朝陽科技大學 097學年度第1學期教學大綱 leisure programming 休閒活動設計與規劃

當期課號	3270	Course Number	3270
授課教師	簡鴻檳	Instructor	CHIEN,HUNG PIN
中文課名	休閒活動設計與規劃	Course Name	leisure programming
開課單位	休閒事業管理系(四進)二A	Department	
修習別	選修	Required/Elective	Elective
學分數	3	Credits	3
課程目標	透過議題討論,參訪,及實際地參與活動企劃,學習活動設計與評估之基本理念與應用,培養學生對於休閒活動設計之能力。	Objectives	Developing a Program Pricing Philosophy Determining Program Costs Pricing Program Services.
教材	陳惠美等譯,(2003),活動企 劃:企劃原理與構想發展(Rossman, J.R., & Schlatter, B.E.原著),品度股 份有限公司	Teaching Materials	Rossman, J.R., & Schlatter, B.E. (2000), Recreation programming: designing leisure experiences (3rd Edition). Champaign, IL: Sagamore Publishing.
成績評量方式	出席與參與: (40%) 休閒活動設計規劃與執行(30%) 學習心得回饋報告及校外教學心得報 告(30%)	Grading	attendance and participation: (40%) leisure activities project (30%) learning reflection reports (30%)
教師網頁	-		
教學內容	第二章章 章章 章章 學等十八九十十一章 第二十一章 章章 學等十八九十十一章 第二章章 章章 章章 學等十八九十十一章 第二章章 章章 章章 學等十八九十十一章 第二十二十二十十十二十十十十十十十十十十十十十十十十十十十十十十十十十十十十	Syllabus	chapter 1: basic programming concepts chapter 2: how individuals experience leisure chapter 3: six key elements of a situated activity system chapter 4: benefits-based programming chapter 5: developing leisure service products chapter 6: using goal and objective technology in program development chapter 7: developing the agency's programming mission chapter 8: writing program management goals chapter 9: obtaining client input chapter 10: program design chapter 11: creative programming chapter 12: preparing the program plan chapter 13: techniques for program promotion chapter 14: registration procedure chapter 15: staffing and supervising program operation chapter 16: developing a program pricing philosophy chapter 17: determining program costs chapter 18: pricing program evaluation techniques chapter 20: five program evaluation models chapter 21: making decisions about program services