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MODULE DESCRIPTOR

Module Title

Adventure And Activity Tourism

Reference	BS1242	Version	6
Created	April 2018	SCQF Level	SCQF 7
Approved	June 2018	SCQF Points	15
Amended	June 2018	ECTS Points	7.5

Aims of Module

To provide the student with an understanding of adventure and activity based tourism; encompassing knowledge of the growth of the Adventure and Special Interest (ASI) tourism niche market and the benefits offered to individuals undertaking these activities.

Learning Outcomes for Module

On completion of this module, students are expected to be able to:

- 1 Explain the theoretical concepts and the philosophy of adventure and activity tourism.
- 2 Describe the issues and factors that affect the supply of, and demand for, adventure and activity based tourism.
- 3 Apply the theories of group dynamics in an adventure and activity tourism situation.
- 4 Explain the growth and importance of the niche ASI market

Indicative Module Content

The historical development of special interest and activity tourism; demand and supply of adventure and activity tourism; value of outward bound exercises in relation to personal development; practical applications of team building and group dynamics.

Module Delivery

Fundamental concepts are introduced and illustrated through lectures. The understanding of students is tested and further enhanced through student centred learning exercises and interactive tutorial sessions. The application of theory to practice is facilitated through an adventure and activity based field study.

Indicative Student Workload

	Full Time	Part Time
Contact Hours	60	60
Non-Contact Hours	90	90
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	150	150
<i>Actual Placement hours for professional, statutory or regulatory body</i>		

ASSESSMENT PLAN

If a major/minor model is used and box is ticked, % weightings below are indicative only.

Component 1

Type: Coursework Weighting: 100% Outcomes Assessed: 1, 2, 3, 4
 Description: Group Presentation

MODULE PERFORMANCE DESCRIPTOR**Explanatory Text**

The module is assessed by one component: C1 - Coursework - 100% weighting. Module Pass Mark = Grade D (40%)

Module Grade	Minimum Requirements to achieve Module Grade:
A	70% or above
B	60-69%
C	50-59%
D	40-49%
E	35-39%
F	0-34%
NS	Non-submission of work by published deadline or non-attendance for examination

Module Requirements

Prerequisites for Module None.
 Corequisites for module None.
 Precluded Modules None.

ADDITIONAL NOTES

Students may be expected to contribute to the costs of the field study residential programme.

INDICATIVE BIBLIOGRAPHY

- 1 BUCKLEY, R., 2007. Adventure tourism products: price, duration, size, skill, remoteness. *Tourism Management*, 28(6), pp.1428-1433.
- 2 Buckley, R.C., 2015. Adventure thrills are addictive. *Frontiers in Psychology*, 6, p.1915.
- 3 CATER, C.I., 2006. Playing with risk? Participant perceptions of risk and management implications in adventure tourism. *Tourism Management*, 27(2), pp.317-325.
- 4 PAGE, S.J., STEELE. W. and CONNELL,J., 2006. Analysing the promotion of adventure tourism: a case study of Scotland. *Journal of Sport and Tourism*, 11(1), pp.51-76.
- 5 SWARBROOKE, J. et al., 2001. *Adventure tourism: the new frontier*. London: Butterworth Heinemann. *ebook*
- 6 VISITSCOTLAND, 2016. *Scotland: the key facts on tourism in 2015*. [online] Edinburgh: VisitScotland. Available from: <http://www.visitscotland.org/pdf/Tourism%20in%20Scotland%20Factsheet%202015.pdf> [Accessed 14 September 2016].
- 7 FIEGER, P., PRAYAG, G. and BRUWER, J. 2017 ?Pull? motivation: an activity-based typology of international visitors to New Zealand, *Current Issues in Tourism*, pp.1-30