Postgraduate Diploma

Metaverse and Gamified Economics

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Postgraduate Diploma
Metaverse and Gamified Economics

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

Website: www.techtitute.com/us/videogames/postgraduate-diploma/postgraduate-diploma-metaverse-gamified-economics

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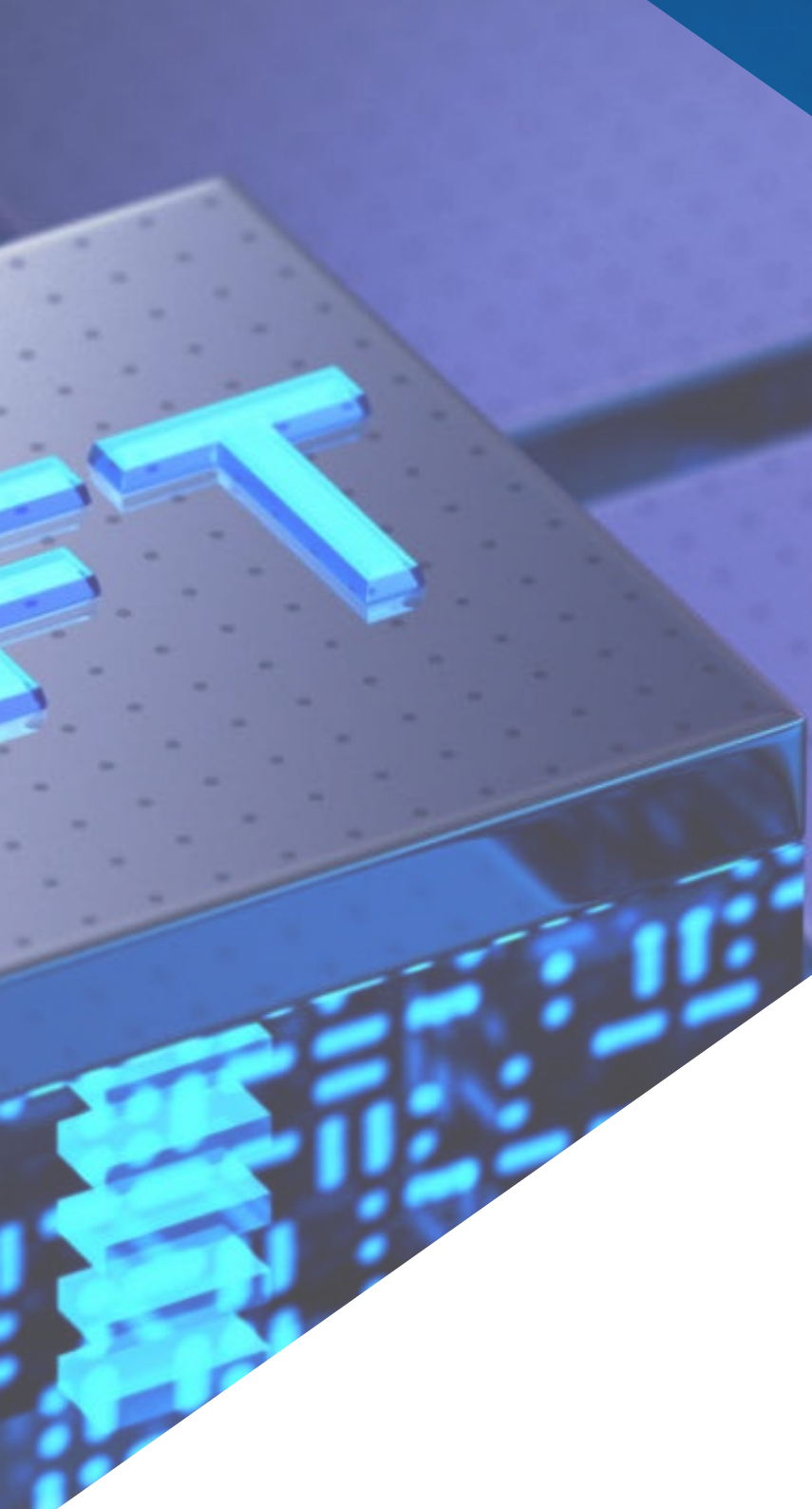
01

Introduction

Mark Zuckerberg (Facebook) has made a big bet with the Metaverse project, while others go further, such as Chris DeWolfe (Myspace) who predicts that *Blockchain*-based video games will be the place of choice for people to socialize. The great CEOs of technology companies set the path that every video game professional should know. Therefore, this program provides students with a strong education in the Metaverse environment as an essential system in the development of the gamified economy. The complexity of concepts will be easily diluted with the *Re-learning* educational model, which combines real cases with the reiteration of content.



Connect your video game project to the metaverse and become an entrepreneur in a growing sector, thanks to this Postgraduate Diploma"

The Postgraduate Diploma in Metaverse and Gamified Economics is designed for video game professionals who choose to broaden their academic profiles and decide to enter into a universe with great possibilities for entrepreneurship and prosperity.

The specialized team with experience in *Blockchain* projects will be in charge of showing professionals the benefits and critical points of this emerging market, to which millions of people are added daily. Faced with a transforming and booming scenario, the content of this Postgraduate Diploma incorporates the latest developments and analysis tools that allow you to examine the possibilities of the metaverse, as well as external platforms that offer services to products hosted on *Blockchain*.

The practical application in the *Gaming* sector of the syllabus provided by this program is a guarantee for the professional who is looking for the boost they need to launch their own project. The educational model offered by TECH, with a wide range of multimedia content and in online format, allows students to take this course with the convenience of being able to access it wherever and whenever they want.

This **Postgraduate Diploma in Metaverse and Gamified Economics** contains the most complete and up-to-date educational program on the market. Its most notable features are:

- 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

Develop a solid background in the Metaverse environment, so that your project will be a safe bet"

Be more than an entrepreneur, be a strategist in the Metaverse. Apply all the knowledge of this Postgraduate Diploma to your daily life and succeed in your "profession"

The video game industry demands qualified professionals. Update your skills with this Postgraduate Diploma.

This is your moment. Get ready to launch your video game in the Metaverse successfully.

The program's teaching staff includes professionals from the sector who contribute their work experience to this 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 training programmed to train 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. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

02

Objectives

This Postgraduate Diploma in Metaverse and Gamified Economy will show video game professionals the wide range of possibilities currently offered by this digital environment. As such, at the end of this course, students will be able to establish immersion strategies for projects in the Metaverse environment and learn about the tools of the main platforms that offer services related to cryptocurrencies, *Blockchain*, decentralized economies and NFTs. The simulation of real cases will allow the professional to put the concepts they have studied into practice and become more prepared in a demanding labor market.

Technology companies are promoting video game projects in Metaverse environments. Specialize and be part of their teams"

General Objectives

- Identify the functioning of *Blockchain* technology systematically and in the depth of its components, including how its advantages and disadvantages are linked to the way in which its architecture works
- 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, their use, levels of integration with the global economy and virtual gamification projects

TECH's educational system promotes learning and helps to balance your personal life with your studies"

Specific Objectives

Module 1. 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 2. External Platforms

- Know the tools of the main platforms that offer services related to cryptocurrencies, *Blockchain*, decentralized economies and NFT
- Using external platforms to increase value generation within a *Blockchain* gaming project
- Understanding how DEX works

Module 3. Analysis of Variables in Gamified Economies

- Categorize elements within a game in relation to their incidence within the final economy of the game
- Identify the degrees to which Economy variables within a game fall within their category
- Understand the proportional and inverse proportional relationships between two or more economic variables
- Identify the components of *Blockchain* Technology

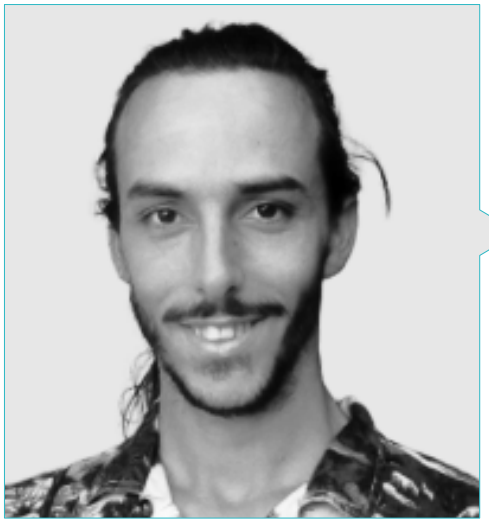
03

Course Management

The teaching staff that teaches TECH degrees has been chosen after an exhaustive selection process, in order to offer students an elite and quality education available to all. In this Postgraduate Diploma, the teaching staff is well known in the *Crypto-Gaming* sector, thereby guaranteeing comprehensive and multidisciplinary education. Students will have at their disposal, during the six months of this program, a team of relevant and referential experts in an innovative field.

The multidisciplinary teaching team of this Postgraduate Diploma will open the doors to the Crypto-Gaming sector"

Management



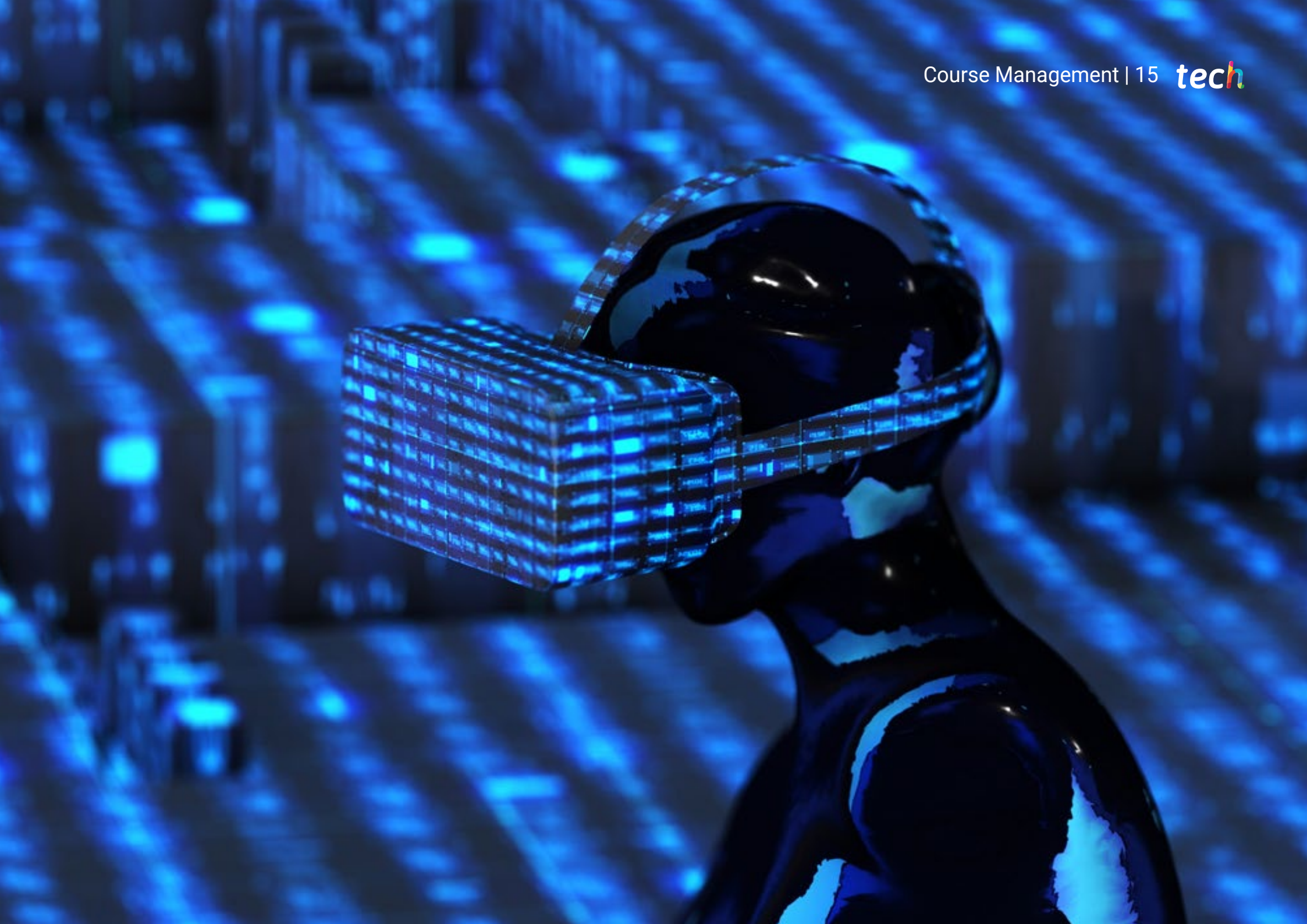
Mr. Olmo Cuevas, Alejandro

- 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
- Master's Degree in Strategic People Management and Organizational Human Talent Management
- Postgraduate Certificate in Social Economy from the University of Santiago de Chile



04

Structure and Content

The syllabus of this Postgraduate Diploma has been prepared following the strict criteria of the teaching team. The videogame professional who completes this program will have access to a curriculum divided into three modules that will allow him/her to learn in detail the Metaverse environment, to later focus on external platforms and conclude with the analysis of economic strategies to be applied with a *Crypto-Gaming* project. The multimedia content provided by this syllabus together with the *Relearning* methodology make the units presented enjoyable and easy to understand.

This Postgraduate Diploma provides you with all the tools you need to be a successful entrepreneur in the Crypto-Gaming environment"

Module 1. Metaverse

1.1. Metaverse
- 1.1.1. Metaverse
- 1.1.2. Impact on the World Economy
- 1.1.3. Impact on the Development of Gamified Economies

1.2. Forms of Accessibility
- 1.2.1. VR
- 1.2.2. Computers
- 1.2.3. Mobile Devices

1.3. Metaverse Types
- 1.3.1. Traditional Metaverse
- 1.3.2. Centralized Blockchain Metaverse
- 1.3.3. Decentralized Blockchain Metaverse

1.4. Metaverso as a Workspace
- 1.4.1. Idea of the Work within the Metaverse
- 1.4.2. Creation of Services within the Metaverse
- 1.4.3. Critical Points to Consider in Job Generation

1.5. Metaverse as a Space for Socialization
- 1.5.1. User Interaction Systems
- 1.5.2. Mechanics of Socialization
- 1.5.3. Forms of Monetization

1.6. Metaverse as an Entertainment Space
- 1.6.1. Training Spaces in the Metaverse
- 1.6.2. Forms of Training Space Management
- 1.6.3. Categories of Training Spaces in the Metaverse

1.7. System for Purchase and Lease of Spaces in the Metaverse
- 1.7.1. Lands
- 1.7.2. Auctions
- 1.7.3. Direct Sales

1.8. *Second Life*
- 1.8.1. *Second Life* as a Pioneer in the Metaverse Industry
- 1.8.2. Game Mechanics
- 1.8.3. Profitability Strategies Employed

1.9. Decentraland
- 1.9.1. Decentraland as the Most Profitable Metaverse on Record
- 1.9.2. Game Mechanics
- 1.9.3. Profitability Strategies Employed

1.10. Goals
- 1.10.1. Meta: The Company with the Greatest Impact on Developing a Metaverse
- 1.10.2. Market Impact
- 1.10.3. Project Details

Module 2. External Platforms

2.1. DEX
- 2.1.1. Features
- 2.1.2. Utilities
- 2.1.3. Implementation in Gamified Economies

2.2. Swaps
- 2.2.1. Features
- 2.2.2. Main Swaps
- 2.2.3. Implementation in Gamified Economies

2.3. Oracles
- 2.3.1. Features
- 2.3.2. Main Swaps
- 2.3.3. Implementation in Gamified Economies

2.4. Staking
- 2.4.1. Liquidity Pool
- 2.4.2. Staking
- 2.4.3. Farming

2.5. Blockchain Development Tools
- 2.5.1. Geth
- 2.5.2. Mist
- 2.5.3. Truffe

2.6. Blockchain Development Tools: Embark
- 2.6.1. Embark
- 2.6.2. Ganache
- 2.6.3. Blockchain Testnet

2.7. Marketing Studies
- 2.7.1. DefiPulse
- 2.7.2. Skew
- 2.7.3. Trading View

2.8. Tracking
- 2.8.1. CoinTracking
- 2.8.2. CryptoCompare
- 2.8.3. Blackfolio

2.9. Trading Bots
- 2.9.1. Aspects
- 2.9.2. SFOX Trading Algorithms
- 2.9.3. AlgoTrader

2.10. Mining Tools
- 2.10.1. Aspects
- 2.10.2. NiceHash
- 2.10.3. What to Mine

Module 3. Analysis of Variables in Gamified Economies

3.1. Gamified Economic Variables
- 3.1.1. Advantages of Fragmentation
- 3.1.2. Similarities with the Real Economy
- 3.1.3. Division Criteria

3.2. Search
- 3.2.1. Individual
- 3.2.2. By Group
- 3.2.3. Global

3.3. Resources
- 3.3.1. By Game Design
- 3.3.2. Tangibles
- 3.3.3. Intangibles

3.4. Entities
- 3.4.1. Players
- 3.4.2. Single Resource Entities
- 3.4.3. Multiple Resource Entities

3.5. Sources
- 3.5.1. Generation Conditions
- 3.5.2. Localisation
- 3.5.3. Production Ratio

3.6. Exits
- 3.6.1. Consumables
- 3.6.2. Maintenance Costs
- 3.6.3. Time Out

3.7. Converters
- 3.7.1. NPC
- 3.7.2. Manufacture
- 3.7.3. Special Circumstances

3.8. Exchange
- 3.8.1. Public Markets
- 3.8.2. Private Stores
- 3.8.3. External Markets

3.9. Experience
- 3.9.1. Acquisition Mechanics
- 3.9.2. Apply Experience Mechanics to Economic Variables
- 3.9.3. Penalties and Experience Limits

3.10. Deadlocks
- 3.10.1. Resource Cycle
- 3.10.2. Linking Economy Variables with Deadlocks
- 3.10.3. Applying Deadlocks to Game Mechanics

You have arrived at the right time to specialize in a booming sector with great possibilities for professional growth in the field of video games. Sign up"

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

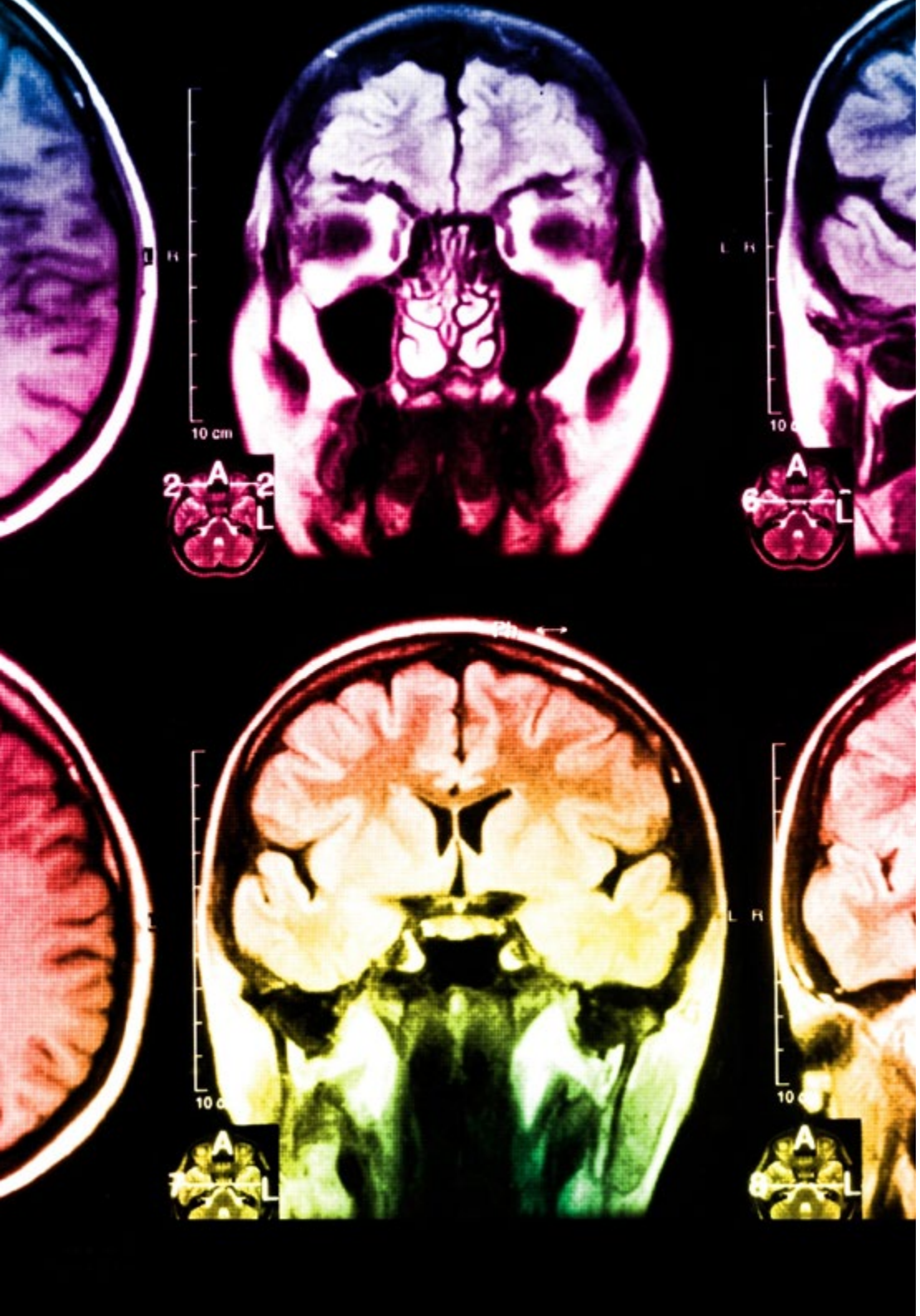
TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

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.

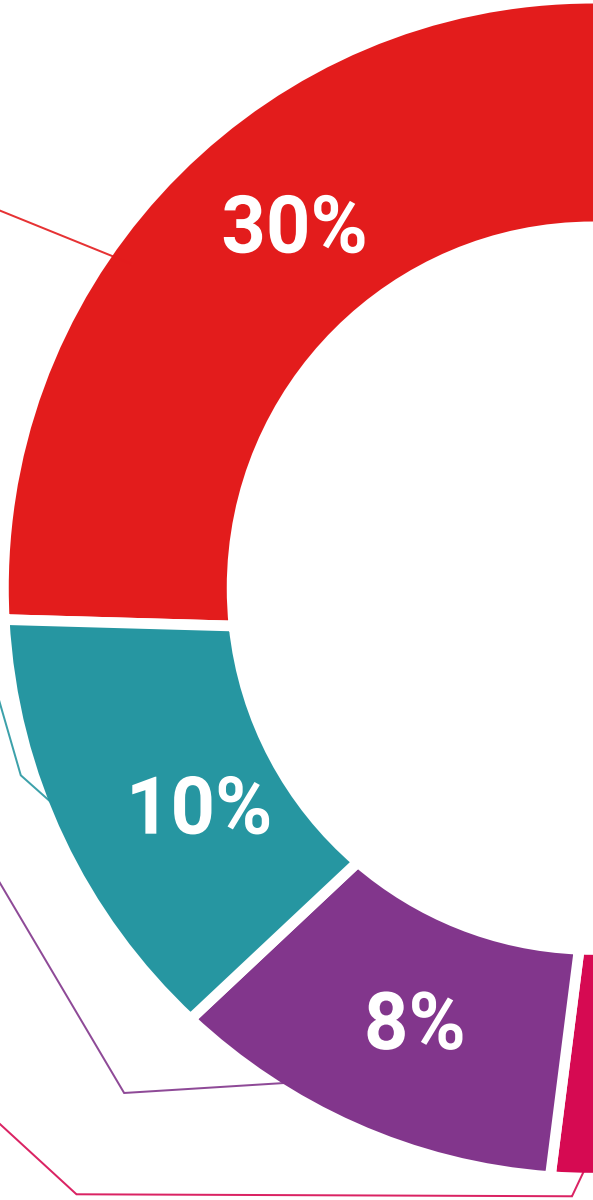
Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.

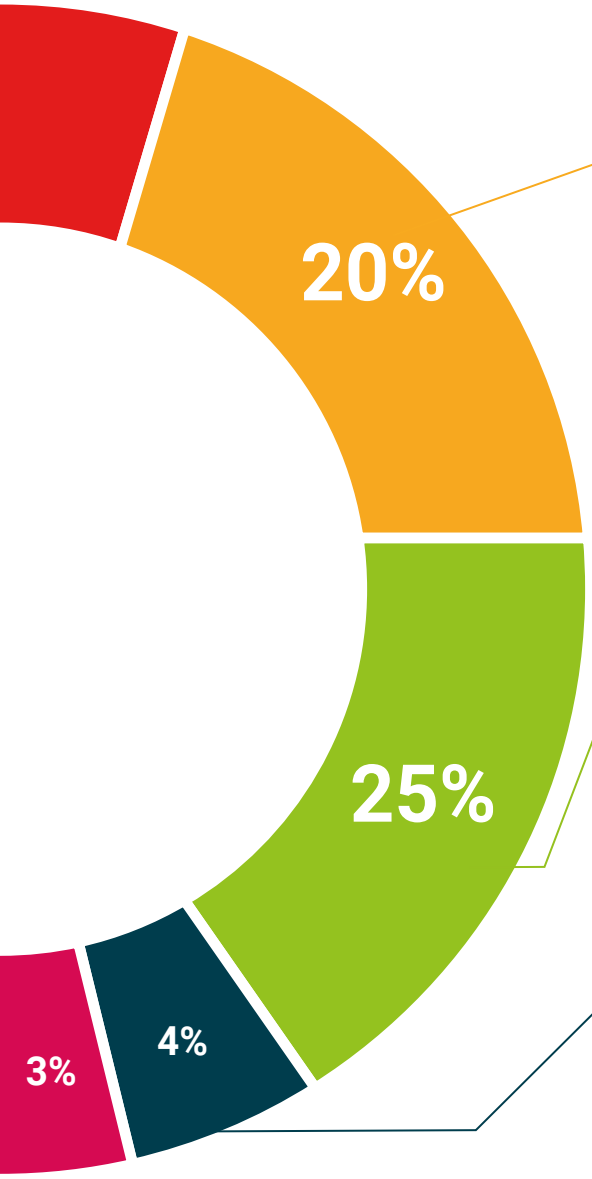
Practising Skills and Abilities

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 Metaverse and Gamified Economics guarantees students, in addition to the most rigorous and up-to-date education, access to a qualification 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 Diploma in Metaverse and Gamified Economics** 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 diploma 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 Metaverse and Gamified Economics**

Official Nº of Hours: **450 h.**

tech technological university

Awards the following

DIPLOMA

to

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

For having passed and accredited the following program

POSTGRADUATE DIPLOMA

in

Metaverse and Gamified Economics

This is a qualification awarded by this University, equivalent to 450 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

This qualification must always be accompanied by the university degree issued by the competent authority to practice professionally in each country. 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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