

MODULE DESCRIPTOR

Module Title

Leisure And Society

Reference	CB2000	Version	3
Created	February 2024	SCQF Level	SCQF 8
Approved	June 2022	SCQF Points	15
Amended	April 2024	ECTS Points	7.5

Aims of Module

The aim of this module is to introduce and evaluate critical social issues in the leisure industries, and prepare students with the skills to construct theoretically informed arguments.

Learning Outcomes for Module

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

- 1 To understand and evaluate the role of the social sciences in the leisure industries.
- 2 To examine contemporary social science issues and their relevancy to the leisure industries.
- 3 To construct theoretically informed arguments to appraise contemporary issues in the leisure industries.
- 4 To understand how to construct and deliver an academic debate.

Indicative Module Content

This module engages with the following content: introduction to the social sciences; leisure studies; leisure case studies in events, tourism and hospitality; contemporary social, cultural and/or environmental issues; critical debating skills; constructing an argument and defence. It engages students with UNESCO's Education for Sustainable Development Systems Thinking, Critical Thinking, Collaboration and Self-awareness competencies in terms of recognising and understanding relationships between ideas, reflecting on our ideas and the perceptions of others, learning from others, understanding the needs, perspectives and actions of others, and facilitating collaborative and participatory problem solving through research and debate.

Module Delivery

Key concepts are delivered via interactive lectures, tutorials and a debating series. Readings will be provided to encourage students to further their understanding.

Indicative Student Workload

	Full Time	Part Time
Contact Hours	36	N/A
Non-Contact Hours	114	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	150	N/A
<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 and Individual Portfolio Assessment				

MODULE PERFORMANCE DESCRIPTOR**Explanatory Text**

The calculation of the overall grade for this module is based on 100% weighting of C1. An overall minimum grade D is required to pass the module.

Module Grade	Minimum Requirements to achieve Module Grade:
A	The student needs to achieve an A in C1.
B	The student needs to achieve an B in C1.
C	The student needs to achieve an C in C1.
D	The student needs to achieve an D in C1.
E	The student needs to achieve an E in C1.
F	The student needs to achieve an F in C1.
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 Best, S., 2009. Leisure studies: Themes and perspectives. Sage.
- 2 Colander, D.C., & Hunt, E.F., 2019. Social Science: An Introduction to the Study of Society (17th ed.). Routledge.
- 3 Apostolopoulos, Y., Leivadi, S. and Yiannakis, A., 2013. The sociology of tourism: Theoretical and empirical investigations. Routledge.
- 4 Andrews, H. and Leopold, T., 2013. Events and the social sciences. Routledge.