SUBJECT DETAILS

SUBJECT CODE       HTE603
SUBJECT NAME       Gaming Operations
STUDY LEVEL        Year 2
LOCATION           Melbourne
CREDIT POINTS      6
PREREQUISITES      Nil

SUBJECT DESCRIPTION

Gaming as both a recreational and business activity is a key part of the tourism and hospitality sector. Gaming has a global reach with social, ethical, political and economic outcomes for local, state, national and transnational markets. This subject provides students with an understanding of the importance of gaming, its characteristics and relationships within a tourism and hospitality context, and its role as a leading employer within the sector. Students will also investigate different types of gaming activities, such as gaming and wagering across different tourism and hospitality operations and their social, ethical, political and economic implications.

On successfully completing this subject, the student will be able to:
1. Identify and investigate the structure, mechanics, governance and operations of the gaming industry
2. Review and analyse academic and current literature on the economic, ethical, social and cultural implications of gaming
3. Report on the history, development and future direction of gaming
4. Demonstrate an understanding of local and global perspectives that show the relationship between tourism and gaming

SUBJECT ASSESSMENT

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<tr>
<th>TYPE</th>
<th>COMMENTS</th>
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<tr>
<td>Quizzes</td>
<td>Subject and site visit content quizzes</td>
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<td>Report</td>
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<tr>
<td>Essay</td>
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SUBJECT COORDINATOR

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