Postgraduate Certificate

Gamified Economic Systems

tech technological university

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Postgraduate Certificate

Gamified Economic Systems

- 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/gamified-economic-systems

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01

Introduction

The companies Sky Mavis, Mythical Games and Dapper labs have seen great success in the gamification industry thanks to specific economic strategies amongst other factors, which have helped them to guarantee long-term success and resilience. This program will analyze the different economic models that are being used by the main video game companies currently. Gain first-hand knowledge of the various tools used to generate profits, one of the key items that will allow students to improve their skills and to specialize in the video game industry. Learning through multiple multimedia resources will facilitate the acquisition of key skills within this academic program.

With this Postgraduate Certificate, you'll be able to achieve your dream profits through your gamification project"

The Postgraduate Certificate in Gamified Economic Systems addresses the different business models currently applied by large companies in the gamification sector. The teaching will provide detailed analyses of the the characteristics, use cases and advantages of the Freemium, Free to Play and economic Sandbox systems.

This university education will allow students to learn about the wide range of existing economic systems available, and how they can be correctly applied within the context of gaming projects. However, a detailed knowledge of the economics that underpin this industry is key to unlock the creative potential that lies wihtin this sector. The experience of benchmark companies in the field will serve as a model for real learning. In addition to all this, a specialized teaching staff will accompany you throughout the degree course, providing a wide variety of multimedia resources to facilitate learning.

This training will give you the opportunity to obtain all the necessary information to know in depth the advantages and disadvantages of choosing an economic system for a video game. In this way, you will be able to strongly develop your skills in a sector in a sector that requires an increasingly specialized and qualified personnel.

A 100% remote and online Postgraduate Certificate that can be accessed whenever and wherever is convenient. All you need to take advantage of this opportunity is a device with internet connection. The TECH education method with extensive multimedia resources and case studies is the perfect guarantee to skyrocket your professional career.

This **Postgraduate Diploma in Gamified Economic Systems** 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 the self-assessment process can be carried out 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

Specialize and expand your potential to be part of the largest companies in the gaming industry"

This Diploma will provide you with the necessary knowledge to make your videogame part of the biggest success stories in the gaming sector"

Easy and practical learning thanks to multimedia resources and real simulations.

Obtain the key knowledge necessary to become part of the largest videogame companies.

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

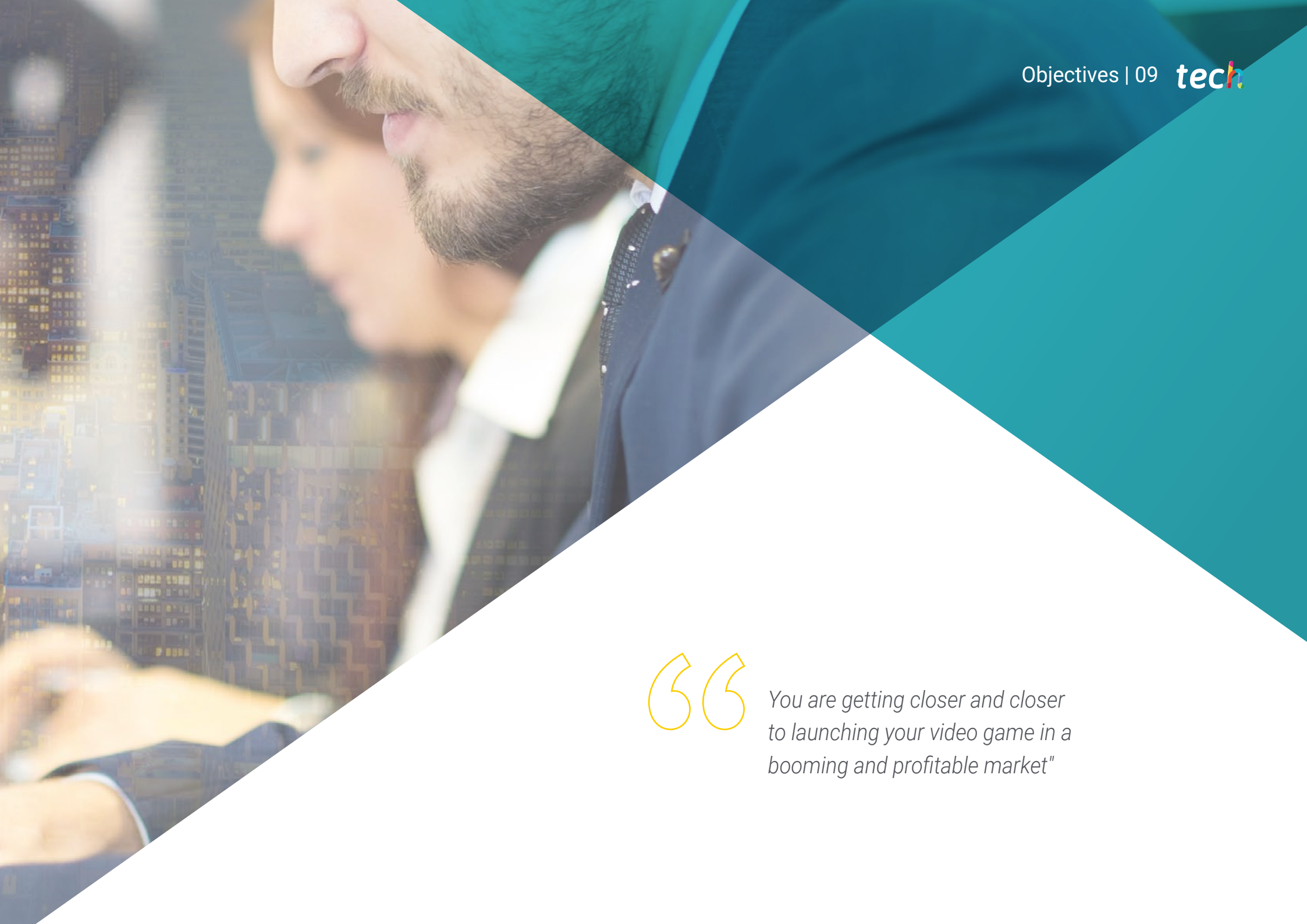
Its multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide an immersive education programmed to learn in real situations.

The design of this program focuses on Problem-Based Learning, by means of which the professional must try to solve the different professional practice situations that are presented throughout the academic course. For this purpose, the student will be assisted by an innovative interactive video system created by renowned experts.

02

Objectives

The program has been designed under the strict criteria of TECH's prestigious faculty to offer the best learning experience to all its students. In this course you will acquire the knowledge required for the economic construction of a profitable and long-lasting video game. To this end, the main economic systems currently used in the gaming sector, their characteristics, best uses and critical points of the Blockchain economy will be identified.



You are getting closer and closer to launching your video game in a booming and profitable market"

General Objectives

- Identify the functioning of Blockchain technology systematically and in the depth of its components, including how its advantages and disadvantages are linked to the way in which its architecture works
- Contrast aspects of Blockchain with conventional technologies used in the various applications to which Blockchain technology has been taken
- Contrast aspects of the Blockchain with the conventional technologies that have been used in the various applications to which Blockchain technology has been used
- 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, how they are used, how they can be integrated with the global economy and virtual gamification projects

Specific Objectives

- Building a game economy
- Developing a long-term sustainable economic environment
- Describe the critical points of the Blockchain economy in a venture project
- Identify how the network of elements that create the economic system of a Blockchain game behaves
- Orienting the economics of a game to the proposed profitability goals

Acquire the most useful skills for creating videogames in the Blockchain economy"

03

Course Management

The creation of a gaming project is based on the creativity of the developers, but, above all, on solid economic knowledge. In order to achieve the necessary knowledge, TECH offers its students an elite teaching with a group of specialized teachers with extensive experience in the sector. In the program, students have professionals who will guide them at all times to create a profitable video game.

A qualified team will show you the main tools to make your personal and professional project in the field of cryptocurrencies become a reality"

International Guest Director

Rene Stefancic is a leading Blockchain and Web3 technology professional known for his innovative approach and strategic leadership in emerging digital ecosystems. He currently serves as Chief Operating Officer (COO) at Enjin, a pioneering Blockchain and NFT platform, where he manages tasks such as the adoption of new tools and fosters strategic partnerships to drive cutting-edge IT solutions. With a hands-on, results-oriented approach, he applies his "swim or sink" and "try everything" philosophy to every project, always looking to solve the most complex challenges in a scalable and effective way.

Prior to joining Enjin, Stefancic held the position of Head of Marketing at CoinCodex, a platform aimed at cryptocurrency data aggregation. It was in this environment that he consolidated his expertise in growth strategies and digital marketing, taking a decisive role in expanding the company's visibility and reach. His transition to the Blockchain world began when he decided to leave his career in traditional finance to focus on data modeling and analytics in this new sector, thereby laying the foundations for his career in a constantly evolving market.

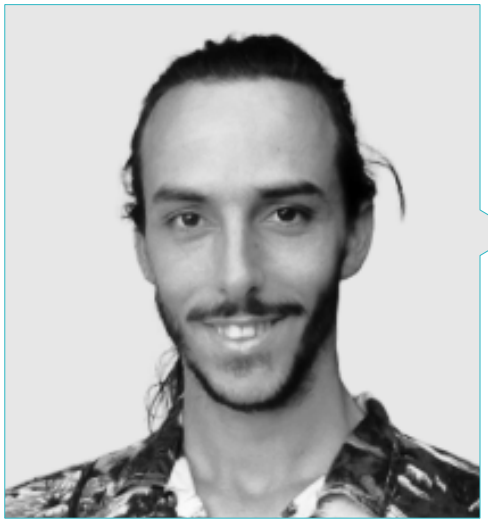
With a vision focused on product development and IT strategy, the expert excels in leading teams towards the creation of innovative and applicable solutions in the context of Blockchain technology. His ability to build strong and long-lasting business relationships has enabled him to establish key strategic partnerships in the industry, cementing his international reputation as a dynamic leader in the field of technology and digital assets.

Mr. Stefancic, Rene

- Chief Operating Officer (COO) at Enjin, Singapore, Singapore.
- Blockchain Advisor at NFTFrontier
- IT Consultant at RS IT Consulting
- Marketing Director at CoinCodex
- Consultant at NextCash
- Digital Marketing Specialist at Piaggio Group Slovenia
- Master's Degree in Management at the Faculty of Management, University of Primorska

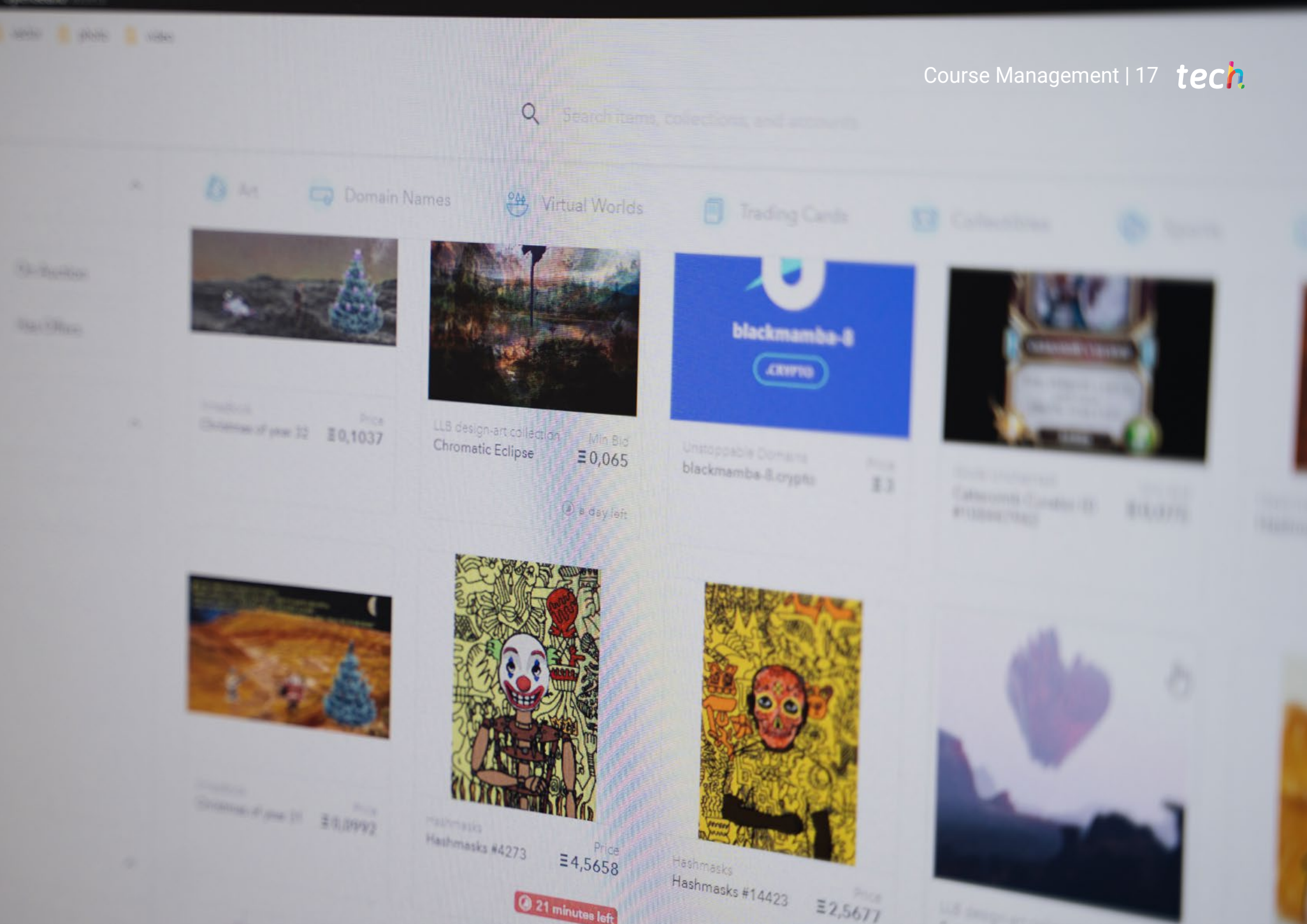
Thanks to TECH, you will be able to learn with the best professionals in the world"

Management



Mr. Olmo Cuevas, Alejandro

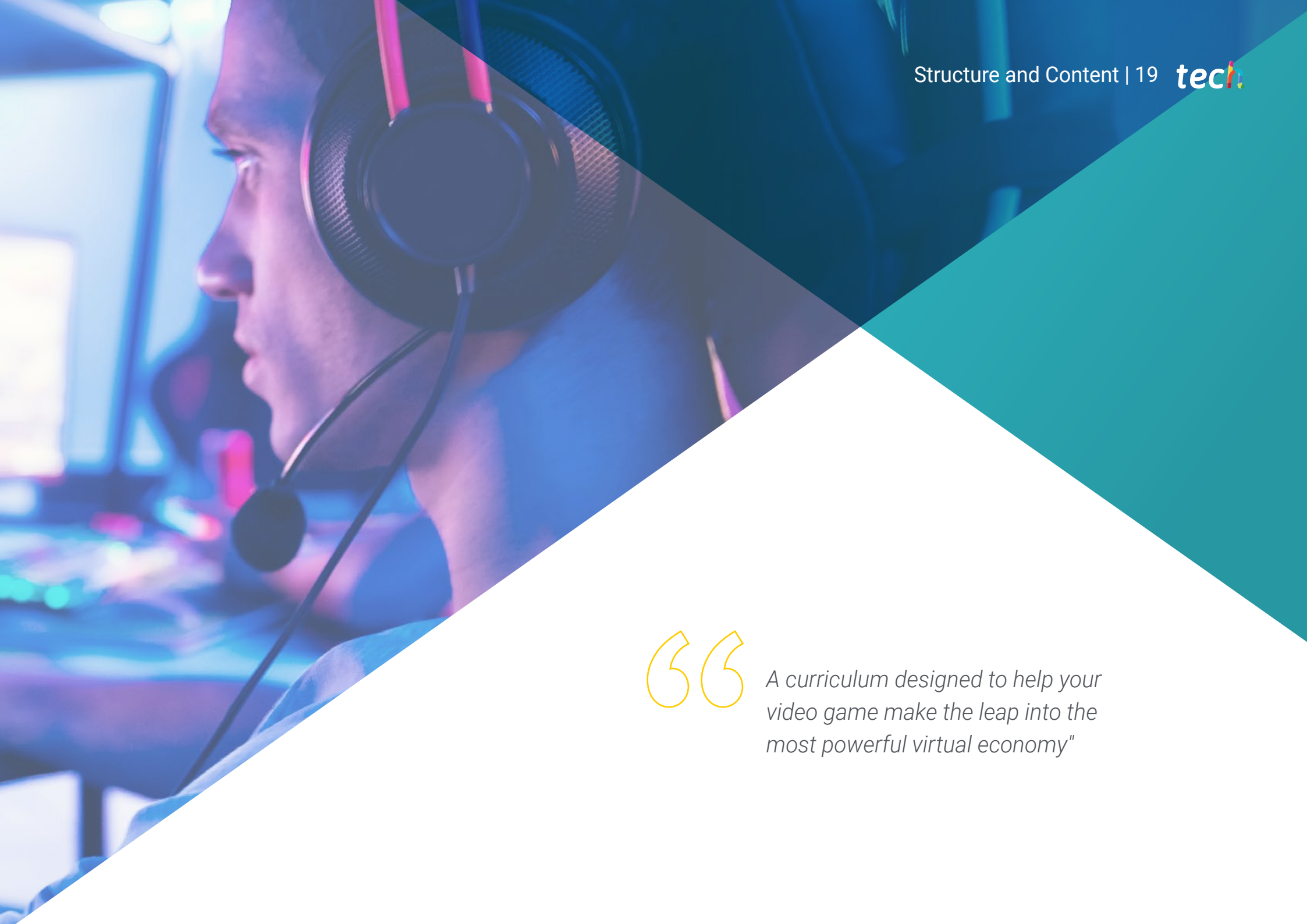
- Game designer and Blockchain economies for video games
- Founder de Seven Moons Studios Blockchain Gaming
- Founder of the Niide project
- Writer of fantastic narrative and poetic prose


Art
Domain Names
Virtual Worlds
Trading Cards
Collectibles
Sports
blackmamba-8
CRYPTO
LLB design-art collection
Chromatic Eclipse
Min Bid
Ξ0,065
a day left
blackmamba-8.crypto
Hashmasks
Hashmasks #4273
Price
Ξ4,5658
21 minutes left
Hashmasks
Hashmasks #14423
Ξ2,5671

04

Structure and Content

The program has been designed by a faculty that has great experience and knowledge in the field of virtual video games. The syllabus for this course is based on real experiences that have led to success for companies in the gaming industry, and in some cases, to their failure. This Postgraduate Certificate exposes and delves into the main economic systems used in the industry, from the simplest to the most complex and how they are currently being used.



A curriculum designed to help your video game make the leap into the most powerful virtual economy"

Module 1. Gamified Economic Systems

1.1. Systems Free to Play
- 1.1.1. Characterization of Free to Play Economies and Main Monetization Points
- 1.1.2. Architectures in Free to Play Economies
- 1.1.3. Economical Design

1.2. Freemium Systems
- 1.2.1. Characterization of Freemium Economies and Main Monetization Points
- 1.2.2. Play to Earn Economy Architectures
- 1.2.3. Economical Design

1.3. Pay to Play Systems
- 1.3.1. Characterization of Pay to Play Economies and Main Monetization Points
- 1.3.2. Architectures in Free to Play Economies
- 1.3.3. Economical Design

1.4. PvP-Based Systems
- 1.4.1. Characterization of Economies Based on Pay to Play and Main Monetization Points
- 1.4.2. Architecture in PvP Economies
- 1.4.3. Economic Design Workshop

1.5. Seasons System
- 1.5.1. Characterization of Season-Based Economies and Main Monetization Points
- 1.5.2. Architecture in Season Economies
- 1.5.3. Economical Design

1.6. Economic Systems in Sandbox or MMORPG Games
- 1.6.1. Characterization of Sandbox-Based Economies and Main Monetization Points
- 1.6.2. Architecture in Sandbox Economies
- 1.6.3. Economical Design

1.7. Trading Card Game Systems
- 1.7.1. Characterization of Trading Card Game-Based Economies and Main Monetization Points
- 1.7.2. Architecture in Trading Card Game Economies
- 1.7.3. Economic Design Workshop

1.8. PvE Systems
- 1.8.1. Characterization of PvE-Based Economies and Main Monetization Points
- 1.8.2. Architecture in PvE Economies
- 1.8.3. Economic Design Workshop

1.9. Betting Systems
- 1.9.1. Characterization of Bet-Based Economies and Main Monetization Points
- 1.9.2. Architecture in Betting Economies
- 1.9.3. Economical Design

1.10. Systems Dependent on External Economies
- 1.10.1. Characterization of Dependent Economies and Main Monetization Points
- 1.10.2. Architecture in Dependent Economies
- 1.10.3. Economical Design

An education that will allow you to achieve the maximum potential of your video game and be part of an industry that increasingly demands trained professionals"

05

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.

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

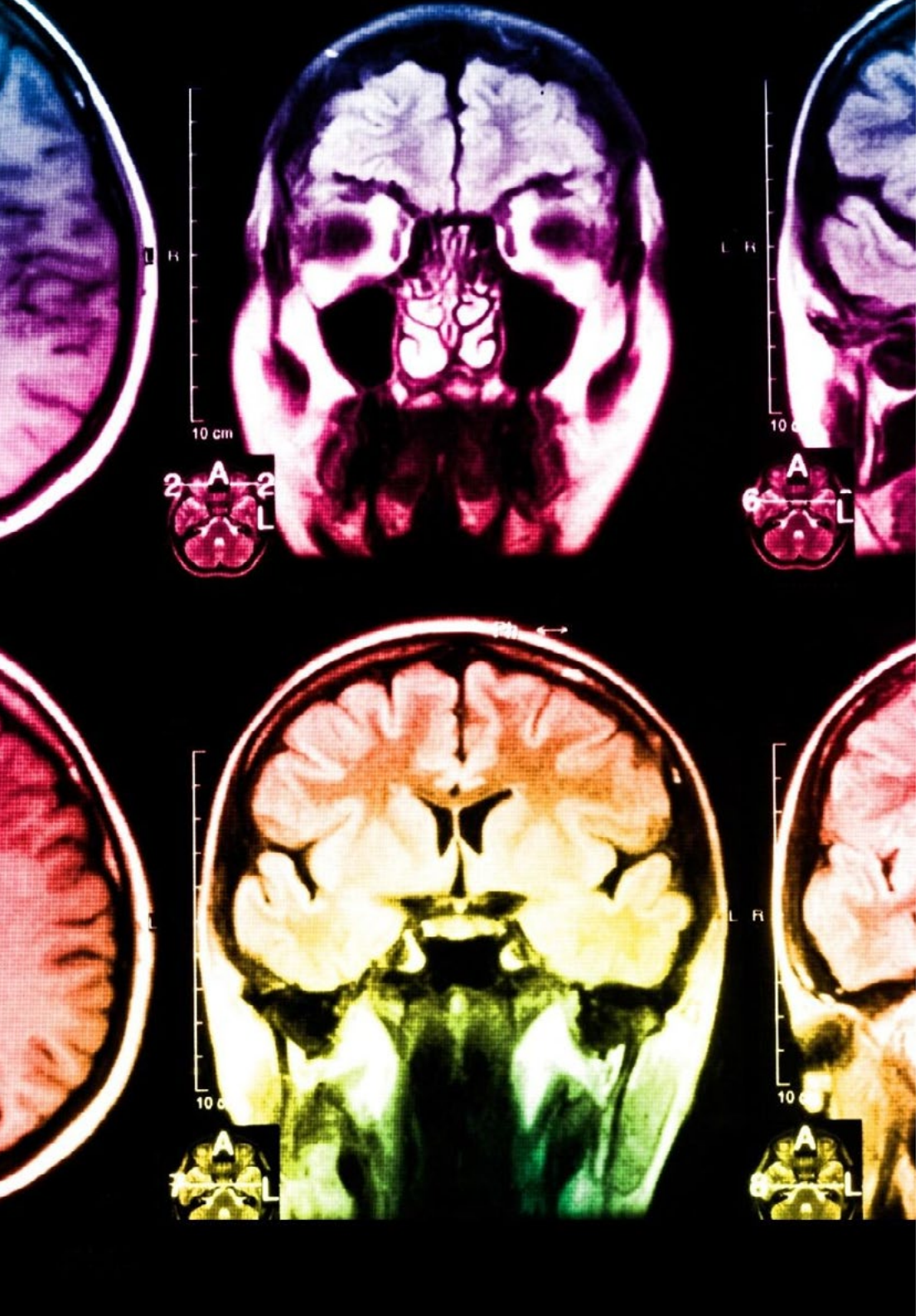
TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

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.

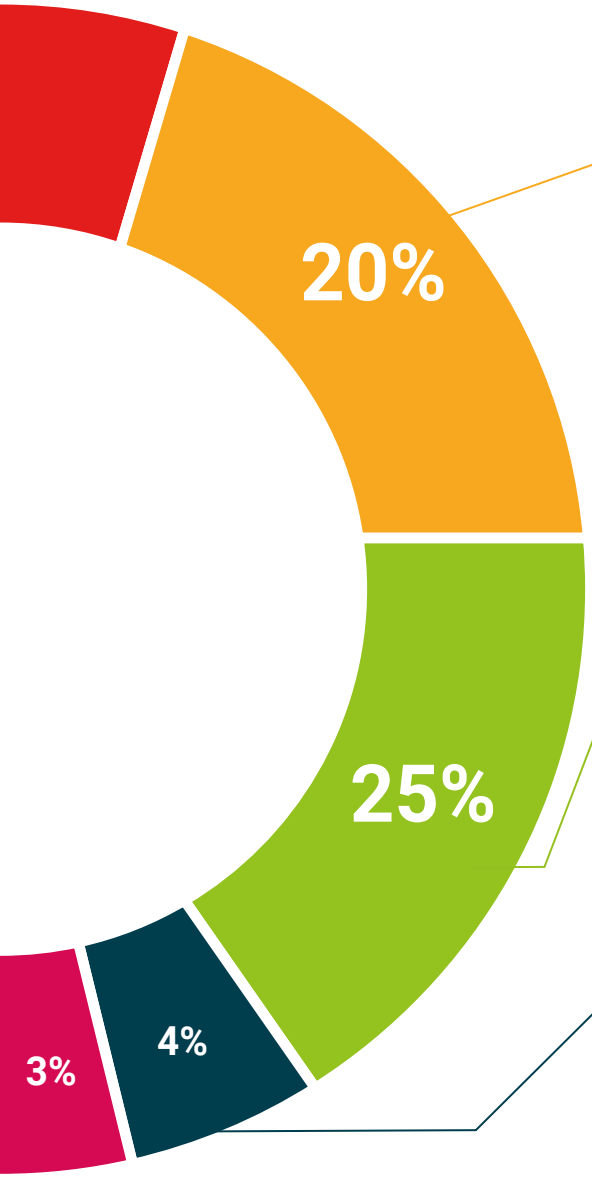
Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.

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.

06

Certificate

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

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

This **Postgraduate Certificate in Gamified Economic Systems** 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 Gamified Economic Systems**

Official Nº of Hours: **150 h.**


tech technological university

Awards the following

DIPLOMA

to

Mr./Ms. _____, with identification number _____.

For having passed and accredited the following program

POSTGRADUATE CERTIFICATE

in

Gamified Economic Systems

This is a qualification awarded by this University, equivalent to 150 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

Tere Guevara Navarro

Dean

Unique TECH Code: AFWORD23S techtitute.com/certificates

*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.

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Postgraduate Certificate

Gamified Economic Systems

- Modality: **online**
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Postgraduate Certificate
Gamified Economic Systems

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