

Professional Master's Degree Serious Games Design





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- » Modality: online
- » Duration: 12 months
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitute.com/us/videogames/professional-master-degree/master-serious-games-desing

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01

Introduction

The explosion of video games in society has been overwhelming. With the unstoppable advance of technologies that are multiplying almost infinitely, the possibilities of this new sector are no longer limited to leisure and entertainment. Major publishers such as Microsoft have seen the potential of gamification, transforming titles such as Minecraft into an educational platform for children. The opportunities for Serious Games do not end there, as there are more and more projects dedicated to health, social denunciation, psychology or even autobiographies. In a market in full expansion, it is vital that video game professionals are specialized, as they will have an advantage in leading the most ambitious Serious Games. This program offers cutting-edge content, with an approach based on the most successful case studies and a fully online syllabus.

In this way, students will be able to make a qualitative leap in their professional career in the world of video games without giving up personal or professional obligations.





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This program will provide you with the keys and strategies necessary to develop your own Serious Games projects, knowing how to perform in each specific field"

In the last decade, gamification has acquired a leading role in a multitude of sectors. Education has been one of the biggest proponents of Serious Games for educational purposes, but even the U.S. Department of Defense has seen the potential of video games in training and instructing its troops.

It is undeniable, therefore, that Serious Games represent a great opportunity for all video game professionals looking for an effective specialization. Whether it's learning languages with Duolingo or raising awareness about *Fake News* with *Fake It to Make It*. Serious Games are expanding into more sectors, so the need to incorporate specialists in the development of these types of videogames has become an even more pressing matter.

This Professional Master's Degree from TECH teaches video game professionals everything they need to know in order to create their own Serious Game project or become a key figure in development teams. Therefore, students will study cultural videogames, the language of videogames, gamification or videogame design itself. Likewise, there will also be an extensive review of the different themes and sectors in which Serious Games can be developed with greater success.

And all this with the advantage of a 100% online format, without the hassle of face-to-face classes and fixed schedules. The student is the one who decides when to take on the entire course load, as they are able to download the units individually to study them in depth from a tablet, smartphone or computer. A distinctive opportunity to position yourself as a leading figure in Serious Games in a way that is both simple and convenient.

This **Professional Master's Degree in Serious Games Design** contains the most complete and up-to-date educational program on the market. Its most notable features are:

- ◆ 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



Take advantage of the numerous benefits of the TECH methodology to immerse yourself in Serious Games Design without sacrificing your personal or work responsibilities"

“

Learn about the keys to success of projects such as The Kite, Interland, Dys4ia or Unmanned and discover why they have become benchmarks in the Serious Games sector”

The program’s teaching staff includes professionals from the sector who contribute their work experience to this training 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.

Specialize in gamification of the highest quality, creating Serious Games with which to deal with all kinds of topics and areas.

Add a Professional Master's Degree to your professional profile that will distinguish you as a professional developed and versed in Serious Games Design.



02 Objectives

Given that the video game industry is constantly expanding, specialization is one of the best opportunities to continue to excel and improve. That is why all the contents of this program pursue the same objective, which is none other than to provide the video game professional with the necessary strategies and guidelines to become a true expert in the design of Serious Games of any kind, whether they are about violent, cultural, health or psychological units.





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You will be able to access a syllabus that is available 24 hours a day, in a virtual classroom with the latest innovations in educational technology”



General Objectives

- ◆ 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 training 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



Stand out in a booming sector, following the objectives set by a group of professionals with extensive experience in Serious Games Design"



Specific Objectives

Module 1. The Game in Serious Games

- ◆ 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

Module 2. Serious Games

- ◆ Know both in-depth and culturally the Serious Game
- ◆ Master specific Serious Games Design procedures
- ◆ Master the applications of Serious Games in different work disciplines

Module 3. Serious Games and Violence

- ◆ In-depth knowledge of Serious Games focused on violence
- ◆ Understand in a professional and specialized way the design process of a video game with this approach
- ◆ Master the various design techniques to seek emotional responses from the player, as well as experience the gameplay of one of them

Module 4. Serious Games and Education

- ◆ Professional knowledge of Serious Games focused on education
- ◆ Understand and learn the process of designing a game with this approach
- ◆ Master the design techniques to seek emotional responses from the player, as well as experience the gameplay of one of them

Module 5. serious Games and Social Issues

- ◆ In-depth knowledge of Serious Games focused on Social Issues
- ◆ Understand and learn the process of designing a game with this approach
- ◆ Master the design techniques to seek emotional responses from the player, as well as experience the gameplay of one of them

Module 6. Serious Games and Autobiographical Games

- ◆ Know in depth the Autobiographical Serious Games
- ◆ Understand and learn the process of designing a game with this approach
- ◆ Master the design techniques to seek emotional responses from the player, as well as experience the gameplay of one of them

Module 7. Serious Games and Psychological Video Games

- ◆ In-depth knowledge of Serious Games focused on psychological video games
- ◆ Integrate knowledge of the game design process with this approach
- ◆ Master design techniques to seek emotional responses from the player in addition to experiencing the gameplay of one

Module 8. Serious Games and Strategic Video Games

- ◆ Learn more about Serious Games focused on Strategic Video Games
- ◆ Understand and integrate the game design process with this approach
- ◆ Master the design techniques to seek emotional responses from the player, as well as experience the gameplay of one of them

Module 9. Serious Games and Health

- ◆ Professional knowledge of Serious Games focused on health-themed video games
- ◆ Acquire knowledge of the game design process with this approach
- ◆ Master the various design techniques to seek emotional responses from the player, as well as experience the gameplay of one of them

Module 10. Serious Industrial Games

- ◆ In-depth knowledge of Serious Games focused on industrial-themed games
- ◆ Understand and learn the process of designing a game with this approach
- ◆ Master the various design techniques to seek emotional responses from the player, as well as experience the gameplay of one of them

03 Skills

The most refined and developed skills are highly valued in the video game industry. In a field that can be as broad as Serious Games, it is important that the professional has, above all, the leadership, management and adaptability skills necessary to know how to cope in all kinds of situations. Therefore, throughout the syllabus the student will acquire a series of skills selected and prepared specifically by the teaching staff of the program.



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You will demonstrate your extensive knowledge and skills in Serious Games Design thanks to the content developed over 10 comprehensive teaching modules”



General Skills

- ◆ Specialize in Serious Games Design
- ◆ Analyze the method of structuring ideas
- ◆ Know in depth the design phases of a Serious Game
- ◆ Incorporate basic psychological fundamentals into game design
- ◆ Investigate the psychological impact of Serious Games on individuals and groups

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You will be able to take the lead of the most ambitious Serious Games developments in the gamification sector thanks to the skills acquired in this Professional Master's Degree"





Specific Skills

- ◆ Develop the language and narrative system for Serious Games
- ◆ Create advanced Serious Games as a teaching tool
- ◆ Script and create Serious Games about violence, education and social issues
- ◆ Conceptualize Serious Games according to the unit covered
- ◆ Handling conflict in awareness-raising video games for children
- ◆ Select the most appropriate objectives and genre for autobiographical video games
- ◆ Know the most practical uses of psychological video games
- ◆ Develop the usability of Strategic Serious Games
- ◆ Create serious mechanics, dynamics and objectives in videogames related to healthcare
- ◆ Design and experiment with decisions in industrial videogames

04

Course Management

The faculty selected by TECH to lead this program has extensive experience in leadership in the world of video games. This specialty in the field of Serious Games brings a necessarily practical value to all the theory taught, as its own background and advanced knowledge are reflected in each and every one of the materials provided, including extensive complementary readings and videos in detail.





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Support yourself with a teaching team that is 100% committed to your great future project in the world of Serious Games”

Management



Mr. Vargas Pardo, Diego

- ♦ Senior Game Designer and Producer at Life Games
- ♦ Director and producer of the script of the documentary "Press Start: The history of video games in Spain"
- ♦ Producer and designer at IKIGAI Play
- ♦ Production Assistant at Ilion Animation Studios
- ♦ Game Designer at Cauldron Games
- ♦ Graduated in Graphic Design and Advanced Design at IED Italian Institute of Design
- ♦ Master's Degree in Videogame Design at UTAD
- ♦ Master's Degree in Film and Documentary Directing in TAI



Professors

Mr. Mateo, Daniel

- ◆ Head of Publishing at Meridiem Games
- ◆ Product Manager, Sales and Marketing at Meridiem Games
- ◆ Director of Playmakers at Non Stop People
- ◆ Cofounder of Coven Arts
- ◆ Social media and event scheduling manager at SMM Ride 'N' Road and SMM 18 Chulos Records
- ◆ Director de Top Games TV

Mr. Takebe, Yoshikuni

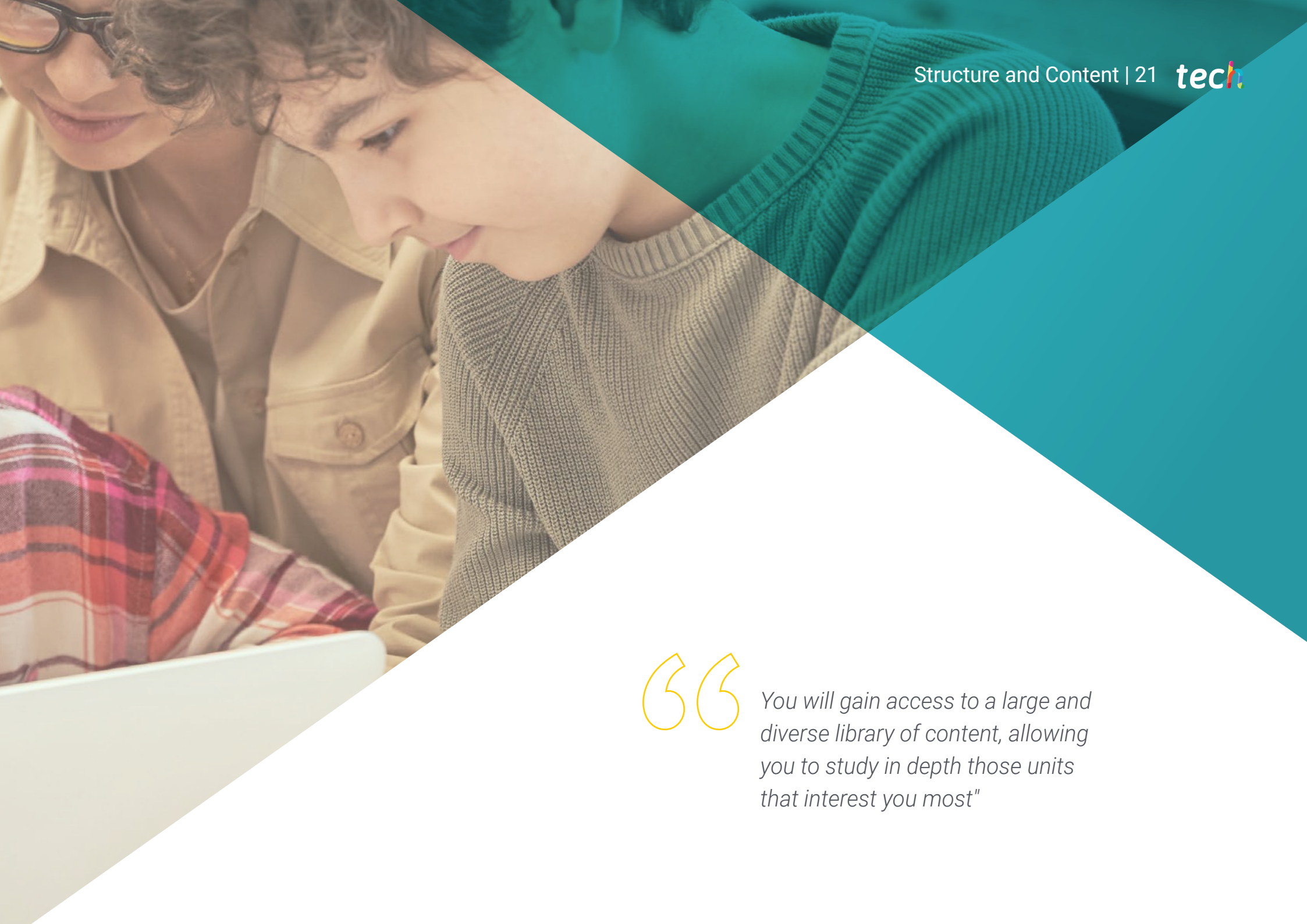
- ◆ Game Designer at IKIGAI Play
- ◆ Video game designer at Yump, Heyou! Games, Parhelion Mobile Games and Pyro Mobile Games
- ◆ Graduated in Telecommunications and Computer Systems at IES El Burgo de Las Rozas
- ◆ Master's Degree in Video Game Design at U-tad

05

Structure and Content

TECH guarantees the highest quality of all the contents to which the videogame professional will have access in this program. For this reason, the teachers have developed a unique set of multimedia resources that enrich the entire academic experience. Video summaries, detailed videos, real case studies and self-knowledge exercises are just a part of the content available to the student, which can be downloaded from any device with an internet connection.





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You will gain access to a large and diverse library of content, allowing you to study in depth those units that interest you most”


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

Module 2. Serious Games

- 2.1. Serious Games Beyond Entertainment
 - 2.1.1. Entertainment
 - 2.1.2. Serious Games
 - 2.1.3. Analysis
- 2.2. Gamification vs. Serious Games
 - 2.2.1. Purpose
 - 2.2.2. Learning
 - 2.2.3. Designs
- 2.3. Serious Games as an Educational Tool
 - 2.3.1. Educational
 - 2.3.2. Learning
 - 2.3.3. Designs
- 2.4. Serious Games: Analysis
 - 2.4.1. Serious Games
 - 2.4.2. Analysis
 - 2.4.3. Gamification
- 2.5. Serious Games in different Industries
 - 2.5.1. Industry
 - 2.5.2. Classification
 - 2.5.3. Projects
- 2.6. Serious Games 2.0
 - 2.6.1. Serious Games 2.0
 - 2.6.2. Evolution
 - 2.6.3. Experimentation

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- 2.7. Serious Games and its Developments
 - 2.7.1. Chronology
 - 2.7.2. Evolution
 - 2.7.3. Developers
 - 2.8. Serious Games and Game Design Education
 - 2.8.1. Educational
 - 2.8.2. Design
 - 2.8.3. Creativity
 - 2.9. Serious Games Design Analysis
 - 2.9.1. Design
 - 2.9.2. Phases
 - 2.9.3. Analysis
 - 2.10. Serious Games Rankings
 - 2.10.1. Classification
 - 2.10.2. Serious Games
 - 2.10.3. Designs

Module 3. Serious Games and Violence

- 3.1. Serious Games and Violence
 - 3.1.1. Violence
 - 3.1.2. Focus
 - 3.1.3. Cases
- 3.2. Objectives of Video Games against Violence
 - 3.2.1. Purpose
 - 3.2.2. Learning
 - 3.2.3. Designs
- 3.3. Game Genres in Video Games against Violence
 - 3.3.1. Definition
 - 3.3.2. Cataloging
 - 3.3.3. Designs
- 3.4. Actions and Decisions in Video Games against Violence
 - 3.4.1. Experimentation
 - 3.4.2. Learning
 - 3.4.3. Designs

3.5. Gender Violence in Video Games

- 3.5.1. Cataloging
- 3.5.2. Genre
- 3.5.3. Design

3.6. Rules and Objectives of Anti-Violence Video Games

- 3.6.1. Mechanisms
- 3.6.2. Dynamics
- 3.6.3. Objectives

3.7. Conflict in Video Games against Violence

- 3.7.1. Game Stories
- 3.7.2. Purpose
- 3.7.3. Designs

3.8. Serious Games about Violence

- 3.8.1. Cataloging
- 3.8.2. Experimentation
- 3.8.3. Serious Games

3.9. Analyzing The Kite

- 3.9.1. The Kite
- 3.9.2. Design
- 3.9.3. Experimentation

3.10. Briefings Violence and Serious Games

- 3.10.1. Briefing
- 3.10.2. Application
- 3.10.3. Cases

Module 4. Serious Games and Education

4.1. Serious Games Focused on Education

- 4.1.1. Educational
- 4.1.2. Focus
- 4.1.3. Cases

4.2. Objectives of Video Games for Education

- 4.2.1. Purpose
- 4.2.2. Learning
- 4.2.3. Designs

4.3. Game Genres in Video Games for Education

- 4.3.1. Genre
- 4.3.2. Cataloging
- 4.3.3. Designs

4.4. Actions and Decisions in Educational Video Games

- 4.4.1. Experimentation
- 4.4.2. Learning
- 4.4.3. Designs

4.5. Conceptualizing a Video Game for Children

- 4.5.1. Cataloging
- 4.5.2. Genre
- 4.5.3. Designs

4.6. Rules and Objectives of Educational Video Games

- 4.6.1. Mechanisms
- 4.6.2. Dynamics
- 4.6.3. Objectives

4.7. Conflict in Educational Video Games for Children

- 4.7.1. Story
- 4.7.2. Purpose
- 4.7.3. Designs

4.8. Educational Serious Games in Practice

- 4.8.1. Cataloging
- 4.8.2. Experimentation
- 4.8.3. Serious Games Usability

4.9. Analysis of Interland

- 4.9.1. Interland
- 4.9.2. Designs
- 4.9.3. Experimentation

4.10. Briefings Children and Serious Games

- 4.10.1. Briefing
- 4.10.2. Application
- 4.10.3. Cases

Module 5. Serious Games and Social Issues

- 5.1. Serious Games and Raising Awareness
 - 5.1.1. Social Issues
 - 5.1.2. Raising Awareness
 - 5.1.3. Playable Stories
- 5.2. Serious Games of Social Issues and their Objectives
 - 5.2.1. Purpose
 - 5.2.2. Learning
 - 5.2.3. Designs
- 5.3. Game Genres in Video Games on Social Issues
 - 5.3.1. Complexity
 - 5.3.2. Gameplay
 - 5.3.3. Story
- 5.4. Actions and Decisions in Serious Games on Social Issues
 - 5.4.1. Experimentation
 - 5.4.2. Learning
 - 5.4.3. Design
- 5.5. Conceptualizing a Social Issue Video Game
 - 5.5.1. Cataloging
 - 5.5.2. Social Issues
 - 5.5.3. Design
- 5.6. Rules and Objectives of Video Games on Social Issues
 - 5.6.1. Mechanisms
 - 5.6.2. Dynamics
 - 5.6.3. Objectives
- 5.7. Conflicts in Video Games on Social Issues
 - 5.7.1. Story
 - 5.7.2. Conflicts
 - 5.7.3. Designs
- 5.8. Serious Games on Social Issues
 - 5.8.1. Cataloging
 - 5.8.2. Experimentation
 - 5.8.3. Practical Social Issues

- 5.9. Exploring the World of Fake It to make It
 - 5.9.1. Fake it to Make It
 - 5.9.2. Designs
 - 5.9.3. Experimentation
- 5.10. *Briefings* Social Issues and Serious Games
 - 5.10.1. Briefing
 - 5.10.2. Application
 - 5.10.3. Cases

Module 6. Serious Games and Autobiographical Games

- 6.1. Serious Autobiographical Games
 - 6.1.1. Autobiography
 - 6.1.2. Designs
 - 6.1.3. Purposes
- 6.2. Objectives of Autobiographical Video Games
 - 6.2.1. Purpose
 - 6.2.2. Learning
 - 6.2.3. Designs
- 6.3. Genres Applicable to Autobiographical Video Games
 - 6.3.1. Applied Autobiography
 - 6.3.2. Cataloging
 - 6.3.3. Designs
- 6.4. Actions and Decisions in Autobiographical Video Games
 - 6.4.1. Experimentation
 - 6.4.2. Learning
 - 6.4.3. Designs
- 6.5. Conceptualizing an Autobiographical Videogame
 - 6.5.1. Cataloging
 - 6.5.2. Autobiography
 - 6.5.3. Designs
- 6.6. Rules and Objectives of the Autobiographical Video Game
 - 6.6.1. Mechanisms
 - 6.6.2. Dynamics
 - 6.6.3. Objectives

- 6.7. Conflicts in Autobiographical Video Games
 - 6.7.1. Story
 - 6.7.2. Conflicts
 - 6.7.3. Designs
- 6.8. Autobiographical Serious Games: Practical Applications
 - 6.8.1. Cataloging
 - 6.8.2. Experimentation
 - 6.8.3. Serious Games
- 6.9. Exploring the World of Dys4ia
 - 6.9.1. Dys4ia
 - 6.9.2. Designs
 - 6.9.3. Experimentation
- 6.10. Advanced RizomUV
 - 6.10.1. Briefing
 - 6.10.2. Application
 - 6.10.3. Cases

Module 7. Serious Games and Psychological Video Games

- 7.1. Serious Games and Psychology
 - 7.1.1. Psychology and Serious Games
 - 7.1.2. Cataloging
 - 7.1.3. Story
- 7.2. Objectives of Psychological Video Games
 - 7.2.1. Purpose
 - 7.2.2. Learning
 - 7.2.3. Designs
- 7.3. Genres Applicable to Psychological Video Games
 - 7.3.1. The Psychological Game
 - 7.3.2. Cataloging
 - 7.3.3. Designs

- 7.4. Actions and Decisions in Game Psychology
 - 7.4.1. Experimentation
 - 7.4.2. Learning
 - 7.4.3. Designs
- 7.5. Conceptualizing a Psychological Video Game
 - 7.5.1. Cataloging
 - 7.5.2. Structures
 - 7.5.3. Designs
- 7.6. Rules and Objectives of the Psychological Video Game
 - 7.6.1. Mechanisms
 - 7.6.2. Dynamics
 - 7.6.3. Objectives
- 7.7. Conflict in the Psychological Video Game
 - 7.7.1. Conflict
 - 7.7.2. The Psycho Game
 - 7.7.3. Designs
- 7.8. Psychological Serious Games: Practical Uses
 - 7.8.1. Cataloging
 - 7.8.2. Experimentation
 - 7.8.3. SG and Psychology
- 7.9. Exploring the World of Unmanned
 - 7.9.1. Unmanned
 - 7.9.2. Designs
 - 7.9.3. Experimentation
- 7.10. *Briefings* Psychology in Serious Games
 - 7.10.1. Briefing
 - 7.10.2. Application
 - 7.10.3. Cases

Module 8. Serious Games and Strategic Video Games

- 8.1. Strategic Serious Games
 - 8.1.1. Strategy
 - 8.1.2. Uses
 - 8.1.3. Designs
- 8.2. Objectives of the Strategic Video Game
 - 8.2.1. Purpose
 - 8.2.2. Learning
 - 8.2.3. Designs
- 8.3. Genres Applicable to Strategic Video Games
 - 8.3.1. Applications
 - 8.3.2. Cataloging
 - 8.3.3. Designs
- 8.4. Strategic Video Game Actions and Decisions
 - 8.4.1. Experimentation
 - 8.4.2. Learning
 - 8.4.3. Designs
- 8.5. The Strategic Video Game: Usability
 - 8.5.1. Usability
 - 8.5.2. Cataloging
 - 8.5.3. Designs
- 8.6. Rules and Objectives of the Strategic Video Game
 - 8.6.1. Mechanisms
 - 8.6.2. Dynamics
 - 8.6.3. Objectives
- 8.7. Conflicts in the Strategic Video Game
 - 8.7.1. Conflict and Strategy
 - 8.7.2. Types
 - 8.7.3. Designs
- 8.8. Strategic Serious Games: Practical Uses
 - 8.8.1. Cataloging
 - 8.8.2. Experimentation
 - 8.8.3. SG and Health

- 8.9. Exploring the World of McDonald's Video Game
 - 8.9.1. McDonald's Video Game
 - 8.9.2. Designs
 - 8.9.3. Experimentation
- 8.10. Briefings McDonald's Video Game
 - 8.10.1. Briefings
 - 8.10.2. Application
 - 8.10.3. Cases

Module 9. Serious Games and Health

- 9.1. Health in Serious Games
 - 9.1.1. Health in Serious Games
 - 9.1.2. Usability
 - 9.1.3. Stories
- 9.2. Objectives of the Health Video Game
 - 9.2.1. Purpose
 - 9.2.2. Learning
 - 9.2.3. Designs
- 9.3. Health Video Game Genres
 - 9.3.1. Applications
 - 9.3.2. Cataloging
 - 9.3.3. Designs
- 9.4. Actions and Decisions in Health Video Games
 - 9.4.1. Experimentation
 - 9.4.2. Learning
 - 9.4.3. Designs
- 9.5. Conceptualizing a Video Game for Health
 - 9.5.1. Cataloging
 - 9.5.2. Health
 - 9.5.3. Designs
- 9.6. Rules and Objectives of the Healthcare Video Game
 - 9.6.1. Mechanisms
 - 9.6.2. Dynamics
 - 9.6.3. Objectives

- 9.7. Conflict in the Video Game for Health
 - 9.7.1. Conflict
 - 9.7.2. Types
 - 9.7.3. Designs
- 9.8. Serious Games and Health: Practical Uses
 - 9.8.1. Cataloging
 - 9.8.2. Experimentation
 - 9.8.3. SG and Health
- 9.9. Exploring the World of "Zombies, Run!"
 - 9.9.1. "Zombies, Run!"
 - 9.9.2. Designs
 - 9.9.3. Experimentation
- 9.10. Serious Games Briefings
 - 9.10.1. Briefing
 - 9.10.2. Application
 - 9.10.3. Cases

Module 10. Serious Industrial Games

- 10.1. Serious Industrial Games
 - 10.1.1. Serious Games Industry
 - 10.1.2. Usability
 - 10.1.3. Stories
- 10.2. Objectives of the Industrial Video Game
 - 10.2.1. Purpose
 - 10.2.2. Learning
 - 10.2.3. Designs
- 10.3. Genres for Industrial Video Games
 - 10.3.1. Applications
 - 10.3.2. Cataloging
 - 10.3.3. Designs





- 10.4. Actions and Decisions in Industrial Video Games
 - 10.4.1. Experimentation
 - 10.4.2. Learning
 - 10.4.3. Designs
- 10.5. Conceptualizing an Industrial Video Game
 - 10.5.1. Cataloging
 - 10.5.2. Industrialization
 - 10.5.3. Designs
- 10.6. Rules and Objectives of the Industrial Video Game
 - 10.6.1. Mechanisms
 - 10.6.2. Dynamics
 - 10.6.3. Objectives
- 10.7. Conflict in the Industrial Video Game
 - 10.7.1. Conflict
 - 10.7.2. Types
 - 10.7.3. Designs
- 10.8. Industrial Serious Games: Practical Uses
 - 10.8.1. Cataloging
 - 10.8.2. Experimentation
 - 10.8.3. Serious Games
- 10.9. Exploring Lichenia
 - 10.9.1. Lichenia
 - 10.9.2. Design
 - 10.9.3. Experimentation
- 10.10. Briefings Industrial Video Games
 - 10.10.1. Briefing
 - 10.10.2. Application
 - 10.10.3. Cases

06

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.



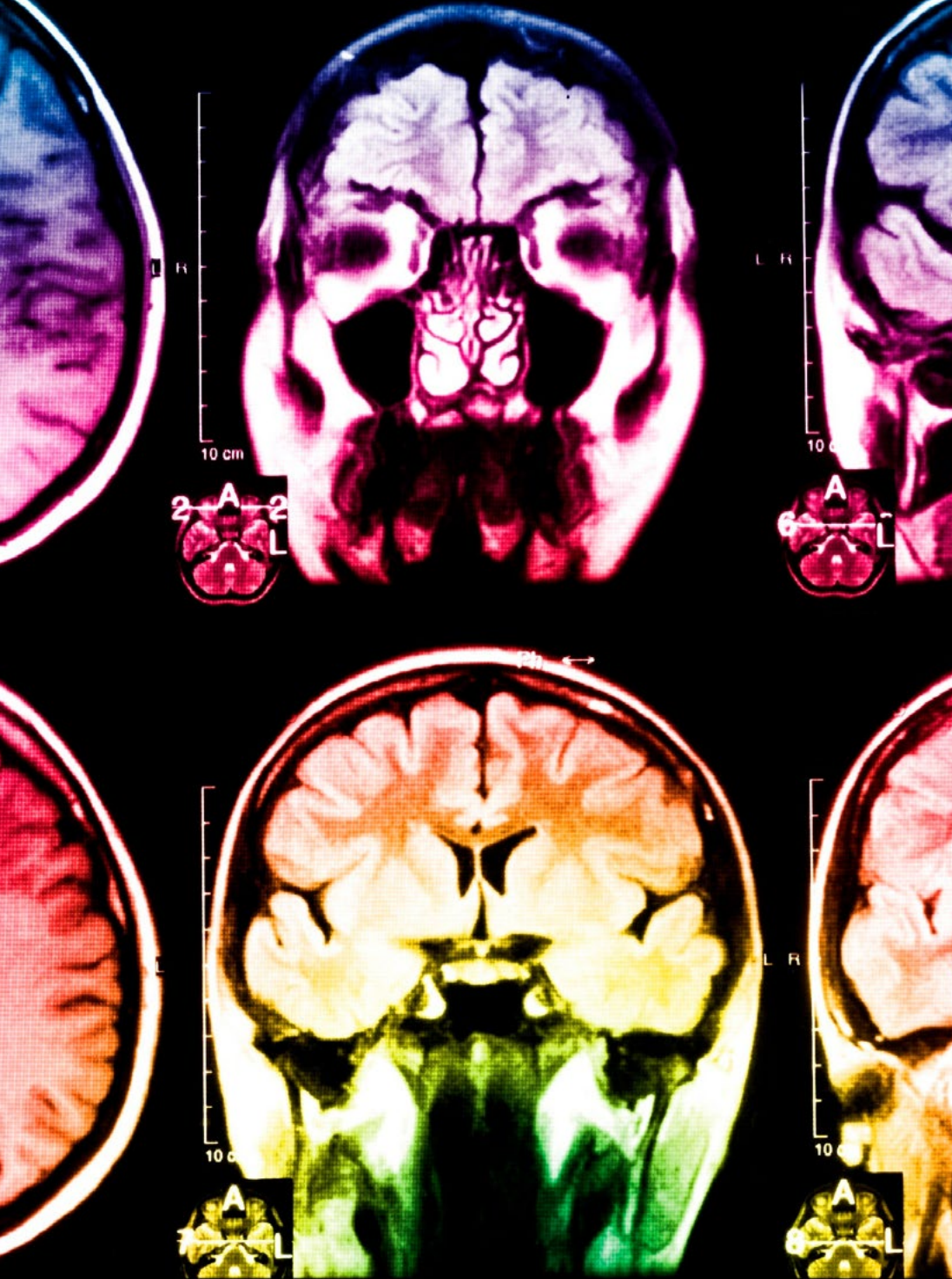
In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

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.



07 Certificate

The Professional Master's Degree in Serious Games Design guarantees students, in addition to the most rigorous and up to date education, access to a Professional Master's Degree issued by TECH Technological University.



“

Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork"

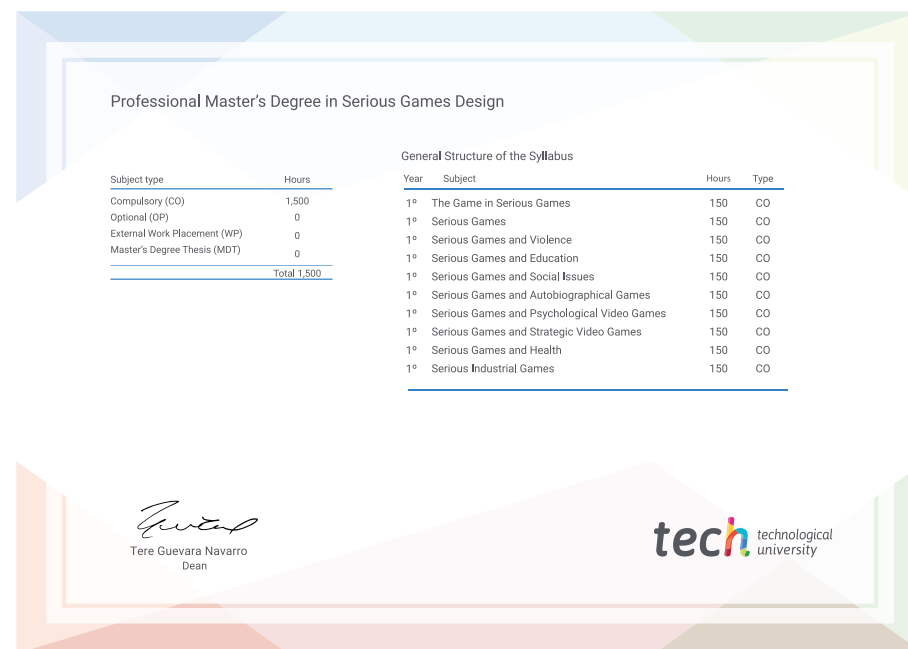
This **Professional Master's Degree in Serious Games Design** contains the most complete and up-to-date scientific program on the market.

After the student has passed the assessments, they will receive their corresponding **Professional Master's Degree** diploma issued by **TECH Technological University** via tracked delivery*.

The diploma issued by **TECH Technological University** will reflect the qualification obtained in the **Professional Master's Degree**, and meets the requirements commonly demanded by labor exchanges, competitive examinations and professional career evaluation committees.

Title: **Professional Master's Degree in Serious Games Design**

Official N° of Hours: **1,500 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 language
virtual classroom



Professional Master's Degree Serious Games Design

- » Modality: **online**
- » Duration: **12 months**
- » Certificate: **TECH Technological University**
- » Dedication: **16h/week**
- » Schedule: **at your own pace**
- » Exams: **online**

Professional Master's Degree Serious Games Design

