

# Postgraduate Certificate Serious Games for Education





## Postgraduate Certificate Serious Games for Education

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Schedule: at your own pace
- » Exams: online

Website: [www.techtitute.com/us/videogames/postgraduate-certificate/serious-games-education](http://www.techtitute.com/us/videogames/postgraduate-certificate/serious-games-education)

# 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

The educational environment, like many other sectors, has been influenced by the development of technology and digital tools, in such a way that it has been implementing to its strategies and techniques the most innovative concepts that have been emerging, among which Serious Games stand out. Thanks to these video games it is possible to apply a more dynamic and playful line of study, which favors learning. For this reason, this environment increasingly demands works based on this genre, so the creative must know in detail its specifications in order to be able to adapt their product. Students will find everything they need to know in this convenient and accessible 100% online program, designed by experts in the sector and focused on intensive specialization in just 150 hours.





“

*TECH presents this Postgraduate Certificate as the best option for you to learn in detail the technical requirements of Serious Games applied to the educational field”*

If there is one thing that defines Serious Games above all else, it is the possibility of learning while having fun. Some genres such as DragonBox Elements or Pulse!! are examples of the educational possibilities that arise from the combination of gameplay with the essential concepts of teaching at all levels, from pre-school to university. The fact is that the use of this technology manages to involve students in a simulated situation that forces them to put their skills and competencies into practice, positively influencing the development of their knowledge and critical thinking.

The success of this strategy has generated, on the part of the educational sector, a very broad demand from professionals and companies working on the creation of new titles applicable in the school and university environment. In order for graduates to find in a single program all they need to know to master this area, TECH Technological University has developed the Postgraduate Certificate in Serious Games for Education. This is a complete multidisciplinary program that presents an analysis of the challenges and difficulties faced by the design of these video games, providing the keys to their optimal and successful development.

In addition, this program is characterized by its exhaustive and highly capacitating syllabus, designed by the teaching team and developed based on the most avant-garde pedagogical methodology in the educational sector. It also contains hours of additional material in different formats to contextualize the information and deepen in those aspects of greater relevance for the professional career of the creative. All this, in a convenient online format that will allow the professional to access the virtual classroom whenever needed and from any device with an Internet connection.

This **Postgraduate Certificate in Serious Games for Education** 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 have the best and most solid arguments to make successful decisions in the design of video games for teaching”*

“

*It is 150 hours of the best theoretical, practical and additional content, which will be available in its entirety and available for download from the first day of this Postgraduate Certificate”*

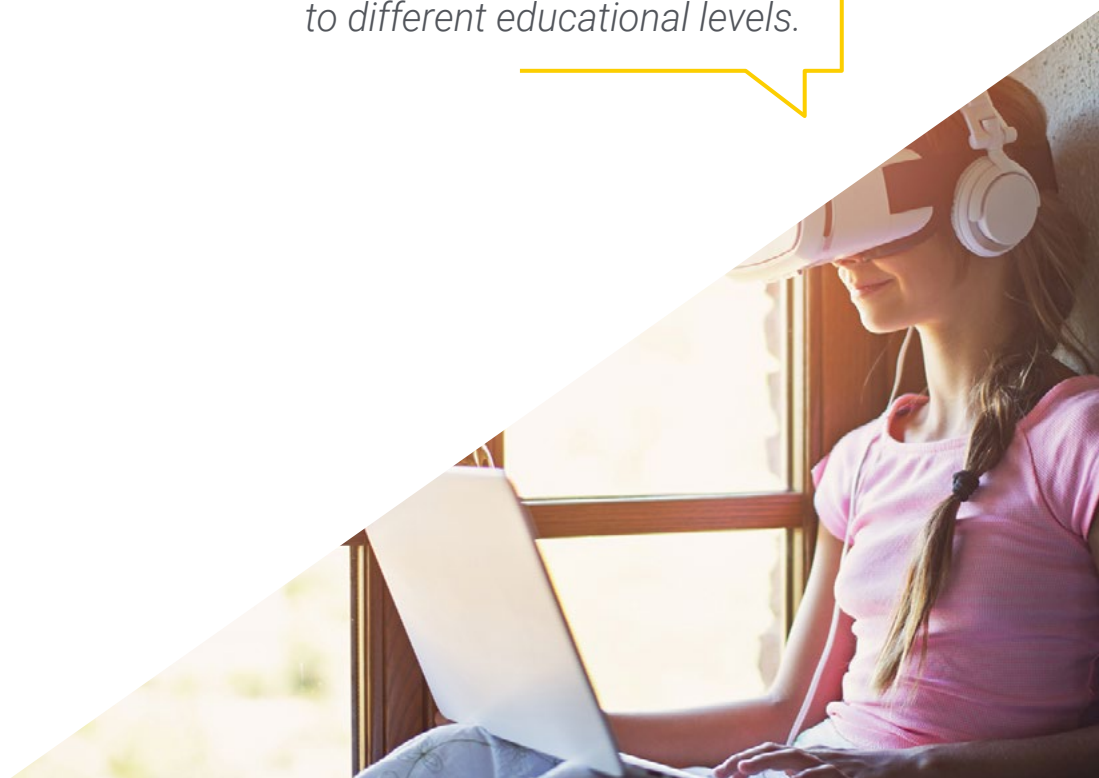
*You will be able to delve into the keys to the conceptualization of a video game for children of all ages, with special emphasis on the appropriate genres for each case.*

*You will obtain the most specialized knowledge to develop rules and game objectives adapted to different educational levels.*

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, students will be assisted by an innovative, interactive video system created by renowned and experienced experts.



# 02 Objectives

The great value of Serious Games in the educational sector and the lack of academic programs focused on this field is what has motivated TECH Technological University to develop this Postgraduate Certificate. For that reason, the objective of this program is to provide the graduate with a unique, current and specialized knowledge in this field, so that, at the end of this program, they will be able to undertake their own project with full guarantee of success and with the confidence of having done it meeting the requirements of the current market demand.







“

*The theoretical and practical analysis of the video game Interland will give you a clear and general idea of the characteristics that a Serious Game focused on teaching should have and the aspects to improve”*



## 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

---

- ◆ Professional knowledge of Serious Games focused on education
- ◆ Master design techniques to seek emotional responses from the player in addition to experiencing the gameplay of one

“ You will be able to access a catalog of current Serious Games and their technical requirements, so you will know specifically how the industry is doing”

# 03

## Course Management

For the management and teaching of this Postgraduate Certificate, TECH Technological University has chosen a faculty versed in the development and management of projects related to Serious Games. This is a team of professionals with extensive experience in this sector, who have deposited in this program all their experience and commitment to the professional growth of the graduate. All this will be reflected not only in the best syllabus, but in hours of additional high-quality material that have been selected exclusively for this program.





“

*TECH wants you to get the most out of this Postgraduate Certificate. Therefore, if you have any questions, you will have the teaching team at your disposal to solve them”*

## Management



### Mr. Vargas Pardo, Diego

- ♦ Director and Producer of Video Games and Documentaries
- ♦ Senior Game Designer and Producer at Life Games
- ♦ Director and Producer of the script of the documentary "Press Start: The history of video games in Spain"
- ♦ Producer and Designer at IKIGAI Play
- ♦ Production Assistant at Ilion Animation Studios
- ♦ Game Designer at Cauldron Games
- ♦ Art Director Pool Creaciones Publicitarias S.A
- ♦ Creative Director First Group - Events and Communication
- ♦ Art Director Valhalla Publicidad & Comunicación
- ♦ Graduated in Graphic Design and Advanced Design at IED Italian Institute of Design
- ♦ Master's Degree in Videogame Design at UTAD
- ♦ Master's Degree in Film and Documentary Directing in TAI



# 04

## Structure and Content

The use of the Relearning methodology in this and all TECH Technological University programs is carried out with the aim of trying to reduce the teaching load of the program and to promote a dynamic, innovative and highly beneficial learning for the professional development of the graduate. For this reason, this university also offers its students the most cutting-edge educational technology backed by its convenient 100% online format, which makes this program an accessible educational experience that can be perfectly balanced with any other professional or personal activity.







“

*In less than six weeks you will master the mechanics and dynamics of Educational Video Games, being able to apply it to your own projects”*

## Module 1. Serious Games and Education

- 1.1. Serious Games Focused on Education
  - 1.1.1. Educational
  - 1.1.2. Focus
  - 1.1.3. Cases
- 1.2. Objectives of Video Games for Education
  - 1.2.1. Purpose
  - 1.2.2. Learning
  - 1.2.3. Designs
- 1.3. Game Genres in Video Games for Education
  - 1.3.1. Genre
  - 1.3.2. Cataloging
  - 1.3.3. Designs
- 1.4. Actions and Decisions in Educational Video Games
  - 1.4.1. Experimentation
  - 1.4.2. Learning
  - 1.4.3. Designs
- 1.5. Conceptualizing a Video Game for Children
  - 1.5.1. Cataloging
  - 1.5.2. Genre
  - 1.5.3. Designs
- 1.6. Rules and Objectives of Educational Video Games
  - 1.6.1. Mechanisms
  - 1.6.2. Dynamics
  - 1.6.3. Objectives
- 1.7. Conflict in Educational Video Games for Children
  - 1.7.1. Story
  - 1.7.2. Purpose
  - 1.7.3. Designs





- 1.8. Educational Serious Games in Practice
  - 1.8.1. Cataloging
  - 1.8.2. Experimentation
  - 1.8.3. Serious Games : Usability
- 1.9. Analysis of Interland
  - 1.9.1. Interland
  - 1.9.2. Designs
  - 1.9.3. Experimentation
- 1.10. Briefings , Children and Serious Games
  - 1.10.1. Briefing
  - 1.10.2. Application
  - 1.10.3. Cases

“

*Take a decisive step in your professional career and specialize in a booming area such as Serious Games for Education with TECH and this Postgraduate Certificate”*

# 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 Serious Games for Education 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 Serious Games for Education** 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 Serious Games for Education**

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  
online training  
development language  
classroom

**tech** technological  
university

## Postgraduate Certificate Serious Games for Education

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Schedule: at your own pace
- » Exams: online

# Postgraduate Certificate Serious Games for Education