



Mapping of Graduate Attributes to Programme Objectives & Courses

School of
Business

Bachelor of Business Administration in Gaming and Recreation Management

Programme Objectives	Graduate Attributes						
	Knowledge Base	Application	Creativity	Acquisitions	Communication	Team Work	Ethical
1. Communicate professionally and effectively with various levels of organizational leadership, customers, and team members in a variety of formats to include oral, visual, and written.	√	√			√		
2. Demonstrate team problem solving tools, quality management for service organization, and a clear sense of what is required to build effective teams in the hospitality and gaming industry.	√		√		√	√	
3. Define and apply a professional role in effectively organising, planning and controlling physical and financial resources, motivating human resources, and rendering customer-driven service quality delivery within gaming and recreation industry.	√	√	√	√		√	
4. Apply current hospitality and casino management guest service concepts and customer loyalty strategies recognized as industry standards.	√	√		√			√
5. Utilize information and knowledge resources to maximize workplace learning, problem solving, and decision-making.	√	√					

6. Employ the major components of security and surveillance methods to include game protection, asset protection, and fair gaming procedures.	✓	✓				✓	
7. Synthesize the changing social, cultural, financial, eco-political, legal environment in Macao and globally, and advances in gaming studies into organizational strategy and operations.	✓	✓	✓	✓		✓	

Year 1	Course	Graduate Attributes						
		Knowledge Base	Application	Creativity	Acquisitions	Communication	Team Work	Ethical
Sem 1	Casino Table Game I	√	√			√		√
	Psychology	√	√		√			√
	Microeconomics	√	√		√			
	College Mathematics	√	√					
	Introduction to Gambling Industry	√	√		√			√
	English I	√	√		√	√		√
Sem 2	Business Software Applications	√	√		√		√	
	Sociology	√	√					√
	Macroeconomics	√	√					
	Casino Table Game II	√	√			√		√
	Statistics	√	√					
	English II		√		√	√		√
Year 2	Course	Graduate Attributes						
		Knowledge Base	Application	Creativity	Acquisitions	Communication	Team Work	Ethical
Sem 1	Financial Accounting	√	√		√			√
	Chinese Writing	√	√			√		
	Business Communication and Public Relations	√	√			√		√
	Marketing	√	√			√	√	√
	Casino Mathematics	√	√		√		√	
	English III		√		√	√		√
Sem 2	Introduction to Management	√	√		√	√		√
	Gaming Technology	√	√		√			√
	Management Accounting	√	√			√		√
	Organizational Behavior	√	√			√		√
	Table Game Management	√	√		√		√	
	English IV	√	√			√		√

Year 3	Course	Graduate Attributes						
		Knowledge Base	Application	Creativity	Acquisitions	Communication	Team Work	Ethical
Sem 1	Financial Management	√	√		√			√
	Management Research Methods	√	√		√			
	Slot Management I	√			√	√		
	Legal Environment of Business in Macao	√	√		√	√		√
	Service Marketing & Management	√	√	√	√	√		√
	English V	√	√			√		√
Sem 2	Slot Management II	√			√	√		
	Human Resources Management	√	√			√	√	√
	Gambling Laws	√	√		√			
	Casino Equipment Management	√	√	√	√			√
	English VI	√	√			√	√	√
	Internship	√	√	√	√	√	√	√
Year 4	Course	Graduate Attributes						
		Knowledge Base	Application	Creativity	Acquisitions	Communication	Team Work	Ethical
Sem 1	Gaming & Recreation Management Seminars	√	√	√	√			√
	Graduate Project I	√	√	√	√	√		
	Social and Economic Impacts of Gambling Industry	√			√	√	√	√
	Recreation Management I	√	√	√		√		
	Responsible Gambling	√	√	√				√
	English VII	√	√			√	√	√
Sem 2	Leisure and Gambling Psychology	√	√			√		√
	Strategic Management of Gambling Companies	√	√	√		√	√	√
	Recreation Management II	√	√			√		
	Graduation Research Project II	√	√	√	√	√		
	Critical Thinking	√	√		√	√		√
	English VIII	√	√			√	√	√