BS in RECREATION MANAGEMENT: Experience Management Emphasis (664521) Map Sheet
Department of Recreation Management
For students entering the degree program during the 2012–2013 curricular year.

<table>
<thead>
<tr>
<th>UNIVERSITY CORE AND GRADUATION REQUIREMENTS</th>
<th>PROGRAM REQUIREMENTS (64.0 total hours)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>UNIVERSITY CORE REQUIREMENTS</strong></td>
<td><strong>PROGRAM REQUIREMENTS</strong></td>
</tr>
<tr>
<td>Requirements</td>
<td>Classes</td>
</tr>
<tr>
<td>#Classes</td>
<td>Hours</td>
</tr>
<tr>
<td><strong>DOCTRINAL FOUNDATION</strong></td>
<td></td>
</tr>
<tr>
<td>Book of Mormon</td>
<td>2</td>
</tr>
<tr>
<td>New Testament</td>
<td>1</td>
</tr>
<tr>
<td>Doctrine and Covenants</td>
<td>1</td>
</tr>
<tr>
<td><strong>THE INDIVIDUAL AND SOCIETY</strong></td>
<td>Classes</td>
</tr>
<tr>
<td>American Heritage</td>
<td>1–2</td>
</tr>
<tr>
<td>Global &amp; Cultural Awareness</td>
<td>1</td>
</tr>
<tr>
<td><strong>SKILLS</strong></td>
<td></td>
</tr>
<tr>
<td>First-Year Writing</td>
<td>1</td>
</tr>
<tr>
<td>Advanced Oral Communication</td>
<td>1</td>
</tr>
<tr>
<td>Quantitative Reasoning</td>
<td>0–1</td>
</tr>
<tr>
<td>Languages of Learning (Math or Language)</td>
<td>1–4</td>
</tr>
<tr>
<td><strong>ARTS, LETTERS, AND SCIENCES</strong></td>
<td></td>
</tr>
<tr>
<td>Civilization 1 and 2</td>
<td>2</td>
</tr>
<tr>
<td>Art</td>
<td>1</td>
</tr>
<tr>
<td>Letters</td>
<td>1</td>
</tr>
<tr>
<td>Biological Science</td>
<td>1</td>
</tr>
<tr>
<td>Physical Science</td>
<td>1–2</td>
</tr>
<tr>
<td>Social Science</td>
<td>1</td>
</tr>
<tr>
<td><strong>CORE ENRICHMENT: ELECTIVES</strong></td>
<td></td>
</tr>
<tr>
<td>Religion Electives</td>
<td>3–4</td>
</tr>
<tr>
<td>Open Electives</td>
<td>Variable</td>
</tr>
<tr>
<td><strong>GRADUATION REQUIREMENTS:</strong></td>
<td></td>
</tr>
<tr>
<td>Minimum residence hours required</td>
<td>30.0</td>
</tr>
<tr>
<td>Minimum hours needed to graduate</td>
<td>120.0</td>
</tr>
</tbody>
</table>

1. Complete the following prerequisite management requirements:
   - Acc 200 Principles of Accounting 3.0
   - Bus M 201 Financial Management 3.0
   - Bus M 241 Marketing Management 3.0
   - Econ 110 Economic Principles & Problems 3.0
   - I Sys 100 Computer Spreadsheet Skills 0.5
   - I Sys 102 Business Analysis Using Spreadsheets 0.5
   - RecM 300 Creating a Good Life Through Rec. 3.0

2. Complete the following Recreation Management Core courses:
   - RecM 404 Principles of Recreation Management 3.0
   - RecM 420 Event and Experience Management 3.0
   - RecM 430 Venue Management 3.0
   - RecM 486 Risk Management in Recreation 3.0
   - RecM 487 Evaluation for Recreation Managers 3.0
   - RecM 489 Senior Capstone 3.0
   - RecM 496R Senior Internship 0.5V

   Note: 3 hours of RecM 496R are required.

3. Complete the following Management Core courses:
   - Bus M 361 Intro to Supply Chain and Operations 3.0
   - Bus M 390 Ethics for Management 3.0
   - I Sys 201 Intro to Management Info Systems 3.0
   - ManEc 387 Economics of Strategy 3.0
   - M Com 320* Communication in Organizational Settings 3.0
   - Org B 321 Organizational Effectiveness 3.0

4. Complete one of the following tracks:
   A. Complete 9 hours from the following:
      - Bus M 372 Basic Entrepreneurship Skills 3.0
      - Comms 235 Introduction to Public Relations 3.0
      - FPM 110 Fundamentals of Facility & Property Mgmt. 3.0
      - RecM 330 Hospitality Management 3.0
      - RecM 435 Advanced Venue Management 3.0
      - RecM 489 Careers in Recreation 1.0
      - RecM 497R Special Topics and Research 0.5V

   B. Complete 9 hours from the following:
      - RecM 223R Outdoor Skills Leadership 2.0
      - RecM 301 Family Recreation 3.0
      - RecM 306 Introduction to Nonprofit Organizations 3.0
      - RecM 344 Youth Development 3.0
      - RecM 421 Experiential and Outdoor Education 3.0
      - RecM 489 Careers in Recreation 1.0
      - RecM 497R Special Topics and Research 0.5V

   Note: Only one registration of RecM 223R can be counted toward graduation requirements.

*THESE COURSES FILL GENERAL EDUCATION AND PROGRAM REQUIREMENTS (3.0 hours overlap)
### Suggested Sequence of Courses:

**FRESHMAN YEAR**

1st Semester  
- First-year Writing or A Htg 100  3.0  
- I Sys 100  0.5  
- I Sys 102  0.5  
- Math 110, if needed  3.0  
- Rel A 121 (FWSpSu)  2.0  
- General Education courses  6.0  
**Total Hours**  15.0

2nd Semester  
- A Htg 100 or First-year Writing  3.0  
- Bus M 241  3.0  
- RecM 300  3.0  
- RelA 122 (FWSpSu)  2.0  
- General Education courses  4.0  
**Total Hours**  15.0

**SOPHOMORE YEAR**

3rd Semester  
- Bus M 201  3.0  
- Acc 200  3.0  
- RelA 211 or 212 (FWSpSu)  2.0  
- General Education courses  6.0  
**Total Hours**  14.0

4th Semester  
- Econ 110  3.0  
- I Sys 201  3.0  
- M Com 320  3.0  
- Rel C 324 or 325 (FWSpSu)  2.0  
- General Education courses  3.0  
**Total Hours**  14.0

**JUNIOR YEAR**

5th Semester  
- RecM 404  3.0  
- RecM 420  3.0  
- RecM 430  3.0  
- General education courses  6.0  
**Total Hours**  15.0

6th Semester  
- Bus M 361  3.0  
- Bus M 390  3.0  
- ManEc 387  3.0  
- Org B 321  3.0  
- General Education courses  3.0  
**Total Hours**  15.0

**SENIOR YEAR**

7th Semester  
- RecM 486  3.0  
- RecM 487  3.0  
- RecM 490  3.0  
- Religion elective  2.0  
- General Education courses  3.0  
**Total Hours**  14.0

8th Semester  
- Emphasis requirements  9.0  
- Religion elective  2.0  
- General Education courses  4.0  
**Total Hours**  15.0

**Spring or Summer Term**  
- **RecM 496R**  3.0  
**Total Hours**  3.0

**THE DISCIPLINE:**  
The Experience Management emphasis is comprised of a 21-credit EM core and two specialization tracks: Venue and Event Management, and Youth and Community Development. Majors will select one of these tracks and complete a minimum of 9-credit hours in the chosen track.

**Venue and Event Management:** Venue and event management applies leadership and management expertise as well as experience staging skills to recreation activities and events. Venues are the locale in which recreation experiences and events occur.

**Youth and Community Development:** The focus of the youth and community development track is studying the environmental, societal, and psychological influences recreation experiences can have on communities and their citizens across the lifespan. Effective recreation experiences are intentionally designed to foster positive community environments and citizen interactions as well as contribute to positive youth development.

**CAREER OPPORTUNITIES:**
The Experience Management emphasis prepares students to provide recreation experiences to diverse populations and manage a variety of recreation venues: public, private, or nonprofit. Varied career opportunities exist and include planning corporate and community events and festivals; managing community recreation venues (e.g., pools, sports fields, ice sheets); directing youth sports; managing departments within sporting arenas, conference centers, expo centers, performing arts facilities; directing youth-serving agencies; and directing and managing military recreation programs and venues.

---

Please check with departments for current availability of all courses.

Note: Students are encouraged to complete an average of 15 credit hours each semester or 30 credit hours each year, which could include spring and/or summer terms. Taking fewer credits substantially increases the cost and the number of semesters to graduate.