Course Title	:	Introduction to Sport and Recreation Events
Recommended Study Year	:	3
No. of Credits/Term	:	3
Mode of Tuition	:	Sectional Approach
Class Contact Hours	:	3 hours per week
Category in Major Prog.	:	Foundation
Discipline	:	Sports
Prerequisite(s)	:	N/A
Co-requisite(s)	:	N/A
Exclusion(s)	:	N/A
Exemption Requirement(s)	:	N/A

Brief Course Description

This course provides students an introduction of the area of sports, event and contemporary sports. To be a professional in sport and recreation industry, he/she should demonstrate the knowledge and interest in sports and recreation area. The course introduces students the concepts of leisure, recreation and sport. Different small scale sports events and mega sports events are introduced. Sports tourism is a hot topic nowadays, concept and knowledge of sport tourism will be covered. Students are also equipped with the basic knowledge of the common sports. The role of esports in sports is controversy, the course will also discuss the aspect relate to esports. Besides, the course provides students an overview of technology development and new trend in sports and event as well as ethical issues in sports.

Aims

This course aims to:
- Understand the concept of sports, recreation and leisure
- Introduce different local and international sports event
- Understand the new trend of sports and sports event, such as X-sports, esports and sports tourism etc.
- equip students with the knowledge of the common sports in Hong Kong

Learning Outcomes (LOs)

On successful completion of this course, students will be able to:
1. explain the concept and principle of sports, recreation and leisure;
2. illustrate the knowledge of the common sport activities in Hong Kong;
3. distinguish the characteristic of different local and international sports events; and
4. discover the new trend of sports and sports event in Hong Kong

Indicative Content

1. Introduction of the concept and principle of sports, recreation and leisure.
2. Local sports and international sport events. The history, nature and characteristic of different local and international sport events will be discussed

3. Knowledge of different common sport activities in Hong Kong, such as the rules, regulation, event, and development will be introduced.
4. Features and development of X-sports, esports and sports tourism.
5. Other contemporary issues in sports and recreation, such as ethical issue.
6. Technology development and new trend in sports and recreation

Teaching Methods

The course is delivered through lectures, classroom discussions, case studies, video, workshops and tutorials. Through the teaching and learning activities, students are facilitated to achieve the CILOs via interactive and students-centered approaches. Lecture will be accompanied by relevant reading materials which students would have to read before the lecture.

Measurement of Learning Outcomes

Case studies require student to discuss and analyze real-world to use the concept and knowledge learnt from the course. It enables students to demonstrate their knowledge to distinguish the characteristic of different local and international sports event, they are required to discuss the new trend of the sports and recreation too.

Individual assignment(s), such as essay writing, self-reflective papers require student to demonstrate their ability to illustrate the knowledge of the common sport activities in Hong Kong and develop a concept of the new trend of sports and recreation in Hong Kong.

Group project and presentation provides the opportunity for students to integrate and apply the knowledge and skill to be learnt from the course. Students are required to search and study the required materials related to common sports activities, local and international sports events, and present their findings in class.

Final examination assesses students' overall achievement for the course. It assesses students' ability to understand and apply all knowledge and skills leant from the course.

Learning Outcome	Case studies	Individual assignment(s)	Group project presentation	Final examination
1. Explain the concept and principle of sports, recreation and leisure	✔	✔	✔	✔
2. Illustrate the knowledge of the common sport activities in Hong Kong		✔	✔	✔

3. Distinguish the characteristic of different local and international sports event	✓		✓	✓
4. Discover the new trend of sports and sports event in Hong Kong	✓	✓		✓

Assessment

Continuous Assessment	**60%**

1. 20% Case studies
2. 20% Individual assignment(s)
3. 20% Group project and presentation

Final examination	**40%**

Required/Essential Readings

ACSM Fitness Trends https://www.acsm.org/read-research/trending-topics-resource-pages/acsm-fitness-trends

DK Publishing. (Ed.). (2020). The Sports Book: The Sports, the Rules, the Tactics, the Techniques (5 ed.). DK Publishing, Inc.

Higham, J., & Hinch, T. (2018). Sport Tourism Development (3 ed.). Channel View Publications.

Hong Kong Federation of Extreme Sports https://x-fed.com/

Major Sports Events https://www.mevents.org.hk/

Report on Promotion of E-sports Development in Hong Kong, https://www.ogcio.gov.hk/en/news/publications/doc/EN_e-sports_report.pdf

Sporting calendar https://www.bbc.co.uk/search?q=sporting+calendar

Tapps, T. N., & Wells, M. S. (Eds.). (2019). Introduction to recreation and leisure (3 ed.). Human Kinetics.

Trends in the Sports Business https://www.ispo.com/en/trends

Recommended/Supplementary Readings

10 awesome reasons why E-sports will take off this new decade https://sporttomorrow.com/10-awesome-reasons-why-e-sports-will-take-off/

11 important future trends in the world of sports https://sporttomorrow.com/11-important-trends-in-the-world-of-sports/#

Brymer E, Feletti F, Monasterio E and Schweitzer R (2020) Editorial: Understanding Extreme Sports: A Psychological Perspective. Front. Psychol. 10:3029. doi: 10.3389/fpsyg.2019.03029

Buckley RC (2018) To Analyze Thrill, Define Extreme Sports. Front. Psychol. 9:1216. doi: 10.3389/fpsyg.2018.01216

Eskiler, E, Yıldız, Y , Ayhan, C . (2019). The Effect of Leisure Benefits on Leisure Satisfaction: Extreme Sports. Turkish Journal of Sport and Exercise , 21 (1) , 16-20 . DOI: 10.15314/tsed.522984

Fotiadis, A., & Vassiliadis, C. (Eds.). (2020). Principles and Practices of Small-Scale Sport Event Management. IGI Global.

Greenwell, T. C., Danzey-Bussell, L. A., & Shonk, D. J. (2020). Managing sport events (2 ed.). Human Kinetics.

González García, R. J., Añó-Sanz, V., Alguacil Jiménez, M., & Pérez Campos, C. (2018, August 31). Residents' perceptions of the economic impact of sports tourism. Differences according to the geographical location of the town. Journal of Physical Education and Sport ® (JPES), 18(Supplement issue 3), Art 209, pp. 1412 - 1419. doi:10.7752/jpes.2018.s3209

Hamari, J. and Sjöblom, M. (2017), "What is eSports and why do people watch it?", Internet Research, Vol. 27 No. 2, pp. 211-232. https://doi.org/10.1108/IntR-04-2016-0085

How COVID-19 in 2020 Could Impact the Future of Sports https://www.aspeninstitute.org/blog-posts/how-covid-19-in-2020-could-impact-the-future-of-sports/

Immonen T, Brymer E, Davids K, Liukkonen J and Jaakkola T (2018) An Ecological Conceptualization of Extreme Sports. Front. Psychol. 9:1274. doi: 10.3389/fpsyg.2018.01274

Lijun Zhou, Karolina Chlebosz, John Tower & Tony Morris (2020) An exploratory study of motives for participation in extreme sports and physical activity, Journal of Leisure Research, 51:1, 56-76, DOI: 10.1080/00222216.2019.1627175

Parent, M. M., & Chappelet, J.-L. (Eds.). (2015). Routledge Handbook of Sports Event Management. Routledge.

Parry, J. (2018). E-sports are Not Sports. Sport, Ethics and Philosophy, 13(1), Pages 3-18. https://doi.org/10.1080/17511321.2018.1489419

Radman Peša, A., Čičin-Šain, D. i Blažević, T. (2017). NEW BUSINESS MODEL IN THE GROWING E-SPORTS INDUSTRY. Poslovna izvrsnost, 11 (2), 121-131. https://doi.org/10.22598/pi-be/2017.11.2.121

Radhika, K. (2018) The significance of sports tourism: Retrieved 10/04/2020 form https://www.researchgate.net/ retrieved.

Ratkowski W, R. J. (2018). Sports events as a determinant of sport tourism. Balt J Health Phys Act 2014; 1(1): 233. doi: 10.29359/BJHPA.10.1.09

Vukušić, D., & Marelić, M. (2019). E-sports: Definition and social implications. Exercise and Quality of Life, 11(2), 47-54. doi:10.31382/eqol.191206

Additional readings may also be suggested on a topic by topic basis

Important Notes:

1. Students are expected to spend a total of 9 hours (i.e. 3 hours of class contact and 6 hours of personal study) per week to achieve the course learning outcomes.
2. Students shall be aware of the University regulations about dishonest practice in coursework, tests and examinations, and the possible consequences as stipulated in the Regulations Governing University Examinations. In particular, plagiarism, being a kind of dishonest practice, is "the presentation of another person's work without proper acknowledgement of the source, including exact phrases, or summarised ideas, or even footnotes/citations, whether protected by copyright or not, as the student's own work". Students are required to strictly follow university regulations governing academic integrity and honesty.
3. Students are required to submit writing assignment(s) using Turnitin.
4. To enhance students' understanding of plagiarism, a mini-course "Online Tutorial on Plagiarism Awareness" is available on https://pla.ln.edu.hk/.