Liverpool John Moores University

Title: STAGING EVENTS

Status: Definitive

Code: **5068TEF** (103831)

Version Start Date: 01-08-2019

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

Team	Leader
Thomas Fletcher	Υ
Lindsey Gaston	
Drew Li	

Academic Credit Total

Level: FHEQ5 Value: 24 Delivered 60

Hours:

Total Private

Learning 240 Study: 250

Hours:

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours	
Lecture	54	
Placement/Practice	70	
Tutorial	6	

Grading Basis: 40 %

Assessment Details

Category	Short	Description	Weighting	Exam
	Description		(%)	Duration
Presentation	AS1	Group Presentation	20	
Practice	AS2	Group 'Live' Event	40	
Report	AS3	Individual Written Coursework (2,000 words)	40	

Aims

To equip students with the skills needed to plan, prepare, execute and evaluate a live event.

Learning Outcomes

After completing the module the student should be able to:

- Demonstrate knowledge and understanding of strategic event planning and management processes.
- 2 Apply event planning and management theory to a specifically chosen event context.
- 3 Apply the knowledge, skills and techniques needed to evalutate an event.

Learning Outcomes of Assessments

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

Group Presentation 1

Live Event 2

Individual Report 3

Outline Syllabus

Event planning/ project management, Event idea generation, target market & competitor analysis, management of material, Financial and human resources, support services, stakeholder analysis and management, risk management, event marketing and communication, event evaluation.

Learning Activities

The module will be delivered by means of lectures followed by seminars/ workshops and tutorials. Here students will participate in small group work based around material presented in the lectures.

Notes

Students will work in groups to stage their own live event.