Courses in English
Course Description

Department 14 Tourism
Course title Leisure Management
Hours per week (SWS) 2
Number of ECTS credits 3

Course objective
The student is able to define the concept of Leisure and understands how the individual leisure behavior is constructed.
The student has knowledge of the concepts of Serious, Casual and Project based Leisure.
The student is able to analyse and categorize own Leisure behavior and compare outcomes of earlier generations and is able to apply these concepts in writing an academic paper.
The student gains knowledge about the Problem Based Learning concept and is able to apply this knowledge during the course off he module.

Prerequisites none

Recommended reading
PBL kit (Stenden University), Stebbins; Serious Leisure, volunteerism and quality of Life, Groters and Hoogeboom; Serious Leisure and Quality of Life, Beunders and Boers; Exploring Leisure

Teaching methods
Problem Based Learning

Assessment methods
academic report and presentation

Language of instruction English

Name of lecturer Theo de Jong

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Link http://www.seriousleisure.net (website on serious leisure)

Course content
The Leisure Management course centres on creating on understanding of the concept of Leisure and the Leisure behaviour of individuals. What is Leisure and how is Leisure defined. By using the Problem Based Learning (PBL) concept, the students will create a theoretical understanding of the given concepts and furthermore the PBL concept will provide students with the skills of interacting with each other, fulfill the chairperson role and take minutes of the session. By sharing different individual perspectives, a broader knowledge is gained by the students. The theory on Leisure is applied by analysing own leisure activities, how students experience own leisure time and compare outcomes with different generations. During the course the students will take a critical look at their own leisure activities and indicate how these activities contribute to the forming of their identity. In the end of the module an academic report is being written and a presentation is provided in which the students present their own Leisure behaviour by creating a digital mood board.

Remarks