

Postgraduate Diploma Serious Educational Games





Postgraduate Diploma Serious Educational Games

- » 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-design/postgraduate-diploma/postgraduate-diploma-serious-educational-games

Index

01

Introduction

p. 4

02

Objectives

p. 8

03

Course Management

p. 12

04

Structure and Content

p. 16

05

Methodology

p. 22

06

Certificate

p. 30

01

Introduction

Serious Games have demonstrated their versatility and adaptability to different genres of denouncement, awareness and education through the creation of leading titles in the market. For that reason, it is an increasingly demanded area in the market, generating successful job opportunities for its creatives more and more frequently. For that reason, having a specialized degree in this industry on your resume will open many doors to a booming sector. You will find everything you need to know to become an expert in this program that TECH has developed exclusively for you to achieve this goal. It is a 100% online training that will provide you with the necessary academic tools to master to perfection the strategies and techniques related to Serious Games and their application in the following games educational and autobiographical games.



“

You have before you the perfect opportunity to specialize in the field of Serious Games specialized in denouncing, education and autobiographical genre in a 100% online way”

The influence that video games exert on the population is what has motivated many creative people to create social awareness titles that deal with the different problems that exist in reality in a playful and dynamic way. It is an entertaining way of involving, especially the young population, in reality and creating in them a critical and reasoned thinking that allows them to always act appropriately in each situation.

The success of this dynamic has generated an increase in the labor demand for professionals specialized in this sector who master the techniques and strategies necessary for the effective creation of titles with a high level of awareness. In order that graduates can include in their resumes a qualification that distinguishes them for their high knowledge in the area, TECH and its team of experts has developed this Postgraduate Diploma in Serious Educational Games.

This is a very complete program developed over 6 months and distributed in 450 hours in which the graduate will have access to the best syllabus on the market. It provides an in-depth analysis of the design of Serious Games through educational gameplay, as well as the challenges and difficulties that must be faced when designing Serious Games when undertaking the design of this type of titles. It also delves into the professional and specialized study of the complaint through gaming, highlighting the content that alludes to the sensitivity of the player. Finally, it takes a look at personal experience personal experience applied to videogames and the best strategies to transmit sensations, feelings and abstract themes through a modern and attractive design.

In addition, the graduate will find in the Virtual Classroom dozens of hours of additional material in different formats (detailed videos, research articles, case studies selected by the teaching team, complementary readings and dynamic summaries) to contextualize the information and deepen in a personalized way in the aspects they need. It is, therefore, a unique and highly capacitating opportunity to take a 100% online qualification that will make you stand out in the gaming sector.

This **Postgraduate Diploma in Serious Educational 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 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



You will be able to include in your resume the Serious Games expert badge, a quality that will make you stand out in recruitment processes. of any large company"

“

You will have the most comprehensive knowledge to develop dynamic and fun educational cases that promote learning through video games"

You will develop the skills of a highly qualified professional in Serious Games through the handling of the mechanics and dynamics of the different video game genres.

The program includes a specific section dedicated to the keys to create successful gaming projects based on experimentation and learning.

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, it will be assisted by an innovative interactive video system created by renowned experts.



02 Objectives

Given the current labor demand for professionals who handle the creation of Serious Games specialized in education, denouncing and autobiographical genres, TECH has designed this Postgraduate Diploma with the aim of that the graduate can acquire a broad and detailed knowledge on the strategies, techniques and protocols strategies, techniques and protocols that make up this area of the gaming industry. To this end, it will provide you with the best academic tools available and will try to facilitate this academic experience so that you can get the most out of it in the shortest possible time.



“

You will have access to an informative catalog where you will find, in detail, the most relevant concepts related to the creation of video games based on the complaint"

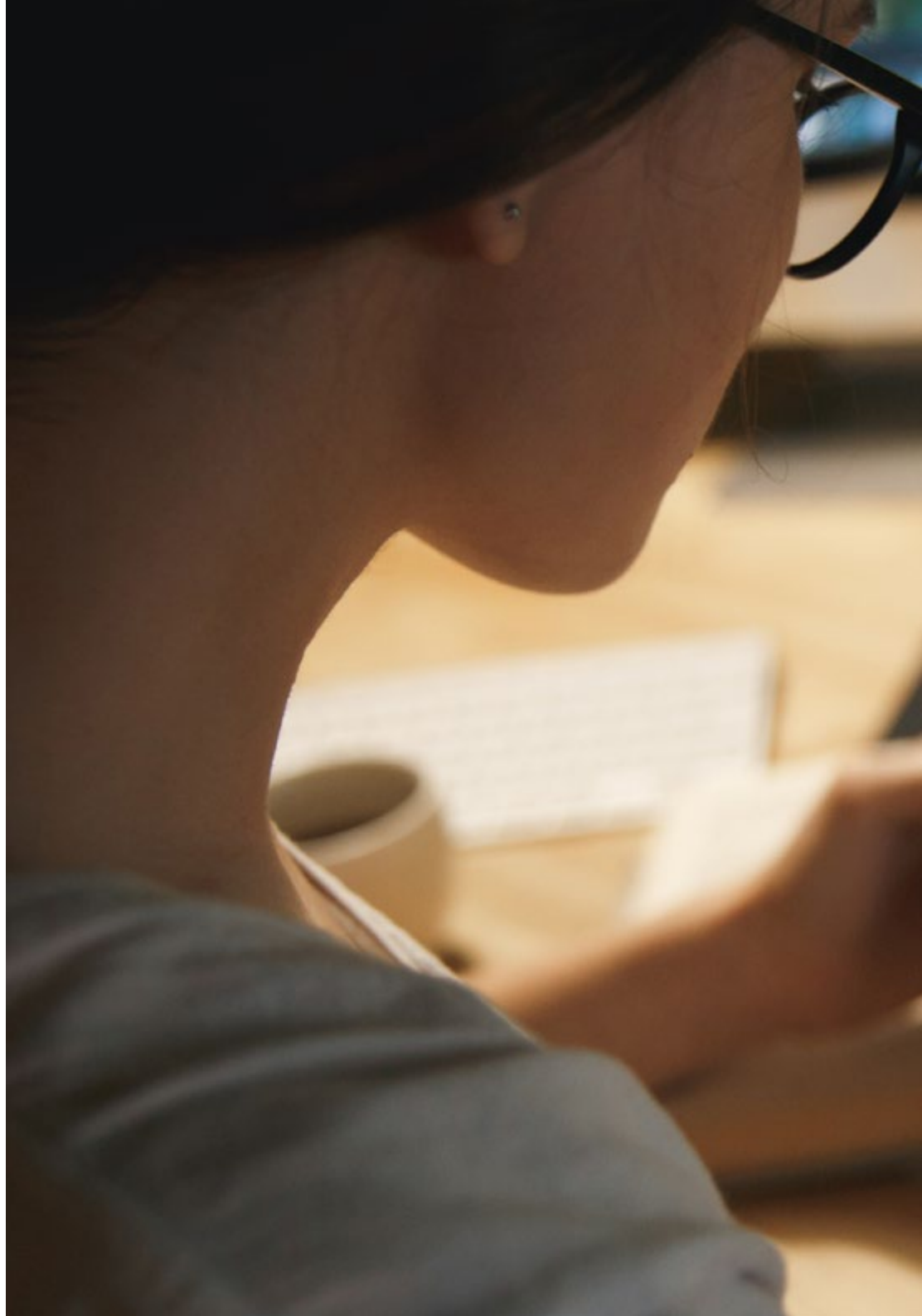


General Objectives

- ♦ 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 in-depth 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



Knowing in detail the main conflicts that arise in video games of complaint will allow you to avoid them and create products that adapt to the needs of the market in an appropriate manner"





Specific Objectives

Module 1. Serious Games and Education

- ♦ Professional knowledge of Serious Games focused on education
- ♦ Master design techniques to seek emotional responses from the player through educational games

Module 2. serious Games and Social Issues

- ♦ In-depth knowledge of Serious Games focused on whistleblower issues
- ♦ Master design techniques to seek emotional responses from the player

Module 3. Serious Games and Autobiographical Games

- ♦ Know in depth the focused Autobiographical Serious Games
- ♦ Understand and learn the process of designing a game with this approach
- ♦ Have a broad knowledge of design techniques to seek their impact through biographical games

03

Course Management

For the development of the teaching staff of this program TECH has taken into account three essential requirements: that they are professionals with a broad and extensive career in the Serious Game sector, that they are currently active and are willing to commit to the growth of the graduate. Therefore, this university has formed a faculty of enormous quality, which will be at the disposal of the creative at all times to guide them through this academic experience in a satisfactory manner.



“

You will be able to learn from the successful strategies of the teaching team, as well as from their mistakes, gaining a more practical and dynamic vision of the sector"

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

Mr. Franzani, Santiago J.

- ♦ Indie Game Developer
- ♦ Audiovisual Designer
- ♦ Creator of the "Atuel" Game
- ♦ Graduated in Audiovisual Design from the University of Buenos Aires

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 has developed this Postgraduate Diploma in Serious Educational Games following the recommendations of the teaching team based on the immediate current situation of the *gaming* sector. In this way, it has been possible to create a dynamic, complete, innovative and highly training syllabus, perfect for any graduate who wants to expand their knowledge in this industry in an intensive way and without having to invest long and tedious hours in studying outdated and purely theoretical content. In addition, in the Virtual Classroom you will find additional high quality material including case studies so that you can develop your own creative strategies.





“

You will manage UV Rizon and its tools, being able to apply this software in the creation of the best autobiographical Serious Games”

Module 1. Serious Games and Education

- 1.1. Serious Games Focused on Education
 - 1.1.1. Educational
 - 1.1.2. Focus
 - 1.1.3. Cases
- 1.2. Objectives of Video Games for Education
 - 1.2.1. Purpose
 - 1.2.2. Learning
 - 1.2.3. Designs
- 1.3. Game Genres in Video Games for Education
 - 1.3.1. Genre
 - 1.3.2. Cataloging
 - 1.3.3. Designs
- 1.4. Actions and Decisions in Educational Video Games
 - 1.4.1. Experimentation
 - 1.4.2. Learning
 - 1.4.3. Designs
- 1.5. Conceptualizing a Video Game for Children
 - 1.5.1. Cataloging
 - 1.5.2. Genre
 - 1.5.3. Designs
- 1.6. Rules and Objectives of Educational Video Games
 - 1.6.1. Mechanisms
 - 1.6.2. Dynamics
 - 1.6.3. Objectives
- 1.7. Conflict in Educational Video Games for Children
 - 1.7.1. Story
 - 1.7.2. Purpose
 - 1.7.3. Designs



- 1.8. Serious Educational Games in Practice
 - 1.8.1. Cataloging
 - 1.8.2. Experimentation
 - 1.8.3. Serious Games Usability
- 1.9. Analysis of Interland
 - 1.9.1. Interland
 - 1.9.2. Designs
 - 1.9.3. Experimentation
- 1.10. Briefings Children and Serious Games
 - 1.10.1. Briefing
 - 1.10.2. Application
 - 1.10.3. Cases

Module 2. serious Games and Social Issues

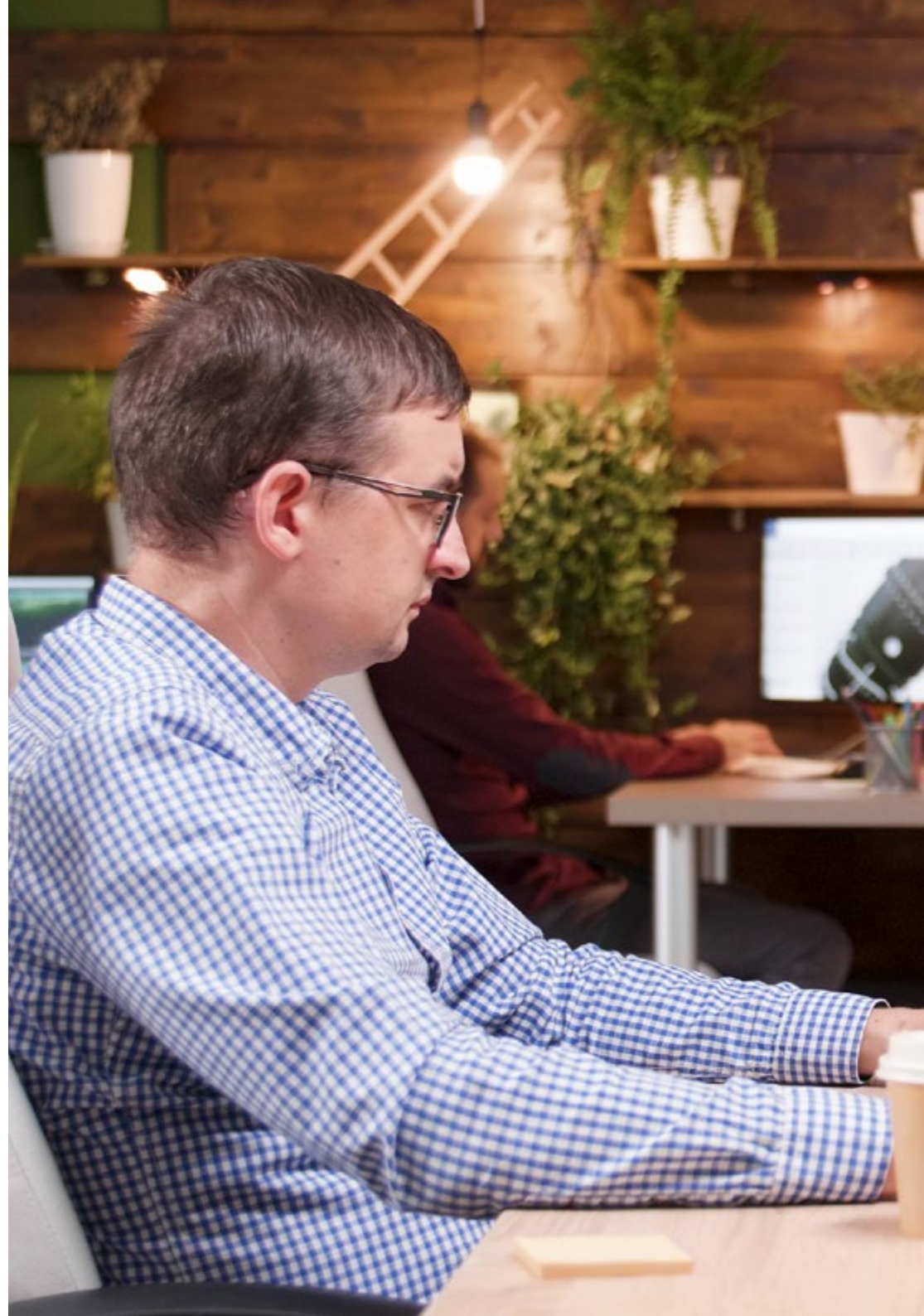
- 2.1. Serious Games and Raising Awareness
 - 2.1.1. Social Issues
 - 2.1.2. Raising Awareness
 - 2.1.3. Playable Stories
- 2.2. Serious Games of Social Issues and their Objectives
 - 2.2.1. Purpose
 - 2.2.2. Learning
 - 2.2.3. Designs
- 2.3. Game Genres in Video Games on Social Issues
 - 2.3.1. Complexity
 - 2.3.2. Gameplay
 - 2.3.3. Story
- 2.4. Actions and Decisions in Serious Games on Social Issues
 - 2.4.1. Experimentation
 - 2.4.2. Learning
 - 2.4.3. Design
- 2.5. Conceptualizing a Social Issue Video Game
 - 2.5.1. Cataloging
 - 2.5.2. Social Issues
 - 2.5.3. Design

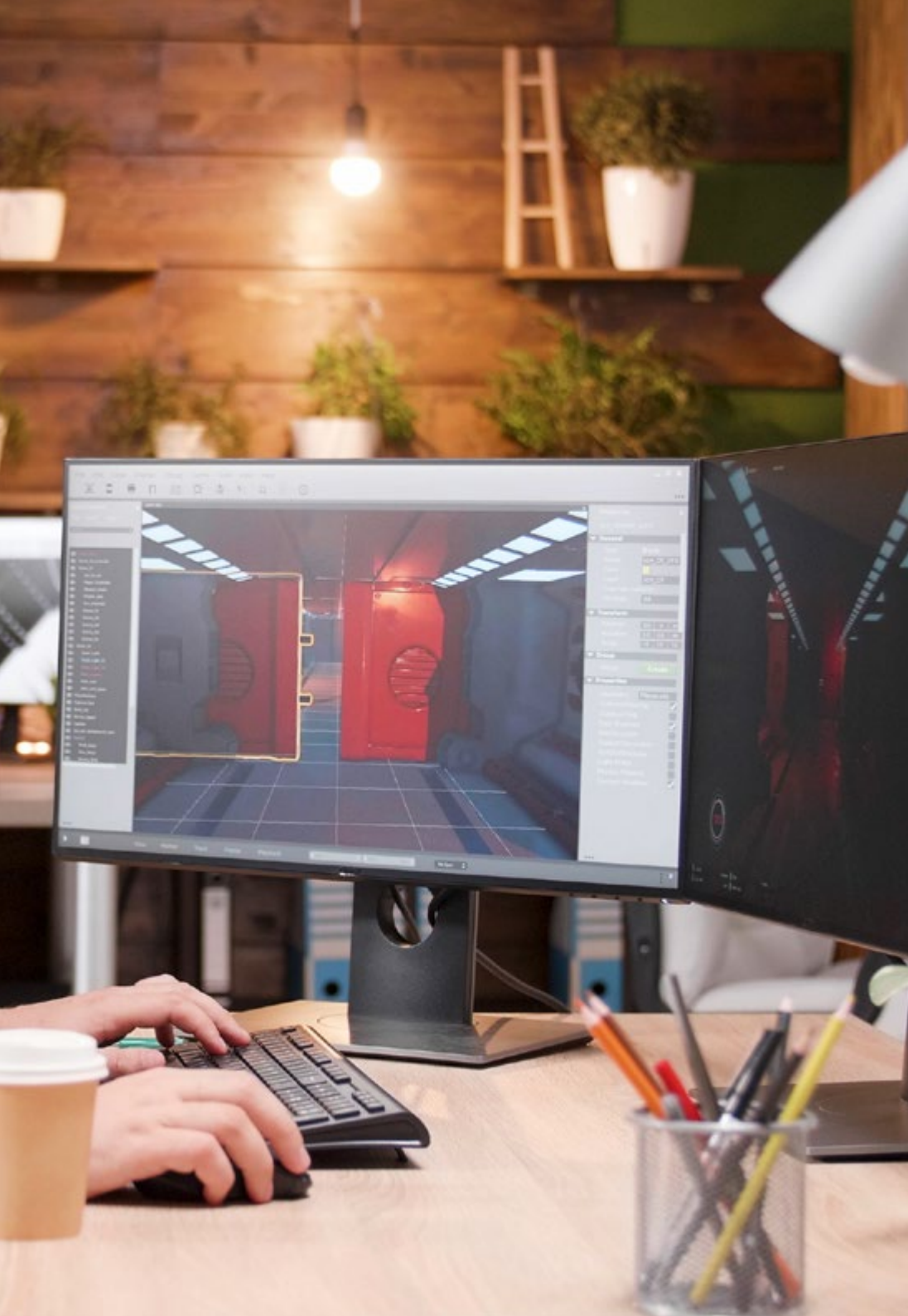


- 2.6. Rules and Objectives of Video Games on Social Issues
 - 2.6.1. Mechanisms
 - 2.6.2. Dynamics
 - 2.6.3. Objectives
- 2.7. Conflicts in Video Games on Social Issues
 - 2.7.1. Story
 - 2.7.2. Conflicts
 - 2.7.3. Designs
- 2.8. Serious Games on Social Issues
 - 2.8.1. Cataloging
 - 2.8.2. Experimentation
 - 2.8.3. Practical Social Issues
- 2.9. Exploring the World of Fake It to make It
 - 2.9.1. Fake it to Make It
 - 2.9.2. Designs
 - 2.9.3. Experimentation
- 2.10. Briefings Social Issues and Serious Games
 - 2.10.1. Briefing
 - 2.10.2. Application
 - 2.10.3. Cases

Module 3. Serious Games and Autobiographical Games

- 3.1. Serious Autobiographical Games
 - 3.1.1. Autobiography
 - 3.1.2. Designs
 - 3.1.3. Purposes
- 3.2. Objectives of Autobiographical Video Games
 - 3.2.1. Purpose
 - 3.2.2. Learning
 - 3.2.3. Designs
- 3.3. Genres Applicable to Autobiographical Video Games
 - 3.3.1. Applied Autobiography
 - 3.3.2. Cataloging
 - 3.3.3. Designs





- 3.4. Actions and Decisions in Autobiographical Video Games
 - 3.4.1. Experimentation
 - 3.4.2. Learning
 - 3.4.3. Designs
- 3.5. Conceptualizing an Autobiographical Videogame
 - 3.5.1. Cataloging
 - 3.5.2. Autobiography
 - 3.5.3. Designs
- 3.6. Rules and Objectives of the Autobiographical Video Game
 - 3.6.1. Mechanisms
 - 3.6.2. Dynamics
 - 3.6.3. Objectives
- 3.7. Conflicts in Autobiographical Video Games
 - 3.7.1. Story
 - 3.7.2. Conflicts
 - 3.7.3. Designs
- 3.8. Autobiographical Serious Games: Practical Applications
 - 3.8.1. Cataloging
 - 3.8.2. Experimentation
 - 3.8.3. Serious Games
- 3.9. Exploring the World of Dys4ia
 - 3.9.1. Dys4ia.
 - 3.9.2. Designs
 - 3.9.3. Experimentation
- 3.10. Advanced UV Rizom
 - 3.10.1. Briefing
 - 3.10.2. Application
 - 3.10.3. Cases

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.



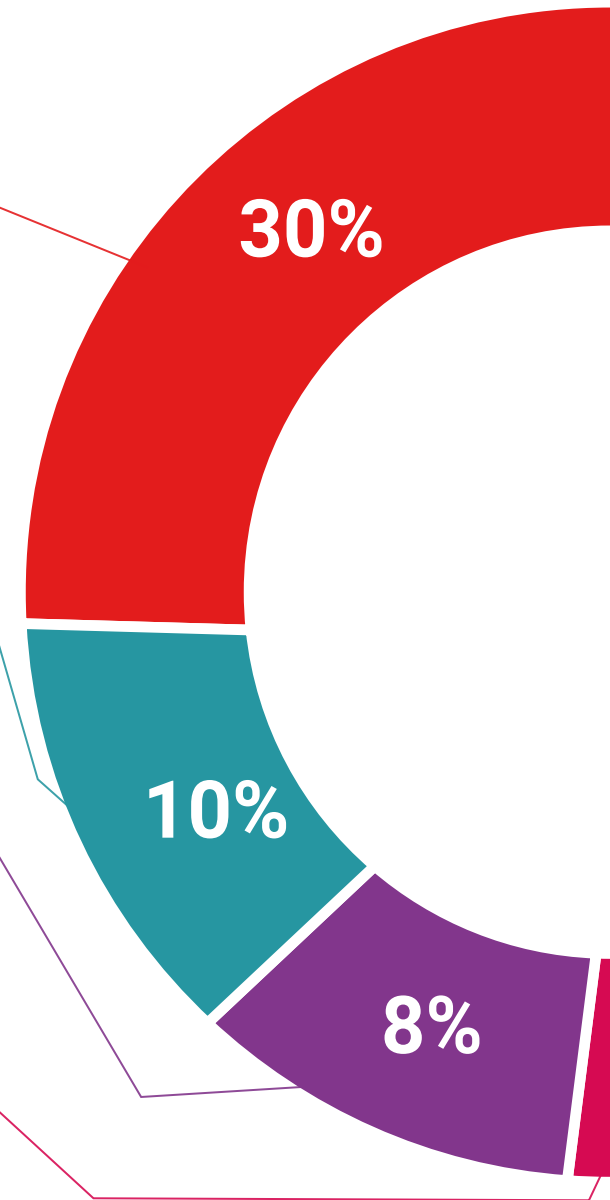
Practising Skills and Abilities

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 Serious Educational 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”

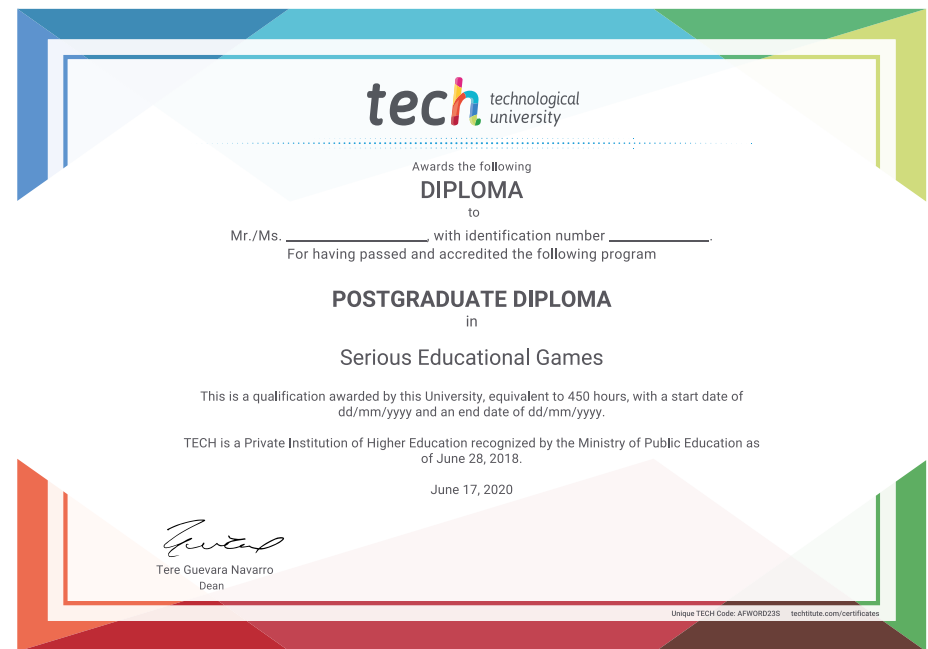
This **Postgraduate Diploma in Serious Educational Games** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate 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 Serious Educational Games**

Official N° of Hours: **450 h.**



*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.

future

health confidence people

education information tutors

guarantee accreditation teaching

institutions technology learning

community commitment

personalized service innovation

knowledge present quality

development languages

virtual classroom

tech technological
university

Postgraduate Diploma Serious Educational Games

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

Postgraduate Diploma Serious Educational Games

