

## **Module Descriptor**

Title	Events & Tourism Strategy & Policy						
Session	2025/26	2025/26 <b>Status</b>					
Code		SCQF Level	10				
Credit Points	20	ECTS (European Credit Transfer Scheme)	10				
School	Business and Creative Industries						
Module Co-ordinator	Briony Sharp						

#### **Summary of Module**

This module examines the political and strategic environment in which the events and tourism industries exists. Students will be asked to consider the growing importance of events and tourism to national and civic development and the legacy of event led regeneration strategies.

Students will explore the role of events and tourism in destination branding and give consideration to how such strategies are employed across the globe.

Students will be expected to develop a full understanding of the role of stakeholders in event and tourism led development strategies and to consider how sustainable event and tourism strategies are managed.

- Gain critical understanding of the historic rationale for the development of contemporary event and tourism policy/strategy
- Acquire critical understanding of the impacts of contemporary event and tourism policies
- Develop critical understanding of the legacies of events and their impacts on tourism policies and strategy
- Develop critical understanding of global applications of event and tourism policy and strategy formations

Module Delivery	On-Campus <sup>1</sup>	Hybrid <sup>2</sup>	Online <sup>3</sup>	Work -Based
Method				Learning⁴

<sup>1</sup> Where contact hours are synchronous/ live and take place fully on campus. Campus-based learning is focused on providing an interactive learning experience supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus contact hours will be clearly articulated to students.

<sup>2</sup> The module includes a combination of synchronous/ live on-campus and online learning events. These will be supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus and online contact hours will be clearly articulated to students.

<sup>3</sup> Where all learning is solely delivered by web-based or internet-based technologies and the participants can engage in all learning activities through these means. All required contact hours will be clearly articulated to students.

<sup>4</sup> Learning activities where the main location for the learning experience is in the workplace. All required contact hours, whether online or on campus, will be clearly articulated to students

Campuses for Module Delivery	☐ Ayr ☐ Dumfri	es		Lanarks London Paisley	don		Online / Distance Learning Other (specify)	
Terms for Module Delivery	Term 1			Term 2		Term	3	
Long-thin Delivery over more than one Term	Term 1 – Term 2			Term 2 – Term 3		Term Term	_	

Lear	ning Outcomes
L1	Critically examine the historic rationale for the development of contemporary event and tourism policy/strategy
L2	Critically discuss the impacts of contemporary event and tourism policies and strategies
L3	Critically discuss the legacies of events and their impacts on tourism, policies and strategy
L4	Demonstrate a critical appreciation of global applications of event and tourism policy and strategy formations
L5	

Employability Skills and Personal Development Planning (PDP) Skills						
SCQF Headings	During completion of this module, there will be an opportunity to achieve core skills in:					
Knowledge and	SCQF 10					
Understanding (K and U)	Demonstrate a critical understanding of the principal theories, concepts and principles in relation to event and tourism impacts and legacies.					
	Develop a critical understanding of the stakeholders and strategic frameworks influencing the events and tourism sectors.					
	Demonstrate a critical understanding of the role of events and tourism in destination development.					
Practice: Applied	SCQF 10					
Knowledge and Understanding	Identify and critically review the application a selection of principal strategies related to event and tourism led development.					
	Critically examine related event legacy issues in past and upcoming events.					
	Investigate event legacy and development policies of several event and tourism related organisations.					
Generic	SCQF 10					
Cognitive skills	Critically identify, define, conceptualise and analyse complex/professional problems and issues in relation to event and tourism led development strategies.					
	Critically review and consolidate knowledge, skills, practices and thinking in relation to event and tourism led development strategies.					

Communication,	SCQF 10					
ICT and Numeracy Skills	Present or convey, formally and informally, information about specialised topics to informed audiences.					
	Communicate with peers, senior colleagues and specialists on a professional level.					
	Use a range of ICT applications to support and enhance work					
Autonomy,	SCQF 10					
Accountability and Working with Others	Exercise autonomy and initiative in class and module study activities in so far as they relate to event and tourism impact/legacy analysis.					
- C	Work both individually and in groups in practical tutorial based activities					

Prerequisites	Module Code	Module Title			
	Other				
Co-requisites	Module Code	Module Title			

## **Learning and Teaching**

In line with current learning and teaching principles, a 20-credit module includes 200 learning hours, normally including a minimum of 36 contact hours and maximum of 48 contact hours.

Learning Activities	Student Learning
During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	Hours (Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture / Core Content Delivery	12
Tutorial / Synchronous Support Activity	24
Asynchronous Class Activity	84
Independent Study	80
Please select	
Please select	
TOTAL	200

## **Indicative Resources**

The following materials form essential underpinning for the module content and ultimately for the learning outcomes:

Foley, M., McGillivray, D. and McPherson, G. (2012) Event Policy: From a Theory to Strategy, London: Routledge

Richards, G. and Palmer, R. (2011) Eventful Cities, Oxford: Butterworth-Heinemann

Smith, A (2013) Events and Urban Regeneration, London: Routledge

Konstantinos, A., Stylidis, D. and Weidenfeld, A. (2018) Tourism Policy and Planning Implementation. London: Routledge.

(N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk\*) to wait until the start of session for confirmation of the most up-to-date material)

#### **Attendance and Engagement Requirements**

In line with the <u>Student Attendance and Engagement Procedure</u>, Students are academically engaged if they are regularly attending and participating in timetabled oncampus and online teaching sessions, asynchronous online learning activities, course-related learning resources, and complete assessments and submit these on time.

For the purposes of this module, academic engagement equates to the following:

The university is committed to providing a supportive learning environment that actively facilitates student success. In this module, attendance is expected and communicated in attendance if you will not be in your timetabled classes. You are academically engaged if you are regularly engaged with scheduled live sessions on-campus and online, including engaging with online learning activities in your own time, course-related learning resources, and with timely completion and submission of assessments..

Equality and Diversity
The University's Equality, Diversity and Human Rights Procedure can be accessed at the
following link: <u>UWS Equality</u> , <u>Diversity and Human Rights Code</u> .

(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)

# **Supplemental Information**

Divisional Programme Board	Marketing, Innovation, Tourism Events
Overall Assessment Results	☐ Pass / Fail ⊠ Graded
Module Eligible for Compensation	☐ Yes ☒ No  If this module is eligible for compensation, there may be cases where compensation is not permitted due to programme accreditation requirements. Please check the associated programme specification for details.
School Assessment Board	MITE
Moderator	Jenny Flinn
External Examiner	Natalie Semley
Accreditation Details	
Module Appears in CPD catalogue	☐ Yes ⊠ No
Changes / Version Number	1

Assessment (also re	efer to A	ssessm	ent Out	comes	Grids be	low)	
Assessment 1							
Individual report wor	th 50% o	of overal	l mark				
Assessment 2							
Group presentation v	vorth 50	% of ove	erall mar	·k			
Assessment 3							
(N.B. (i) Assessment below which clearly ( (ii) An indicative sche assessment is likely	demons dule lis	trate hov ting app	w the lea	arning o	utcomes within the	of the module w	ill be assessed. ndar when
Component 1							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
Individual Report						50	
Assessment Type	L01	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
Group Presentation						50	
Component 3							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
	Com	bined to	tal for a	ıll comp	onents	100%	hours
Change Control What				Wi	nen	Who	