

Level: Master in Tourism			
Course title: Biology and classification of game (MT212)			
Status: Elective for the module of Hunting Tourism			
ECTS: 6			
Requirements: None			
Learning objectives Classification of all types of game from a scientific point of view. More detailed study of biology and ecology of the most important game species for hunting and conditions for their survival in the modern biocenosis.			
Learning outcomes Students will acquire the necessary basic knowledge of biology and ecology of the wildlife that they will actually meet on the hunting grounds. The knowledge should contribute to obtaining valuable trophies, which is the main objective of breeding the big game. On the other hand, the objective set for the small game is to increase their number. Both of these goals contribute to domestic and international hunting tourism. This subject gives students the basic knowledge of the game in a broader and more comprehensive way.			
Syllabus <i>Theoretical instruction:</i> Basic features of feathered and furry game, classification of the game (especially from a scientific point of view, but also from the legal aspects in accordance with the rules considering the closed season for hunting game), basis of ecology and biology of the most important types of feathered and furry game. <i>Practical instruction:</i> Practice, other forms of teaching, research study during the visits to farms that production of the big and small game.			
Weekly teaching load 4 (60)			Other: 0
Lectures: 2	Exercises: 2	Other forms of teaching: 0	Student research: 0