Tamkang University Academic Year 111, 2nd Semester Course Syllabus

Course Title	TOURISM RESOURCE MANAGEMENT	Instructor	CHI, SHAN JU
Course Class	TRBXB2P DEPARTMENT OF INTERNATIONAL TOURISM MANAGEMENT (ENGLISH-TAUGHT PROGRAM), 2P	Details	General CourseSelectiveOne Semester
Relevance to SDGs	SDG4 Quality education		

Departmental Aim of Education

To develop talented managers with international competitive advantage in the tourism industry.

Subject Departmental core competences

- A. Ability to analyze and solve problems.(ratio:30.00)
- B. Ability to communicate in English.(ratio:10.00)
- C. Proper service and work attitude.(ratio:30.00)
- D. Tourism management knowledge.(ratio:10.00)
- E. Tourism management skills.(ratio:20.00)

Subject Schoolwide essential virtues

- 1. A global perspective. (ratio:30.00)
- 2. Information literacy. (ratio:10.00)
- 3. A vision for the future. (ratio:10.00)
- 4. Moral integrity. (ratio:10.00)
- 5. Independent thinking. (ratio:10.00)
- 6. A cheerful attitude and healthy lifestyle. (ratio:10.00)
- 7. A spirit of teamwork and dedication. (ratio:10.00)
- 8. A sense of aesthetic appreciation. (ratio:10.00)

Ir	Course ntroduction	resource practice	ces to students. The the	g tourism resources and management of oretical knowledge will be supported by s, in-class activities, group discussion, and	real	
	The	correspo		course's instructional objectives and the depoychomotor objectives.	cognitive, affective,	
				ng the cognitive, affective and psychomo	tor	
II.	the Affective : Em mo Psychomotor	course's phasis uporals, attitu	veracity, conception, pr on the study of various ude, conviction, values, of is upon the study of the	is kinds of knowledge in the cognition of cocedures, outcomes, etc. kinds of knowledge in the course's appearetc. e course's physical activity and technical	al,	
No.			Teaching Ob	ojectives	objective methods	
1	to introduce	troduce types of tourism resources Co			Cognitive	
2	to introduce	how to m	nanage tourism resourc	Cognitive		
3	·	to experience real practice in tourism resources management Cognitive through an 18-hour service learning				
	The	correspond	lences of teaching objectives	: core competences, essential virtues, teaching m	ethods, and assessment	
No.	Core Compe	etences	Essential Virtues	Teaching Methods	Assessment	
1	ABD		12345	Lecture, service learning	Discussion(including classroom and online), Report(including oral and written), Activity Participation, service learning	
2	ABCDE		12345	Lecture, Discussion, Experience,	Discussion(including	

service learning

classroom and online),

written), Activity Participation, service

learning

Report(including oral and

3	ABCDE		12345678	Discussion, Experience, service learning	Discussion(including classroom and online), Report(including oral and written), Activity Participation, service learning		
	1			Course Schedule			
Week	Date		C	Note			
1	112/02/13 ~ 112/02/19	Course Introduction					
2	112/02/20 ~ 112/02/26	Introduction to Tourism Reseources					
3	112/02/27 ~ 112/03/05	Puzzle Game Workshop (8 hours) take place on March 4					
4	112/03/06 ~ 112/03/12	Puzzle Game Workshop (8 hours) take place on March 11)					
5	112/03/13 ~ 112/03/19	Game and	Game and Tourism (Gamification in Tourism)				
6	112/03/20 ~ 112/03/26	Puzzle Gar	Puzzle Game Workshop on March 4				
7	112/03/27 ~ 112/04/02	Experience on 'Puzzle Games' (Field Trip) Field Trip on April 1					
8	112/04/03 ~ 112/04/09	Puzzle Game Workshop on March 11					
9	112/04/10 ~ 112/04/16	Destination Competitiveness Model					
10	112/04/17 ~ 112/04/23	Midterm Exam Week					
11	112/04/24 ~ 112/04/30	Puzzle Game Workshop on April 15					
12	112/05/01 ~ 112/05/07	Puzzle Game Workshop on April 15					
13	112/05/08 ~ 112/05/14	Tourist Management and Crisis Management 1					
14	112/05/15 ~ 112/05/21	Tourist Management and Crisis Management 2					
15	112/05/22 ~ 112/05/28	PBL activity	/	Service Learning			
16	112/05/29 ~ 112/06/04	Destination Management and Destination Marketing			Service Learning		
17	112/06/05 ~ 112/06/11	Puzzle Game Wrap-up Presentations					
18	112/06/12 ~ 112/06/18	Final Exam	Week				
Requirement		This course is funded by MOE and there will be many activities taking place on weekends, including puzzle game workshop (3 weekends) and service learning on puzzle game realization (2 weeks). If you can not participate these activities, please do not take this course. The workshop will take place on March 4, 11 and April 15. The service learning will take place on both May 27-28 and June 3-4.					

Teaching Facility	Computer, Projector		
Textbooks and Teaching Materials			
References			
Number of Assignment(s)	5 (Filled in by assignment instructor only)		
Grading Policy	 ◆ Attendance: 20.0 % ◆ Mark of Usual: 10.0 % ◆ Midterm Exam: 20.0 % ◆ Final Exam: 20.0 % ◆ Other ⟨assignments⟩: 30.0 % 		
Note	This syllabus may be uploaded at the website of Course Syllabus Management System at http://info.ais.tku.edu.tw/csp or through the link of Course Syllabus Upload posted on the home page of TKU Office of Academic Affairs at http://www.acad.tku.edu.tw/CS/main.php . ** Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.		

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