

Postgraduate Certificate Serious Games and Industrial Video Games



Postgraduate Certificate Serious Games and Industrial Video Games

- » 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-industrial-video-games

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01

Introduction

Serious games can also be used by municipalities and governments as a tool to raise awareness of certain issues. It is for this reason that the demand from these institutions for specialized Serious Games is increasing, which requires the existence of professionals versed in this area who know in detail the field and the technical requirements of its design, creation and distribution. Everything that the graduates need to know can be found in this comprehensive program, designed exclusively by experts in the field who have used the most up-to-date and exhaustive information in order to create a dynamic, current and highly capacitating syllabus based on the latest developments in this genre: objectives, designs, applications, cataloguing, etc. All this, in a convenient and accessible 100% online format that will make you a specialist in Serious Games and Industrial Video Games in just six weeks.



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You will find the perfect opportunity to become a specialist in Serious Games and Industrial Video Games in the syllabus of this Postgraduate Certificate and in the educational tools that TECH puts at your disposal”

Serious Games have proven, especially in recent years, to be a very powerful tool for awareness and education. For this reason, public and private institutions such as municipalities, governments or companies of any sector have made use of this technology to convey a certain message or to create in the population a critical thinking that promotes or instills an ethical behavior based on rules of civility, social empathy or values of coexistence.

The incredible results obtained have led to an increase in the demand for specialists in this genre, making this profession a job opportunity with ample opportunities for the future. In the absence of a program focused on this area, TECH Technological University and its team of experts have designed the Postgraduate Certificate in Serious Games and Industrial Video Games, an intensive program developed over six weeks and distributed in 150 hours, in which the graduates can acquire a broad and comprehensive knowledge about this field: its objectives, the most effective and efficient designs, applications in the current industry, cataloging of the various applicable topics, etc.

All this in a convenient and accessible 100% online format that includes, in addition to the best and most complete syllabus, hours of high quality additional material: detailed videos, research articles, dynamic summaries, images, case studies based on real situations, etc. Everything the professionals may need to contextualize the information developed throughout the course and to delve into the most relevant aspects for its development.

This **Postgraduate Certificate in Serious Games and Industrial 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 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 additional material to delve into the aspects of the syllabus that most interest you"

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You will be able to know in detail the usability of Serious Games and Industrial Video Games and their application”

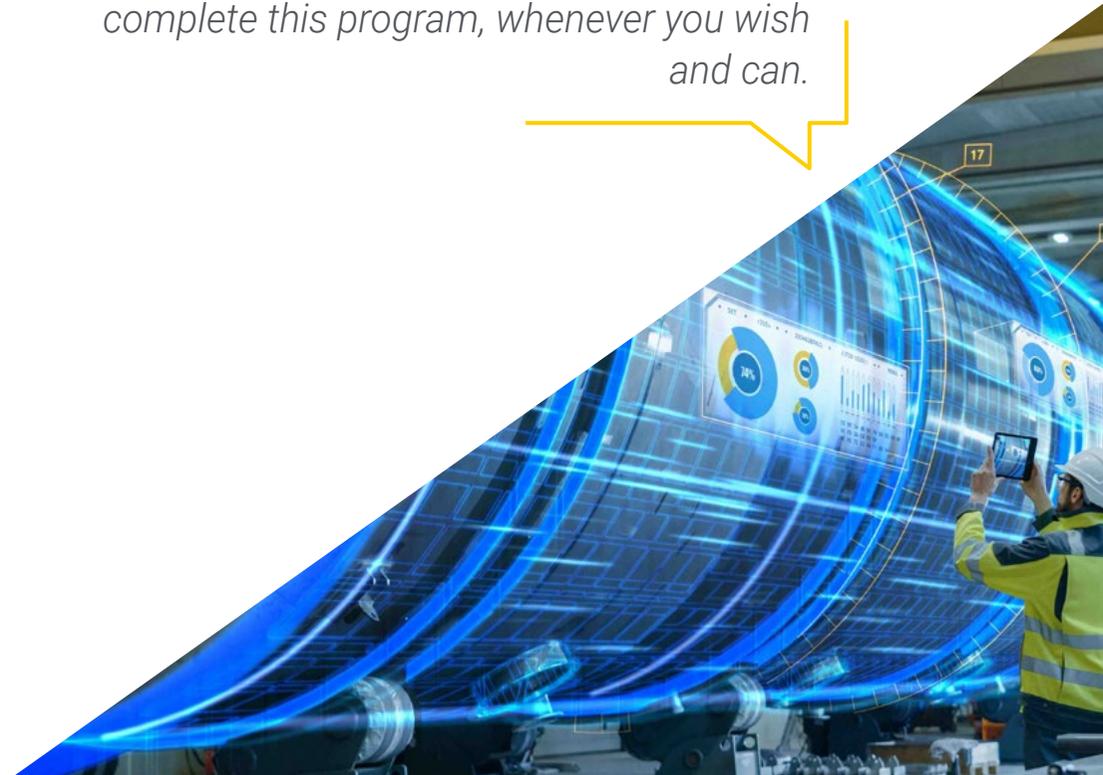
The program's teaching staff includes professionals from the sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

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.

You will delve into the objectives of the Industrial Video Game through an exhaustive analysis of its purpose, the most important subjects of its educational nature and the specifications of its design.

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 increase in demand for specialists in the field of Industrial Serious Games is what has motivated TECH Technological University and its team of experts to design this Postgraduate Certificate. For this reason, the idea of launching it to the market has arisen with the aim that the graduates acquire from this educational experience a comprehensive, broad and highly enabling knowledge from the point of view of their professional skills. All this, through the use of the most modern educational tools in the university sector.





“

If you access this Postgraduate Certificate with the objective of acquiring a broad and comprehensive knowledge about experimentation and education through Serious Games, you will achieve it in less than six weeks”



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

- ◆ Delve into Serious Games focused to industrial-themed games
- ◆ Master design techniques to seek emotional responses from the player in addition to experiencing the gameplay of one of them

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In this program, you will find the latest educational technology, perfect for achieving any educational goal in less time than you think”

03

Course Management

Having a teaching team specialized in the subject matter of the Postgraduate Certificate is an incentive for any graduate, based on the possibility of continuing both growing educationally and professionally with experts who know the current reality and specifications of the field. For this reason, for the management and faculty of this program of TECH Technological University has selected a team of experts in the participation of projects related to Serious Games with a wide and extensive career.





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You will be able to arrange individualized tutorials with the teaching team to solve your doubts and discuss your concerns related to the profession in the current context”

Management



Ms. Sánchez del Real, Gracia

- ♦ Director of Learning and Interactive Area 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
- ♦ Leader of special projects
- ♦ Master's Degree in Gender Equality
- ♦ Master's Degree in Personal, Executive and Business Coaching
- ♦ Specialist in gender equality, female leadership and diversity
- ♦ Bachelor's Degree in Information Sciences, Advertising and Public Relations
- ♦ Augmented Virtual Reality and Metaverse Expert
- ♦ Expert in Interactive Games Development and Serious Games for Education, Training and Dissemination
- ♦ Expert in Gamification of Learning Environments in the Safety and Occupational Risk Prevention, Industrial, Health and Third Sector



04

Structure and Content

TECH Technological University has managed to consolidate its position as the largest online university in the world, as well as to be among the first in the world in educational quality, thanks to the design of complete, current and highly capacitating programs. This is possible thanks to the use of the most avant-garde and effective educational technology of the moment, the most exhaustive and dynamic syllabus designed by the teaching team and the use of a variety of additional material to contextualize and delve into the content. All this framed in a comfortable 100% online format that will allow the graduates to combine this activity with any other activity in their lives, without having to give up anything.





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Part of the syllabus is dedicated to the exhaustive analysis of Lichenia, so that you acquire, in a practical and dynamic way, a specialized knowledge of its design and the keys to its success”

Module 1. Industrial Serious Games

- 1.1. Industrial Serious Games
 - 1.1.1. Serious Games Industry
 - 1.1.2. Usability
 - 1.1.3. Stories
- 1.2. Objectives of Industrial Video Games
 - 1.2.1. Purpose
 - 1.2.2. Learning
 - 1.2.3. Designs
- 1.3. Genres for Industrial Video Games
 - 1.3.1. Applications
 - 1.3.2. Cataloging
 - 1.3.3. Designs
- 1.4. Actions and Decisions in Industrial Video Games
 - 1.4.1. Experimentation
 - 1.4.2. Learning
 - 1.4.3. Designs
- 1.5. Conceptualizing an Industrial Video Game
 - 1.5.1. Cataloging
 - 1.5.2. Industrialization
 - 1.5.3. Designs
- 1.6. Rules and Objectives of the Industrial Video Game
 - 1.6.1. Mechanisms
 - 1.6.2. Dynamics
 - 1.6.3. Objectives
- 1.7. Conflict in the Industrial Video Game
 - 1.7.1. Conflict
 - 1.7.2. Types
 - 1.7.3. Designs





- 1.8. Industrial Serious Games: Practical Uses
 - 1.8.1. Cataloging
 - 1.8.2. Experimentation
 - 1.8.3. Serious Games
- 1.9. Exploring Lichenia
 - 1.9.1. Lichenia
 - 1.9.2. Design
 - 1.9.3. Experimentation
- 1.10. Briefings Industrial Video Games
 - 1.10.1. Briefing
 - 1.10.2. Application
 - 1.10.3. Cases

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It is a highly customizable experience in which you will be able to choose not only the times and where to connect from, but also the degree of depth in the different aspects of the syllabus”

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.



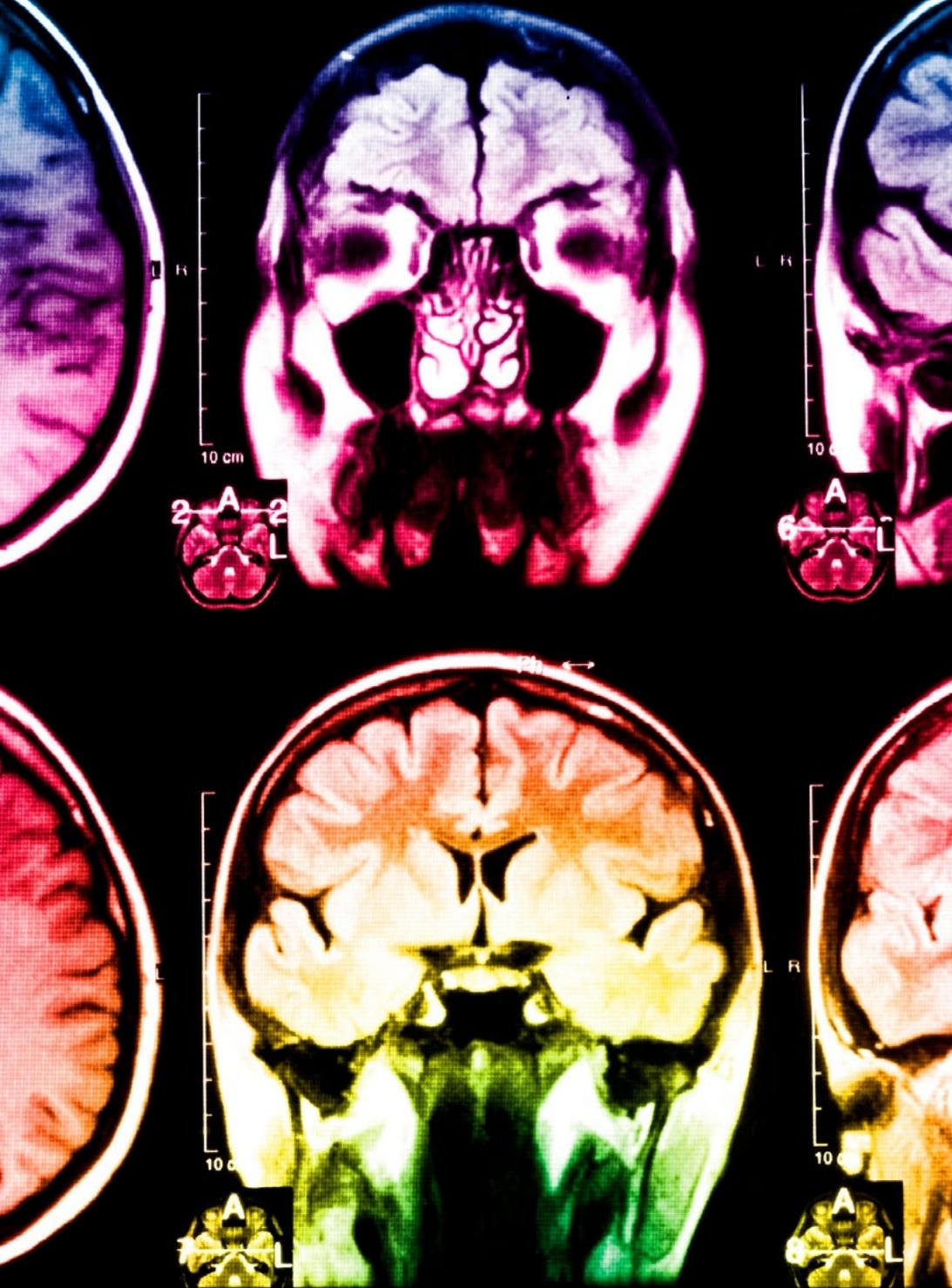
In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

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 and Industrial 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 Industrial 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 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 and Industrial Video Games**

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.



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