

Module Descriptor

Title	Sport Management and Enterprise					
Session	2025/26 Status Published					
Code	SPOR09055	SCQF Level	9			
Credit Points	20	10				
School	Health and Life Sciences					
Module Co-ordinator	Andrew Bailey					

Summary of Module

This module aims to develop and enhance students operational thinking as well as their business management knowledge, from both a vocational and academic perspective. This module will encourage student engagement across a variety of topics including service improvement, people management and business function.

This module will assist the student in the development of key 'I am UWS Graduate Attributes' to allow those that complete this module to be:

Universal:

Critical Thinker

Emotionally Intelligent

Socially responsible

Work Ready:

Problem-solver

Effective communicator

Potential Leader

Successful:

Innovative

Creative

Driven

Successful completion (including achieving a pass) of this module SPOR09055 Sport Management and Enterprise partially fulfils CIMSPA (the Chartered Institute for the Management of Sport and Physical Activity) endorsement for the professional standard: Aspiring Manager (along with several other modules across the duration of studies, including completion of L10, also required to achieve endorsement). CIMSPA have career advice and further learning resources available for members. From September 2025, UWS students can receive free membership of the student category. To use the professional standard in practice, practitioner membership is required.

Mod Meth	ule Delivery nod	On-Camp	ous¹	Н	ybrid²	Online	9 ³	d Work -Based Learning⁴		
	puses for ule Delivery	Ayr Dumfri	Ayr Dumfries		Lanarkshire London Paisley			Online / Distance Learning Other (specify)		
Term Deliv	ns for Module very	Term 1	Term 1 Term 2			Term 3				
_	g-thin Delivery more than one n	Term 1 – Term 2			Term 2 – Term 3		Term Term			
Lear	ning Outcome	S								
L1	L1 Demonstrate an understanding of both management issues and practical skill sets ubiquitous within sport management settings.									
L2	Propose and assess sound management and entrepreneurial approaches within a leisure, fitness, or sport organisation.									
L3	L3									
L4	4									
L5	5									
Employability Skills and Personal Development Planning (PDP) Skills										
scQ	F Headings	lings During completion of this module, there will be an opportunity to achieve core skills in:						nity to		
Knowledge and SCQF 9										
Understanding (K and U) Demonstrate knowledge of principal theories, concepts and applied implications associated with sport management and organisation							• •			

SCQF Headings	achieve core skills in:
Knowledge and	SCQF9
Understanding (K and U)	Demonstrate knowledge of principal theories, concepts and applied implications associated with sport management and organisational performance.
	Demonstrate a critical understanding of the strategies used to enhance organisational performance within leisure, fitness or sport settings.
Practice: Applied	SCQF9
Knowledge and Understanding	Developing competency and confidence in networking with professionals from the private sport industries, enhancing assertiveness and negotiation skills through individual and group work.

¹ 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.

² 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.

³ 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.

⁴ 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

Generic	SCQF9
Cognitive skills	Supporting students to develop leadership, interpersonal communication and presentation skills in relation to commercial understanding of sport businesses, organisations and contemporary issues.
Communication,	SCQF9
ICT and Numeracy Skills	Convey complex ideas in well-structured and coherent form.
	Demonstrate numeracy skills within a business context.
	Use a range of forms of communication effectively in both familiar and unfamiliar contexts through individual and group work.
	Use a range of standard applications to process and obtain data.
	Use and evaluate numerical and graphical data to measure progress and achieve goals/targets.
Autonomy,	SCQF 9
Accountability and Working with Others	Exercise organisational skills, initiative and independence within group activities and develop an awareness of one's own and others' roles and responsibilities.

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.

The teaching and learning approach will utilise a combination of blended and face to face delivery. Core theoretical content will be predominantly delivered through a series of online materials, including recorded lectures. Face to face sessions will comprise applied practical sessions in tutorials. Much of the learning will be achieved through directed independent study tasks, group work and/or class discussion, and creative problem solving.

Learning Activities During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	Student Learning Hours (Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture / Core Content Delivery	24
Asynchronous Class Activity	12
Independent Study	164
n/a	
n/a	
n/a	
TOTAL	200

Indicative Resources

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

Recommended texts:

Chelladurai, P (2017) Managing Organizations for Sport and Physical Activity: A Systems Perspective. Oxon: Routledge.

Chelladurai, P & Kerwin, S (2017) Human Resource Management in Sport and Recreation. Champaign, IL: Human Kinetics.

Hoye, R., Smith, A., Nicholson, M., & Stewart, B (2015) Sport Management: Principles and Applications. Oxon: 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:

100% Attendance at all module events and consistent weekly engagement with online materials.

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>.

In line with current legislation (Equality Act, 2010) and the UWS Equality, Diversity, and Human Rights Code, our modules are accessible and inclusive, with reasonable adjustment for different needs where appropriate. Module materials comply with University guidance on inclusive learning and teaching, and specialist assistive equipment, support provision and adjustment to assessment practice will be made in accordance with UWS policy and regulations. Where modules require practical learning or assessment, alternative formats and/or roles will be provided for students with physical disabilities which impact participation.

(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	Sport Exercise Health
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	Sport, Exercise & Health

Moderator		TBC	,					
External Examiner		SRo	bson					
Accreditation Detai	ls							
Module Appears in catalogue	CPD	`	Yes 🔀 I	No				
Changes / Version N	lumber	1						
		•						
Assessment (also re	efer to A	ssessm	ent Out	comes (Grids be	low)		
Assessment 1								
Class test (written)								
Assessment 2								
Performance/ Studio	work/ Pl	acemer	nt/ WBL/	WRLas	sessmer	nt		
Assessment 3								
(N.B. (i) Assessment	Outcom	es Grids	for the	module	(one for	each c	omponen	t) can be found
below which clearly				_				
(ii) An indicative sch								
assessment is likely	to reature	e will be	provide	a within	tne Stuc	ient Mc	odule Han	ароок.)
Component 1	1	I	T	T	T	1		
Assessment Type	LO1	LO2	LO3	LO4	LO5	Asse	hting of ssment ent (%)	Timetabled Contact Hours
Class test (written)							50	1.5
Component 2								
Assessment Type	LO1	LO2	LO3	LO4	LO5	Asse	hting of ssment ent (%)	Timetabled Contact Hours
Performance/ Studio work/ Placement/ WBL/ WRL assessment						50		0
				_				
Component 3								
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Contact Element (%) Hours		
	Comb	ined to	tal for a	for all components 100% 1.5 hours			1.5 hours	
Ohan da Camtual								
Change Control What				\A/I-			Who	
What When Who								