

# Postgraduate Certificate Serious Games



## Postgraduate Certificate Serious Games

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

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

# 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

Serious Games are here to stay, that's a fact. The fantastic results that this genre has obtained in recent years have allowed thousands of professionals around the world to continue working in the creation of video games with different approaches, but with a clear objective: to raise awareness in society of the different problems that exist today. That is why, nowadays, having a qualification that accredits a degree of specialization in this area can open the doors to any creative. That is why TECH has launched this program, focused on providing you with the necessary knowledge to know in detail this section of the *gaming* industry, from its impact on culture and economy, to the ins and outs of its design. All this through a convenient 100% online format, which is highly capacitating and beneficial for your professional development.





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*A multidisciplinary and intensive Postgraduate Certificate that will provide you with the most comprehensive knowledge about the world of Serious Game and its different approaches in the gaming industry”*

Although it seems that the Serious Game sector took off relatively recently due to the impact it has had in recent years, the truth is that Atari had already worked on it in 1980 with the failed launch of Army Battlezone and its application for military training. However, for decades, this genre has remained in the shadows and has been gaining special relevance in line with the evolution of technology and cultural development. For this reason, it is common nowadays to find educational projects related to video games.

All this has motivated many public and private companies to create their own titles and launch them on the market with a common goal: to raise awareness of a specific social or cultural problem and try to combat it through entertainment and public awareness. For this reason, and in view of the increasing demand for professionals specialized in this area, TECH has developed this program in Serious Games. This is a very complete program that will provide the graduate with the most exhaustive and updated knowledge about this genre of video games, with special emphasis on the specifications of its design and the different phases that make up its creative process.

All this through a program created by experts in the sector and framed in a comfortable and accessible 100% online format, which will not only allow you to access the Virtual Classroom whenever you want and from any device with Internet connection, but will help you when it comes to organizing the rest of your work and professional activities. Undoubtedly, it is a unique opportunity to access a degree at the forefront that, in just 6 weeks, will make you a highly qualified professional in the Serious Game environment.

This **Postgraduate Certificate in Serious 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 delve into the video game culture and the sociology of its format, with special emphasis on the keys to its design"*

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*You will be able to access the Virtual Classroom from any device with an Internet connection and study this program from wherever you want and at your own pace”*

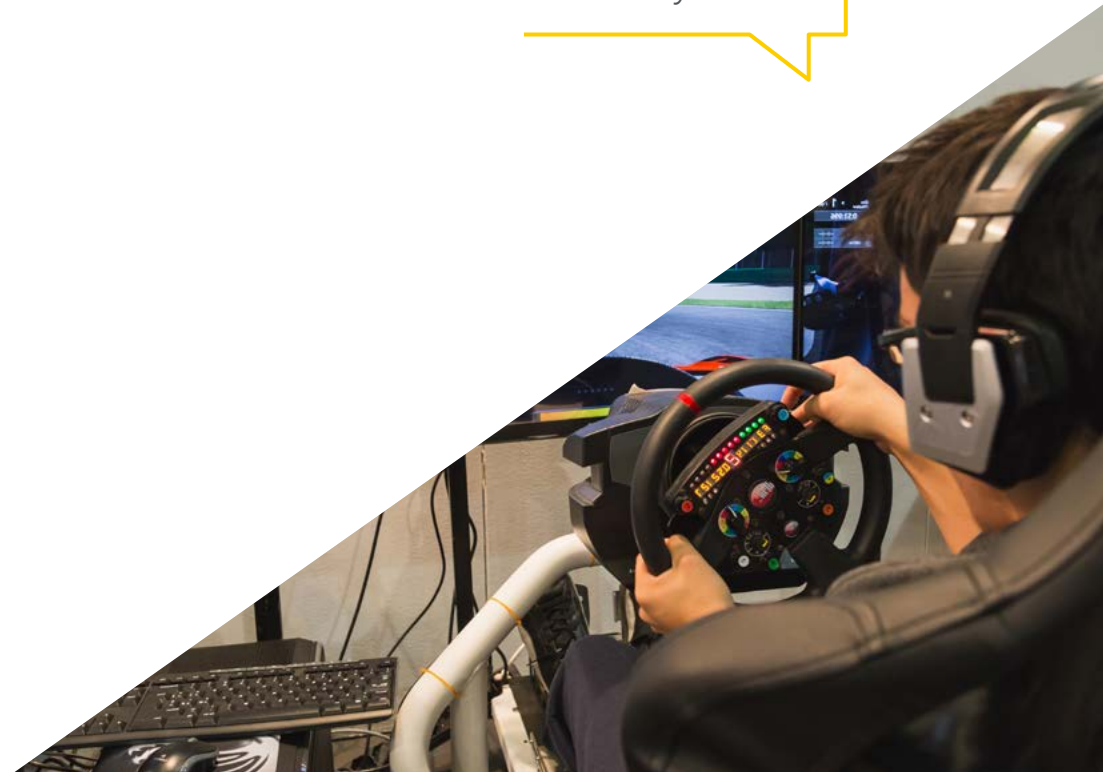
The program's teaching staff includes professionals from the sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

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.

*The syllabus delves into the theory of mathematics in games, providing the keys to their use in the creation process.*

*You will be able to perfect your creative skills and apply them to the creation of video games as narrative and educational systems.*



# 02 Objectives

The relevance of Serious Game nowadays and the role they play as awareness agents, especially in the young population, is what has motivated this university to create a program with which any graduate can know in detail the keys of this genre. For this reason, the objective of the Postgraduate Certificate is to provide you with the best syllabus and the latest academic tools that allow you to delve deeper into this sector and acquire a broad and specialized knowledge about the most important issues to perfectly master this section of the world of video games.





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*If your objectives include knowing everything you need to know to manage simulation in videogames while maximizing efficiency, this Postgraduate Certificate will unravel the ins and outs of the best creative strategies"*



## General Objectives

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- ◆ Know how to identify the impact of Serious Games in different industries
- ◆ Deepen all the theoretical and practical knowledge to be able to adapt a classic training to a Serious Games environment
- ◆ Know in depth and contextualize the design of video games within 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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- ◆ Acquire specialization in the design of Serious Games
- ◆ Master specific design procedures
- ◆ Professionally create a Serious Game with an objective and mechanics to support it



*Upon completion of the qualification, you will be able to design a Serious Game from scratch using the most sophisticated and effective tools and software available today"*

# 03

## Course Management

The experience of the teaching staff and their long career as active participants in projects related to different areas of Serious Games are two aspects that give this program a realistic, critical, current and quality character, aspects that the graduate will be able to take advantage of to get the most out of their academic experience. In addition, the commitment of the faculty with their professional growth will be reflected in the individualized tutorials that the creative will be able to arrange whenever they want and needs to resolve doubts or to ask questions about the syllabus or the video game sector.





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*TECH gives you the opportunity to grow academically and professionally with experts in Serious Game”*

## 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

## Professors

### Ms. Pascual Vicente, Virginia

- ♦ Specialist in Digital Marketing and Communication
- ♦ Multimedia Editorial Director at Infinity Group
- ♦ Degree in Information Sciences



# 04

## Structure and Content

TECH, in its real commitment to the professional growth of the graduate, has selected for this Postgraduate Certificate the best theoretical and practical content of the educational sector so that, with its overcoming, can develop with full guarantee in the management and creation of projects based on Serious Games. That is why the creative that accesses to this Postgraduate Certificate will find in it the most sophisticated and innovative academic technology, as well as the syllabus and additional material that will best adapt to their professional needs and requirements.





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*You will have high quality additional material presented in different formats: videos in detail, case studies, complementary readings and research articles to deepen each section of the agenda"*

## Module 1. The Game in Serious Games

- 1.1. Cultural Video Games
  - 1.1.1. Design
  - 1.1.2. Culture
  - 1.1.3. Sociology
- 1.2. Mathematical Game Theory
  - 1.2.1. Theory
  - 1.2.2. Strategic
  - 1.2.3. Mathematics
- 1.3. The Video Game as a Simulation
  - 1.3.1. Simulation
  - 1.3.2. Creativity
  - 1.3.3. Efficiency
- 1.4. The Video Game as a Narrative System
  - 1.4.1. Narratology
  - 1.4.2. Temporal Space
  - 1.4.3. Ludo Narrative
- 1.5. Video Games as a Resource for Serious Games
  - 1.5.1. Games
  - 1.5.2. Learning
  - 1.5.3. Fun
- 1.6. Senses of Video Games in the Industry
  - 1.6.1. Mechanisms
  - 1.6.2. Dynamics
  - 1.6.3. Design
- 1.7. The Language of Videogames
  - 1.7.1. Emotions
  - 1.7.2. Experiences
  - 1.7.3. Communication





- 1.8. The Fictional World of Videogames
  - 1.8.1. Fiction
  - 1.8.2. Video Games
  - 1.8.3. Themes
- 1.9. Games in Adult Learning
  - 1.9.1. Learn
  - 1.9.2. Educate
  - 1.9.3. Mechanisms
- 1.10. Design Phases in a Serious Game
  - 1.10.1. Research
  - 1.10.2. Phases
  - 1.10.3. Designs

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*You have before you the best option to specialize in a booming industry and start a new career as a Serious Games creative”*

# 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 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** 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 certificate 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**

Official N° of Hours: **150 h.**



\*Apostille Convention. In the event that the student wishes to have their paper certificate 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 quality  
development languages  
classroom



## Postgraduate Certificate Serious Games

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- » Duration: **6 weeks**
- » Certificate: **TECH Technological University**
- » Dedication: **16h/week**
- » Schedule: **at your own pace**
- » Exams: **online**

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