

Level: Bachelor				
Course title: Phenomenology of game (T351)				
Status: Obligatory				
ECTS: 6				
Requirements: No requirements				
Learning objectives To learn about the biology and ecological characteristics of individual species of wildlife that are important for hunting and the conditions for their survival in the modern biocenosis. The aim of the course is to acquire the necessary knowledge for specialized subjects, cultivation, breeding of wildlife, food, hunting and planning, and other areas that will be used in the module of Hunting Tourism.				
Learning outcomes Students acquire the necessary basic knowledge of biology and ecology of the game which is needed for all other specialized subjects related to the subject of hunting tourism. The course provides basic knowledge of the game in a broader and more comprehensive way.				
Syllabus <i>Theoretical instruction consists of the following lessons: basic features of feathered and furry game, sorting game (scientific, principal and hunting division), basis of ecology, and biology of the most important types of feathered and furry animals.</i> <i>Practical instruction</i> <i>Practice, Other forms of teaching, Research study. Visits to zoos and zooparks, visit to the Provincial Institute for Nature protection-introduction to the stuffed animals, visit the falconers, participation in counting of wildlife on hunting grounds, visiting the canine exhibitions and events and other activities.</i>				
Weekly teaching load 4 (60)				Other: 0
Lectures: 2	Exercises: 2	Other forms of teaching: 0	Student research: 0	