# Postgraduate Certificate
## Gamified Game Design

tech *technological university*

# Postgraduate Certificate
## Gamified Game Design

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

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

# Index

# 01
# Introduction

Delve into the development of board games to understand the origin of the mechanics and their adaptability to the reality and current need for gamified games. We go back to its origin to transport the professional to the most primitive bases and to develop really striking prototypes with a future. This is the objective of this program, which offers a specialized subject matter for the efficient achievement of Gamified Game Design. Through a 100% online study system with the *Relearning* methodology that will allow the dynamic development of all the contents presented by experts.

*Get to know in depth the different roles involved in the development of Gamified Games and learn how to adapt your skills to the one that best suits you"*

In order to produce highly professional video games and to be able to apply gamification to any product, it is necessary to have the appropriate knowledge. In this Postgraduate Certificate in Gamified Game Design, we intend to train students in the basics and essential concepts of the subject so that they can apply and shape the tools obtained, to create fun and entertaining experiences typical of a game.

It is even intended that the student can apply gamification to any product, thus opening their work frontiers inside and outside the video game industry. For this, the structure of the content goes from the game and its design, the production and QA for the collection and analysis of the necessary data in an effective way, to the application of the values within the gamification and *constraints* or restrictions within the planning.

A program that will delve into the prototypes from the board game, the prototype on paper to make it a video game. Developing in detail the production from the application of the 5 questions, as well as the generation of ideas until obtaining a final product with efficient results.

All this 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 Gamified Game Design** 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.

*How to do it will not be a problem, because with TECH you will study 100% online and with a methodology that facilitates your learning in a fast and efficient way"*

*Produce highly professional videogames and apply gamification to any product, thus opening your work frontiers inside and outside the videogame industry"*

*You can be the next game designer with the most users on the network. All you have to do is apply for this Postgraduate Certificate and learn from the experts"*

*Project yourself as an expert handling the most up-to-date tools in Gamified Game Design"*

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

The main objective of this Postgraduate Certificate in Gamified Game Design is to provide professionals with the necessary tools to develop their careers within the digital entertainment industry with the most up-to-date knowledge, respecting the origin and basic concepts of the game and its mechanics. Assessing the different roles that exist for their correct development both in a team and working alone. Being able to develop prototypes with the appropriate characteristics for each need.

*If you are passionate about the world of video game design, this Postgraduate Certificate is for you. Professionalize your skills"*

## 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
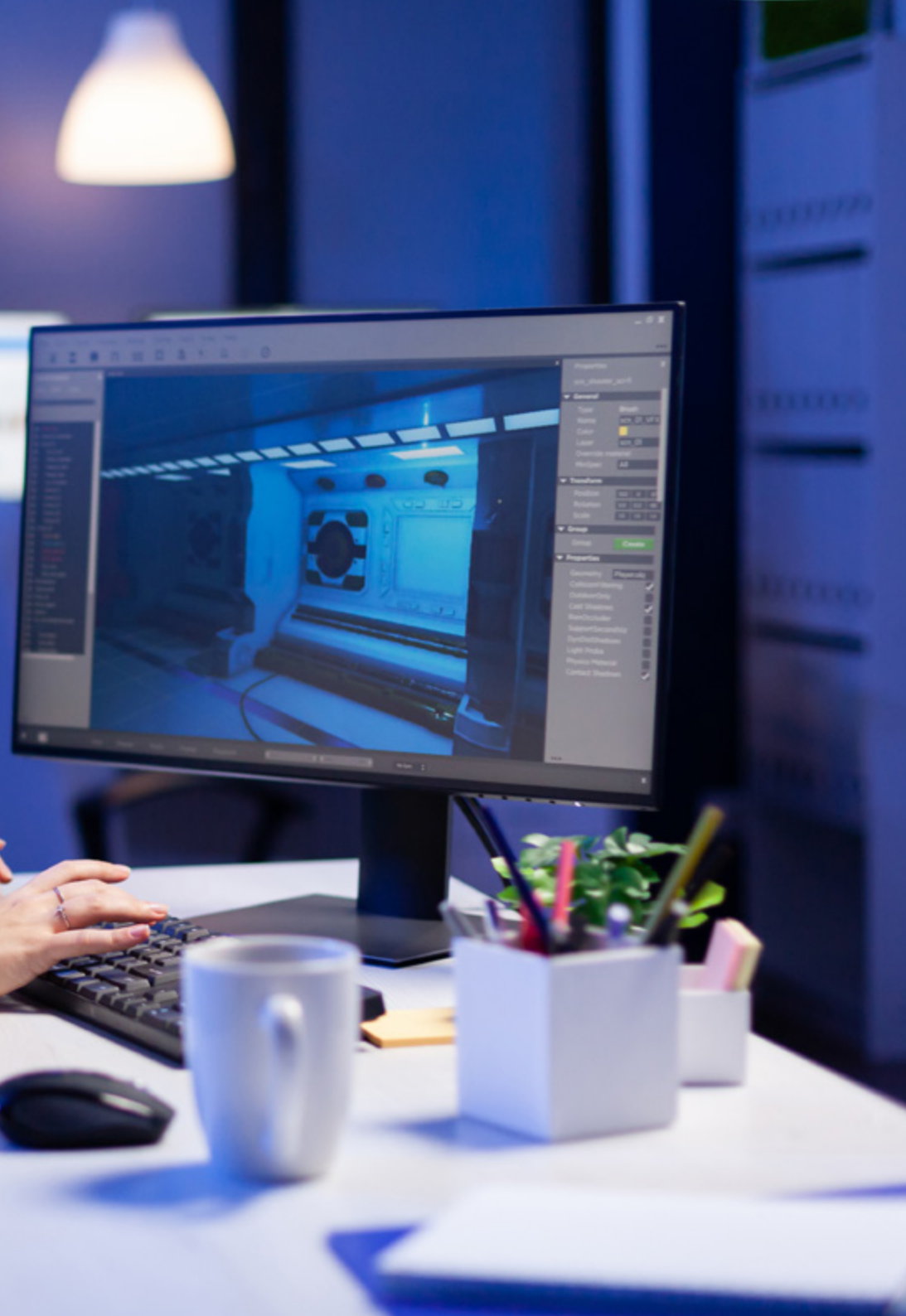
## Specific Objectives

- Differentiate in a professional manner interactive products and their media
- Internalize the mission, vision and values of game development and design
- Creation of a consistent design according to the theoretical basis of board game design
- Analyze product types
- Deepen in the different professional roles in the gaming industry

*You will be able to design gamified products from the theoretical and practical basis of board games"*

# 03
# Structure and Content

The content has been developed in such a way that the student understands Gamified Game Design from the inside, internalizing the mission, vision and values of its development. Achieving the creation of a consistent design according to the theoretical bases of board game design, analyzing all the essential roles according to each type of product. Aspects that can be seen in their broad context within the syllabus of this 100% online program, presented in different interactive formats, downloadable even from the virtual campus that TECH makes available.
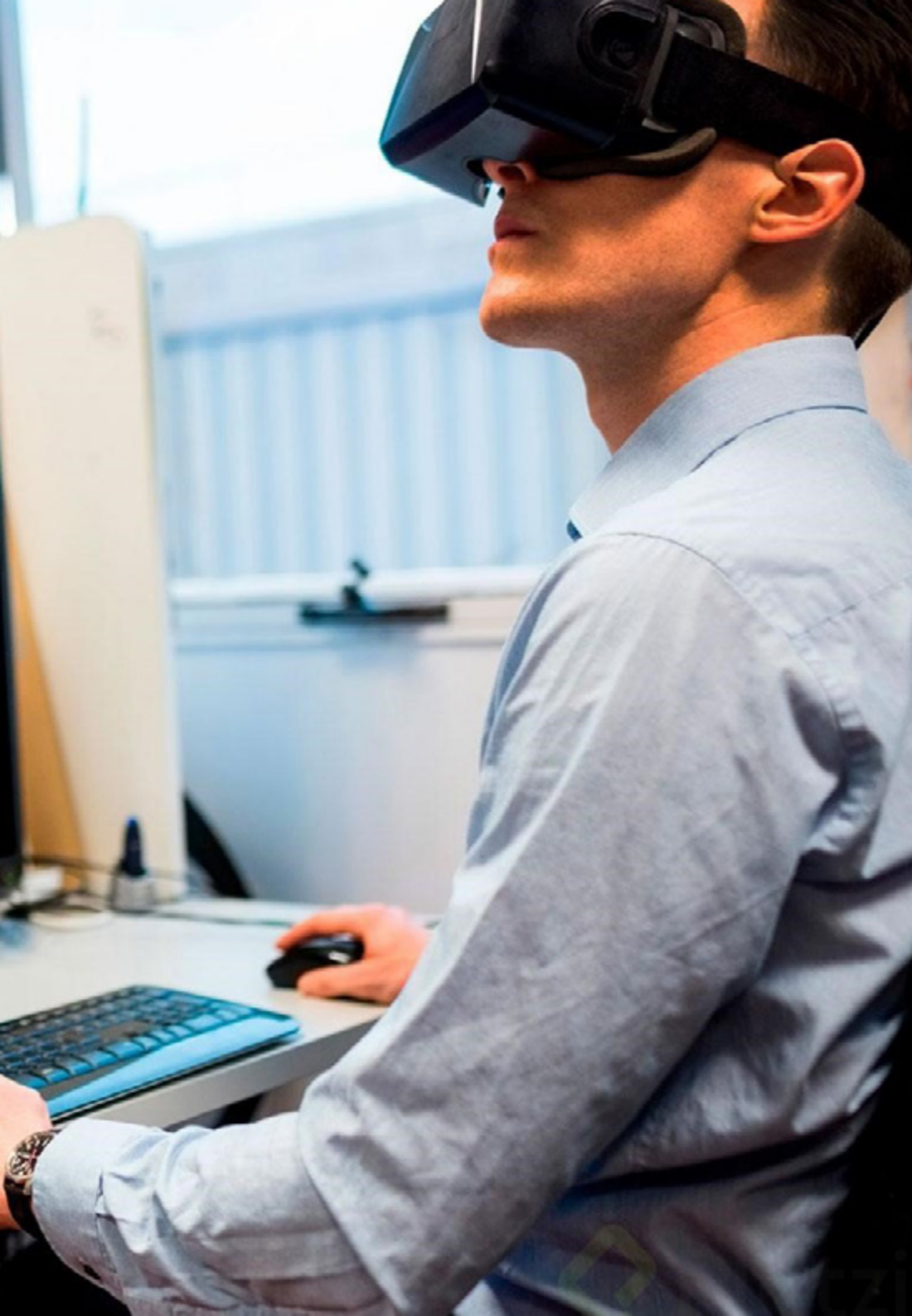
*The dynamic presentation of contents makes learning agile. Each day will be a virtual experience connected with subject matter experts"*

## Module 1 Gamified Game Design

*Become an expert in Gamified Game Design and expand your possibilities in the working world. Enroll now and achieve a 100% online qualification in just a few weeks"*

# 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.

*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.*

## 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.

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

## 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.

01 learning from evidence

02 relearning from evidence

03 testing

04 learning from an expert

05 neurocognitive context dependent learning

06 Von-Restorff effect

07 case based learning through storytelling

08 competencies testing (retesting)

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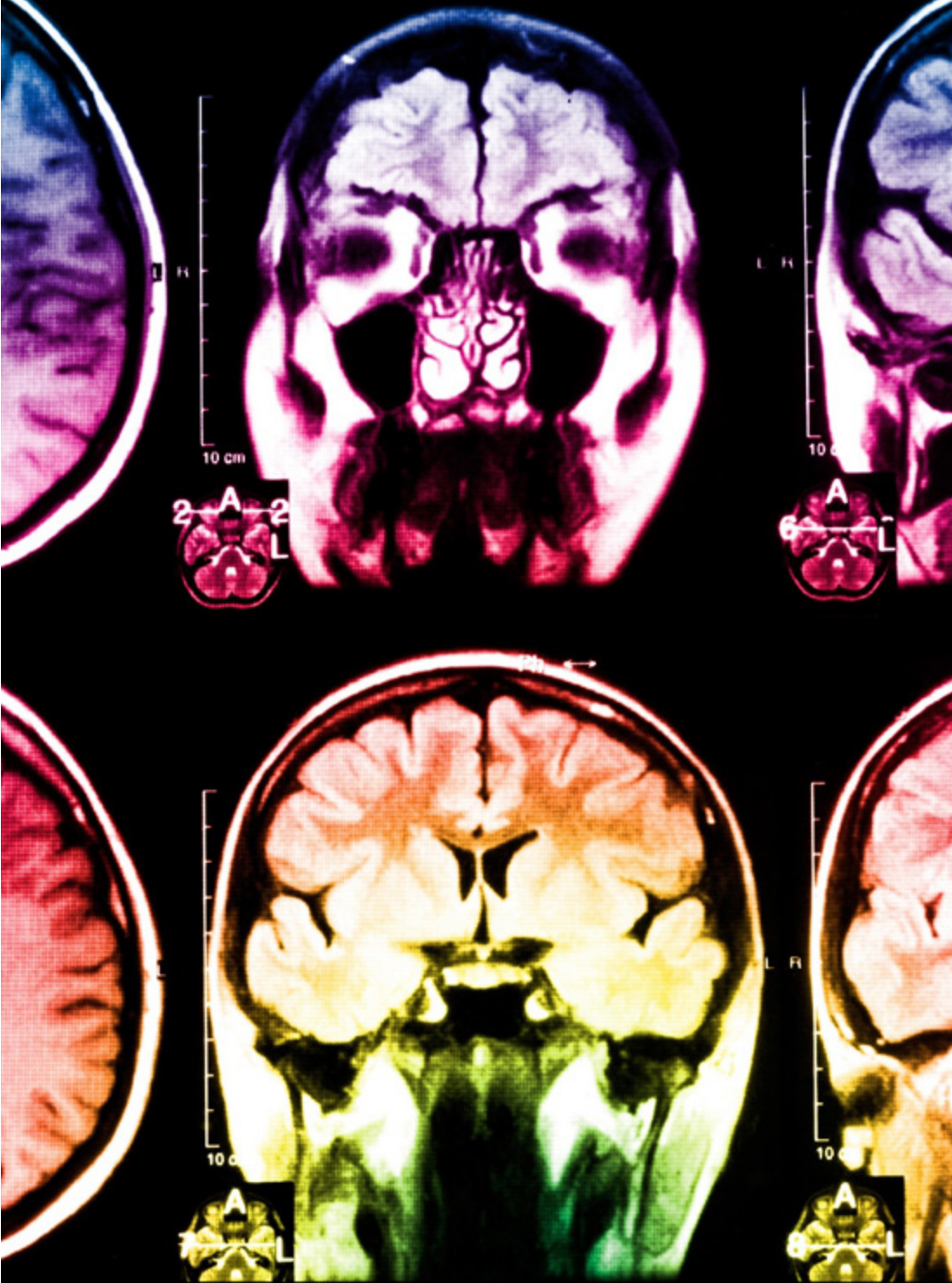
**This program offers the best educational material, prepared with professionals in mind:**

### 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.

**30%**

**10%**

**8%**

**20%**

**25%**

**4%**

**3%**
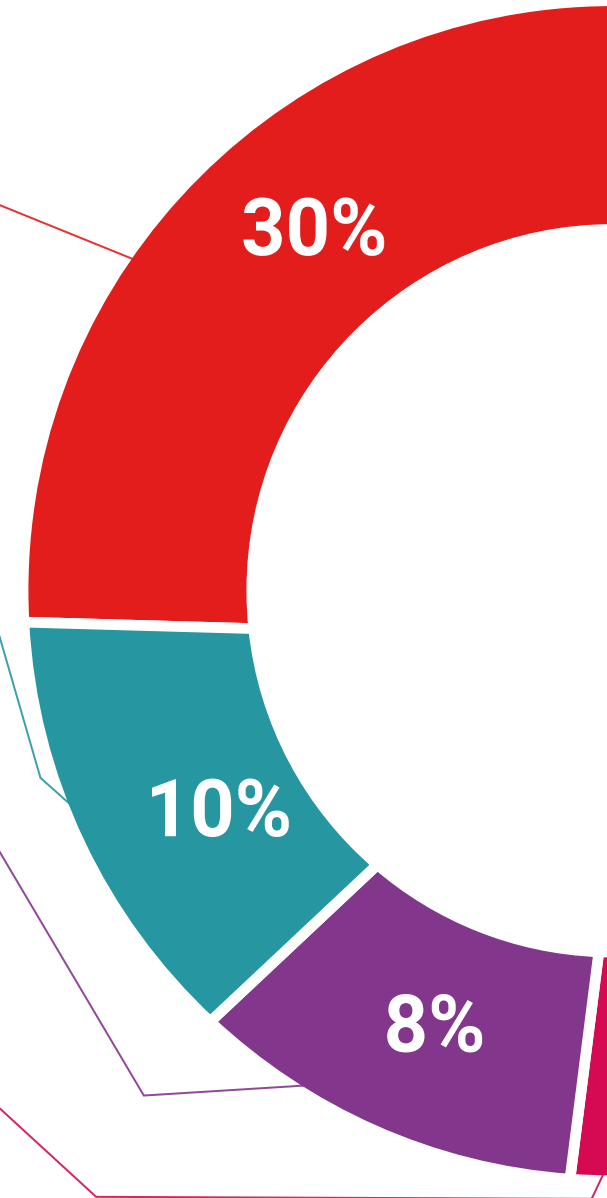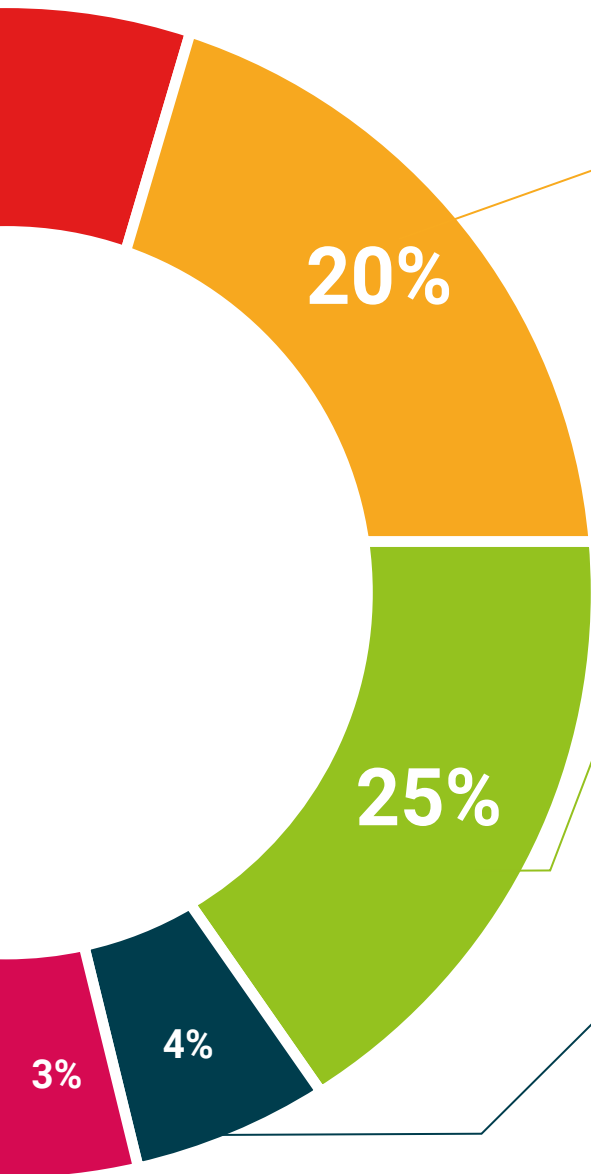
### Case Studies

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.

# 05
# Certificate

The Postgraduate Certificate in Gamified Game Design 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 Gamified Game Design** 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 Game Design**

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 Game Design

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

This qualification must always be accompanied by the university degree issued by the competent authority to practice professionally in each country.        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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