Postgraduate Certificate
Serious Games and Psychology

tech *technological university*

Postgraduate Certificate
Serious Games and Psychology

- » 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-psychology**

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01
Introduction

The psychological reach that Serious Games can have in the knowledge of certain traumatic situations such as war and in the awareness of the player is very broad. For this reason, this type of genres are used to show certain realities in a creative way and without modifying the perception of their consequences. If the graduate is looking to acquire specialized knowledge in this area, TECH has developed the perfect program to achieve it in just 6 weeks. This is a 100% online program through which you will be able to carry out a theoretical and practical analysis of the intricacies of psychological video games in a comprehensive manner and through the use of the most sophisticated teaching tools

" *In this program you will find all the information you need to, in just 6 weeks, master Serious Games applied to psychology"*

The increase of drone attacks in armed conflicts has increased in recent years, despite the catastrophic consequences they cause on the civilian population. For that reason, Amnesty International, in collaboration with Intelygenz have developed B3hind drones and hackers, a title that shows the real effects of these attacks, making players aware of the true reality of war beyond what video games like Call of Duty show, oriented, rather, to modify the perception of the conflict

The aim of Psychological Serious Games is to involve viewers in the situation, appealing to their empathetic side, which, through creativity, are able to represent reality without minimizing the impact of, for example, violence. Precisely its intricacies and characteristics is what this very complete program in Serious Games and Psychology is about. Graduates who access it will find the most comprehensive syllabus of the educational market related to this genre, which will not only provide them with the keys to know it in detail, but will help them to undertake their own project with guaranteed success through a deep knowledge of the area

To this end, graduates will be provided with the best theoretical and practical content designed by a team of experts, and with hours of high-quality additional material so that they can contextualize the information developed throughout the program and delve into those aspects they consider most relevant and important for their professional development. In addition, its convenient online format will allow them to adapt this educational experience in a personalized way to their professional and personal availability

This **Postgraduate Certificate in Serious Games and Psychology** 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 know in detail the cataloguing of this type of video games through the exhaustive study of their genres"

The actions you apply in the game will be decisive in its success. That's why this program will give you the most accurate recommendations for you to create playful, but highly realistic and awareness-raising titles"

TECH will give you the latest teaching tools to acquire technical and specialized knowledge on the design of psychological Serious Games.

You will be able to delve into the objectives of psychological video games, with special emphasis on their purpose as a means of awareness and learning.

The program's teaching staff includes professionals in the sector who contribute their work experience to this specialization 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 course. For this purpose, the students will be assisted by an innovative interactive video system created by renowned and experienced experts

02
Objectives

Given the relevance that Serious Games focused on the area of psychology have acquired in recent years, TECH has decided to develop this program with the objective of facilitating the developer the acquisition of specialized knowledge about the genre, providing them with the latest teaching tools in the educational sector. In this way, they will be able to know in detail the strategies, protocols and techniques used in the creation of these titles, being able to implement to their professional practice the most up-to-date and accurate knowledge that will allow them to undertake their own projects with confidence and guarantee of success

TECH is committed to your professional growth. For this reason it will provide you with the teaching tools you need to help you achieve your goals"

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

• Gain in-depth knowledge of Serious Games focused on psychological video games

• Integrate knowledge of the game design process with this approach

• Define the design techniques to seek emotional responses of the player in the different types of psychological video games that exist

If what you are looking for is to know in detail the conceptualization of a psychological video game from a technical and creative point of view, this is the opportunity of your career to achieve it"

03

Course Management

For any program, having a management and teaching team committed and specialized in the area, is a hallmark that denotes quality and distinction. For this reason, TECH has selected for this program a faculty versed in Serious Games with a wide and extensive work experience in the participation of projects related to this genre of video games. And it is a group of professionals who, despite their youth, know in detail this sector and will bring to the syllabus a critical, current and realistic character that will make it more dynamic and empowering

The teaching team will be at your disposal during the course of the program to solve your questions and to discuss all those issues that generate doubts"

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

Professors

Ms. Mattiello, Gisela

- Director of Infinity Group
- Project Manager in Digital Multimedia Coordination and Production
- Specialist in Digital Marketing and Communication for educational and training entities
- Expert in Dynamization and Tutoring of Training Platforms
- Expert in Activity Creation and Multimedia Scripting for Games and Advanced Simulators

"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

TECH is a pioneer in the use of the *Relearning* methodology in all its programs. That is why the degree of satisfaction of its students is very high, since they manage to overcome their respective educational experiences in a successful and highly capacitating way through the progressive and natural acquisition of a comprehensive and specialized knowledge. All this is also thanks to the best theoretical and practical syllabus developed by the teaching team, who have also selected a large amount of varied additional material so that the graduate can delve into the aspects of the syllabus that are most relevant to their professional development

Unmaned's exhaustive analysis will help you to better understand the genre and to develop your own strategy based on its successful technique"

Module 1. Serious Games and Psychological Video Games

1.1.   Serious Games and Psychology

    1.1.1.   Psychology and Serious Games

    1.1.2.   Cataloging

    1.1.3.   *Story*

1.2.   Objectives of Psychological Video Games

    1.2.1.   Purpose

    1.2.2.   Learning

    1.2.3.   Designs

1.3.   Genres Applicable to Psychological Video Games

    1.3.1.   The Psychological Game

    1.3.2.   Cataloging

    1.3.3.   Designs

1.4.   Actions and Decisions in Game Psychology

    1.4.1.   Experimentation

    1.4.2.   Learning

    1.4.3.   Designs

1.5.   Conceptualizing a Psychological Video Game

    1.5.1.   Cataloging

    1.5.2.   Structures

    1.5.3.   Designs

1.6.   Rules and Objectives of the Psychological Video Game

    1.6.1.   Mechanisms

    1.6.2.   Dynamics

    1.6.3.   Objectives

1.7.   Conflict in the Psychological Video Game

    1.7.1.   Conflict

    1.7.2.   The Psycho Game
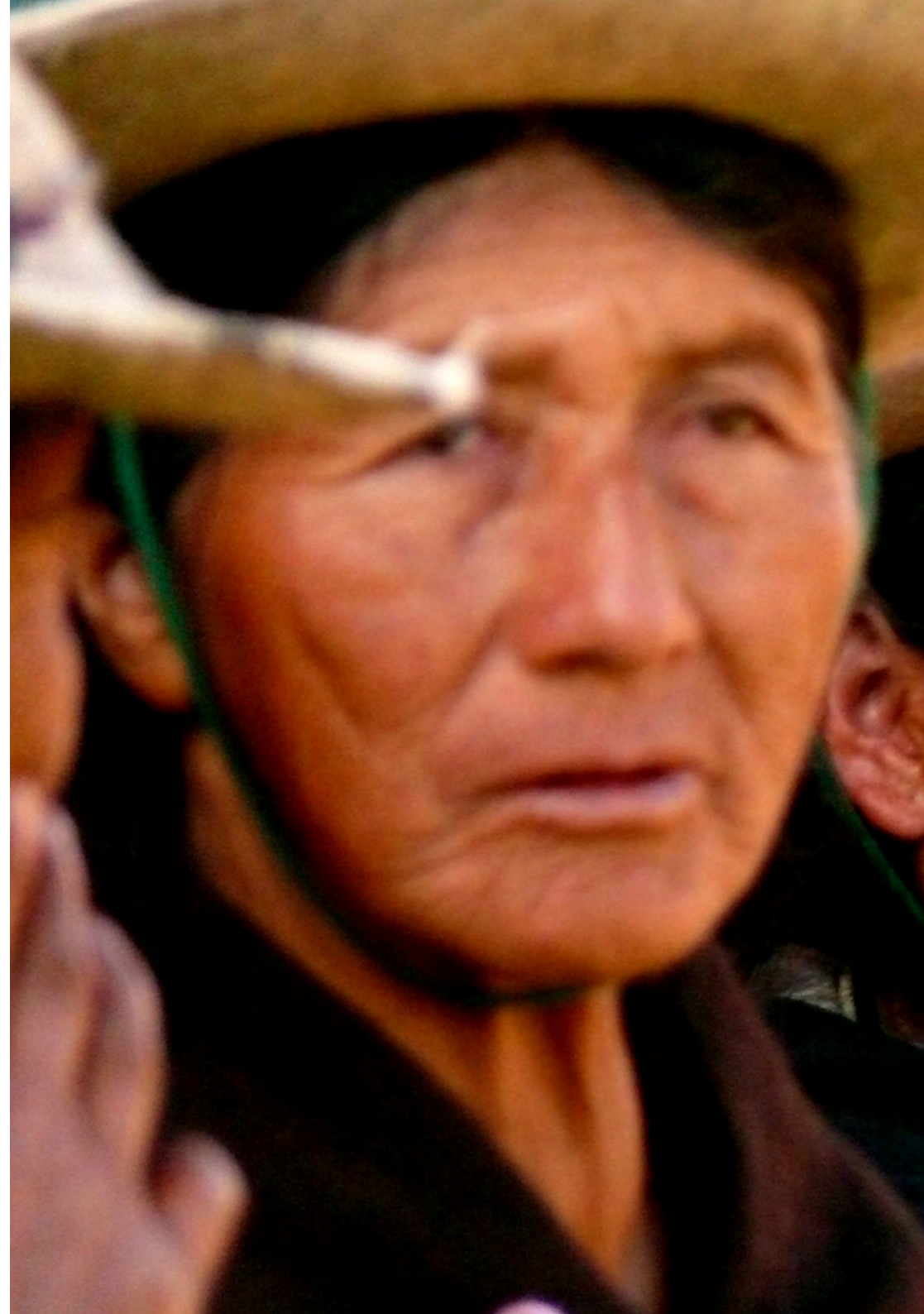
    1.7.3.   Designs

A unique opportunity to explore in a multidisciplinary and 100% online way the psychological Serious Games sector and to add to your resume a specialist label in a booming area"

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.

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.

The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

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.

01 learning from evidence

02 relearning from evidence

03 testing

04 learning from an expert

05 neurocognitive context dependent learning

06 Von-Restorff effect

07 case based learning through storytelling

08 competencies testing (retesting)

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.

30%

10%

8%

20%

25%

4%

3%

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 Psychology guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.c

" *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 Psychology** 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 Psychology**

Official Nº of Hours: **150 h.**

tech technological university

Awards the following

DIPLOMA

to

Mr./Ms. _____, with identification number _____.

For having passed and accredited the following program

POSTGRADUATE CERTIFICATE

in

Serious Games and Psychology

This is a qualification awarded by this University, equivalent to 150 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

Tere Guevara Navarro
Dean

Unique TECH Code: AFWORD23S   techtitute.com/certificates

*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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