## **Liverpool** John Moores University

Title: MARKETING FOR EVENTS

Status: Definitive

Code: **4053TEF** (103779)

Version Start Date: 01-08-2016

Owning School/Faculty: Sports Studies, Leisure and Nutrition Sports Studies, Leisure and Nutrition

Team	Leader
Peter Scott	Υ
Thomas Fletcher	
Drew Li	

Academic Credit Total

Level: FHEQ4 Value: 24 Delivered 49.5

**Hours:** 

Total Private

**Learning** 240 **Study**: 190.5

Hours:

**Delivery Options** 

Course typically offered: Standard Year Long

Component	Contact Hours		
Lecture	24		
Seminar	24		

**Grading Basis:** 40 %

#### **Assessment Details**

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	2000 words equivalent	50	
Exam	AS2	Exam	50	1.5

### Aims

The aim of the module is to give events management students a grounding in marketing theory.

# **Learning Outcomes**

After completing the module the student should be able to:

- 1 To identify the factors that influence the marketing environment.
- 2 To demonstrate knowledge of the marketing process.
- 3 To consider targeting, segmentation and positioning.

### **Learning Outcomes of Assessments**

The assessment item list is assessed via the learning outcomes listed:

Essay 1 2

EXAM 3

## **Outline Syllabus**

To consider what marketing involves and its definitions; marketing and the operating environment; consumer buying behaviour; segmentation, targeting and positioning; products and services and their development and management; price; place; promotion; B2B marketing; strategic marketing; planning and control.

# **Learning Activities**

Lecture, seminars and workshops.

#### **Notes**

This module will address the basic principles of marketing. It will consider the marketing issues relevant to the development of products and services. Students will be able to direct their knowledge towards a product or service category that is relevant to their programme of study. Evidence from this module may contribute to WoW certification.