

CURRICULUM STANDARD

Effective Term
Fall 2004
[2004*03]

Curriculum Program Title

Gaming Management

Code

A25250

Concentration

(not applicable)

Curriculum Description

The Gaming Management curriculum prepares individuals to understand and apply the administrative and practical skills needed for supervisory and administrative positions in the gaming industry.

Coursework includes gaming operations, guest relations and customer service, gaming facility management, marketing, gaming law and regulations, personnel administration, accounting and controls, security and surveillance, social issues in gaming, and other areas critical to the success of gaming industry professionals.

Graduates should qualify for supervisory or entry-level management positions, gaming operations, marketing, finance, food and beverage, and facilities coordination.

*Curriculum Requirements**

- I. General Education.** Degree programs must contain a minimum of 15 semester hours including at least one course from each of the following areas: humanities/fine arts, social/behavioral sciences, and natural sciences/mathematics. Degree programs must contain a minimum of 6 semester hours of communications. Diploma programs must contain a minimum of 6 semester hours of general education; 3 semester hours must be in communications. General education is optional in certificate programs.
- II. Major Hours.** AAS, diploma, and certificate programs must include courses which offer specific job knowledge and skills. Work experience, including cooperative education, practicums, and internships, may be included in associate in applied science degrees up to a maximum of 8 semester hours of credit; in diploma programs up to a maximum of 4 semester hours of credit; and in certificate programs up to a maximum of 2 semester hours of credit. (*See second page for additional information.*)
- III. Other Required Hours.** A college may include courses to meet graduation or local employer requirements in a certificate, diploma, or associate in applied science program. These curriculum courses shall be selected from the Combined Course Library and must be approved by the System Office prior to implementation. Restricted, unique, or free elective courses may not be included as other required hours.

	AAS	Diploma	Certificate
Minimum General Education Hours	15	6	0
Minimum Major Hours	49	30	12
Other Required Hours	0-7	0-4	0-1
Total Semester Hours Credit in Program	64-76	36-48	12-18

*Within the degree program, the institution shall include opportunities for the achievement of competence in reading, writing, oral communication, fundamental mathematical skills, and basic use of computers.

Major Hours

- A. Core.** The subject/course core is comprised of subject areas and/or specific courses which are required for each curriculum program. A diploma program offered under an approved AAS program standard or a certificate which is the highest credential level awarded under an approved AAS program standard must include a minimum of 12 semester hours credit derived from the subject/course core of the AAS program.
- B. Concentration** (if applicable). A concentration of study must include a minimum of 12 semester hours credit from required subjects and/or courses. The majority of the course credit hours are unique to the concentration. The required subjects and/or courses that make up the concentration of study are in addition to the required subject/course core.
- C. Other Major Hours.** Other major hours must be selected from prefixes listed on the curriculum standard. A maximum of 9 semester hours of credit may be selected from any prefix listed, with the exception of prefixes listed in the core or concentration. Work experience, including cooperative education, practicums, and internships, may be included in associate in applied science degrees up to a maximum of 8 semester hours of credit; in diploma programs up to a maximum of 4 semester hours of credit; and in certificate programs up to a maximum of 2 semester hours of credit.

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	AAS	Diploma	Certificate
Minimum Major Hours Required	49 SHC	30 SHC	12 SHC
A. CORE <i>Courses required for the diploma are designated with an *</i> Required Courses: GAM 110 Intro to Gaming Industry* 3 SHC GAM 160 Gaming Facility Mgmt* 3 SHC GAM 170 Survey of Casino Games* 3 SHC GAM 210 Social Issues in Gaming* 3 SHC GAM 240 Gaming Law & Regulations* 3 SHC GAM 260 Acct for Gaming Industry 3 SHC GAM 280 Current Issues in Gaming Mgmt 3 SHC HRM 122 Casino Gaming/Mgmt* 3 SHC	24 SHC		
B. CONCENTRATION (Not applicable)			
C. OTHER MAJOR HOURS <i>To be selected from the following prefixes:</i> ACC, BUS, CIS, COE, CSC, CUL, ECM, GAM, HRM, INT, MKT, OST, SPA, TAT <i>Foreign language courses (including ASL) that are not designated as approved other major hours may be included in all programs up to a maximum of 3 semester hours of credit.</i>			