

Postgraduate Certificate Game Design and Gamification





Postgraduate Certificate Game Design and Gamification

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitute.com/us/videogames/postgraduate-certificate/game-design-gamification

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01

Introduction

To develop a successful video game of the stature of the most recognized ones such as *Tetris* with 170 million sales or *Minecraft* with 144 million sales, it is necessary to implement all the fundamentals and tools necessary for a good gamified production. The video game, unlike games, adds the element of interaction, being this one of the elements to deepen within this program where the student will enhance their skills and expand their career to the next level, training 100% online and qualifying from the hand of experts in a few weeks.



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Master the tools and fundamentals of video game design to underpin great achievements in your professional profile"

Creating solid and competitive video games is the goal of every good *Game Design* professional. To do so, it is important to know how to apply all the tools offered by gamification. Professional game designers specialize in certain types of games, such as board games, card games or video games, as well as in certain areas that require interaction between a person and a system. They help to facilitate interaction between players, for various purposes, applied both inside and outside virtual interactive systems.

In this Postgraduate Certificate you will learn all the basics for the successful creation of a gamified video game. The different genres and types of games available on the market will be examined and the graduate will know how to apply the MDA model successfully. Implementing game rewards and integrating level and world design into the design strategy to optimize the player experience.

A program that will deepen all the necessary approaches to understand *Game Design* and Gamification as a profession, raising the student's level of experience towards new opportunities in the world of game development and its industry.

It should be noted that this Postgraduate Certificate will be taught in a 100% online environment and in a period of 6 weeks, in which the student will be able to understand all the content accurately. It is presented in practical formats for its application and development adapted to the *Relearning* methodology, which allows the reiteration of concepts facilitating the memorization of the principles studied.

Always with the accompaniment of expert teachers who will explain to the professional their most outstanding experiences, providing the professionalization that the student needs to broaden their horizons within the creative process and also looking for the profitability of their work.

This **Postgraduate Certificate in Game Design and Gamification** contains the most complete and up-to-date educational program on the market. Its most notable features are:

- ◆ The development of case studies presented by experts in video game development
- ◆ The graphic, schematic, and eminently practical contents with which they are created, provide practical information on the disciplines that are essential for professional practice
- ◆ Practical exercises where the self-assessment process can be carried out to improve learning
- ◆ Its special emphasis on the importance of visuals in videogames
- ◆ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ◆ Access to content from any fixed or portable device with an Internet connection



Get inspiration from the great video game designers. You too can achieve success like Hideo Kojima has done"

“

Create solid and competitive video games knowing how to apply all the tools offered by gamification. Thus, obtaining a successful product"

Study 100% online and allow yourself to live the experience of interacting with experts in your area of professionalization.

Learn all about the MDA model, to apply it successfully in the development of gamified video games.

The program's teaching staff includes professionals from the sector who contribute their work experience to this training 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 training programmed to train 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 student will be assisted by an innovative interactive video system created by renowned and experienced experts.



02 Objectives

Within this Postgraduate Certificate in Game Design and Gamification, different general and specific objectives are proposed, which will help the professional to understand the basics of the subject and its application to the professional environment. Providing you with the indispensable tools and fundamentals to create solid and competitive video games that will translate into successful projects.



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Knowledge gives you the power to create amazing projects. You have the talent and TECH gives you the tools to enhance it"



General Objectives

- ◆ Master in depth the field of gamification, its development and expansion
- ◆ Know the construction, application and needs of board games for their extrapolation into gamified products
- ◆ Professionalize the theoretical bases of gamification applied in each field of specialization
- ◆ Analyze all the variables of video games and their industry
- ◆ Achieve autonomy in the development of videogames and their specializations.
- ◆ Enhance design skills to make video games attractive and easy to use





Specific Objectives

- ◆ Master the tools and fundamentals of video game design
- ◆ Examine the genres and types of games available on the market
- ◆ Apply the MDA framework successfully in the development of gamified video games
- ◆ Implementing gaming rewards for market differentiation
- ◆ Interpret level and world design to optimize player experience
- ◆ Balance game economy for successful game progression

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*Learn how to balance
the game economy for
successful game progression”*

03

Structure and Content

Following the quality parameters of the TECH Technological University study system and making use of the most innovative methodology, this degree stands out in its structure and content development. The way it has been designed will make the student's experience more agile. A Postgraduate Certificate within which, specific topics are developed for a better organization and understanding in a maximum of 6 months. Through a virtual campus, with the possibility of downloading the material to be consulted when the student requires it.





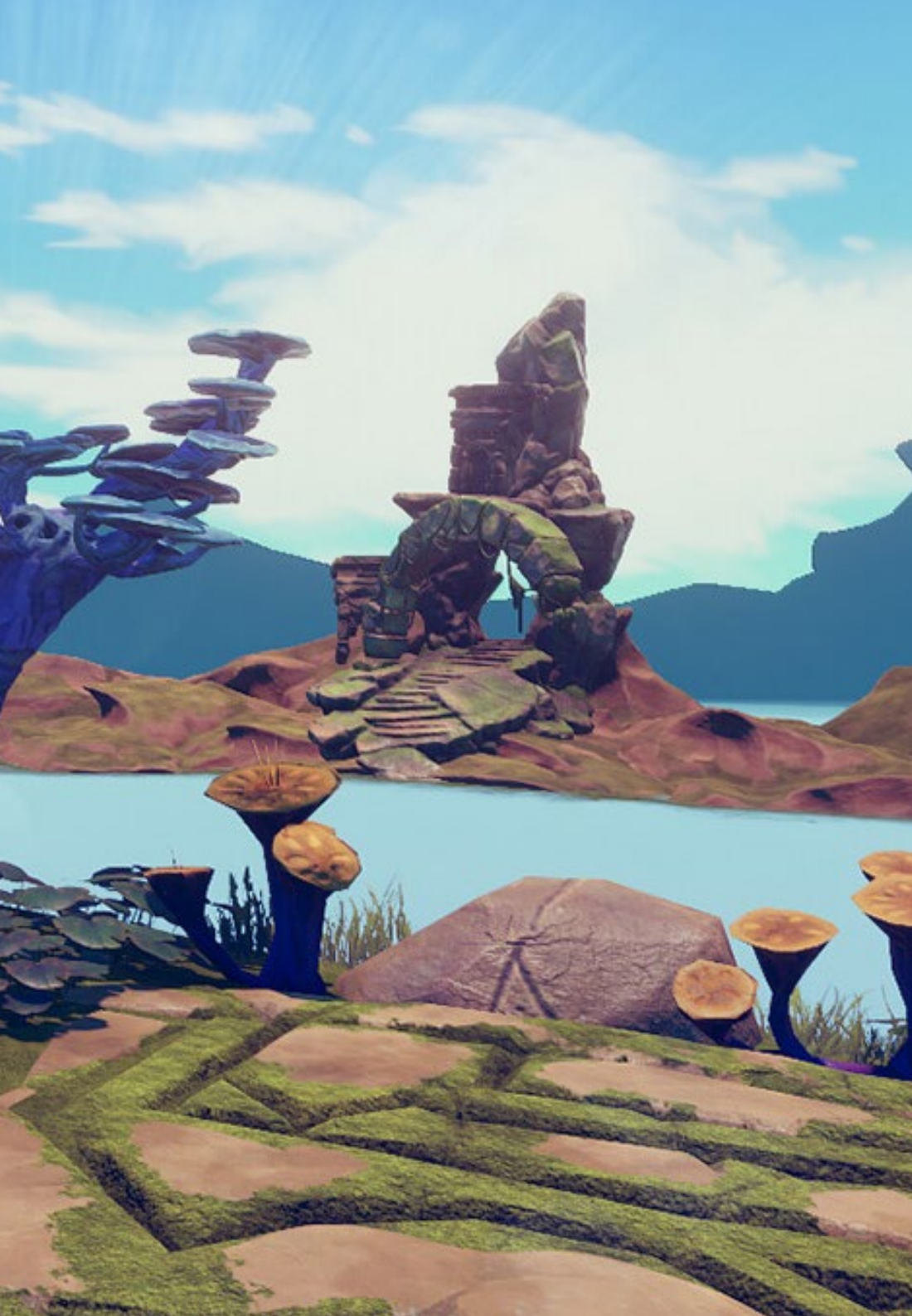
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Studying has never been easier. Discover the Relearning methodology that will allow you a unique learning experience from the comfort of your favorite place”

Module 1. Game Design and Gamification

- 1.1. Gameplay
 - 1.1.1. Gameplay
 - 1.1.2. Rules
 - 1.1.3. *Setting*
- 1.2. Immersion
 - 1.2.1. Coherence
 - 1.2.2. Suspension of Disbelief
 - 1.2.3. Dimensions
- 1.3. Tools and Techniques
 - 1.3.1. Proof and Correction
 - 1.3.2. Experience
 - 1.3.3. *MDA Framework*
- 1.4. MDA Model
 - 1.4.1. Mechanisms
 - 1.4.2. Dynamics
 - 1.4.3. Aesthetics
- 1.5. Design Elements
 - 1.5.1. Genre
 - 1.5.2. Game Modes
 - 1.5.3. Core Dynamics
- 1.6. Types of Objectives
 - 1.6.1. Short Term
 - 1.6.2. Medium Term
 - 1.6.3. Long Term





- 1.7. Rewards: Ludification
 - 1.7.1. Play Structure
 - 1.7.2. Challenges
 - 1.7.3. Progression
- 1.8. Rewards: Stories
 - 1.8.1. Stories
 - 1.8.2. Secrets
 - 1.8.3. System
- 1.9. Level Design
 - 1.9.1. *Paper Design*
 - 1.9.2. Difficulty Curve
 - 1.9.3. *Flow Theory*
- 1.10. Economy
 - 1.10.1. Components
 - 1.10.2. Functions
 - 1.10.3. Regulation

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Enroll now in this Game Design and Gamification Postgraduate Certificate and create the most professional videogames in the market”

04

Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.





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Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

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.



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

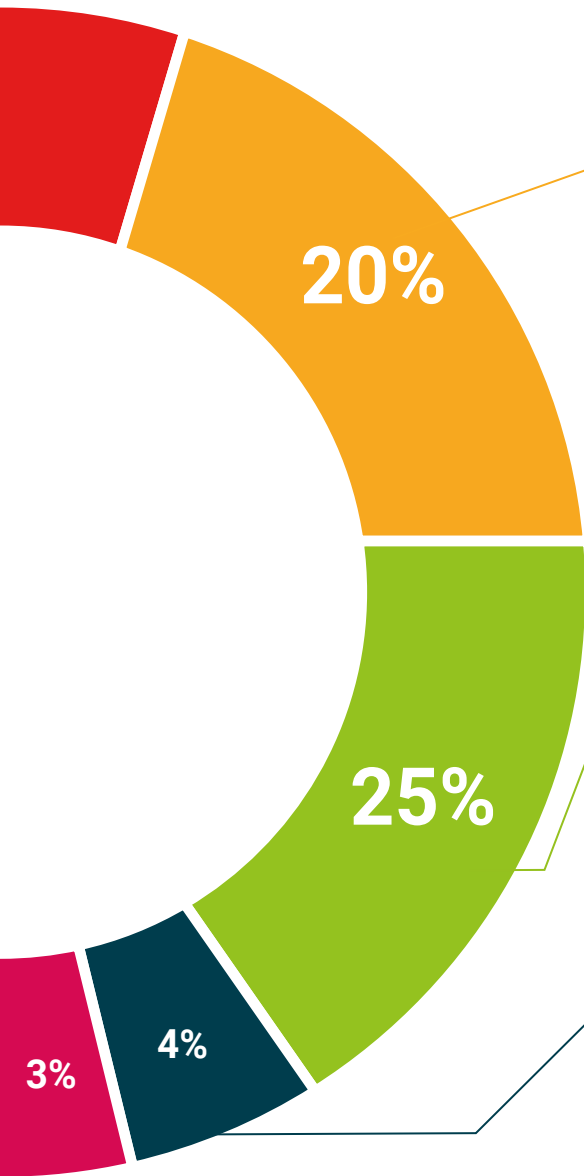
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



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.





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.



05 Certificate

The Postgraduate Certificate in Game Design and Gamification guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.



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Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork”

This **Postgraduate Certificate in Game Design and Gamification** 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 Game Design and Gamification**

Official N° of Hours: **150 h.**



*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present
development language
virtual classroom



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