Level: master	
Course title: Geographic information technology in hunting tourism	
Status: obligatory	
ECTS: 6	
Requirements: none	

Learning objectives

Introducing students to the importance and application of geographic information systems (GIS) and other information technologies in hunting tourism. Highlighting the advantages of these technologies, saving time and costs, as well as the simplification of solving problems in the hunting tourism and hunting, which are eligible for the application of these technologies.

Learning outcomes

Training students to use GIS, GPS and other technologies in the field of hunting tourism and hunting management, which include software package ArcGIS for analyzing the game habitat conditions, such as vegetation, hydrography, relief, climate, urbanization, social pressure on hunting, as well as other factors that affect on hunting.

Syllabus

Theoretical instruction

Basic principles of geographic information systems (GIS). Global positioning system (GPS). Remote sensing. Importance of geographic information technologies in the field of hunting tourism. Map projections and coordinate systems. Vector and raster data models. Input, processing, displaying, and analyzing research data. Mapping hunting grounds. GIS models and modelling. Analyse of hunting tourism demand and offer, as well as total hunting tourism product. Internet options in the field hunting tourism business.

Practical instruction

Training students to use the ArcGIS software package in the field of hunting tourism, which is reflected in the practical work on the computer. Analysis of these issues through specific examples including the work in this program.

Weekly teaching load		**4(60)**		Other:
Lectures: 2	Exercises: 2	Other forms of teaching:	Student research:	