

# This Version is No Longer Current

The latest version of this module is available here

### **MODULE DESCRIPTOR**

### **Module Title**

Lifestyle Consumption and Experience Economies

Reference	BS4294	Version	4
Created	April 2018	SCQF Level	SCQF 10
Approved	June 2018	SCQF Points	15
Amended	June 2018	ECTS Points	7.5

### **Aims of Module**

This module aims to examine the field of experience management and its emergence in relation to the growth of lifestyle consumption.

## **Learning Outcomes for Module**

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

- 1 Critically examine the emergence of the experience economy and its implication for a relevant subject area
- 2 Critically discuss lifestyle consumption within a relevant subject area and setting
- 3 Critically discuss factors influencing consumer behaviour within an experience economy
- 4 Apply core concepts of experience and lifestyle to a subject specific case study

## **Indicative Module Content**

The experience economy, lifestyle, experiential marketing, luxury branding, symbolic consumption, rationalization, authenticity and hyper-reality, performance and performativity, globalisation, subculture, postmodernism

### **Module Delivery**

Key concepts will be introduced through a series of lectures. Students will discuss contextualized concepts in tutorials underpinned by student-developed case studies. Learning will be supported via directed readings.

Indicative Student Workload	Full Time	Part Time
Contact Hours	36	36
Non-Contact Hours		114
Placement/Work-Based Learning Experience [Notional] Hours		N/A
TOTAL	150	150
Actual Placement hours for professional, statutory or regulatory body		

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## **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: Individual Written Assessment

### 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:
Α	70% or above
В	60% - 69%
С	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.

#### INDICATIVE BIBLIOGRAPHY

- 1 Andrews, H. and Leopold, T., 2013. Events and the social sciences. Routledge.
- 2 Best, S., 2009. Leisure studies: themes and perspectives. Sage.
- Longhurst, B., Smith, G., Bagnall, G., Crawford, G. and Ogborn, M., 2016. *Introducing cultural studies*. Taylor & Francis.
- 4 Miles, S., 2001. Social theory in the real world. Sage.
- 5 Pine, B.J. and Gilmore, J., 2011. Experience economy. 2nd ed. Boston: Harvard Business School.