Liverpool John Moores University

Title: SOCIOLOGY OF LEISURE AND RECREATION

Status: Definitive

Code: **5528CP** (103571)

Version Start Date: 01-08-2011

Owning School/Faculty: Liverpool Business School Teaching School/Faculty: Dublin Business School

Team	Leader
Alistair Beere	Υ

Academic Credit Total

Level: FHEQ5 Value: 24.00 Delivered 42.00

Hours:

Total Private

Learning 240 Study: 198

Hours:

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	20.000
Tutorial	20.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Exam	AS3	Examination	70.0	2.00
Essay	AS1	Essay	20.0	
Essay	AS2	Presentation	10.0	

Aims

To develop in students insight into the unique and interrelated contributions of leisure and recreation to the development of the individual.

To equip students to examine and learn from the historical contributions and significance of leisure and recreation services in contemporary society.

To provide students with a detailed understanding of the concepts of leisure and recreation, the motivation and values of participants and social factors affecting

leisure.

To build student awareness of the issues and challenges in the field of leisure and recreation and within the associated broader context of the tourism industry. To examine contemporary issues in leisure and recreation today and in the future (e.g. quality of life, healthy living and community).

Learning Outcomes

After completing the module the student should be able to:

- Demonstrate insight into the unique and interrelated contributions of leisure and recreation to individual development.
- 2 Display detailed knowledge of current leisure and recreation concepts, challenges and opportunities and their role in contemporary society.
- Demonstrate a clear understanding of the personal leisure perspectives; motivation, values, age group and ethnic factors that influence leisure and recreation.
- Display skills of initiative and creativity in appropriate leisure and recreation contexts.
- Work effectively in teams while developing their interpersonal skills.

Learning Outcomes of Assessments

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

Exam 1 2 3 4 5
Essay 2 3 4
Presentation 5

Outline Syllabus

The Scope of Leisure & Recreation
Need for Ethics in Recreation and Leisure
Leisure & Recreation in the Modern Era
Personal Leisure Perspectives: Motivations, Values and Age Group factors
Social Functions of Community Recreation
Tourism, Leisure and Recreation
Sport as a Major Leisure-Service Component
The Future of Leisure & Recreation

Learning Activities

Lectures and tutorials.

References

Course Material	Book
Author	McLean, D, Hurd, A and Roger, N
Publishing Year	2005
Title	Kraus' Recreation and Leisure in Modern Society
Subtitle	
Edition	7th edition
Publisher	Sudbury, Massachusetts: Jones and Bartlett
ISBN	

Course Material	Book
Author	Cordes, K and Ibrahim
Publishing Year	2002
Title	Applications in Recreation & Leisure
Subtitle	
Edition	
Publisher	McGraw-Hill Professional
ISBN	

Course Material	Book
Author	Bull, C, Hoose, J and Weed, M
Publishing Year	2002
Title	An Introduction to Leisure Studies
Subtitle	
Edition	
Publisher	London: Pearson Education
ISBN	

Course Material	Book
Author	Abrams, J and Wolsey, C
Publishing Year	2001
Title	Understanding the Leisure and Sport Industry
Subtitle	
Edition	
Publisher	London: Pearson Education
ISBN	

Course Material	Book
Author	Journal of Leisure Research
Publishing Year	0
Title	
Subtitle	
Edition	
Publisher	
ISBN	

Course Material	Book
Author	World Leisure Journal

Publishing Year	0
Title	
Subtitle	
Edition	
Publisher	
ISBN	

Course Material	Book
Author	Hospitality, Leisure & Tourism Journal
Publishing Year	0
Title	
Subtitle	
Edition	
Publisher	
ISBN	

Notes

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