

COURSE TITLE AND NUMBER: Intro Gaming

North Central **Michigan College**

NCMC MASTER COURSE SYLLABUS

Last Date Revised 12/2/2003

DIVISION/AREA: Business and Technology

DEPARTMENT:

DIVISION DIRECTOR: Robert J. Marsh, Ph.D.

ORIGINATOR: Jack Salem

DEAN OF INSTRUCTION: Timothy Dykstra, Ph.D.

TOTAL HOURS OF INSTRUCTION: 3 LECTURE: 3 LAB: 0 TOTAL CONTACT HOURS: 52.8

COURSE NUMBER: HTM 140

CREDIT HOURS: 3

COURSE TITLE: Introduction to Gaming Management

TRANSFERABLE YES: X NO: TO: Ferris State University (hospitality credit)

PREREQUISITE(S)/COREQUISITE(S)/ADVISORY: None

CATALOG DESCRIPTION:

An introduction to the field of Gaming and Entertainment Management and Hospitality Services. This course is designed for introductory students with career interest in these fields.. Course topics include a survey of the gaming business in the world, with emphasis upon the U.S gaming industry, as well as the relationships between gaming and the other hospitality segments. Practical application of the material is emphasized.

GENERAL EDUCATION OUTCOMES:

- Think critically and analytically
 - Independently acquire knowledge
 - Select and use mathematical tools for problem solving and decision making
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COURSE OBJECTIVES & OUTCOMES:

At the successful completion of the course, students will:

1. Demonstrate an understanding of the history and evolution of the gaming industry in the U.S. and world.
2. Demonstrate an understanding of the composition and components of the gaming industry.

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3. Demonstrate an understanding of the relationships between gaming and the wider hospitality industry.
 4. Gain an understanding of the career opportunities in the Gaming Management and Entertainment sector and be able to evaluate their interest and aptitude for such careers.
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METHODS OF INSTRUCTION:

A combination of lectures, overhead transparencies, audio-visual slides and videos, video case studies, in-class exercises, and critical thinking scenarios will be utilized in this course.

METHODS OF EVALUATION:

Exams, quizzes, projects, review of related material
Class attitude and participation/attendance

REQUIRED TEXTS: None

OPTIONAL SUPPLEMENTARY MATERIALS: Instructor supplied

Reasonable accommodations may be provided for students with documented physical, sensory, cognitive, systemic, and/or psychiatric disabilities. Please contact the Education Opportunity Program (EOP) at (231) 348-6687 to arrange services for this course.

TIME ALLOWANCE AND SEQUENCE OF INSTRUCTION:

Week 1	History of Gaming, Gaming in the World Today
Week 2	Gaming in the United States Today and Tomorrow
Week 3	Rules of Table Games
Week 4	Casino Organizational Charts
Week 5	Gaming Terminology
Week 6	Review of Pit Games
Week 7	Review of Keno and Poker
Week 8	Review of Race and Sports Book
Week 9	Review of Slot Machine Operations
Week 10	Security & Surveillance
Week 11	Relationship Between Gaming & Hotel Operations
Week 12	Relationship Between Gaming & Food and Beverage Services
Week 13	Marketing Gaming Operations
Week 14	Native American Gaming
Week 15	Protection of Table Games, Casino "Comps"
Week 16	Exams

APPROVED FOR ADOPTION BY THE CRD/AP COMMITTEE ON **12/10/03**