

Postgraduate Certificate Serious Games and Autobiographical Video Games



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- » 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-autobiographical-video-games

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01

Introduction

The possibility of involving the audience in a personal experience through game play allows many creatives to convey their own feelings and sensations in a playful and entertaining way. Through Autobiographical Serious Games, these professionals involve the player in an artistic plot in which imagination and communicative ability prevail above all else. However, mastering this genre can be a complex task to carry out due to its abstract nature. For this reason, TECH has considered it necessary to develop this program, so that the graduate acquires the skills and knowledge necessary to develop a successful autobiographical video game project. All this through a convenient and accessible online format that will allow you to take this program from wherever you want and with a 100% personalized schedule.



“

TECH presents the best program on the market to specialize in Autobiographical Serious Games in only 6 weeks and through the most avant-garde pedagogical methodology"

The development of digital technology and its influence on the video game industry has allowed the development of titles of all kinds: adventure, strategy, arcade, sports and a long etcetera. However, one of the least known is the autobiographical, which, through a very creative gaming narrative, is able to transmit sensations and feelings through the player's involvement in the personal experience of the creative. One of the most famous projects of this genre is Dys4ia, in which its creator, Anna Anthropy has captured, in an abstract way, her sex change, involving the viewer in the process.

Despite not being a very widespread area at present, this type of games have had a fairly good reception in the sector, which is why this university has considered it necessary to develop a program that deals in depth with this subject. This is the Postgraduate Certificate in Serious Games and Autobiographical Video Games, a qualification that delves into the intricacies of the genre in a multidisciplinary and dynamic way over a period of 6 weeks. Through the best theoretical and practical syllabus, the graduate will be able to acquire specialized knowledge about the characteristics of these video games, their objectives, their cataloging, their conceptualization and the recommended rules, to conclude with a real case study. It is, therefore, a highly enabling program designed so that the creative, after completing it, will be able to undertake his own project alone or as part of a team.

And to achieve this, you will also have hours of the best additional material selected by the teaching team and presented in different formats: detailed video, dynamic summaries, research articles, additional readings and case studies. All presented in a convenient online format accessible from any device and 24 hours a day, ensuring an educational experience tailored to the academic and temporal needs of the graduate.

This **Postgraduate Certificate in Serious Games and Autobiographical Video Games** 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 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



A 100% online program with which you can learn, from wherever you want and whenever you want, the ins and outs of autobiographical videogames"

“

The best opportunity in the academic market to delve into the rules and objectives recommended in autobiographical Serious Games”

The syllabus includes an exhaustive analysis of Dys4ia, so that you acquire specialized knowledge of the genre through the study of a successful case.

Throughout the 6 weeks of training, you will be able to access the Virtual Classroom 24 hours a day and from any device with an Internet connection.

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.



02

Objectives

The current academic offer related to Autobiographical Serious Games is practically null. For this reason, the objective of this program is to provide the graduate with the broadest and most specialized knowledge in the area that will allow them to know in detail and handle with guarantee everything related to this genre of video games. To this end, it will provide you with the most innovative and effective educational tools, so that, in just 6 weeks, you will be able to undertake, with guaranteed success, your own personal project.



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In this program you will find the most successful practical uses of Autobiographical Serious Games, so you can adapt your creative strategy to the industry trends"



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 extensive 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

- ♦ Know in depth the focused Autobiographical Serious Games
- ♦ Understand and learn the process of designing a game with this approach
- ♦ Have a broad knowledge of design techniques to seek their impact through biographical games



TECH's goal is that you finish this Postgraduate Certificate having acquired the most comprehensive knowledge that will define you, from then on, as a specialist in autobiographical video games"

03

Course Management

Both the management and the faculty of this program are characterized mainly by their youth, their innovative character and, of course, by their long and extensive work experience in the management and participation in projects related to the different areas of Serious Games. It is a teaching team with an unmatched human quality, who have expressed their commitment to the professional growth of the graduate in a current, critical, dynamic and adapted to the requirements of the sector.



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If there is anything in the syllabus that you have questions about, the teaching staff will be happy to help you resolve it"

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. Pascual Vicente, Virginia

- ◆ Specialist in Digital Marketing and Communication
- ◆ Multimedia Editorial Director at Infinity Group
- ◆ Degree in Information Sciences

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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

For the development of this program TECH has taken into consideration the recommendations of the teaching team, who have carried out an exhaustive information gathering process in order to create the most training syllabus on the market. However, in order to offer a dynamic and attractive academic experience, the entire theoretical content has been adapted to the new Relearning methodology, thanks to which the graduate will not have to invest extra hours in memorizing concepts, as they will participate in a gradual and natural learning process.





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You will be able to delve into the specifications of the UV Rizom and its applicability in today's market through the practical analysis of real cases"

Module 1. Serious Games and Autobiographical Games

- 1.1. Serious Autobiographical Games
 - 1.1.1. Autobiography
 - 1.1.2. Designs
 - 1.1.3. Purposes
- 1.2. Objectives of Autobiographical Video Games
 - 1.2.1. Purpose
 - 1.2.2. Learning
 - 1.2.3. Designs
- 1.3. Genres Applicable to Autobiographical Video Games
 - 1.3.1. Applied Autobiography
 - 1.3.2. Cataloging
 - 1.3.3. Designs
- 1.4. Actions and Decisions in Autobiographical Video Games
 - 1.4.1. Experimentation
 - 1.4.2. Learning
 - 1.4.3. Designs
- 1.5. Conceptualizing an Autobiographical Videogame
 - 1.5.1. Cataloging
 - 1.5.2. Autobiography
 - 1.5.3. Designs
- 1.6. Rules and Objectives of the Autobiographical Video Game
 - 1.6.1. Mechanisms
 - 1.6.2. Dynamics
 - 1.6.3. Objectives
- 1.7. Conflicts in Autobiographical Video Games
 - 1.7.1. Story
 - 1.7.2. Conflicts
 - 1.7.3. Designs





- 1.8. Autobiographical Serious Games: Practical Applications
 - 1.8.1. Cataloging
 - 1.8.2. Experimentation
 - 1.8.3. Serious Games
- 1.9. Exploring the World of Dys4ia
 - 1.9.1. Dys4ia
 - 1.9.2. Designs
 - 1.9.3. Experimentation
- 1.10. Advanced UV Rizom
 - 1.10.1. Briefing
 - 1.10.2. Application
 - 1.10.3. Cases

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You are just one click away from acquiring the knowledge you need to start your autobiographical project and succeed in the world of video games”

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.



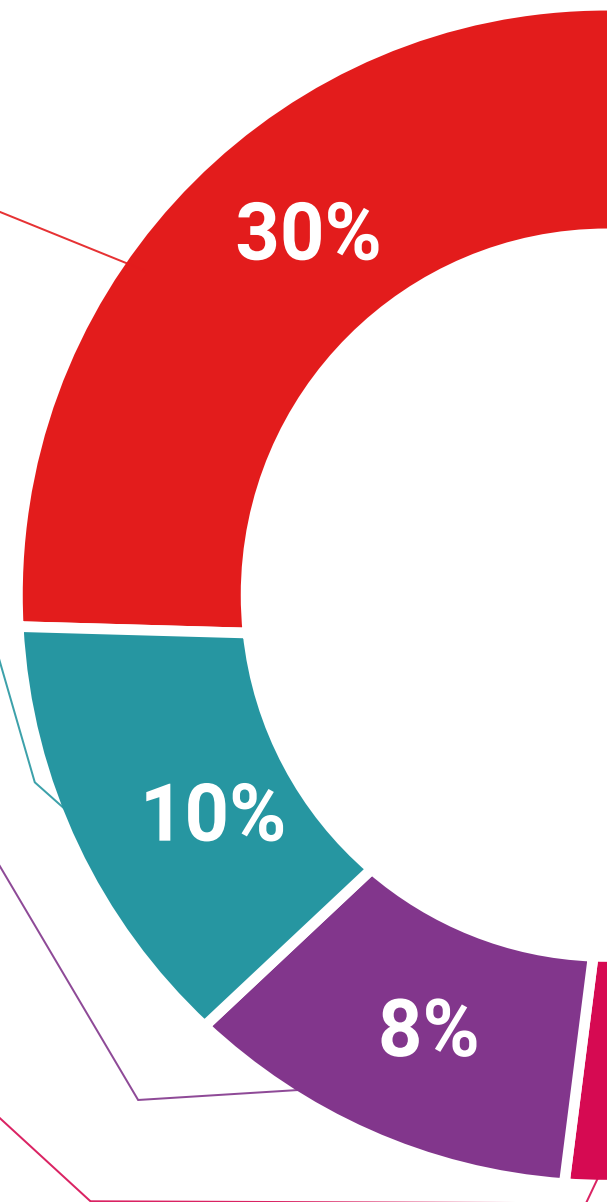
Practising Skills and Abilities

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 Autobiographical Video Games 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 Autobiographical Video Games** 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 certificate 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 Serious Games and Autobiographical Video Games**

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
online training
development language
classroom



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