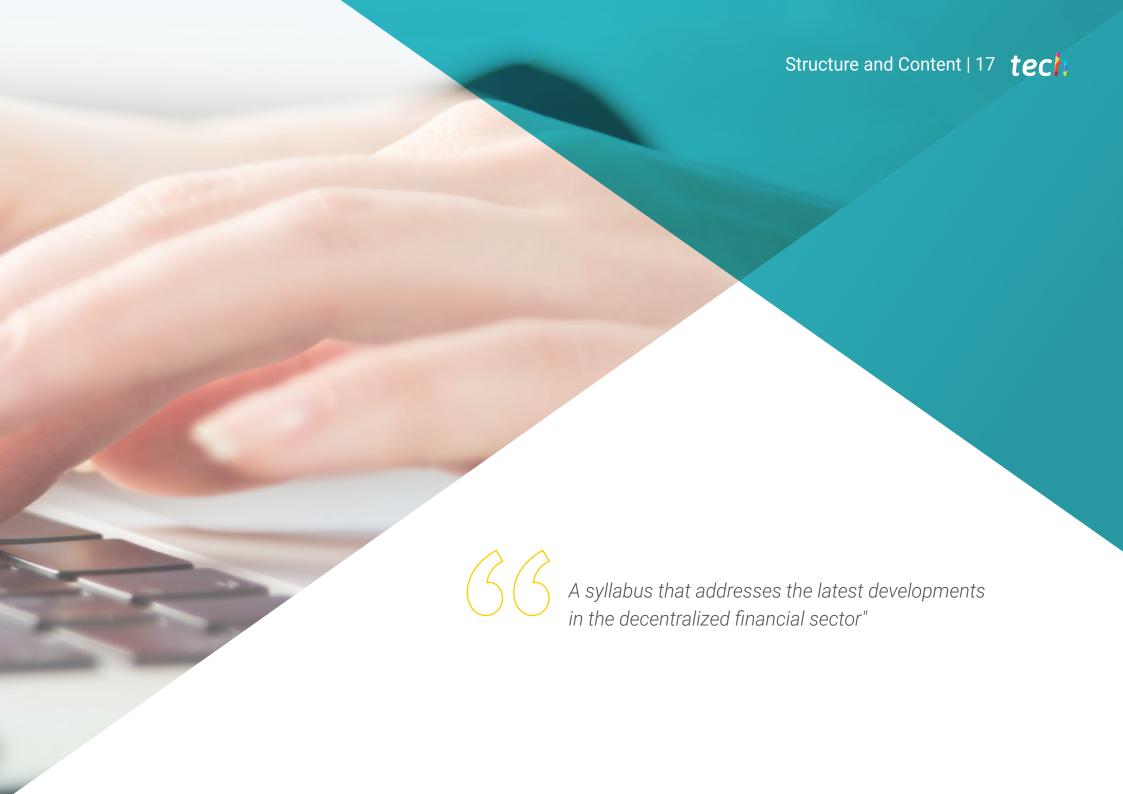
#### **Professors**

#### Mr. Olmo Cuevas, Víctor

- Co-Founder, Game Designer and Game Economist at Seven Moons Studios Blockchain Gaming
- Web designer and professional video game player
- Professional Online Poker Player and Teacher
- Graphic Designer at Arvato Services Bertelsmann
- Project Analyst and Investor at Crypto Play to Earn Gaming Scene
- Chemical laboratory technician
- Graphic Designer



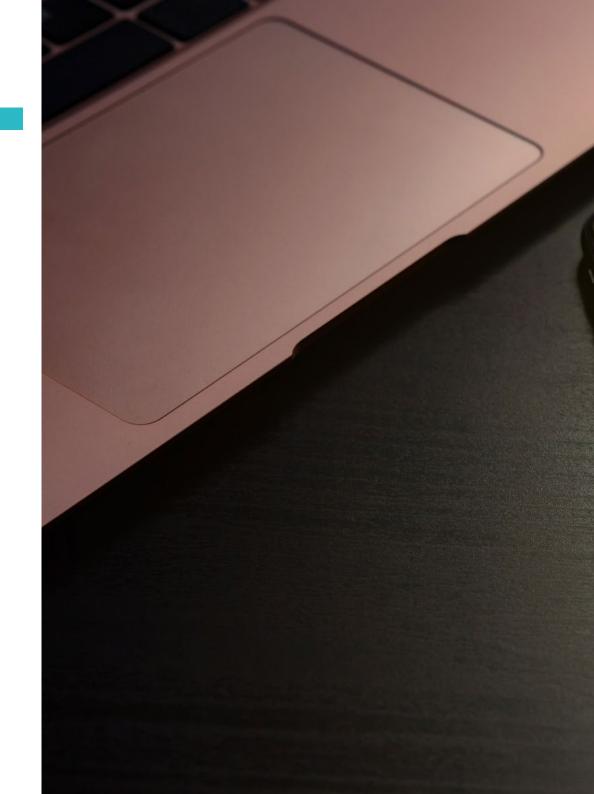




# tech 18 | Structure and Content

#### Module 1. DeFi

- 1.1. DeFi
  - 1.1.1. DeFi
  - 1.1.2. Origin
  - 1.1.3. Criticism
- 1.2. Market Decentralization
  - 1.2.1. Economic Advantages
  - 1.2.2. Creation of Financial Products
  - 1.2.3. Loans of DeFi
- 1.3. Components DeFi
  - 1.3.1. Layer 0
  - 1.3.2. Software Protocol Layer
  - 1.3.3. Application Layer and Aggregation Layer
- 1.4. Decentralized Exchanges
  - 1.4.1. Exchange of Tokens
  - 1.4.2. Adding Liquidity
  - 1.4.3. Eliminating Liquidity
- 1.5. DeFi Markets
  - 1.5.1. MarketDAO
  - 1.5.2. Argus Prediction Market
  - 1.5.3. Ampleforth
- 1.6. Keys
  - 1.6.1. Yield Farming
  - 1.6.2. Liquidity Mining
  - 1.6.3. Componibility





# Structure and Content | 19 tech

- 1.7. Differences with Other Systems
  - 1.7.1. Traditional
  - 1.7.1. Fintech
  - 1.7.3. Comparison
- 1.8. Risk to Consider
  - 1.8.1. Incomplete Decentralization
  - 1.8.2. Security/Safety
  - 1.8.3. Usage Errors
- 1.9. DeFi Applications
  - 1.9.1. Loans
  - 1.9.2. Trading
  - 1.9.3. Derivatives
- 1.10. Projects Under Development
  - 1.10.1. AAVE
  - 1.10.2. DydX
  - 1.10.3. Money on Chain



You will be able to access all the content immediately, with multiple videos in detail and simulated cases on gamified decentralized markets"





# tech 22 | Methodology

#### Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.



At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world"



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

#### A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.



Our program prepares you to face new challenges in uncertain environments and achieve success in your career"

The case method has been the most widely used learning system among the world's leading business schools for as long as they have existed. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question that you are presented with in the case method, an action-oriented learning method. Over the course of 4 years, you will be presented with multiple practical case studies. You will have to combine all your knowledge, and research, argue, and defend your ideas and decisions.



#### Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



### Methodology | 25 tech

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

This methodology has trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, and financial markets and instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.

#### This program offers the best educational material, prepared with professionals in mind:



#### **Study Material**

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



#### **Classes**

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



#### **Practising Skills and Abilities**

They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



#### **Additional Reading**

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.



# Methodology | 27 tech



4%

3%

#### **Case Studies**

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



#### **Interactive Summaries**

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.



This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".

#### **Testing & Retesting**



We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.





# tech 30 | Certificate

This **DEFI Diploma in DEFI in Gamified Decentralized Markets** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery\*.

The diploma issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: Postgraduate Certificate in DEFI in Gamified Decentralized Markets
Official N° of Hours: 150 h.



health confidence people

education information tutors
guarantee accreditation teaching
institutions technology learning



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