

Liverpool John Moores University

Title: Sport Business in Practice 3
Status: Definitive
Code: **6205SSLN** (122523)
Version Start Date: 01-08-2021

Owning School/Faculty: Business and Management
Teaching School/Faculty: Business and Management

Team	Leader
Louise Williams	Y
Track Dinning	

Academic Level: FHEQ6 **Credit Value:** 20 **Total Delivered Hours:** 121
Total Learning Hours: 200 **Private Study:** 79

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Placement	100
Seminar	10
Tutorial	1
Workshop	10

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	AS 1	Presentation (15 mins)	30	
Portfolio	AS 2	Portfolio (2500 word equivalent)	70	

Aims

This module will support students in developing their employability and entrepreneurship skills. It is designed to provide students with an opportunity to respond to an employer's 'live' brief that will address a contemporary issue facing the current sport business industry that their host belongs to.

The module has a strong focus on independent work. This work must be original and cannot be a duplication of Sport Business in Practice 2. The student will be expected to produce a professional end product for the host organisation.

Learning Outcomes

After completing the module the student should be able to:

- 1 Develop and select project and personal outcomes relevant to the sport business sector and their own graduate development needs.
- 2 Critically evaluate and synthesise a range of information and developments to produce an overall report.
- 3 Present a professional end product.

Learning Outcomes of Assessments

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

Presentation	1	2	3
Portfolio	1	2	3

Outline Syllabus

*Project identification
Writing SMART project objectives
Reflection analysis
Project management
Reflection*

Learning Activities

This module requires the student to undertake a minimum of 100 hours of work in developing solutions to a 'live' brief.

This module requires the student to undertake a minimum of 100 hours on their project. The allocation of the 100 hours will be dependent on the agreed plan for completing their proposed solution for the host.

Notes

This module will showcase the student's ability to manage their own learning and development.