



## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Hrm In Global Entertainment Sector							
Course Code		İK417		Couse Level		First Cycle (Bachelor's Degree)			
ECTS Credit	6	Workload	151 ( <i>Hours</i> )	Theory	3	Practice	0	Laboratory	0
Objectives of the Course		The global entertainment industry has grown significantly in the last decade. The need for applied hrm skills has become increasingly important due to several features that are currently in herent within the entertainment industry. So this lesson aims to processes of HRM functions in entertainment industry.							
Course Content		To define global entertainment industry.To know labor market in global entertainment industry.To have information about organizational structure and culture in global entertainment industry.To comment invidual and group behavior in global entertainment industry.To have information about HRM functions in global entertainment industry.To learn the process of organizational culture, organizational commitment in entertainment industry.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Discussion, Individual Study					
Name of Lecturer(s)									

### Assessment Methods and Criteria

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

### Recommended or Required Reading

1	Chris Wolsey , Sue Minten, Jeffrey Abrams, Human Resource Management in the Sport and Leisure Industry, Routledge
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Week	Weekly Detailed Course Contents	
1	Theoretical	Meet and Introduction to the Concept of Global Entertainment Industry
2	Theoretical	HRM in Sports Industry and Leisure Industry
3	Theoretical	Labor Market in Global Entertainment Industry
4	Theoretical	Organizational Structure and Culture in Global Entertainment Industry
5	Theoretical	Individual and group behavior in Global Entertainment Industry
6	Theoretical	As a new employee - Leisure Staff and Leisure Management
7	Theoretical	Leisure Time Activities and Leisure staff
8	Theoretical	Selection and Recruitment in Global Entertainment Industry
9	Intermediate Exam	Midterm Exam
10	Intermediate Exam	Midterm Exam
11	Theoretical	Training and Development in Global Entertainment Industry
12	Theoretical	Management of Organizational Development and Change
13	Theoretical	Coaching, Mentoring
14	Theoretical	Organizational Culture and Commitment in Global Entertainment Industry and Leisure Industry
15	Theoretical	General Evaluation of the Course
16	Final Exam	Final Exam

### Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	13	2	3	65
Individual Work	13	0	3	39
Midterm Examination	1	20	1	21
Final Examination	1	25	1	26
Total Workload (Hours)				151
[Total Workload (Hours) / 25*] = ECTS				6

\*25 hour workload is accepted as 1 ECTS



**Learning Outcomes**

1	To define global entertainment industry.
2	To know labor market in global entertainment industry.
3	To have information about organizational structure and culture in global entertainment industry.
4	To comment individual and group behavior in global entertainment industry.
5	To have information about HRM functions in global entertainment industry.

**Programme Outcomes (Human Resources Management)**

1	Having adequate scientific knowledge of Human Resources Management, basic business concepts and other social sciences
2	Thinking critically and analytically
3	Having knowledge of communication and information technologies
4	In-depth understanding of the research process and application of a range of research techniques into studies, researches and projects
5	In-depth understanding of usage of Human Resources Management and other social sciences theoretical and applied knowledge together.
6	Ability to interpret basic Business concepts from Human Resource Management perspective
7	Ability to implement basic HRM responsibilities in institutions such as HR Planning and staffing, labor relations, occupational healthy and safety, training planning, performance and rewards management, career planning, employment and interview techniques and legal HR issues
8	Implementing quality process approach into HRM process by considering institutional development, internal and external customer satisfaction; in case of need, having sense of responsibility making contribution for problem solving and continuous development and process excellence ability by problem identification, goal setting, reorganisation and change management skills
9	Management of resources and assets by considering budgetary, financial and legal issues; management of projects/operations with the ability of planning, implementation, and auditing; Having skills on management of self and other people
10	Enriching result oriented working approach with continuous learning approach
11	Strong oral and written communication skills and ability to present ideas and information effectively
12	Monitor and communicate with colleagues in a foreign language using at least the European Language Portfolio B1 General Level
13	Ability to work with people of various cultural and educational background by valuing team work, developing empathy and listening skills
14	Being conscious on social, academic and professional ethical values
15	Development of critical theoretical appreciation of 'how', 'why' and 'where' HRM contributes to and supports employee and societal development, and implementing these approach for applied and graduate projects and working life

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

	L1	L2	L3
P1		3	3
P2	3		4
P3		3	
P4	4		5
P5		5	5
P7		5	4
P8	5		4
P9		5	
P11	5		5
P12		5	
P14			5
P15	5	5	

