



COURSE OUTLINE: GAS101 - RITUALS, IDOLS SPORTS

Prepared: General Arts and Science

Approved: Karen Hudson - Dean

Course Code: Title	GAS101: RITUALS IDOLS AND CONTROVERSIES IN SPORT
Program Number: Name	
Department:	GENERAL ARTS & SCIENCE
Academic Year:	2025-2026
Course Description:	This course gives students the opportunity to examine the many rituals, idols, and controversies surrounding the world of sports. Students will debate, discuss, and present a variety of popular topics in sports such as athlete salaries, performance-enhancing drugs and athlete product endorsement. This course will explore the impact these issues have on social and cultural aspects of human behaviour. This course includes two hours of in-class instruction and one hour of independent study each week.
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.
Essential Employability Skills (EES) addressed in this course:	<p>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.</p> <p>EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication.</p> <p>EES 6 Locate, select, organize, and document information using appropriate technology and information systems.</p> <p>EES 7 Analyze, evaluate, and apply relevant information from a variety of sources.</p> <p>EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of others.</p> <p>EES 9 Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals.</p> <p>EES 10 Manage the use of time and other resources to complete projects.</p> <p>EES 11 Take responsibility for one's own actions, decisions, and consequences.</p>
General Education Themes:	Social and Cultural Understanding Personal Understanding
Course Evaluation:	Passing Grade: 50%, D A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.



Books and Required Resources:

No Text is Required

Course Outcomes and Learning Objectives:

Course Outcome 1	Learning Objectives for Course Outcome 1
1. Describe common rituals that exist in sports and examine their impact on society and human behaviour.	1.1 Define what is meant by the term rituals in sports 1.2 Identify and list rituals that commonly occur in a range of professional sports 1.3 Examine the impact rituals have on the player's and team's game and pregame mentality 1.4 Assess the impacts that rituals in sports have on society
Course Outcome 2	Learning Objectives for Course Outcome 2
2. Identify idols in professional sports and their influence on society.	2.1 Define what the term idol means to the individual 2.2 Identify popular idols in sports and discuss what identifies them as an idol 2.3 Analyze the impact idols have on the sport and society 2.4 Examine the idol's role in society and the sport itself
Course Outcome 3	Learning Objectives for Course Outcome 3
3. Examine and assess the various controversies that surround the world of sports and their impacts on society.	3.1 Identify the common controversies that exist in the world of professional sports and their impact on the sport and society 3.2 Evaluate the controversies and apply critical thinking skills to current issues 3.3 Formulate researched arguments about ethical dilemmas in sports
Course Outcome 4	Learning Objectives for Course Outcome 4
4. Examine the role of the media and film in portraying rituals, idols and controversies in sports.	4.1 Discuss the role of the media in dealing with rituals, idols and controversies in sports and its impact on the sport and fans 4.2 Examine the role of film in dealing with the issues of rituals, idols and controversies in sports and its impact on the sport and society

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Film Analysis of Portrayal of Sports	20%
Group Debate on Controversy in Sports	30%
In-class Activities	25%
Presentation(s)/Research Report(s)	25%

Date:

June 17, 2025

Addendum:

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

