

SYLLABUS

Course and educational program	Recreational and Entertaining Technologies in Tourism Tourism EP
Course description	This course covers the main categories, concepts, principles of organization, and types of recreational and entertaining technologies in tourism, as well as forms of work with different groups of vacationers and tourists. It examines the ways of implementing a creative approach to organizing active leisure for tourists and identifies methods for developing professional skills in creating and implementing animation programs.
Prerequisites for studying	The study of this discipline is preceded by such educational components Tourist Local Studies and Tourist Country Studies that provide students with the necessary knowledge of theoretical foundations of service activities as a form of human need fulfillment, as well as the specifics of recreational and entertaining services used by both tourists and the local population.
Number of credits/hours	3 ECTS credits / 90 academic hours
Learning format	Blended learning
Moodle location	https://dist.ieu.edu.ua/course/view.php?id=738
Lecturer's full name	Yevhen Kozlovskyi, PhD in Public Administration, Associate Professor, Head of the Department of Tourism, Social Sciences and Humanities
Department	Department of Tourism, Social Sciences and Humanities: 
Office location	42V Akademika Hlushkova Ave., Kyiv, room 504
Consulting	Every Tuesday from 2 p.m. to 3:30 p.m. by appointment via corporate e-mail
Lecturer's e-mail address	yevhenkozlovskyi@ieu.edu.ua
Course objectives	To provide students with a comprehensive system of knowledge about the essence and features of recreational and entertaining technologies, principles of cultural and educational activities in tourism, methods for creating and conducting animation programs, as well as practical skills in organizing and implementing such programs, demonstrating the

	specifics of the animator profession as the main developer and participant in the entertainment program.
Role of the academic discipline in achieving program learning outcomes	<p style="text-align: center;"><i>Specialty: 242 Tourism and Recreation</i></p> <p>PLO 2. To know, understand and be able to use in practice the key concepts of tourism theory, organization of the tourist process and tourist activities of tourist services market participants, as well as worldview and related sciences.</p> <p>PLO 6. To apply principles and methods of organization and service technology for tourists in practical activities.</p> <p>PLO 12. To apply skills of efficient communication with consumers of tourist services.</p> <p>PLO 14. To show respect for individual and cultural diversity.</p> <p>PLO 16. To act in accordance with the principles of social responsibility and civic awareness.</p> <p>PLO 18. To assess your knowledge adequately and apply it in various professional situations.</p>
Learning outcomes	<p>Students should know: the essence and features of recreational and entertaining activities, their elements and structure, the conceptual apparatus of animation services; general regularities of forming animation programs, the methodology for creating entertainment programs in accordance with the psychological perception features of different age categories, national characteristics of various segments of the consumer market during the execution of such programs, the technology of creating and conducting animation programs, as well as the design and directorial aspects of animation work.</p> <p>Students should be able to: plan recreational and entertaining activities in tourism, develop entertainment events, assess the professionalism of animators' work, resolve conflicts with a client-oriented approach, organize the work of the animation service in the tourism business, and lead a team of animators.</p>
Course content	<p>SECTION 1. Theoretical foundations and technologies of recreational and entertaining activities.</p> <p>Topic 1.1. The evolution of recreational and entertaining activities and prerequisites for the emergence of tourist animation.</p> <p>Topic 1.2. Animation as a type of recreational and entertaining activity.</p> <p>Topic 1.3. The infrastructure of recreational and entertaining activities. Classification of entertainment and animation programs.</p> <p>SECTION 2. Preparation, development, and organization of entertainment animation programs</p> <p>Topic 2.1. Features of preparing and developing entertainment animation programs.</p> <p>Topic 2.2. Organization of entertainment programs. The role of animators in implementing these programs.</p> <p>Topic 2.3. Historical reconstructions and museum animation.</p>

Books and materials	<ol style="list-style-type: none"> 1. O.P. Boiko. Leisure Culture in a Risk Society: Monograph. Sumy: UABS NBU, 2011. 285 p. 2. A.V. Vindiuk, A.H. Zakharina, Y.A. Zakharina. Organization of Sports Animation: Study Guide. Zaporizhzhia: KPU, 2014. 176 p. 3. S.M. Kylymystyi. Animation in Tourism: Study Guide. Kyiv: FPU Publishing House, 2007. 188 p. 4. Y.V. Kozlovskyi. Classification of Animation Services as a New Trend in Leisure Organization. The Scientific Paradigm in the Context of Technological Development and Social Change: Scientific Monograph. Part 2. Riga, Latvia: Baltija Publishing, 2023. pp. 439-457. 5. O.M. Kravets. Organization of Animation Services in Tourism: Study Guide. Kharkiv: O.M. Beketov NUUEKh, 2017. 335 p. 6. T.S. Kuklina. Organization of Animation Services: Study Guide. Zaporizhzhia: LIPS, 2009. 212 p. 7. O.I. Mikho. Animation in Recreation and Tourism: Glossary and Reference Book. Kyiv: Lira-K, 2019. 222 p.
Technical requirements for the course	<p>To work on the Recreational and Entertaining Technologies in Tourism course, you need regular access to a computer (or phone) and the Internet.</p> <p>In order to successfully study and pass the course exam, you should first explore the distance learning platform (Moodle) and study all folders that already contain or will contain information or materials for the course. You will also have to download and create documents, watch videos, or create them.</p> <p>You can use distance platforms only using corporate e-mail.</p> <p>If you are unable to attend the course, you should notify the Dean's Office or your class representative or the course lecturer directly.</p>
Learning process	<p>The Recreational and Entertaining Technologies in Tourism course consists of lectures and practical classes.</p> <p><u>Lectures</u> use the following training methods: <i>lecture, conversation lecture, discussion, discussion of problematic issues, demonstration, analysis of various situations according to the lecture topic.</i></p> <p><u>Practical classes</u> use the following training methods: <i>questioning, testing, performing individual and team tasks, case studies, preparing reports and presentations, performing analytical and calculation works, solving specific problems and situations, brainstorming.</i></p>



Discipline features	Period of teaching	Semester	International disciplinary integration	Year of study	Courses: general training/professional training/elective
	1 semester	3 rd semester	available	2 nd year	Professional training

Assessment policy You will have various ways to show your knowledge and skills during the semester. This includes how you attend classes, how and what you contribute to class discussions, how you perform and submit practical tasks and tests on time, how you perform independent work tasks, as well as your ability to present your report. Additionally, you have the opportunity to complete an individual research task performed individually or in a small group in the form of a scientific and practical project.

Activities during the semester	Maximum amount of points during the semester
Current work (attendance, oral questioning, solving calculation problems and tasks, situational exercises)	15
Reports with presentation (4 pcs.)	25
Tests (4 pcs.)	10
Individual research task (admission to the exam)	10
Total	60

Grading scale The minimum amount of points that should be obtained by students for current educational activities during a semester to be admitted to the final control is 36 points. The grade for the discipline is defined as a sum of the final points for current activities and the points for the final control and is expressed due to the multipoint scale.

The grade for the discipline completing with the exam is determined as the sum of points for current learning activities (at least 36), points for individual independent work of students (no more than 6) and points for the exam (at least 24).

The overall points of the discipline are 100. The total grade for the discipline is given according to the national and European scale.

The final control in the form of an exam is carried out after learning all the topics of the discipline, during the examination session.

The overall final grade in points according to the national and ECTS scales is put into the examination and test register, academic card and credit book of students.

National and ECTS grading scale

Sum of points for all types of educational activities	ECTS grade	Grade according to the national scale	
		for exam, term paper, practical training	for Pass/Fail test
90-100	A	excellent	pass
82-89	B	good	
74-81	C		
66-73	D	satisfactory	
60-65	E		
30-59	FX	fail with possible repeated pass	fail with possible repeated pass
1-29	F	fail with obligatory repeated learning of the discipline	fail with obligatory repeated learning of the discipline

QR Code:



How to find out your grade	To check your grades for tasks and read your lecturer's comments, you should check appropriate tabs on Moodle distance learning platforms. You can also obtain information about your grades directly from the course lecturer via corporate e-mail or by appointment on consulting days (room 504).
Course policy	To ensure fruitful learning and cognitive activities of students while studying the discipline, one holds relevant lectures and seminars in the form of presentations, group work and discussion seminars. During classes and at the University, students should respect lecturers, staff and other students, attend classes according to the schedule, come on time and not leave classes without lecturer's permission. All academic assignments should be performed by the deadlines. The teaching staff should constantly advance their professional level, teaching skills, general culture, as well as provide students with appropriate conditions for learning educational programs according to the requirements for the content, level and capacity of education, and encourage their comprehensive professional development. Lecturers should follow the curriculum, not be late for classes, not allow any manifestations of corruption, discrimination, bullying, harassment and infringement of the students' rights.

	<p>Students who miss the current control for <i>valid reasons</i> confirmed by documents have the right to take current control within two weeks after returning to studying.</p> <p>Students who have missed classes <i>without valid reasons</i>, have not participated in current control activities, have not liquidated academic failure are not admitted to the final semester control of this discipline. In this case, an academic staff member puts a mark ‘non-admission’ in the exam record.</p> <p>Repeated taking of the exam in the discipline is appointed in case of accomplishing all types of educational, independent (individual) work stipulated by the working program of the academic discipline and is carried out according to the approved schedule of academic failure liquidation.</p> <p>QR Code:</p>  <p>All participants in the educational process rely on the academic integrity principles.</p> <p>QR Code:</p> 
<p>Late task performance, correction of grades, making up missed classes</p>	<p>Tasks should be submitted via Moodle by the deadlines stipulated in the course schedule on our website. Most tasks should be performed by 9 a.m. on the day of the next class to coordinate them with the course content and group activities. It is best practice to perform tasks as soon as possible after receiving them so that you have enough time to take an active part in the class.</p> <p>If you need more time to perform the task, flexible deadlines are available. Completed tasks will be accepted until full credit until the last scheduled class in the discipline. Afterwards, the 40% partial credit based on the grade will be awarded within a week after the last day of class. Tasks that are not submitted at all will receive 0.</p> <p>If you are going to miss classes for more than one week due to illness or other reasons, please contact your lecturer to arrange alternative options for performing tasks.</p>

	<p>Note: deadlines work both ways, and meeting them ensures that your lecturer will provide prompt feedback on your tasks to make sure you keep up with the course.</p> <p>QR Code:</p> 
Lecturer's response time	Via corporate e-mail, within 24 hours.
Efficient communication	<p>Efficient communication is a two-way street!!!</p> <p>Therefore, the main recommendations for efficient communication include: corporate e-mail directly to the course lecturer; personal communication with classmates via social media/corporate e-mails/mobile phones; communication directly in the course on the Moodle distance platform; and a face-to-face meeting with the lecturer on consulting days.</p>
Policy of publication and distribution of course materials	<p>Students are not allowed to post, publish, sell, or otherwise publicly distribute course materials without the written permission of the lecturer.</p> <p>Such materials include, but are not limited to: lecture notes, lecture slides, video or audio recordings, tasks, problem sets, exams, other students' work, and answer keys.</p> <p>Students who sell, post, publish, or distribute course materials without written permission in order to get answers or otherwise can be subject to disciplinary action, up to and including being required to withdraw from the course. Besides, students are not allowed to make video or audio recordings of the class for their own use without the written permission of the lecturer.</p>
Expected student workload and engagement	<p>During this course, you should allocate some hours for independent study of some lecture materials in accordance with the course topics (approximately 5-6 hours per week).</p> <p>If you face circumstances requiring you to spend more time on any of the tasks, please inform your lecturer by e-mail.</p> <p>The deadline for submission can be extended only if the lecturer is informed in advance that you will not be able to submit the task on time. Students are expected to have a backup plan in case of computer malfunctions or Internet outages.</p>
Support services	<p>E-schedule Library Supervisor</p>

	Repository Dean's Office	
Course schedule	<i>Lecture topic</i>	<i>Practical classes</i>
	<i>Topic 1.1. The evolution of recreational and entertaining activities and prerequisites for the emergence of tourist animation.</i>	<ol style="list-style-type: none"> 1. Oral questioning 2. Practical tasks 3. Homework tasks 4. Checking questions submitted for independent study 5. Writing a report 6. Tests
	<i>Topic 1.2. Animation as a type of recreational and entertaining activity.</i>	<ol style="list-style-type: none"> 1. Oral questioning 2. Practical tasks 3. Homework tasks 4. Checking questions submitted for independent study 5. Writing a report 6. Tests
	<i>Topic 1.3. The infrastructure of recreational and entertaining activities. Classification of entertainment and animation programs.</i>	<ol style="list-style-type: none"> 1. Oral questioning 2. Practical tasks 3. Homework tasks 4. Checking questions submitted for independent study 5. Writing a report 6. Tests
	<i>Topic 2.1. Features of preparing and developing entertainment animation programs.</i>	<ol style="list-style-type: none"> 1. Oral questioning 2. Practical tasks 3. Homework tasks 4. Checking questions submitted for independent study 5. Writing a report 6. Tests
	<i>Topic 2.2. Organization of entertainment programs. The role of animators in implementing these programs.</i>	<ol style="list-style-type: none"> 1. Oral questioning 2. Practical tasks 3. Homework tasks 4. Checking questions submitted for independent study 5. Writing a report 6. Tests
	<i>Topic 2.3. Historical reconstructions and museum animation.</i>	<ol style="list-style-type: none"> 1. Oral questioning 2. Practical tasks 3. Homework tasks 4. Checking questions submitted for independent study 5. Writing a report

Tips on successful study during the course

If you want to succeed in this discipline, you should be:

- persistent, attentive and curious;
- creative, cheerful, and open to communication and discussions;
- ready to acquire information and knowledge about the subject not only during lectures but also during extracurricular activities.

See you at classes!