# Postgraduate Certificate
## Serious Games and Violence

tech *technological university*

# Postgraduate Certificate
## Serious Games and Violence

- » 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-violence**

# Index

# Introduction

The use of video games as a window into a certain reality, such as gender violence, and beyond the recreational nature that defines them, is a very powerful social and cultural tool that is helping thousands of companies in their work to raise awareness of issues such as this. For this reason, the creative specialized in Serious Games must know in detail the intricacies of this genre in order to apply them in their future projects and ensure their success. Everything you need to know to master the design of this type of violence-related video games you will find in this program. In addition, its convenient 100% online format will allow you to combine this academic experience with any other work or personal activity, so you will not have to give up anything.

*TECH offers you the best program based on the treatment of gender violence through Serious Games with the most comprehensive and innovative syllabus in the academic sector"*

Gender-based violence is a deeply rooted social problem in the world's population. Every year, public and private companies invest heavily in publicity campaigns to raise awareness of this issue and to try to reduce the number of victims of physical and psychological abuse. However, one of the tools that has shown the best results are the Serious Games, which, through a dynamic and playful vision, are able to involve the player and make him understand the seriousness that lies behind this type of social problems.

For this reason, and so that the creative who is interested in this genre can continue with this important work, TECH has developed this Postgraduate Certificate in Serious Games and Violence, a multidisciplinary and innovative program that collects, in 150 hours, the best agenda related to the objectives of this type of video games, its rules, its cataloging and the keys to create successful projects. In addition, it delves into the analysis of The Kite, the video game by Anate Studio that denounces abuse and shows the indifference of many of the people who surround the woman who suffers it.

The graduate will have the support of the best teaching team, who, in addition to actively participating in the development of the syllabus, have selected exclusively for this degree, additional material in different formats, so that you can deepen in a personalized way in the aspects of the content you want. All this framed in a comfortable and accessible 100% online format, thanks to which you will be able to combine this academic experience with your personal and professional life.

This **Postgraduate Certificate in Serious Games and Violence** 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 qualification with which you will be able to delve into the objectives of this type of video games and establish a creative strategy to meet each of them"*

"*This program emphasizes the importance of experimentation and learning in decision making when creating video games against gender violence*"

*You will analyze from scratch the case of The Kite trilogy and the keys to its success, as well as the aspects that need to be improved.*

*You will learn in detail the best recommendations for the creation of rules and the objectives of Serious Games related to violence.*

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

Given the social work of Serious Games related to gender violence, the objective of this Postgraduate Certificate is to provide the graduate with the best strategies, protocols and techniques related to the creation of video games based on this genre. To this end, TECH will provide the most sophisticated and innovative academic tools that will allow them to perfect the necessary skills to master the creation of successful and highly conscious projects in today's society.

_"This program addresses the difficulties and conflicts that can arise in the creation of anti-violence video games, so that you can avoid them in your future projects"_

## 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

- In-depth knowledge of Serious Games focused to violence
- Understand in a professional and specialized way the design process of a video game with this approach
- Know the various design techniques to seek emotional responses from the player, as well as experience the gameplay of one of Violence

*Whatever your goals are, TECH will provide you with everything you need to not only achieve them, but surpass them in less than 6 weeks"*

# Course Management

The teaching team of this Postgraduate Certificate is composed of a group of specialists in the video game industry versed in the area of Serious Games. They are active professionals who will bring to this degree a practical, critical and realistic vision of the current sector, basing the academic experience on their work experience and the issues that have led them to achieve success with their projects.

*TECH's team of experts will be available during the 6 weeks of training to assist and guide you through the course of this program"*

## 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
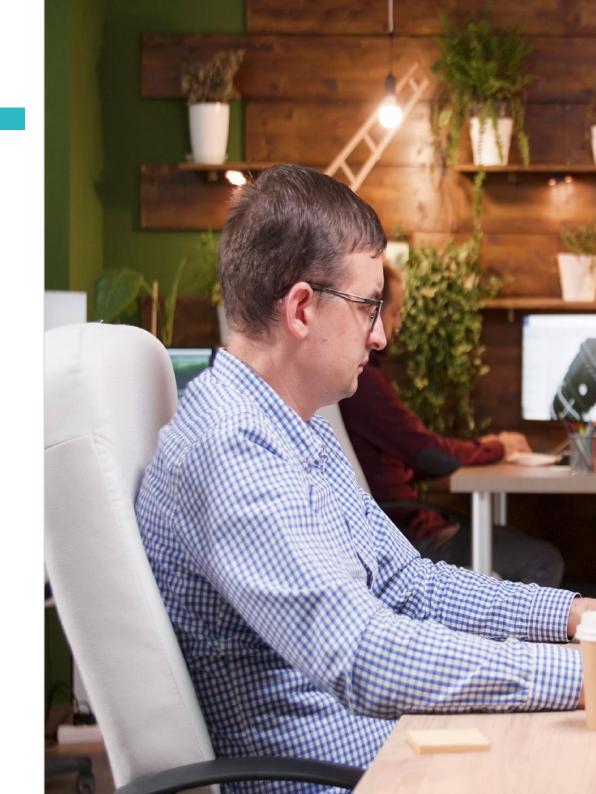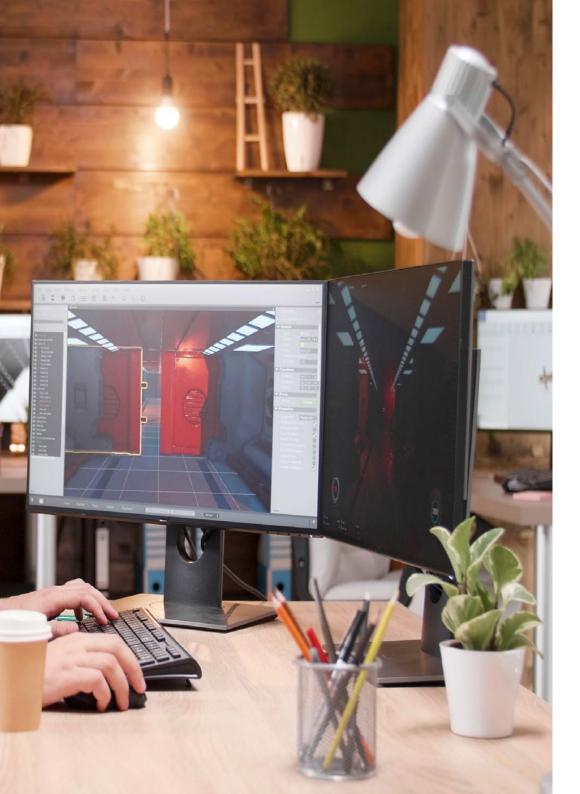
# 04
# Structure and Content

The theoretical content of this 100% online program has been developed based on the specifications of the innovative and cutting-edge relearning methodology, in whose use TECH is a pioneer. This pedagogical strategy consists of the reiteration of the most important concepts throughout the syllabus, so that the graduate acquires the knowledge in a natural and progressive way. This not only increases the dynamism of the program, saving long and tedious hours of memorization, but also helps the creative person to be able to make decisions in a well-argued and confident manner.

*You will see progress from day one, and after 6 weeks you will have mastered perfectly the specifications of the different genres of anti-violence video games"*

## Module 1. Serious Games and Violence

*You have the best opportunity in the academic market to become a specialist in the treatment of violence through Serious Games. Don't let it pass you by and enroll now!"*

# 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.

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.

# Certificate

The Postgraduate Certificate in Serious Games and Violence Games 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 and Strategic 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 Strategic Video Games**

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 Strategic Video Games

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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