



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 (Cooking)

1	An ability to use theoretical knowledge in practice
2	Ability to work in teams, including interdisciplinary
3	An ability to manage a process to meet requirements
4	An ability to identify and solve problems in professional practice
5	Awareness of professional ethics and responsibility
6	Awareness of the necessity of lifelong learning and the ability to realize this
7	Ability to have knowledge about sectoral problems
8	An ability to understand and apply professional legal regulations
9	Ability to communicate effectively
10	Ability to use communication tools and other professional tools and techniques
11	An ability to plan and implement professional processes
12	Ability to communicate in a foreign language
13	Professional self-confidence skills
14	Entrepreneurship skills
15	Ability to understand and apply social and social responsibilities

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

	L1	L2	L3	L4	L5
P1	5	5	5	5	5
P2	5	5	5	5	5
P3	5	5	5	5	5
P4	5	5	5	5	5
P5	5	5	5	5	5
P6	5	5	5	5	5
P7	5	5	5	5	5
P8	5	5	5	5	5
P9	5	5	5	5	5
P10	5	5	5	5	5
P11	5	5	5	5	5
P12	5	5	5	5	5
P13	5	5	5	5	5
P14	5	5	5	5	5
P15	5	5	5	5	5

