

COURSE OUTLINE: SPT203 - SPORT AND EVENT MKTG

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Approved: Sherri Smith, Chair, Natural Environment, Business, Design and Culinary

Course Code: Title	SPT203: SPORT AND EVENT MARKETING		
Program Number: Name	2073: SPORTS ADMIN.		
Department:	BUSINESS/ACCOUNTING PROGRAMS		
Academic Year:	2022-2023		
Course Description:	In this introductory course, students will be introduced to marketing principles, concepts and strategies used in sporting events. The focus will primarily be on the exciting and complicated business of sport and recreation, and will cover concepts such as sport market research, marketing mix, consumer and fan demand, and the impact of varying marketing strategies. Students will develop an effective sports marketing plan.		
Total Credits:	3		
Hours/Week:	3		
Total Hours:	42		
Prerequisites:	There are no pre-requisites for this course.		
Corequisites:	There are no co-requisites for this course.		
Vocational Learning Outcomes (VLO's) addressed in this course: Please refer to program web page for a complete listing of program outcomes where applicable.	 2073 - SPORTS ADMIN. VLO 2 Develop, analyze and implement marketing strategies for products, programs, events, services and facilities related to sporting organizations or events. VLO 3 Develop business strategies for sports organizations which take into account the current political and economic environment to maintain currency in the industry while considering historical context. VLO 4 Comply with relevant statutes, regulations, safety and accessibility standards, and business practices. VLO 5 Apply leadership strategies and best practices to effectively manage personnel and accomplish organizational goals. VLO 9 Apply administrative, communication and customer service skills to support the delivery of sport and recreation programs, events, and services according to industry standards. VLO 11 Conduct and present research to support business decision making in a sport organization. 		
Essential Employability Skills (EES) addressed in this course:	 EES 1 Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience. EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication. EES 4 Apply a systematic approach to solve problems. EES 5 Use a variety of thinking skills to anticipate and solve problems. 		

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	and information sys EES 7 Analyze, evaluate, a EES 8 Show respect for the others. EES 9 Interact with others relationships and th EES 10 Manage the use of the system of t	nize, and document information using appropriate technology tems. and apply relevant information from a variety of sources. e diverse opinions, values, belief systems, and contributions of in groups or teams that contribute to effective working e achievement of goals. time and other resources to complete projects. for ones own actions, decisions, and consequences.	
Course Evaluation:	Passing Grade: 50%, A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.		
Books and Required Resources:	Canadian Sport Marketing, 3rd edition by O'Reilly, Seguin, Abeza and Naraine Publisher: Human Kinetics Edition: 3 ISBN: 978-1-7182-0094-4		
Course Outcomes and Learning Objectives:	Course Outcome 1	Learning Objectives for Course Outcome 1	
	To understand the role of marketing in sports	Understand key marketing concepts and to be able to identify the uniqueness of sport marketing. Introduction to sport market research, and its uses, sources, and types Be able to plan and implement a basic market research plan Understand the importance of data in market research	
	Course Outcome 2	Learning Objectives for Course Outcome 2	
	Identify the sport product, the target market, and its life cycle	Understand the different forms of sport consumption and the different classifications of sport consumer in Canada Know the importance and advantages of effectively identifying target markets Understand the role of segmentation, targeting and positioning in the marketing process, and be able to apply each to any market of interest Define what the sport product is, and be able to identify many forms it can take Expand the concept of the sport product to the digital sport product and be able to provide direction on building and expanding sport products to be digital or hybrid Understand the product life cycle of both a sport product and a digital sport product	
	Course Outcome 3	Learning Objectives for Course Outcome 3	
	To understand the elements of sport branding, pricing	Appreciate the role of branding in sport and understand the role of brand management in sport	

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	the key issues that can affect pricing in sports To be able to put together a promotion plan for a sport organization
Course Outcome 4	Learning Objectives for Course Outcome 4
Be able to implement and evaluate a sport marketing strategy	Recognize the significance of marketing strategy implementation in sport Describe the three most commonly used budgeting methods Identify organizational design elements essential for successful marketing strategy implementation Identify project management tools used to schedule tasks in implementation process Understand the different approaches used in marketing strategy evaluation

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Assignments	35%
Final Exam	20%
In class quizzes	20%
Participation	10%
Presentations	15%

Date:

January 6, 2023

Addendum:

Please refer to the course outline addendum on the Learning Management System for further information.

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