VALGFAGSKATALOG

Professionsbachelor i Leisure Management

Årgang 2020 – gældende for forår 2023

Forord

Kære Leisure Management studerende

Er du påbegyndt Leisure Management uddannelsen i 2020, skal du i løbet af dit studie tage valgfag svarende til 20 ECTS-point.

I dette katalog præsenteres en oversigt over uddannelsens valgfag samt øvrig information, som er vigtig for dig, når du skal vælge valgfag.

Uddannelsens valgfagskoordinator tilbyder desuden rådgivning og vejledning på skemalagte valgfagscaféer på 2., 3. og 5. semester om dine muligheder i forhold til din ønskede faglige profil og arbejdsmarkedets behov.

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1. Del 1 – RETNINGSLINJER FOR VALGFAG

Er du påbegyndt Leisure Management uddannelsen i 2020, skal du i løbet af dit studie tage valgfag svarende til 20 ECTS-point. Hvis du følger det normerede studieforløb, er valgfagene fordelt på tre semestre.

Du skal vælge:

- 5 ECTS-point på 3. semester (ét valgfag)
- 5 ECTS-point på 4. semester (ét valgfag)
- 10 ECTS-point på 6. semester (ét valgfag)

Når du vælger valgfag, skal du være opmærksom på følgende:

- Udbud af valgfag bliver løbende justeret, så det matcher udviklingen i samfundet og efterspørgslen på kompetencer
- Valgfagene giver dig mulighed for at tone din uddannelse inden for uddannelsens kerneområder, så du kan styrke din faglige profil i forhold til dine interesseområder.
- Alle valgfag tilhører blokken "Leisure Management" i studieordningen.
- Vi bestræber os på at oprette et bredt udsnit af valgfag. Antallet af studerende og tilgængeligheden af kvalificerede undervisere er dog afgørende for, om et fag kan udbydes og/eller oprettes.

1.1 Sprog og prøver

På 4. og 6. semester er valgfagenes pensum, undervisningsmaterialer, undervisning og øvelser på engelsk da der deltager internationale udvekslingsstuderende på holdene. Du kan vælge at tage fagenes mundtlige prøve på dansk eller engelsk.

På alle semestre vælger du, hvilket sprog du ønsker til den mundtlige prøve ved at udfylde en formular, som du får tilsendt via Moodle/din studiemail efter at undervisningen er startet i foråret.

1.2 Tilmeldingsprocedure

Tilmelding og valg af valgfag foregår ved at udfylde en formular, der udsendes via Moodle/din studiemail.

Der er <u>IKKE tilmelding efter først-til-mølle-princippet</u>, pladserne på valgfagsholdene fordeles først efter tilmeldingsperiodens udløb.

Når tilmeldingsperioden er afsluttet, modtager du besked om, hvilke fag der bliver oprettet og hvilket fag, du er tilmeldt.

Tilmelding til valgfag er bindende og kan kun ændres efter ansøgning til studieadministrationen. Dog kan du framelde dig et tilmeldt valgfag i forbindelse med:

- Udvekslingsophold i henhold til reglerne.
- Optagelse som gæstestuderende ved andre uddannelser/uddannelsesinstitutioner i DK.

Tilmeldingsfrister for valgfag vil fremgå af den formular, du modtager fra studieadministrationen via Moodle / din studiemail i løbet af dit 5. semester.

1.3 Studerende på studieophold i udlandet

Du kan vælge at tage et eller flere valgfag på en uddannelsesinstitution i udlandet. Hvis du ønsker dette skal du hurtigst muligt kontakte uddannelsens internationale koordinator for mere information. Du finder kontaktoplysningerne på uddannelsens digitale platform.

2. DEL 2 - VALGFAGSOVERSIGT

Her er en oversigt over valgfagenes omfang, placering samt angivelse af minimum og maksimum antal studerende på valgfaget.

6. SEMESTER					
FAG	OMFANG	SPROG	MIN./MAKS. DELTAGERE		
Tourism Management	10 ECTS	Engelsk	20/50		
Sport Management	10 ECTS	Engelsk	20/50		
TransMedia Management and Event Production	10 ECTS	Engelsk	20/50		

DEL 3 – BESKRIVELSE AF VALGFAG PÅ 6. SEMESTER 3.

Alle valgfag på 6. semester er på engelsk – derfor er de følgende fagbeskrivelser på engelsk:

3.1 Tourism Management / 10 ECTS

On paper, tourism is seductive and appealing, sparking associations to romantic beach scenes, azure waves

and quality time with our loved ones. As a global industry it plays an important role for both wealthy nations and

developing economies. However, tourism also has a darker side as a driver of increased crime rates, poverty,

wear and tear. Without responsible tourism management, we risk eroding the destinations that tourists come to

see. Thus, we need to develop an understanding of the concept of sustainability and of responsible approaches to tourism development, for example in relation to the environment and the local population. Tourism offers

significant economic benefits, such as increased economic activity, currency exchange and job creation, but

ideally, it needs to be practised responsibly.

The Tourism Management course takes its point of departure in the current situation and brings in external

presenters and thematic assignments with current relevance. You can expect course work revolving around

destinations, companies, attractions and tourist behaviour as well as high expectations of your preparation and

independent activity in the classroom. The course builds on knowledge acquired in previous courses that have

addressed the topic of tourism and aims to expand your knowledge of the tourism industry.

COURSE CONTENT: Throughout the course, the goal will be to address tourism industry from both a consumer

and a production perspective. After completing the course you will have acquired strong knowledge of

sustainability practices and consumer behaviour in the tourism industry as well as an in-depth understanding of

its underlying characteristics.

CREDIT: 10 ECTS

EXAMINATION FORM: Oral individual or group examination (max. three students) based on an written

assignment.

ASSESSMENT: External examiner.

LEARNING OUTCOME

KNOWLEDGE

Possesses basic knowledge about tourism concepts and the contemporary tourism industry.

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- Possesses knowledge about key aspects of tourism from both a consumption and a production perspective.
- Possesses knowledge about the concept of sustainability.
- Possesses knowledge about relevant consumer behaviour in the tourism industry.

SKILLS

- Is able to apply and assess practices with the purpose of promoting sustainability.
- Is able to analyse and assess consumer behaviour within tourism.
- Is able to identify and handle self-elected challenges independently and competently within different types of tourism.

COMPETENCIES

- Is able to critically integrate knowledge about sustainability in strategic decisions in the tourism industry.
- Is able to integrate knowledge about consumer behaviour into the design and making of tourism products.
- Is able to assess knowledge about the tourism industry critically.
- Is able to assess and apply relevant theoretical schools of thought, perspectives and models in connection with the above.

3.2 Sport Management / 10 ECTS

In recent decades, sport has come to play an increasingly central role in society. Sport has an amazing capacity to unify people and create national and international points of reference in people's minds; it is also among the areas that engage the largest number of volunteers.

Especially during the time of COVID-19 restrictions, we have seen that sport is a high-priority area, as demonstrated by the realization of big and small events, such as the Danish Superliga football tournament and the Olympics. Professional sport in particular revolves around big and small international events, whose broad appeal cements the role of sport in society.

However, sport is about much more than what happens on the field or on the track. With the entry of big money and professionalization many sports clubs face the challenge of striking the right balance in the transition from being associations to being professionally run companies. In this course, you can combine your interest in sport

with skills that enable you to handle sporting events and take part in the management of a sporting organization. With an emphasis on the practical aspects of sport management, the course includes the active involvement of commercial sport organizations and offers you unique insights into the world of sports and an overview of future job opportunities.

COURSE CONTENT: The purpose of the course is to offer an introduction to and understanding of sport management, the particular characteristics of sporting organizations and the tasks involved in the management and development of sporting organizations.

The course covers the following topics: Sports history, strategic sport management, the sport industry, sport marketing, sport economics, media and sports, fundraising, trends and developments in modern sport management, HR and talent management, the structure of the sport industry, ethics and doping, legislation related to sport, sport and consumers/fans and internationalization and globalization in sport.

CREDIT: 10 ECTS

EXAMINATION FORM: Oral individual or group examination (max. two students) based on a paper about a specific case from an organization or company.

ASSESSMENT: External examiner.

LEARN OUTCOME

KNOWLEDGE

- Possesses knowledge of particular characteristics of sport industry and sporting organizations.
- Possesses knowledge and understanding of sporting organizations in practice.

SKILLS

- Has acquired specific insights into and is able to reflect on strategic sport management, organizational structures and culture in sport businesses.
- Is capable of critical reflection and of advising on the practical pros and cons of applying a particular form of management or governance, recruitment, budgeting and sales methods (strategy) in a particular situation.

COMPETENCIES

- Is able to demonstrate theoretical knowledge of sport management and to account for the key theories and concepts of the field.
- Is able to demonstrate how theories and concepts are applied in practice and offer specific examples of this.

3.3 TransMedia Management and Event Production / 10 ECTS

Since the Live Aid concerts back in 1985, events and experiences have increasingly come to span wide geographic distances and are carried by mass media across a growing number of platforms. Today, we not only see events taking place simultaneously in several locations at once; we are also seeing the emergence of a mix of live and on-demand events, a trend that requires increasingly sophisticated transmedia management, planning and production.

Think of Tour de France in 2022 that attracted more than 41.5 million broadcast viewers and a unknow number of fans along the roads and attending affiliated events. Think of Elon Musk's TEDtalk from 2017 on Building the Future with more than 30 million online viewers, and think of Travis Scott x Fortnite Astronomical Concert in 2020 that attracted more than 12 million viewers online. To date, the concert has had more than 190 million showings on Travis Scott's own YouTube channel alone. In a time when the Covid-19 pandemic hit the traditional event and leisure industry hard, this concert was an exemplary demonstration of the use of transmedia and its commercial possibilities. Possibilities that lie ahead and a potential that is probably not yet fully explored.

Transmedia Management and Event Production not only requires interdisciplinary planning, collaboration and careful coordination across time and space. It also requires insight into adjacent business areas that may previously have seemed more clearly separate. The Travis Scott x Fortnite concert was a textbook example of the growing integration of media, events, music and gaming.

COURSE CONTENT: In the Transmedia Management and Event Production course, you will be working on a specific event case, where transmedia management plays a crucial role, for example within comedy, e-sports, music, the culinary scene or art.

This elective further aims to prepare the student to work with the production of real-life and/or on-demand events across media. The course provides theoretical knowledge of and practical experience with media-based event

production, promotion/PR and execution across media and platforms. Among other elements, it builds on the third-semester course in Event Management but with a particular focus on the before-and-afterlife of the event in media, which may include advertising revenue, sponsorships, ticket sales and traffic.

CREDIT: 10 ECTS

EXAMINATION FORM: Written examination based on an interdisciplinary group project involving a specific case from an organization or company and a pitch presentation. Both the pitch presentation and the written product are included in the final assessment.

ASSESSMENT: External examiner.

LEARNING OUTCOME

KNOWLEDGE

- Possesses basic knowledge of transmedia production and management.
- Possesses knowledge of the logic and characteristics of the media and event industry and of related synergies.
- Possesses knowledge of different forms of media and event consumption and demand patterns.

SKILLS

- Is able to identify and undertake project development in relation to different needs, trends and possibilities within the two industries (media and event).
- Is able to plan, produce and present transmedia solution in connection with a media-based event.
- Is able to assess and apply relevant theoretical schools of thought, perspectives and models in relation to the above.

COMPETENCIES

- Is able to understand and describe the basic competitive conditions and demand patterns that characterize the industries (media and event).
- Is able to integrate knowledge about competitors and consumers in strategic decisions and practical transmedia solutions.
- Is able to assess and evaluate media and transmedia solutions commercially and critically.