



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Recreation and Animation							
Course Code		TRZM255		Course Level		Short Cycle (Associate's Degree)			
ECTS Credit	2	Workload	50 (Hours)	Theory	2	Practice	0	Laboratory	0
Objectives of the Course		In this course, it is aimed to gain the necessary qualifications to the students who want to take a managerial position in the recreation industry in the future. The course also provides information about the importance of animation in tourism enterprises and planning of animation, management of animation activities.							
Course Content		Time and leisure time evaluation, recreation and animation definition, characteristics, staff and training, preparation of animation programs.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Individual Study					
Name of Lecturer(s)		Lec. Erhan COŞKUN							

Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

Recommended or Required Reading

1	REKREASYON VE ANİMASYON – Atila HAZAR
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Week	Weekly Detailed Course Contents	
1	Theoretical	Recreation , leisure , tourism, animation , definitions.
2	Theoretical	Features Animation Development, Animation Types
3	Theoretical	Relations between animation and Tourism
4	Theoretical	Types of animation services : Sporty , Socio-Cultural , Travel
5	Theoretical	Animation Services Animation Tourism Product Functions and Effect
6	Theoretical	The Organisation of the Animation Department of the Hospitality Industry
7	Theoretical	Duties and Responsibilities of the Animation Department of Personnel
8	Theoretical & Practice	Duties and Responsibilities of the Animation Department of Personnel
9	Theoretical	Planning of Animation Services , Department of Animation
10	Theoretical	Methods used in the preparation of the animation program
11	Theoretical	Preparation and Implementation of Animation Program
12	Theoretical	Organization of Animation Services
13	Theoretical	Employment Animation Staff, General Characteristics of animators
14	Theoretical	Student applications
15	Theoretical & Practice	General evaluation
16	Final Exam	Final exam

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	2	28
Midterm Examination	1	10	1	11
Final Examination	1	10	1	11
Total Workload (Hours)				50
[Total Workload (Hours) / 25*] = ECTS				2

*25 hour workload is accepted as 1 ECTS

Learning Outcomes

1	Provide management and the launching of recreation and animation information and activities.
2	Identify Recreation and understand historical events and trends in recreation management .



3	Ensure the organization of the animation department
4	The animation staff to learn the responsibilities and tasks.
5	Plan and implement animation program

Programme Outcomes (Tourism and Hotel Management)

1	To know the concept of tourism management well and to adapt the areas of economy, accounting, finance, management, marketing, human resources to the tourism sector.
2	To have knowledge of the tourism sector and the accommodation, food and beverage, travel, transportation, entertainment and other businesses that constitute the sub-industry of tourism.
3	To have knowledge about the coordination and integration of sub-industries of the tourism sector. To adsorb the communication and coordination between hotel departments.
4	To follow the developments in the tourism sector and to renew himself/herself.
5	To know the legislation about the structure and operation of the tourism sector. To have knowledge about the legal regulations regarding tourism businesses and tourism types.
6	To have detailed information about accommodation businesses and to learn the basic areas of hotel management (front office, housekeeping, food and beverage services, entertainment services).
7	To be able to communicate with guests in written and verbal and to have the power of persuasion. To have knowledge about sales and marketing and to have the ability to persuade.
8	To have basic computer knowledge and ability to use related programs. To have knowledge about software used in the hospitality industry.
9	To learn about Atatürk's principles and reforms. To have knowledge about history and geography. To have enough knowledge about the geography of Turkey and world tourism.
10	To have sufficient degree knowledge of English (reading, writing, listening and speaking). To be able to communicate with guests in English (written and verbal).
11	To have detailed information about occupational health and safety. To know well the legislation determined within the scope of occupational health and safety and to follow the developments.
12	To be able to produce ideas about the solution of business or guest problems and apply them.
13	To adopt the company she/he works, to fulfill his responsibilities and to be prone to teamwork. To fulfill the requirements of the department she/he works. To act in accordance with the hierarchical order of tourism businesses.

Contribution of Learning Outcomes to Programme Outcomes 1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High

	L1
P1	5
P2	5
P3	5
P4	5
P5	5
P6	5
P7	5
P8	5
P9	5
P10	5
P11	5
P12	5
P13	5

