Postgraduate Certificate
Videogame Blockchain Analysis

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Postgraduate Certificate
Videogame Blockchain Analysis

- 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/videogame-blockchain-analysis

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01

Introduction

What is it about Star Atlas, Upland or Big Time that makes millions of users want to be part of their community? The blockchain economy has boosted the video game industry, which has not missed the potential of virtual currencies. Learning to be among the best in the sector is achieved with extensive and detailed knowledge of the main creators that have made millions of users play, share, have fun and win with their video games. In this program you will learn every detail of the most relevant cases of gamified economies in the blockchain digital video game industry so far, all with direct learning, rich in multimedia content and with specialized faculty.

The success of Outer Ring, Axie Infinity or Splinterlands is not coincidence, it is knowledge. Learn in this program how to create a video game that is at the height of the greatest"

The Diploma in Videogame Blockchain Analysis guts the ins and outs of the construction, creation and profitability of the gaming industry. The theoretical framework is fused with practical and current case studies that bring students closer to an ever-expanding virtual reality. In this course, taught by teachers with experience in the field of video games, students will learn in detail how the key to success in this sector has been the ability to adapt and transform to solve problems and achieve profitability.

Large video game companies have based their businesses on different economic systems. The lessons learned from their mistakes and the alternatives found to solve the setbacks will be reflected in this teaching that goes deep into the blockchain economy

In this way, the students will acquire a detailed and real vision of what is happening in this sector of the video game, providing them with the indispensable tools for development

A 100% online Postgraduate degree allows offers students with total freedom to choose when and when to study. It is only necessary a device with internet connection to expand knowledge. A modality for one of the most demanded technological sectors and that follows the TECH teaching philosophy.

This **Postgraduate Certificate in Videogame Blockchain Analysis** contains the most complete and up-to-date program on the market. The most important features include:

- Case studies presented by experts in cryptocurrencies, Blockchain and video games
- The graphic, schematic, and practical contents with which they are created, provide practical information on the disciplines that are essential for its 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 work
- Content that is accessible from any fixed or portable device with an Internet connection

Outperform your competition, get to know the Blockchain economic system of the gaming industry and enter a booming professional market"

The utilization of Blockchain technology will empower your video game in an industry that needs professionals like you"

Improve your knowledge, transform yourself and become part of the best companies in the gaming sector.

Learn from the successes and mistakes of the video game industry. Their teachings are lessons for your prosperity.

The program includes, in its teaching staff, professionals from the sector who contribute to this training with their work experience, as well as renowned specialists from reference societies and prestigious universities.

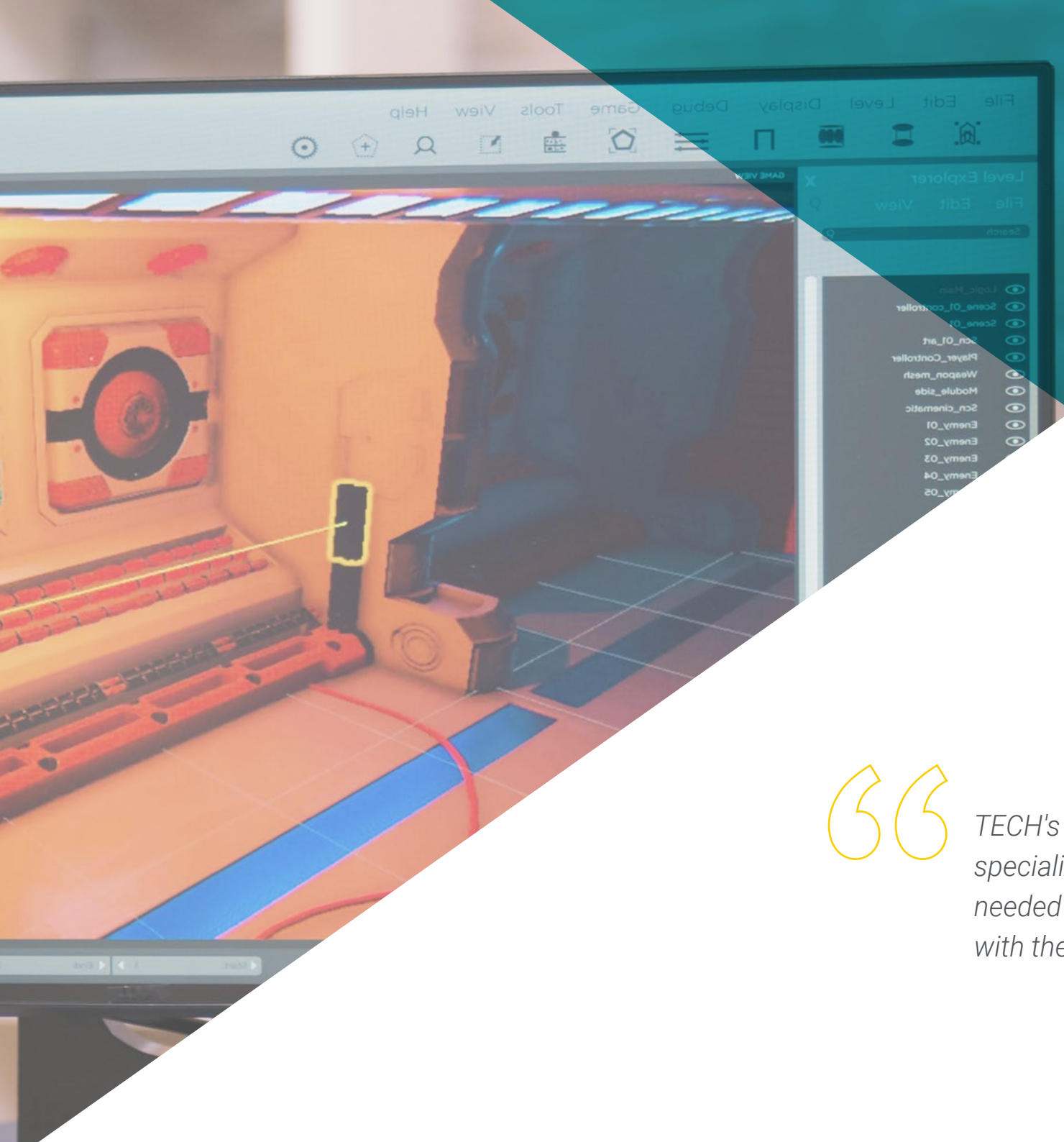
The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive education programmed to learn in real situations.

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

The program design of this Postgraduate Degree in Videogame Blockchain Analysis will allow students to identify the main economic systems used by renowned companies in the video game industry. From a detailed analysis of each one, students will acquire the indispensable knowledge to distinguish the most profitable strategies and solve the most frequent problems in a growing economic sector.



TECH's goal is to make you the specialized professional that is needed in the video game industry with the use of Blockchain"

General Objectives

- Identify systematically and in detail of its various components the functioning of Blockchain technology, and understand how its advantages and disadvantages are linked to the way in which its architecture functions
- Contrast aspects of Blockchain with conventional technologies used in the various applications to which Blockchain technology has been taken
- Analyze the main features of decentralized finance in the context of the Blockchain economy
- Establish the fundamental characteristics of non-fungible tokens, their operation, and deployment from their emergence to the present day
- Understand the link between NFTs and Blockchain and examine strategies for generating and extracting value from non-fungible tokens
- Expose the characteristics of the main cryptocurrencies, their use, levels of integration with the global economy and virtual gamification projects

Specific Objectives

- Discern which economic strategies have shown the greatest stability and profitability in current market projects
- Identify stability and profitability margins in gamified economy projects
- Master the market trends in Blockchain gaming from its participation, stability and profitability

You will achieve your goals with online learning that adapts to you"

03

Course Management

In order to offer students the highest quality education, TECH has specialized professionals in the technology sector. For this reason, this program presents a qualified team. Their extensive professional experience in this area will provide students with the acquisition of solid knowledge close to the current reality of the video game industry. In this way, it guarantees the improvement of the skills and abilities of the participants of this degree.

Specialize with the best teachers in the field of gaming and take your professional career to another level"

International Guest Director

Rene Stefancic is a leading Blockchain and Web3 technology professional known for his innovative approach and strategic leadership in emerging digital ecosystems. He currently serves as Chief Operating Officer (COO) at Enjin, a pioneering Blockchain and NFT platform, where he manages tasks such as the adoption of new tools and fosters strategic partnerships to drive cutting-edge IT solutions. With a hands-on, results-oriented approach, he applies his "swim or sink" and "try everything" philosophy to every project, always looking to solve the most complex challenges in a scalable and effective way.

Prior to joining Enjin, Stefancic held the position of Head of Marketing at CoinCodex, a platform aimed at cryptocurrency data aggregation. It was in this environment that he consolidated his expertise in growth strategies and digital marketing, taking a decisive role in expanding the company's visibility and reach. His transition to the Blockchain world began when he decided to leave his career in traditional finance to focus on data modeling and analytics in this new sector, thereby laying the foundations for his career in a constantly evolving market.

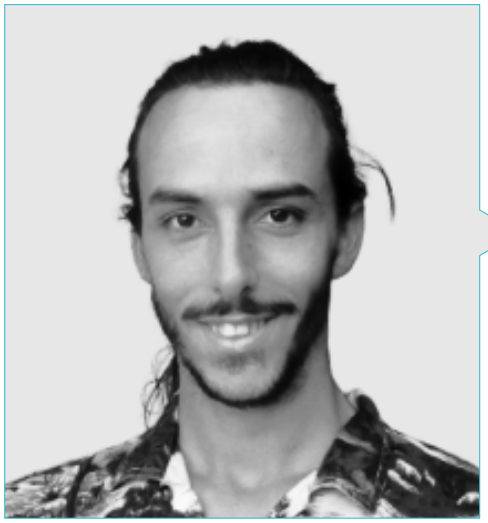
With a vision focused on product development and IT strategy, the expert excels in leading teams towards the creation of innovative and applicable solutions in the context of Blockchain technology. His ability to build strong and long-lasting business relationships has enabled him to establish key strategic partnerships in the industry, cementing his international reputation as a dynamic leader in the field of technology and digital assets.

Mr. Stefancic, Rene

- Chief Operating Officer (COO) at Enjin, Singapore, Singapore.
- Blockchain Advisor at NFTFrontier
- IT Consultant at RS IT Consulting
- Marketing Director at CoinCodex
- Consultant at NextCash
- Digital Marketing Specialist at Piaggio Group Slovenia
- Master's Degree in Management at the Faculty of Management, University of Primorska

Thanks to TECH, you will be able to learn with the best professionals in the world"

Management



Mr. Olmo Cuevas, Alejandro

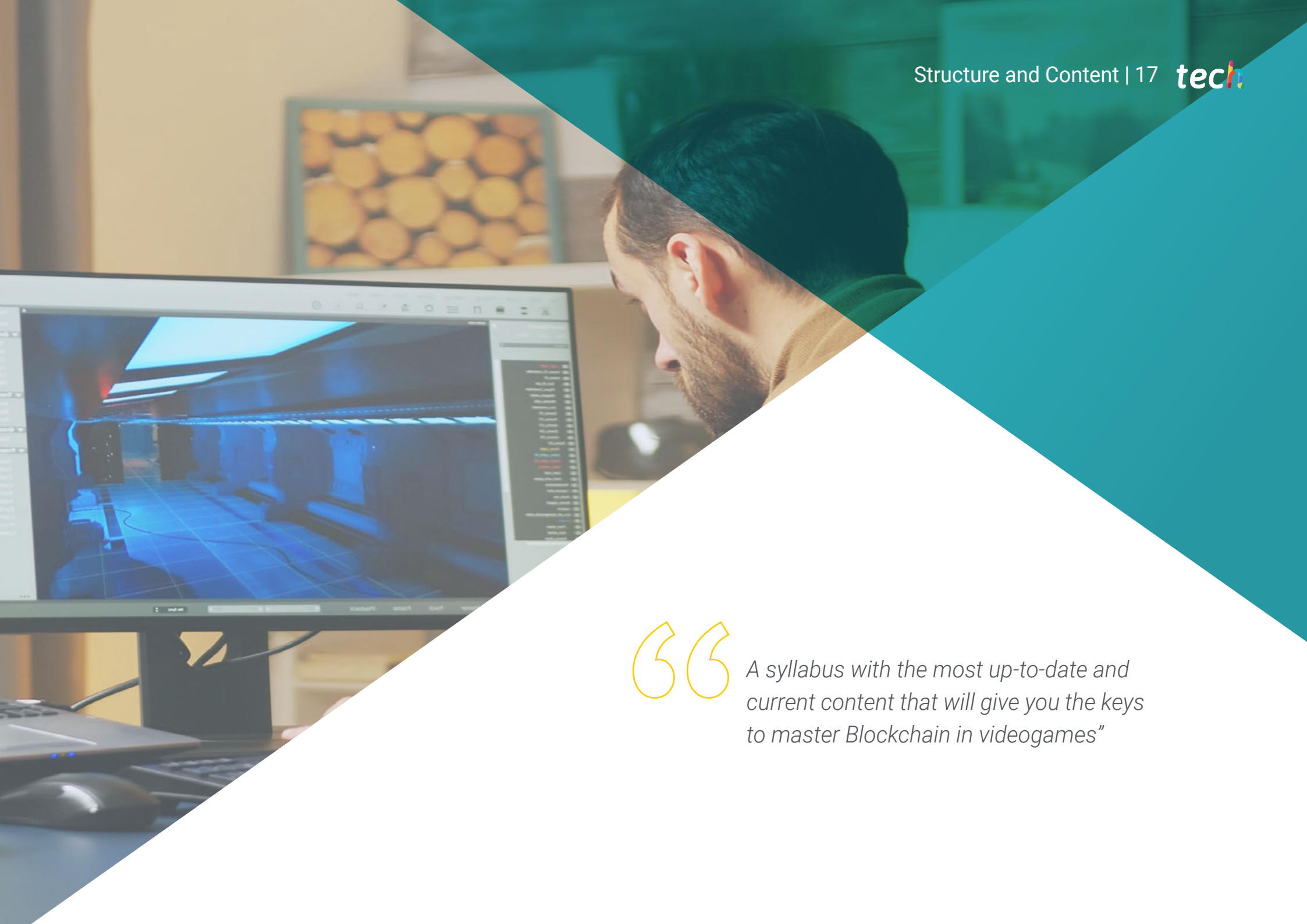
- Game designer and Blockchain economies for video games
- Founder of Seven Moons Studios Blockchain Gaming
- Founder of the Niide project
- Writer of fantastic narrative and poetic prose


NFT
85%
15%
75%

04

Structure and Content

The Syllabus has been designed based on the latest updates and developments in the Blockchain sector in video games, following the requirements proposed by the teaching team of this Postgraduate degree. In this way, the syllabus includes a module that offers a detailed knowledge of the most relevant video games and will allow to deepen in each one of them in their economic system. Extensive high-quality multimedia content, supplementary readings and the TECH teaching method will ensure learning that will expand your possibilities of improvement in your professional career.



A syllabus with the most up-to-date and current content that will give you the keys to master Blockchain in videogames"

Module 1. Videogame Blockchain Analysis

1.1. Star Atlas
- 1.1.1. Game Mechanics
- 1.1.2. Economic System
- 1.1.3. Usability

1.2. Anillo Exterior
- 1.2.1. Game Mechanics
- 1.2.2. Economic System
- 1.2.3. Usability

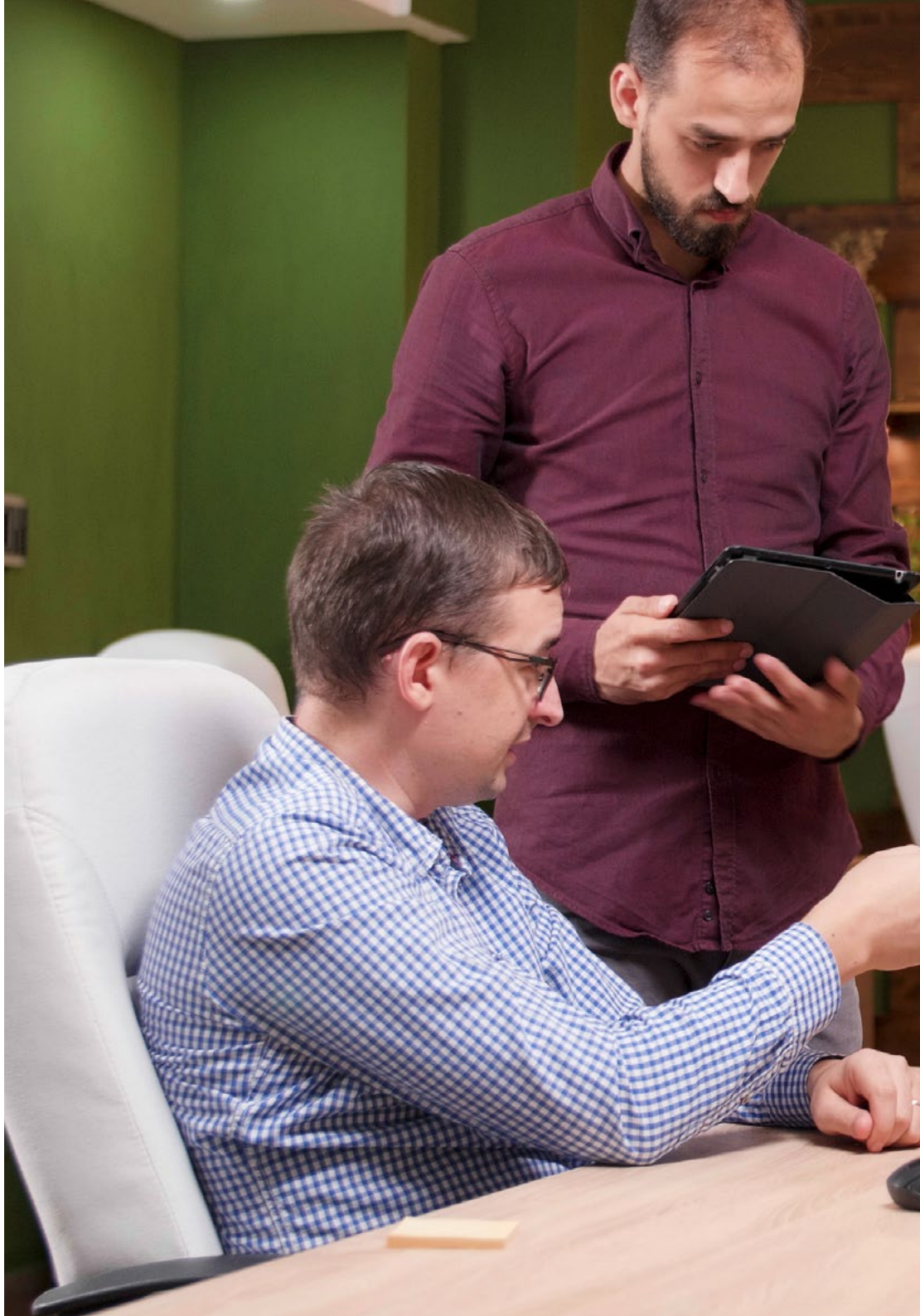
1.3. Axie Infinity
- 1.3.1. Game Mechanics
- 1.3.2. Economic System
- 1.3.3. Usability

1.4. Splinterlands
- 1.4.1. Game Mechanics
- 1.4.2. Economic System
- 1.4.3. Usability

1.5. R-Planet
- 1.5.1. Game Mechanics
- 1.5.2. Economic System
- 1.5.3. Usability

1.6. Ember Sword
- 1.6.1. Game Mechanics
- 1.6.2. Economic System
- 1.6.3. Usability

1.7. Big Time
- 1.7.1. Game Mechanics
- 1.7.2. Economic System
- 1.7.3. Usability



1.8. Gods Unchained
- 1.8.1. Game Mechanics
- 1.8.2. Economic System
- 1.8.3. Usability

1.9. Illuvium
- 1.9.1. Game Mechanics
- 1.9.2. Economic System
- 1.9.3. Usability

1.10. Upland
- 1.10.1. Game Mechanics
- 1.10.2. Economic System
- 1.10.3. Usability

A program designed and intended to put into practice all the knowledge acquired in the world of video games"

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

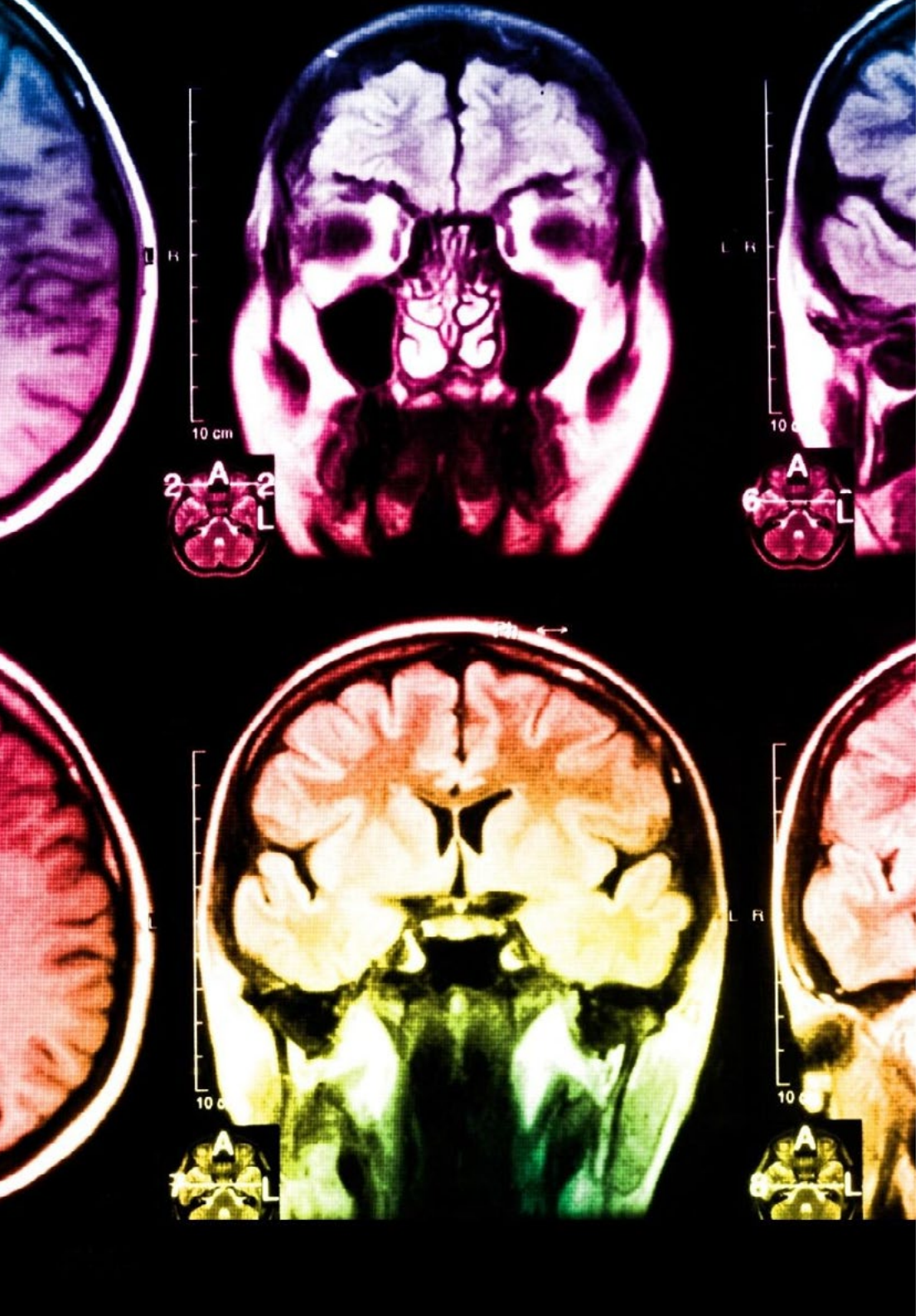
TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

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.



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.

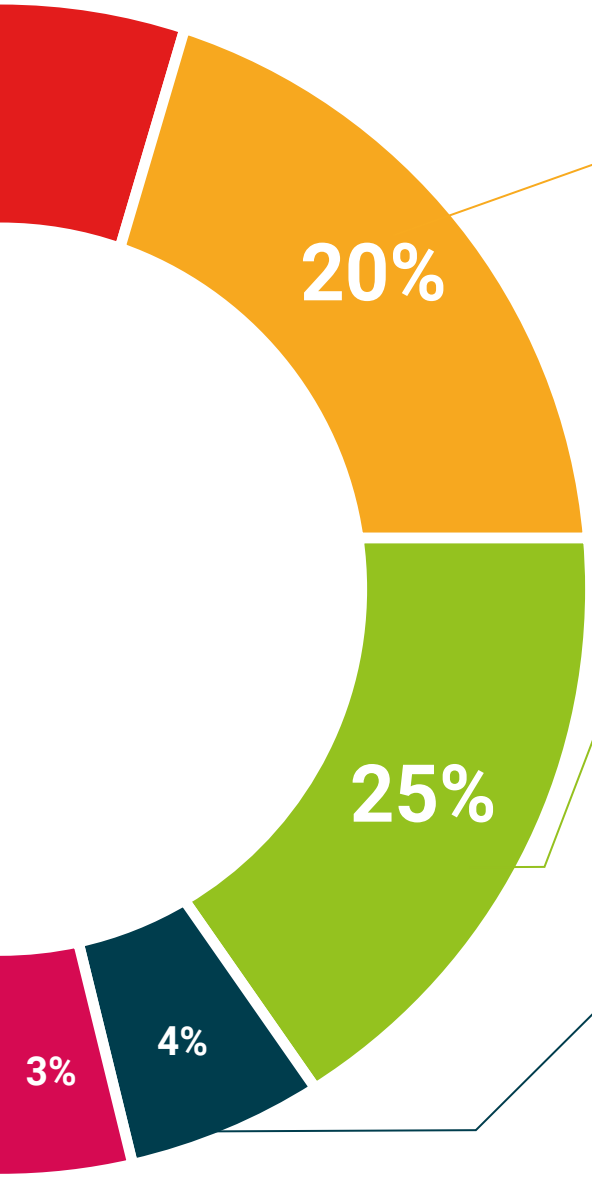
Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.

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 Videogame Blockchain Analysis 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 Videogame Blockchain Analysis** contains the most complete and up-to-date scientific 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 Videogame Blockchain Analysis**

Official Number of Hours: **150 h.**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Awards the following

DIPLOMA

to

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

For having passed and accredited the following program

POSTGRADUATE CERTIFICATE

in

Videogame Blockchain Analysis

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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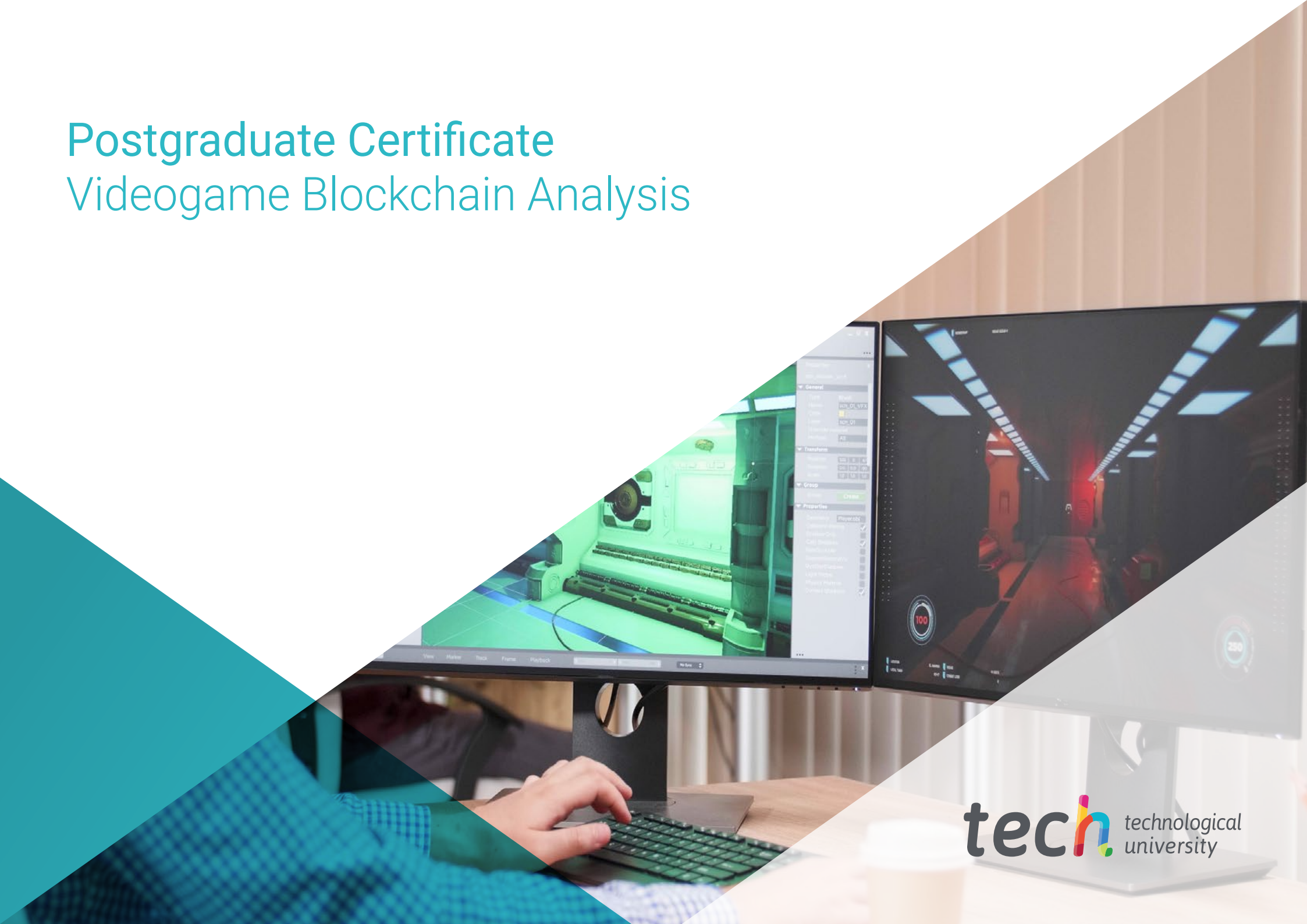

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