

# Postgraduate Certificate Serious Games for Health



## Postgraduate Certificate Serious Games for Health

- » 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/serious-games-health](http://www.techtitute.com/us/videogames/postgraduate-certificate/serious-games-health)

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# 01

# Introduction

If there is one thing that video games can achieve, it is to motivate consumers to fulfill a series of objectives, either through the screen or by making use of the most persuasive strategies to encourage them to exercise. That is why the health field has taken advantage of the influence of these genres to educate and change the perception of certain patients with respect to diseases and ailments. This program is aimed at creatives interested in this field who are looking for a qualification that can give them all the information they need to be able to undertake Serious Games projects related to Health. It is a comprehensive qualification that will provide you with specialized knowledge through the best theoretical, practical and 100% online experience.





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*TECH offers you the best program in the educational market to specialize in an intensive way, and in only six weeks, in Serious Games for Health”*

The launch of Pokemon Go in 2016 revolutionized the video game field. And the fact is that, beyond the dynamics of the title, it meant a playful motivation for millions of people of all ages and from all over the world, to go for a walk in search of the strangest and strongest creatures. For its part, Nintendo has also contributed, with the launch of titles such as Wii Yoga or Ring Fit, to encourage thousands of players to exercise through entertainment and the achievement of increasingly complex objectives.

This is precisely one of the main objectives of Serious Games for Health, to awaken in people a certain interest that allows them, through video games, to contribute to the improvement of their quality of life or to their awareness of certain diseases and pathologies.

Everything related to this genre is framed in this comprehensive and multidisciplinary Postgraduate Certificate in Serious Games for Health. It is a program designed by experts in the video game industry who have reflected in its agenda the most comprehensive and immediate information of the current field. Therefore, the professionals who access it will be able to delve into the ins and outs of these titles, the keys to their optimal design and the recommendations to adapt their project to the requirements of the current market.

Through a 100% online program, the creatives will be able to customize this educational experience based on their time and personal availability, forgetting the tedious in-person classes with fixed schedules. In addition, you will have all the content from the first day, which can be downloaded to any electronic device with internet connection, so that you have the possibility to consult it whenever you need it, even after finishing this Postgraduate Certificate.

This **Postgraduate Certificate in Serious Games for Health** 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



*This 100% online Postgraduate Certificate will contribute to your professional development in the video game field through a thorough knowledge of Serious Games”*

“*Delving into the objectives of health video games will allow you to adapt your projects to the market requirements”*

The program's teaching staff includes professionals from the industry 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 professionals must try to solve the different professional practice situations that are presented throughout the program. For this purpose, students will be assisted by an innovative, interactive video system created by renowned and experienced experts.

*You will analyze the case of Zombies Run as a successful example of Serious Games for Health, and you will learn in detail its technical and methodological requirements.*

*You'll have access to the virtual classroom 24 hours, 7 days a week, so they can complete this program, whenever you wish and can.*





# 02 Objectives

The lack of university programs focused on the specialization of creatives in the Serious Games field and its application in Health is what has motivated TECH Technological University to launch this Postgraduate Certificate. This is a dynamic and comprehensive program that will provide you with the necessary tools to achieve, in just 6 weeks, specialized knowledge about this industry. Therefore, throughout this program you will be able to improve and expand your skills in the design of video games and create your own projects from 0 and with total guarantee of success.







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*You will have access to the briefings of successful Serious Games specialized in Health, so that you will be able to unravel its strategy and implement the most effective techniques to your practice”*



## General Objectives

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- ◆ Know 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 training 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

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- ◆ Professional knowledge of Serious Games focused on health-themed video games
- ◆ Acquire knowledge of the game design process with this approach
- ◆ Master design techniques to seek emotional responses from the player in addition to experiencing the gameplay of one

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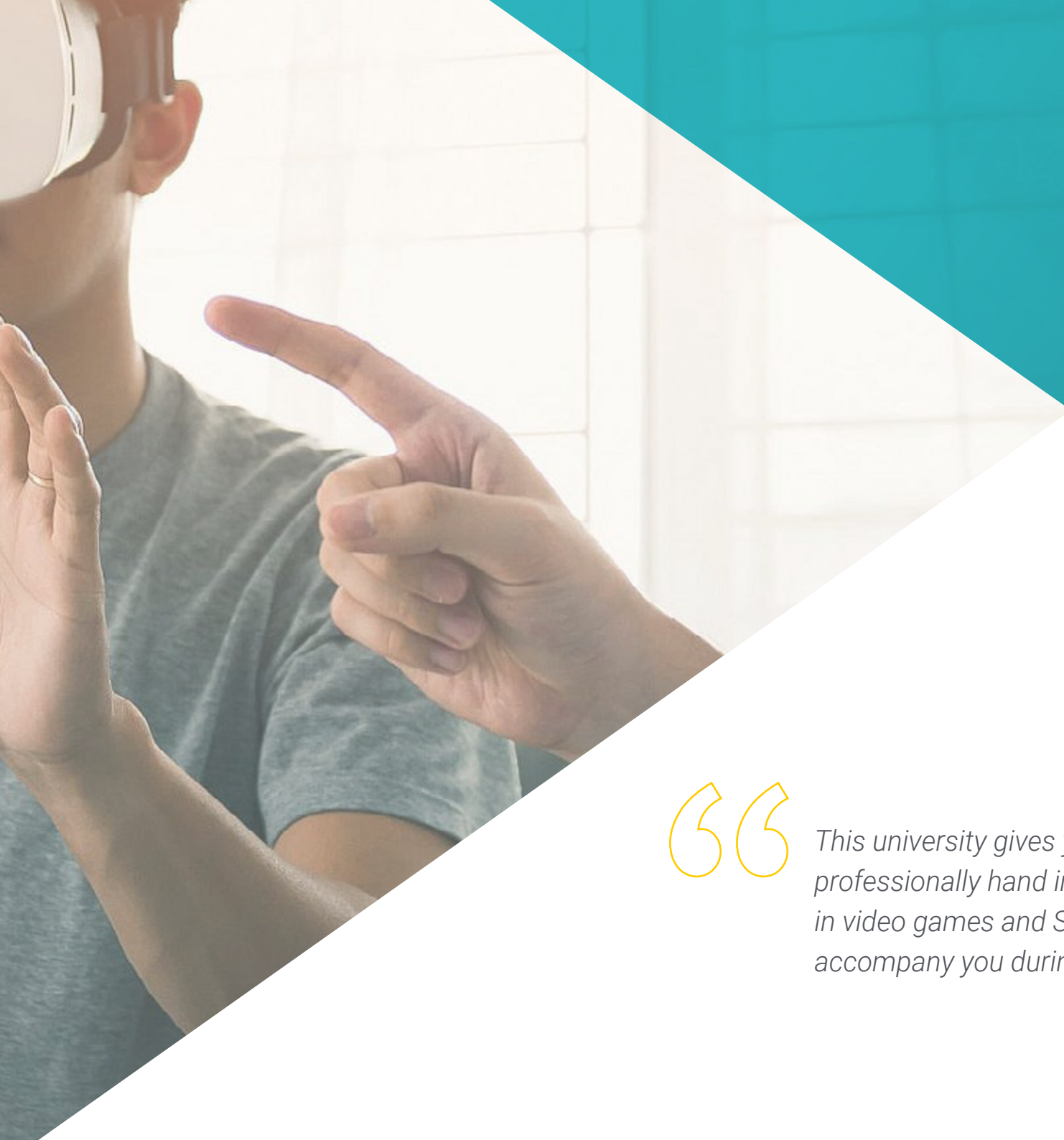
*TECH uses the latest pedagogical technology in all its programs to help you achieve your educational goals in less time than you expect”*

# 03

# Course Management

TECH Technological University is aware that having a teaching team specialized in the area in which the program will be developed is an extra motivation for any graduate when choosing of its programs. For this reason, it has selected for this Postgraduate Certificate a faculty composed of professionals versed in the Serious Games field who have a broad and extensive professional experience in the management of projects related to this genre. This team is characterized by its human quality and its commitment to the professional growth of the creatives, aspects that will be reflected in the quality of the syllabus and the dynamism of this educational experience.





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*This university gives you the opportunity to grow professionally hand in hand with the best experts in video games and Serious Games, which will accompany you during the course of this program”*



## 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



## Professors

### Mr. Takebe, Yoshikuni

- ◆ JavaScript Developer at Tecnalis
- ◆ Video Game Designer for *Night & Day* project
- ◆ Game Designer at IKIGAI Play
- ◆ Video game designer at Yump, Heyou! Games, Parhelion Mobile Games and Pyro Mobile Games
- ◆ Graduated in Telecommunications and Computer Systems at IES El Burgo de Las Rozas
- ◆ Master's Degree in Video Game Design at U-tad



*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

The syllabus of this Postgraduate Certificate has been designed exclusively by the teaching team for this program. It is a new and multidisciplinary content that will provide the graduates with the most comprehensive knowledge about Serious Games specialized in Health. Through its practical and experiential approach, as well as its adaptation to the specifications of the new and effective pedagogical methodology of *Relearning*, the creative will not have to spend extra hours in long and tedious hours of study, being able to get the most out of the program through a dynamic and highly empowering educational experience.





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*You will be able to create your own catalog of recommended rules and objectives in the creation of Serious Games related to Health”*



## Module 1. Serious Games and Health

- 1.1. Serious Games for Health
  - 1.1.1. Health in Serious Games
  - 1.1.2. Usability
  - 1.1.3. *Stories*
- 1.2. Objectives of the Health Video Game
  - 1.2.1. Purpose
  - 1.2.2. Learning
  - 1.2.3. Designs
- 1.3. Health Video Game Genres
  - 1.3.1. Applications
  - 1.3.2. Cataloging
  - 1.3.3. Designs
- 1.4. Actions and Decisions in Health Video Games
  - 1.4.1. Experimentation
  - 1.4.2. Learning
  - 1.4.3. Designs
- 1.5. Conceptualizing a Video Game for Health
  - 1.5.1. Cataloging
  - 1.5.2. Health
  - 1.5.3. Designs
- 1.6. Rules and Objectives of the Healthcare Video Game
  - 1.6.1. Mechanisms
  - 1.6.2. Dynamics
  - 1.6.3. Objectives







- 1.7. Conflict in the Video Game for Health
  - 1.7.1. Conflict
  - 1.7.2. Types
  - 1.7.3. Designs
- 1.8. Serious Games and Health: Practical Uses
  - 1.8.1. Cataloging
  - 1.8.2. Experimentation
  - 1.8.3. SG and Health
- 1.9. *Exploring the World of Zombies, Run!*
  - 1.9.1. Zombies, Run!
  - 1.9.2. Designs
  - 1.9.3. Experimentation
- 1.10. , Serious Games and Health *Briefings*
  - 1.10.1. *Briefing*
  - 1.10.2. Application
  - 1.10.3. Cases

“ A highly enabling qualification that will elevate your knowledge to the pinnacle of the video game industry and open doors to a wider job market”

# 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.

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*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 Health 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 qualification without having to travel or fill out laborious paperwork"*

The **Postgraduate Certificate in Serious Games for Health** 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 Health**

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  
development language  
virtual classroom



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