

Postgraduate Certificate

Serious Games and Whistleblowing





Postgraduate Certificate Serious Games and Whistleblowing

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

Website: www.techtitute.com/pk/videogames/postgraduate-certificate/serious-games-whistleblowing

Index

01

Introduction

p. 4

02

Objectives

p. 8

03

Course Management

p. 12

04

Structure and Content

p. 16

05

Methodology

p. 20

06

Certificate

p. 28

01

Introduction

For more than 40 years, video games have served as a method of escape for all kinds of people, from those who love car racing to those who enjoy creating a virtual life in a scenario recreated through blocks. However, its power goes beyond mere entertainment, since the creation of Serious Games of denunciation has made it possible to make certain social situations visible, alluding to the sensitivity of the player and making him reflect. In order for the creative to know in detail the characteristics of this genre, TECH has created this complete program. This is a 100% online, intensive and highly enabling qualification that will influence your professional development in a comprehensive and specialized way.



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You are just one step away from accessing the best qualifications in the postgraduate academic market to specialize in the Serious Games of Whistleblowing in an intensive way in only 6 weeks"

Serious Games can also focus on reporting certain social, cultural and political issues. An example of this is the famous Fake it to make It, aimed at unmasking *fakes news* and which highlights the ease with which information can be distorted and distributed with negative objectives and seriously affecting the dignity and integrity of individuals and entities. This type of video games have been created with the aim of alluding to the consumer's sensitivity and awakening his critical side, inviting him to reflect on specific issues.

The popularity of this type of genres in the market has been the reason why TECH has decided to create a degree with which any graduate in this area can know in detail its intricacies. This is the Postgraduate Certificate in Serious Games and Whistleblowing, a 100% online program distributed over 6 weeks in which the graduate will have access to the best syllabus developed by experts in the sector. This is based on the requirements that this type of video games must meet to generate awareness and the specifications of its design, to conclude by delving into the conceptualization of its structure and the recommended rules and objectives.

All this through a program 100% online and accessible from any device with Internet connection. In this way, the graduate will be able to connect whenever they want and from anywhere. In addition, the entire content, which includes additional material in different formats, can be downloaded for consultation whenever you need it, even after completing the program of this academic experience.

This **Postgraduate Certificate in Serious Games and Whistleblowing** contains the most complete and up-to-date program on the market. The most important features include:

- ♦ Case studies presented by experts in Serious 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



You will be able to delve into the importance of establishing good rules and objectives, accessing a catalog of recommendations for each case"

“

You will explore the world of Fake it to make it and its design, and you will be able to draw your own conclusions about the effectiveness of employing certain techniques and game strategies”

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.

A 100% online qualification with which you will be able to delve into the objectives of this type of video games and establish a creative strategy to meet each of them.

You will see progress from day one, and after 6 weeks you will have mastered perfectly the specifications of the different genres of denouncing videogames.



02 Objectives

For TECH, its main objective is to create highly capacitating and beneficial qualifications for the professional development of the graduate. For this reason, creatives who access this Postgraduate Certificate will find in it the best academic tools, based on the most comprehensive content and the most varied and innovative additional material. In this way, and after completing the qualification, they will have obtained specialized knowledge about Serious Games that will allow them to undertake their own successful projects.



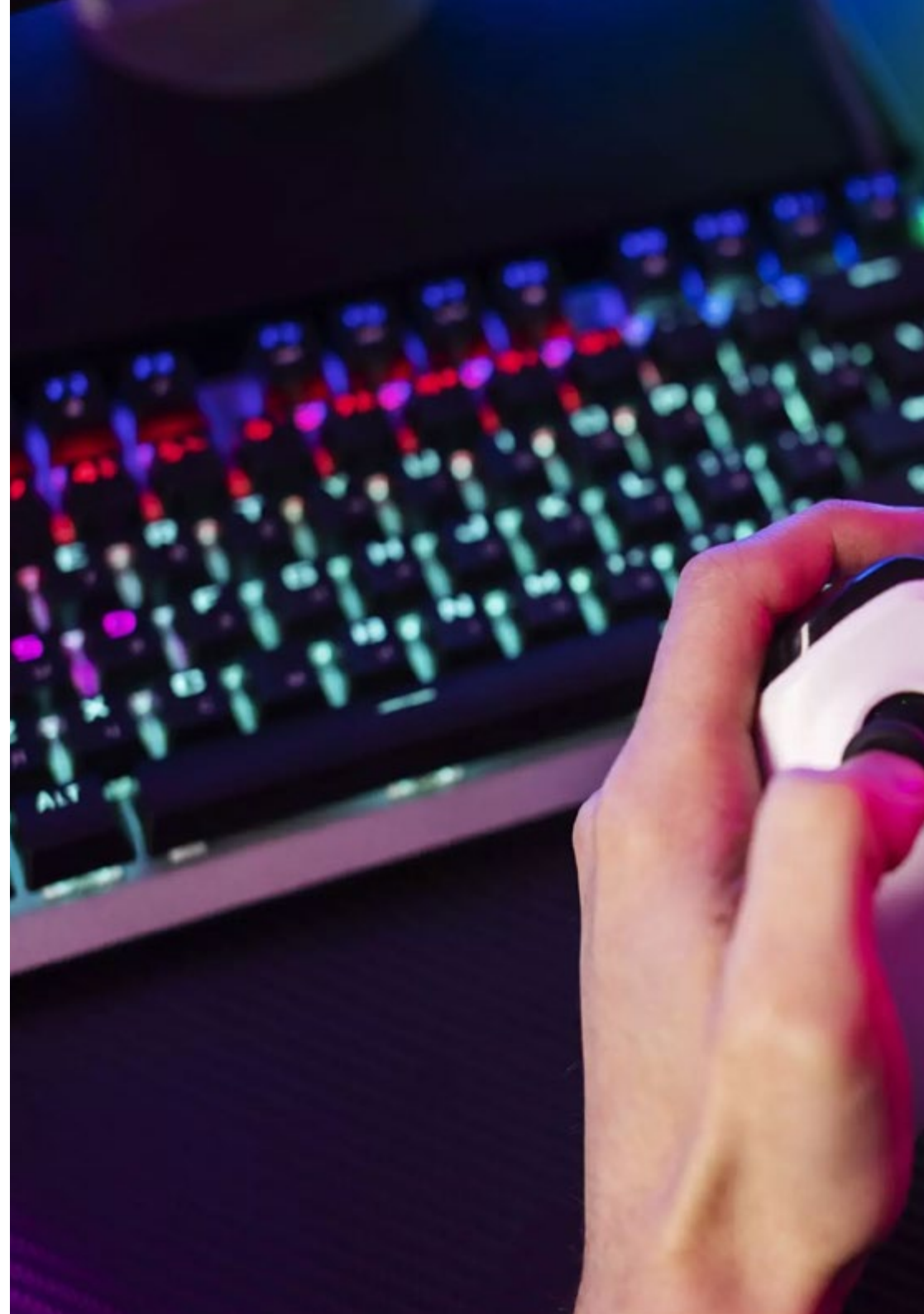
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A qualification designed for committed professionals like you, who seek continuous improvement of their personal careers through the highly empowering qualification program"



General Objectives

- ◆ Know how to identify the impact of Serious Games in different industries
- ◆ Learn in depth all the theoretical and practical knowledge to be able to adapt a classic education to a Serious Games environment
- ◆ Acquire in-depth knowledge and contextualize the design of video games within the Serious Games
- ◆ Integrate the analysis of Serious Games that have had a relevant social impact
- ◆ Broaden the range of career opportunities for students





Specific Objectives

- In-depth knowledge of Serious Games focused on whistleblower issues
- Master design techniques to seek emotional responses from the player



If your goal is to master experimentation through actions and decision making in Serious Games of Whistleblowing, this Postgraduate Certificate will give you the keys to achieve it in less than 150 hours"

03

Course Management

For the elaboration of the faculty of this Postgraduate Certificate in Serious Games and Whistleblowing, TECH has selected a team of experts in the sector with an extensive career. They are professionals versed in the field who have participated and directed many projects throughout their careers. Having the possibility to count on this group will provide the program with a practical, realistic and critical vision of the current state of the profession and will allow the graduate to better contextualize the information developed throughout the syllabus.



TIME OVER

Looks like you need to head back to space ship school!

8 enemies

12 minutes

press any key to restart your adventure

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The teaching team has selected for this course real case studies from their own experience, so that you can develop, together with them, effective and successful strategies for action"

Management



Ms. Sánchez del Real, Gracia

- Learning and Interactive Area Director at Infinity Group
- Digital Consultant in Design and Development of EdTech Solutions and e-Learning Projects
- President of Digitaliza, Spanish Society for the Promotion of Digital Economy and Citizenship
- Special projects leader
- Master in Gender Equality
- Master's Degree in Personal, Executive and Business Coaching
- Specialist in gender equality, women's leadership and diversity issues
- Bachelor's Degree in Information Sciences, Advertising and Public Relations
- Augmented Virtual Reality and Metaverse Expert
- Expert in Interactive and Serious Games Development for Education, Training and Dissemination
- Expert in Gamification of Learning Environments in the Safety and Occupational Risk Prevention Sector, Industrial Sector, Health Sector and Third Sector



Professors

Ms. Arellano, Margarita

- ◆ Founder and Project Manager at MyWay Spain
- ◆ Specialist in Digital Marketing and Communication
- ◆ Expert in Production of Communication Materials
- ◆ Bachelor's Degree in Information Sciences, Advertising and Public Relations

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Take the opportunity to learn about the latest advances in this field in order to apply it to your daily practice”

04

Structure and Content

This university demonstrates its commitment to its students in the creation of each qualification through the creation of the best syllabus and the inclusion of the most varied and dynamic additional material. In addition, thanks to the use of the *Relearning* methodology in the development of the content together with the aforementioned, the teaching load of each program is considerably reduced, maintaining a high level of training. In this way, graduates can access a program that will provide them with the knowledge to master, in this case, the sector of Serious Games based on the whistleblower, without the need to invest extra hours in the study.



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With TECH and its academic methodology, you set the pace and schedule, without rushing or stress”

Module 1. serious Games and Social Issues

- 1.1. Serious Games and Raising Awareness
 - 1.1.1. Social Issues
 - 1.1.2. Raising Awareness
 - 1.1.3. Playable Stories
- 1.2. Serious Games of Social Issues and their Objectives
 - 1.2.1. Purpose
 - 1.2.2. Learning
 - 1.2.3. Designs
- 1.3. Game Genres in Video Games on Social Issues
 - 1.3.1. Complexity
 - 1.3.2. Gameplay
 - 1.3.3. Story
- 1.4. Actions and Decisions in Serious Games on Social Issues
 - 1.4.1. Experimentation
 - 1.4.2. Learning
 - 1.4.3. Design
- 1.5. Conceptualizing a Social Issue Video Game
 - 1.5.1. Cataloging
 - 1.5.2. Social Issues
 - 1.5.3. Design
- 1.6. Rules and Objectives of Video Games on Social Issues
 - 1.6.1. Mechanisms
 - 1.6.2. Dynamics
 - 1.6.3. Objectives
- 1.7. Conflicts in Video Games on Social Issues
 - 1.7.1. Story
 - 1.7.2. Conflicts
 - 1.7.3. Designs
- 1.8. Serious Games on Social Issues
 - 1.8.1. Cataloging
 - 1.8.2. Experimentation
 - 1.8.3. Practical Social Issues



- 1.9. Exploring the World of Fake It to make It
 - 1.9.1. Fake it to Make It
 - 1.9.2. Designs
 - 1.9.3. Experimentation
- 1.10. *Briefings* Social Issues and Serious Games
 - 1.10.1. *Briefing*
 - 1.10.2. Application
 - 1.10.3. Cases

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The time has come to make a very important decision for your future. By choosing TECH you will be betting on quality training endorsed by the world's largest online university in the world"



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.





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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.



06

Certificate

The Postgraduate Certificate in Serious games and whistleblowing 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 Serious Games and Whistleblowing** contains the most complete and updated 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 certificate issued by **TECH Technological University** will express the qualification obtained in the Postgraduate Certificate, and will meet the requirements commonly demanded by labor exchanges, competitive examinations and professional career evaluation committees.

Title: **Postgraduate certificate in Serious Games and Whistleblowing**

Official N° of Hours: **150 h.**



*Apostille Convention. In the event that the student wishes to have their paper certificate 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 languages
virtual classroom



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