

Liverpool John Moores University

Title: EVENT IMPACTS
Status: Definitive
Code: **6059TEF** (103873)
Version Start Date: 01-08-2019

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

Team	Leader
Nick Wise	Y
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Academic Level: FHEQ6 **Credit Value:** 24 **Total Delivered Hours:** 48
Total Learning Hours: 240 **Private Study:** 192

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	24
Workshop	24

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	AS1	Individual Presentation	40	
Report	AS2	Report	60	

Aims

To equip students with knowledge and understanding of event impacts and related theoretical perspectives and how these impacts may be assessed and managed.

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate critical awareness of the impacts and legacies of events
- 2 Appreciate theoretical perspectives of event impacts and legacies and to apply these to a chosen event context
- 3 Demonstrate knowledge and critical understanding of how event impacts and legacies can be measured, analysed and effectively managed in order to maximise the positive and minimise the potential negative consequences of staging events.

Learning Outcomes of Assessments

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

Individual Presentation	1	2
Report	3	

Outline Syllabus

Event impacts and legacies, stakeholder analysis, impact assessment, recovery and regeneration strategies.

Learning Activities

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

Notes

Evidence from this module may contribute to WoW certification.