



Programme Specification 課程規範

Awarding Body/Institution 頒授機構	Macao Polytechnic Institute
Teaching Unit 教學單位	Macao Polytechnic Institute
Endorsement in the Official Gazette 政府公報批示	29/2010
Name of Final Award and programme Title 最終學位及課程名稱	Bachelor of Social Science in Gaming and Recreation Management
Name of Interim Award(s) 過渡學位名稱	n/a
Duration of Study/Period of Registration 學習期限/註冊期限	4 years
MPI programme Code 理工課程編號	4LGRDC/4LGRNC
FHEQ Level of Award FHEQ 學歷水準	6
Programme Accredited by 專業認可機構	
Responsible School 負責學校	School of Business

Schools which will also be involved in teaching part of the programme 課程教學涉及的其他學校

MPI Bell Centre of English, School of Public Administration

Institution(s) other than Macao Polytechnic that will provide some teaching for the programme
為課程提供教學除理工以外的其他機構

n/a

Programme Outline 課程簡介

The gaming and recreation programme is a four-year bachelor degree programme serving those who are working in gaming industry and high school graduates who would like to work in the gaming industry. The contents of the programme include (1) subjects of general studies such as psychology, sociology, interpersonal communication skills, etc.; (2) subjects of general management such as human resources management, marketing, financial management, etc.; (3) subjects of gaming and recreation management such as casino table games, slot management, casino management, gaming laws and regulations, responsible gaming, recreation management, etc. The programme strives to put balanced focus on both theoretical knowledge and practical skills. The medium of instruction is Chinese (Cantonese or Mandarin) while English is a compulsory second language. In order to meet the needs of working students who have to work on shift, the programme is offered in two parallel sessions. Students may freely choose day or evening session. The graduates may choose to further their studies, start his/her own business or work in gaming and related industries, and the relevant government departments.

Objectives of the Programme 課程目標

Sustainable development of the gaming and recreation industry is an important issue in Macao. As education and training is one of the basic elements to maintain sustainable development, MPI offers a four-year bachelor degree programme in Gaming and Recreation Management for those who are working in gaming industry and high school graduates who would like to work in gaming industry. The aim of this programme is to nurture and train local managerial staff and to act as a solid foundation of sustainable development of the gaming and recreation industry.

What Will You be Expected to Achieve 期望達到的成效

1. Communicate professionally and effectively with various levels of organisational leadership, customers, and team members in a variety of formats including oral, visual, and written.
2. Demonstrate team problem solving skills, quality management for service organisation, and a clear sense of what is required to build effective teams in the hospitality and gaming industry.
3. Define and apply a professional role in effectively organising, planning and controlling physical and financial resources, motivating human resources, and rendering customer-driven service quality delivery within gaming and recreation industry.
4. Apply current hospitality and casino management guest service concepts and customer loyalty strategies recognised as industry standards.
5. Utilise information and knowledge resources to maximise workplace learning, problem solving, and decision-making.
6. Employ the major components of security and surveillance methods to include game protection, asset protection, and fair gaming procedures.
7. Synthesise the changing social, cultural, financial, eco-political, legal environment in Macao and globally, and advances in gaming studies into organisational strategies and operations.

Academic Content 學術內容

A1	Subjects of general studies such as psychology, sociology, interpersonal communication skills, etc.
A2	Subjects of general management such as human resources management, marketing, financial management, etc.;
A3	Subjects of gaming and recreation management such as casino table games, slot management, casino management, gaming laws and regulations, responsible gaming, recreation management, etc.

Disciplinary Skills- able to 學科技能

B1	Demonstrate proficiency in the operation, protection, and equipment maintenance of casino table games, and slot machines.
B2	Define and apply a professional role in effectively organising, planning and controlling physical and financial resources, motivating human resources, and rendering customer-driven service quality delivery within gaming and recreation industry.
B3	Synthesise the changing social, cultural, financial, eco-political, legal environment in Macao and globally, and advances in gaming studies into organisational strategies and operations.

Attributes 特徵

C1	Communicate professionally and effectively with various levels of organisational leadership, customers, and team members in a variety of formats including oral, visual, and written.
C2	Demonstrate team problem solving skills, quality management for service organisation, and a clear sense of what is required to build effective teams in the hospitality and gaming industry.
C3	Analyse and think critically and present effective justification of recommended actions and persuasive messages with the intention to affect the perceptions of audience and other recipients.

How Will You learn? 如何學習

Depending on the purpose of each course's intended learning outcomes, the teaching methodology employed varies. They can be classified into a mix of the following teaching activities:

- Lecture
- Tutorial
- Assignment
- Group project
- In-class Q&A discussion and quiz
- Laboratory exercise and coaching

One-way communication which mainly employs lectures, tutorials and illustrations is considered to be effective for theories, concepts, and new knowledge related courses. Two-way or interactive communication is used in tutorial discussions. In-class Q&A discussion and quiz, laboratory exercise and coaching are used to build up logical thought and then analytical work. These teaching methods are and will be used throughout the programme structure as the instructors see fit in delivering expected outcomes of the programme.

How Will You Be Assessed? 如何評核

To ensure effective learning of course materials, students of the Gaming and Recreation Management programme are assessed, in general, on an ongoing basis as they are learning, and will be examined comprehensively at the end of each course. Basically, the assessing methodology includes term tests (written or laboratorial), assignments and projects, and final examination (written or laboratorial), depending on individual course requirements. Assessments are designed in accordance with the programme goals to achieve certain desirable outcomes as a result of learning under the programme. This includes course knowledge, logical thinking and analysis ability, ethics and social obligation, business knowledge, team building knowledge and skills, language and communication skills, contemporary gaming and hospitality knowledge and application skills expected to be possessed by the gaming and hospitality profession.

Academic Year of Study 1 第1學年

Course Title 科目名稱	Course Code 科目編號	Credits 學分	Course Selection Status 選科種類	Academic Year of Study 學習之學年	Semester 學期
Business Software Applications	COMP1100	3	compulsory	1	
Macroeconomics	ECON1101	3	compulsory	1	
Microeconomics	ECON1102	3	compulsory	1	
English I	ENGL1101	3	compulsory	1	
English II	ENGL1102	3	compulsory	1	
Financial Management	FINA1100	3	compulsory	1	
Introduction to Gambling Industry	GRMM1101	3	compulsory	1	

Introduction to Gambling Management	GRMM1102	3	compulsory	1	
College Mathematics	MATH1101	3	compulsory	1	
Statistics	MATH1102	3	compulsory	1	
Psychology	PSYC1100	3	compulsory	1	
Sociology	SOCI1100	3	compulsory	1	

Academic Year of Study 2 第2學年

Course Title 科目名稱	Course Code 科目編號	Credits 學分	Course Selection Status 選科種類	Academic Year of Study 學習之學年	Semester 學期
Financial Accounting For Gaming Industry	ACCT2102	3	compulsory	2	
Management Accounting	ACCT2103	3	compulsory	2	
Intrapersonal and Interpersonal Skills	COMM2100	3	compulsory	2	
English III	ENGL2101	3	compulsory	2	
English IV	ENGL2102	3	compulsory	2	
Casino Table-Game I	GRMT2101	3	compulsory	2	
Casino Table-Game II	GRMT2102	3	compulsory	2	
Gaming Technology	GRMT2103	3	compulsory	2	
Applied Mandarin	MAND2100	3	compulsory	2	
Applied Mathematics	MATH2103	3	compulsory	2	
Public Relations and Crisis Management	MGMT2101	3	compulsory	2	
Marketing	MRKT2100	3	compulsory	2	

Academic Year of Study 3 第3學年

Course Title 科目名稱	Course Code 科目編號	Credits 學分	Course Selection Status 選科種類	Academic Year of Study 學習之學年	Semester 學期
English V	ENGL3101	3	compulsory	3	
English VI	ENGL3102	3	compulsory	3	
Social and Economic Impacts of Gambling Industry	GRMM3103	3	compulsory	3	
Gambling Laws and Regulations	GRMM3104	3	compulsory	3	
Slot Management I	GRMT3104	3	compulsory	3	
Casino Equipment Management	GRMT3105	3	compulsory	3	
Table-Game Management	GRMT3106	3	compulsory	3	
Slot Management II	GRMT3107	3	compulsory	3	
Casino Management	GRMT3108	3	compulsory	3	
Human Resources Management	HHRM3100	3	compulsory	3	
Management Theories and Leadership Practices	MGMT3102	3	compulsory	3	
Small Business Management	MGMT3103	3	compulsory	3	

Academic Year of Study 4 第4學年

Course Title 科目名稱	Course Code 科目編號	Credits 學分	Course Selection Status 選科種類	Academic Year of Study 學習之學年	Semester 學期
English Via(Public Speaking and Presentation Skills)	ENGL4101	3	compulsory	4	
English Veii(Business Writing Skills)	ENGL4102	3	compulsory	4	
Graduate Project I	GMPO4101	3	compulsory	4	
Graduate Project II	GMPO4102	3	compulsory	4	
Lectures On Gambling	GRMM4105	3	compulsory	4	
Leisure and Gambling Psychology	GRMM4106	3	compulsory	4	
Recreation Management I	GRMM4107	3	compulsory	4	
Recreation Management II	GRMM4108	3	compulsory	4	
Responsible Gambling	GRMM4109	3	compulsory	4	
Lectures On Recreation Management	GRMM4110	3	compulsory	4	
Strategic Management of Gambling Companies	GRMM4111	3	compulsory	4	
Management Research Methods	MGMT4104	3	compulsory	4	

What Are the Entry Requirements? 入學條件

1. Secondary School Graduates(Form 6), or according to article 28 of the Higher Education Law of MSAR, article nº 9, applicants of age 25 or above and with special ability conditions, need not comply with the above mentioned point 1.
(Note: According to article 4 of Decree-Law 26/2003, the participants who have completed their secondary studies out of Macao, need the recognition of MPI's Academic Qualification Recognition Committee before they are eligible to register.)
2. Have passed the admission examination and interview.
3. Have passed the medical examination.

How Do We Listen and Act on Your Feedback? 如何聽取及回應學生的回饋

(1) Weekly office hours are available for consultation and advice; (2) School level and programme level dialogs will be held each semester; (3) Feedback will be collected from students on every course enrolled; (4) Students may reflect their opinions and requests to the Programme Coordinator. Information and opinions from these sources will be channelled back to the School Director and/or Programme Coordinator for meetings to discuss possible solutions and improvements.

Academic Support 教學支援

Other than soliciting student feedback as described above, tutoring and office hours are also used to coach for their academic difficulties. In addition, there are many other student supports: new student orientation; student handbook; English writing clinics on a weekly basis; scholarship opportunities; coaching and training for competition at school and national levels; e-learning platform for communication between teachers and students online; access to e-journal and periodical subscriptions; Wi-Fi enabled campus and self access computer and language labs, etc.

Programme-specific Rules and Facts 課程特定的規則及內容

The programme offers day and evening sessions in parallel mode, the students of the two sessions are free to choose which class they attend each day according to his/her schedule.

Specific Support for Disabled Students 對於殘障學生的特殊支援

Macao Polytechnic Institute has in place an institution-wide policy to ensure that all student needs are taken care of and a supportive and accessible learning environment is maintained. When cases of special needs are notified or identified, special arrangements are made on a case-by-case basis with the joint effort of the programme and several student support services of the Institute, such as the Registry, the Student Affairs Office, the Computer Services Centre, etc. to provide the necessary support.

Links With Employers, Internship Opportunities and Transferable Skills 與僱主關係、實習機會及可轉移技能

The programme has arranged various types of extra-curricular activities to invite professional bodies, professionals and senior level business executives to share their experience to attending students. At the end of each school year, the programme hosts regular meetings with its industrial advisory board to discuss and solicit needs of the businesses, and training opportunities.