



## SYLLABUS

Academic year 2024-2025

### 1. Information regarding the programme

1.1. Higher education institution	Universitatea Babeș-Bolyai
1.2. Faculty	Business
1.3. Department	Hospitality Services
1.4. Field of study	Business Administration
1.5. Study cycle	Bachelor
1.6. Study programme / Qualification	Business Administration in Hospitality Services

### 2. Information regarding the course

2.1. Name of the course	Leisure and recreation						
2.2. Code	ILE0057						
2.3. Course coordinator	Assoc. professor, dr. Marius BOTA						
2.4. Seminar coordinator	drd. Anghel COZMA						
2.5. Year of study	3	2.6. Semester	I	2.7. Type of evaluation	E	2.8. Type of course	Mandatory

### 3. Total estimated time (hours/semester of didactic activities)

3.1. Hours per week	3	Of which: 3.2. lecture	2	3.3 seminar/laboratory	1
3.4. Total hours in the curriculum	42	Of which: 3.5. lecture	28	3.6. seminar/laboratory	14
Time allotment:					hours
Learning using manual, course support, bibliography, course notes					20
Additional documentation (in libraries, on electronic platforms, field documentation)					12
Preparation for seminars/labs, homework, papers, portfolios and essays					12
Tutorship					2
Evaluations					2
Other activities:	Preparing the final exam				10
3.7. Total individual study hours					58
3.8. Total hours per semester					100
3.9. Number of ECTS credits					4

### 4. Prerequisites (if necessary)

4.1. curriculum	
4.2. competencies	

### 5. Conditions (if necessary)

5.1. for the course	Classroom equipped with projector, computer
5.2. for the seminar /lab activities	Classroom equipped with projector, computer



## 6. Specific competencies acquired

Professional competencies	<ul style="list-style-type: none"> <li>identification of concrete methods of data collection, processing and analysis depending on different specific situations and conditions of the company's activity (C1.2)</li> <li>analyzing and evaluating business environment trends and proposing strategic alternatives for the company's activity (C2.4)</li> </ul>
Transversal competencies	<ul style="list-style-type: none"> <li>identifying the roles and responsibilities in a multispecialty team and implementing various relational techniques and efficient work within a team (CT2)</li> </ul>

## 7. Objectives of the course (outcome of the acquired competencies)

7.1. General objective of the course	<ul style="list-style-type: none"> <li>The objective of this course is to introduce students to leisure products and activities and its applications into business science</li> </ul>
7.2. Specific objective of the course	<ul style="list-style-type: none"> <li>Analyzing the leisure and recreation industry</li> <li>Analysis of mechanism for research and development of a new leisure product</li> <li>Study issues related to the development of different types of leisure products</li> <li>Learning management and marketing tactics for the new leisure products</li> </ul>

## 8. Content

8.1. Course		Teaching Method	Remarks
1	Leisure – recreation and entertainment Leisure - historical perspective	Oral presentation, multimedia, exemplification	1 lecture
2	Leisure – recreation and entertainment Leisure - cultural heritage Leisure – different meanings	Oral presentation, multimedia, exemplification	1 lecture
3	Leisure industry Leisure industry – stakeholders The needs of consumers for leisure	Oral presentation, multimedia, exemplification	1 lecture
4	Leisure industry Providers of leisure products Current trends in leisure industry	Oral presentation, multimedia, exemplification	1 lecture
5	Evaluation of leisure demand and supply Factors determining participation in various leisure activities	Oral presentation, multimedia, exemplification	1 lecture
6	Evaluation of leisure demand and supply The impact of leisure	Oral presentation, multimedia,	1 lecture



		exemplification	
7	Evaluation of leisure demand and supply The impact of leisure	Oral presentation, multimedia, exemplification	1 lecture
8	Leisure products Leisure products classification	Oral presentation, multimedia, exemplification	1 lecture
9	Leisure products Planning and developing leisure products	Oral presentation, multimedia, exemplification	1 lecture
10	Leisure products The legal framework necessary to develop a recreation and entertainment services	Oral presentation, multimedia, exemplification	1 lecture
11	Leisure products Planning entertainment and leisure services offered by the public sector	Oral presentation, multimedia, exemplification	1 lecture
12	Recreation and entertainment programs and events The program and the event Types of leisure events	Oral presentation, multimedia, exemplification	1 lecture
13	Recreation and entertainment programs and events The program and the event Types of leisure events	Oral presentation, multimedia, exemplification	1 lecture
14	Recapitulation		1 lecture
Bibliography		<ol style="list-style-type: none"> <li>1. Allen, J. (2000). <i>Event Planning: The Ultimate Guide to Successful Meetings, Corporate Events, Fundraising Galas, Conferences, Conventions, Incentives and Other Special Events</i>. New York, John Wiley &amp; Sons;</li> <li>2. Grainger-Jones, B., <i>Managing leisure</i>, Butterworth Heinemann, Eastbourne, 1999</li> <li>3. Hughes, H., <i>Arts, entertainment and tourism</i>, Butterworth Heinemann, 2005</li> <li>4. Krippendorf, J., <i>The holiday makers – understanding the impact of leisure and travel</i>, Butterworth Heinemann, Cornwall, 2001</li> <li>5. Tribe, J., <i>The economics of recreation, leisure and tourism</i>, Sixth Edition, Routledge, 2020</li> <li>6. Torkildsen, G., <i>Leisure and recreation management</i>, Routledge, New York, 2005</li> </ol>	

8.2. Seminar/laboratory		Teaching Method	Remarks
1	Requirements for course and seminar activities	Group discussions/ Exemplification	1 seminar (2 hours/week)
2	Leisure - historical perspective	Case study	1 seminar (2 hours/week)



	Leisure – cultural heritage		
3	The needs of consumers for leisure Current trends in leisure industry	Case study	1 seminar (2 hours/week)
4	Factors determining participation in various leisure activities	Case study	1 seminar (2 hours/week)
5	The impact of leisure Leisure products	Case study	1 seminar (2 hours/week)
6	Planning and developing leisure products	Case study	1 seminar (2 hours/week)
7	Project presentation	Group discussions/ Exemplification	1 seminar (2 hours/week)
Bibliography	1. Tribe, J., The economics of recreation, leisure and tourism, Sixth Edition, Routledge, 2020 2. Torkildsen, G., Leisure and recreation management, Routledge, New York, 2005		

**9. Corroborating the content of the course with the expectations of the epistemic community, professional associations and representative employers within the field of the program**

Course content is consistent with what is done in other universities at home and abroad.

**10. Evaluation**

- The evaluation method is also maintained for the exams in the re-examination session.
- To calculate the final grade by adding up the points obtained during the semester, it is necessary to obtain a minimum of 50% of the score related to the written exam.

Type of activity	10.1 Evaluation criteria	10.2 Evaluation method	10.3 Share in the final grade (%)
10.4 Course	<ul style="list-style-type: none"> <li>• Logical application of the learned concepts</li> <li>• Explain the results logically and correctly</li> </ul>	Final exam (multiple choice questions test)	60%
10.5 Seminar	<ul style="list-style-type: none"> <li>• Ability to analyze and apply learned concepts</li> </ul>	Project (team)  Essay (individual)	25%  15%
10.6 For the reexamination period the score obtained at seminar remain unchanged.			
10.7 Minimum performance standards			
<ul style="list-style-type: none"> <li>• Analyze research and development for of a new leisure product</li> </ul>			



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**Date**

**Course coordinator**

**Seminar coordinator**

Assoc. professor, dr. Marius  
BOTA

drd. Anghel COZMA

**24.04.2024**

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**Date of approval**

**Head of department**

Assoc. professor, dr. Marius BOTA

**22.05.2024**

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