

# Postgraduate Diploma

## Blockchain for Video Games and Metaverse



## Postgraduate Diploma Blockchain for Video Games and Metaverse

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

Website: [www.techtitute.com/pk/videogames/postgraduate-diploma/postgraduate-diploma-blockchain-video-games-metaverse](http://www.techtitute.com/pk/videogames/postgraduate-diploma/postgraduate-diploma-blockchain-video-games-metaverse)

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# 01

# Introduction

Given its complexity and how quickly it changes, Blockchain technology can be challenging. The field of video games has been one of the first to bet on the Metaverse environment and the Crypto economy due to the profitability potential for the projects implemented there. This program will explore the main ideas surrounding the Blockchain, in addition to its possibilities, risks and potential to create value within the Metaverse. The up-to-date real case studies used during this course will give any video game professional a greater education in one of the fastest growing sectors currently. All this, 100% online and accessible whenever and wherever is most convenient for you.







“

*There are huge opportunities for growth in Blockchain and Metaverse related companies. Specialize in a field with both present and future opportunities”*

The Postgraduate Diploma in Blockchain for Video Games and Metaverse explores the possibilities that this emerging technology has opened up for those who want to be leaders within the video game industry.

In the last decade, the growth of this technology has brought about a revolution in different fields and opened up opportunities for artists and specialists in video games. During the six months of this program, students will enter a universe with a wide range of professional opportunities.

This program has a specialized teaching team that provide their knowledge and expertise so that the video game professional is fully prepared to launch their project in the Metaverse, obtaining profitability after proper analysis and successful strategic implementation.

The 100% online modality offered by TECH Technological University gives the video game professional the opportunity to access the virtual platform at any time, simply by using a device with an Internet connection. A mode of learning that gives the freedom to learn at the student's own pace.

This **Postgraduate Diploma in Blockchain for Video Games and Metaverse** contains the most complete and up-to-date program on the market. The most important features include:

- ◆ The development of 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 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



*Thanks to this Postgraduate Diploma, you're already one step closer to bringing your Metaverse-based video game project to life"*

“

*Choosing the right strategy for your project in the Metaverse requires just the right knowledge. Learn from the best with this Postgraduate Diploma”*

*Specialization is a huge bonus in an emerging sector with such strong competition. Enroll in this Postgraduate Diploma.*

*The key to advancing your career is just one click away. Enroll in this Postgraduate Diploma in Blockchain for Video Games and Metaverse.*

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.

Its 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 an 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 throughout the program. This will be done with the help of an innovative system of interactive videos made by renowned experts.





# 02

# Objectives

During this Postgraduate Diploma, the professional will be able to analyse costs, competition, technological resources and other goals to find the right balance of both implementation and immersion in their game, ensuring success. In a practical way, students will delve into complex a priori concepts, however these concepts will give them the essential tools to specialize in a sector that requires highly qualified personnel.





“

*You're close to achieving your professional goals. Enroll in this Postgraduate Diploma and jump into one of the most exciting and current industries”*





## General Objectives

- ◆ Identify systematically and in detail of its various components the functioning of Blockchain, technology, developing 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 linkage of NFTs to Blockchain and examine strategies for generating and extracting value from non-fungible Tokens
- ◆ Expose the characteristics of the main cryptocurrencies, how they are used, how they can be integrated with the global economy and virtual gamification projects



*The Relearning system, based on the repetition of content in combination with multimedia resources will be your main weapon to improve your skills”*







## Specific Objectives

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### Module 1. Blockchain

- ◆ Identify the components of Blockchain Technology
- ◆ Determine the advantages of Blockchain in entrepreneurship projects
- ◆ Select ad hoc network types with the objectives proposed when planning a gamified economy project
- ◆ Choose and manage a Wallet (Digital Wallet)

### Module 2. Metaverse

- ◆ Analyze the immersion form of game through the analysis of costs, technological resources and objectives of future ventures
- ◆ Categorize spaces within a Metaverse according to their place in the economic system
- ◆ Formulate jobs related to the economic system of the Metaverse
- ◆ Managing Landing systems within a Metaverse

### Module 3. Blockchain Video Game Analysis

- ◆ 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



# 03

## Course Management

The application of Blockchain technology and Metaverse in the video game industry is relatively recent, therefore TECH Technological University has selected industry professionals who are currently working in this field and who also have extensive training in Crypto-Gaming. In this way, the video game professional who graduates with this program will have at their disposal a specialized teaching team that will help them to better understand the content and to progress in their career.



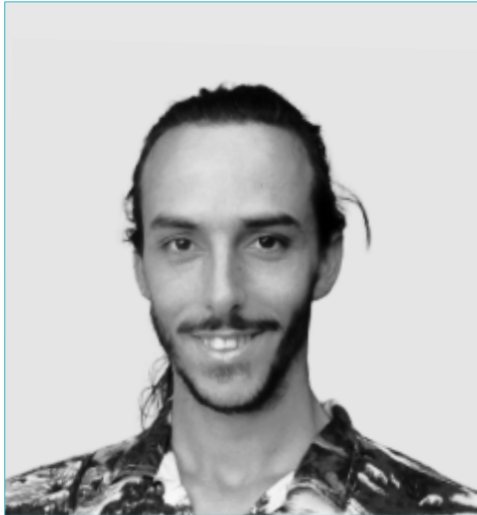




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*Only a specialized, multidisciplinary team are capable of giving you all the knowledge necessary to specialize in the Crypto-Gaming sector”*

## Management



### Mr. Olmo Cuevas, Alejandro

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

## Professors

### Ms. Gálvez González, María Jesús

- ◆ Dideco Advisor and Head of the Women's Area of the Municipality of El Tabo
- ◆ Teacher at Instituto Profesional AIEP
- ◆ Head of the Social Department of the Municipality of El Tabo
- ◆ Degree in Social Work from the University of Santo Tomás
- ◆ Professional Master's Degree in Strategic People Management and Organizational Human Talent Management
- ◆ Postgraduate Certificate in Social Economy from the University of Santiago de Chile

### Mr. Olmo Cuevas, Víctor

- ◆ Co-Founder, Game Designer and Game Economist at Seven Moons Studios Blockchain Gaming
- ◆ Web designer and professional video game player
- ◆ Professional Online Poker Player and Teacher
- ◆ Graphic Designer at Arvato Services Bertelsmann
- ◆ Project Analyst and Investor at Crypto Play to Earn Gaming Scene
- ◆ Chemical laboratory technician
- ◆ Graphic Designer





# 04

## Structure and Content

The curriculum of this Postgraduate Diploma has been prepared by a teaching team with a perfect mastery of Blockchain technology and the rising Metaverse universe. During the 6 months of this program, the video game professional will be able to access multimedia content, complementary readings and simulations of real cases found in the three modules that comprise the degree. In each of them, the Metaverse environment and the elements that will give the keys to create a successful video game in this field will be deepened, detailed and analyzed.





“

*Follow the steps in each module, and upon finishing this Postgraduate Diploma you'll be ready to get the most out of your project within the Crypto-Gaming sector”*

## Module 1. Blockchain

- 1.1. Blockchain
  - 1.1.1. Blockchain
  - 1.1.2. The New Blockchain Economy
  - 1.1.3. Decentralization as the Foundation of the Blockchain Economy
- 1.2. Blockchain Technologies
  - 1.2.1. Bitcoin Blockchain
  - 1.2.2. Validation Process, Computational Power
  - 1.2.3. Hash
- 1.3. Types of Blockchain
  - 1.3.1. Public Chain
  - 1.3.2. Private Chain
  - 1.3.3. Hybrid or Federated Chain
- 1.4. Types of Networks
  - 1.4.1. Centralized Network
  - 1.4.2. Distributed Network
  - 1.4.3. Decentralized Network
- 1.5. Smart Contracts
  - 1.5.1. Smart Contracts
  - 1.5.2. Process of Generating a Smart Contract
  - 1.5.3. Smart Contract examples and applications
- 1.6. Wallets
  - 1.6.1. Wallets
  - 1.6.2. Usefulness and Importance of a Wallet
  - 1.6.3. Hot & Cold Wallet
- 1.7. The Blockchain Economy
  - 1.7.1. Advantages of the Blockchain Economy
  - 1.7.2. Risk Level
  - 1.7.3. Gas Fee
- 1.8. Security/Safety
  - 1.8.1. Revolution in Security Systems
  - 1.8.2. Absolute Transparency
  - 1.8.3. Attacks to the Blockchain

- 1.9. Tokenization
  - 1.9.1. Tokens
  - 1.9.2. Tokenization
  - 1.9.3. Tokenized Models
- 1.10. Legal Aspects
  - 1.10.1. How Architecture Affects Regulatory Capacity?
  - 1.10.2. Jurisprudence
  - 1.10.3. Current Legislation on Blockchain

## Module 2. Metaverse

- 2.1. Metaverse
  - 2.1.1. Metaverse
  - 2.1.2. Impact on the World Economy
  - 2.1.3. Impact on the Development of Gamified Economies
- 2.2. Forms of Accessibility
  - 2.2.1. VR
  - 2.2.2. Computers
  - 2.2.3. Mobile Devices
- 2.3. Metaverse Types
  - 2.3.1. Traditional Metaverse
  - 2.3.2. Centralized Blockchain Metaverse
  - 2.3.3. Decentralization Blockchain Metaverse
- 2.4. Metaverso as a Workspace
  - 2.4.1. Idea of the Work within the Metaverse
  - 2.4.2. Creation of Services within the Metaverse
  - 2.4.3. Critical Points to Consider in Job Generation
- 2.5. Metaverse as a Space for Socialization
  - 2.5.1. User Interaction Systems
  - 2.5.2. Mechanics of Socialization
  - 2.5.3. Forms of Monetization
- 2.6. Metaverso as an Entertainment Space
  - 2.6.1. Training Spaces in the Metaverse
  - 2.6.2. Forms of Training Space Management
  - 2.6.3. Categories of Training Spaces in the Metaverse

- 2.7. System for Purchase and Lease of Spaces in the Metaverse
  - 2.7.1. Lands
  - 2.7.2. Auctions
  - 2.7.3. Direct Sales
- 2.8. Second Life
  - 2.8.1. Second Life as a Pioneer in the Metaverse Industry
  - 2.8.2. Game Mechanics
  - 2.8.3. Profitability Strategies Employed
- 2.9. Decentraland
  - 2.9.1. Decentraland as the Most Profitable Metaverse on Record
  - 2.9.2. Game Mechanics
  - 2.9.3. Profitability Strategies Employed
- 2.10. Goals
  - 2.10.1. Meta: The Company with the Greatest Impact on Developing a Metaverse
  - 2.10.2. Market Impact
  - 2.10.3. Project Details

### Module 3. Blockchain Video Game Analysis

- 3.1. Star Atlas
  - 3.1.1. Game Mechanics
  - 3.1.2. Economic System
  - 3.1.3. Usability
- 3.2. Outer Ring
  - 3.2.1. Game Mechanics
  - 3.2.2. Economic System
  - 3.2.3. Usability
- 3.3. Axie Infinity
  - 3.3.1. Game Mechanics
  - 3.3.2. Economic System
  - 3.3.3. Usability
- 3.4. Splinterlands
  - 3.4.1. Game Mechanics
  - 3.4.2. Economic System
  - 3.4.3. Usability

- 3.5. R-Planet
  - 3.5.1. Game Mechanics
  - 3.5.2. Economic System
  - 3.5.3. Usability
- 3.6. Ember Sword
  - 3.6.1. Game Mechanics
  - 3.6.2. Economic System
  - 3.6.3. Usability
- 3.7. Big Time
  - 3.7.1. Game Mechanics
  - 3.7.2. Economic System
  - 3.7.3. Usability
- 3.8. Gods Unchained
  - 3.8.1. Game Mechanics
  - 3.8.2. Economic System
  - 3.8.3. Usability
- 3.9. Illuvium
  - 3.9.1. Game Mechanics
  - 3.9.2. Economic System
  - 3.9.3. Usability
- 3.10. Upland
  - 3.10.1. Game Mechanics
  - 3.10.2. Economic System
  - 3.10.3. Usability



*The chance to specialize in the sector of the future is right here. Enroll in this Postgraduate Diploma”*



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 Diploma in Blockchain for Video Games and Metaverse guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Diploma 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”*



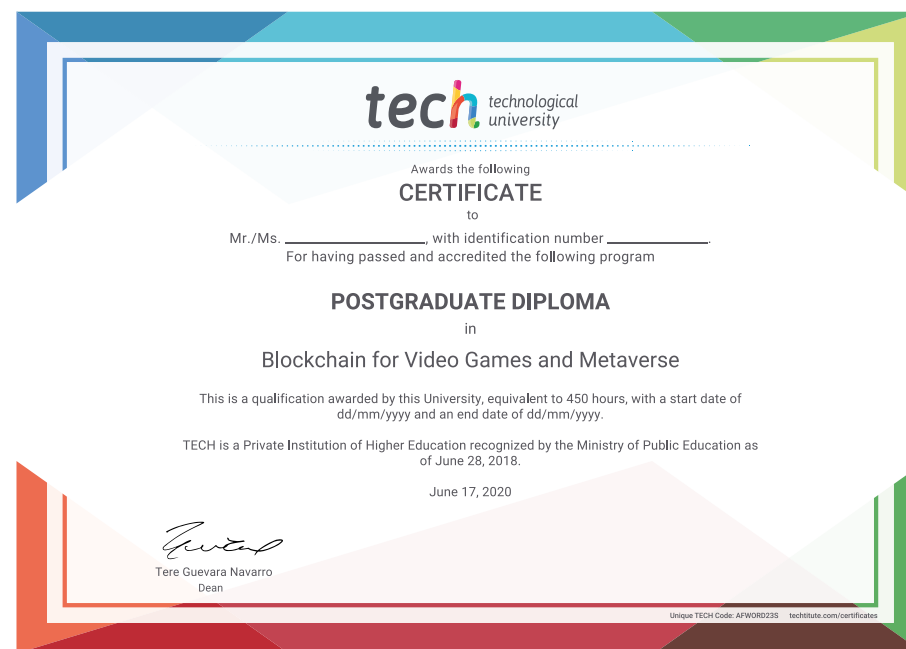
This **Postgraduate Diploma in Blockchain for Video Games and Metaverse** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Diploma** issued by **TECH Technological University** via tracked delivery\*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Diploma, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Diploma in Blockchain for Video Games and Metaverse**

Official N° of Hours: **450 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  
online training  
development language  
classroom



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