



EFFECTIVE: SEPTEMBER 2002

CURRICULUM GUIDELINES

A: Division: **Instructional** Date: **November 2001**
 B: Department/ **Commerce & Business Admin.** New Course Revision
 Program Area: **Hotel and Restaurant Management**
 If Revision, Section(s) Revised:
 Date Last Revised: **MARCH 1998**

C: **HORM 250** D: **HOSPITALITY INFORMATION SYSTEMS AND** E: **3**
CRASE/CHASE

Subject & Course No.	Descriptive Title	Semester Credits
F: Calendar Description: This course introduces students to computer-based information systems for food and beverage operations and hotel management. Several industry-specific software packages will be featured, which will emphasize management of the process from point-of-sale information gathering to management reporting. Cornell University: Hotel or Restaurant Simulation will be used.		
G: Allocation of Contact Hours to Types of Instruction/Learning Settings Primary Methods of Instructional Delivery and/or Learning Settings: Lectures and Seminars Number of Contact Hours: (per week / semester for each descriptor) Lecture: 2 Hrs. Seminar: 2 Hrs. Total: 4 Hrs. Number of Weeks per Semester: 15 Weeks X 4 Hours Per Week = 60 Hours	H: Course Prerequisites:	
	I: Course Corequisites: Nil	
	J: Course for which this Course is a Prerequisite: HORM 450	
	K: Maximum Class Size: 35	
L: PLEASE INDICATE: <input type="checkbox"/> Non-Credit <input checked="" type="checkbox"/> College Credit Non-Transfer <input type="checkbox"/> College Credit Transfer: Requested <input type="checkbox"/> Granted <input type="checkbox"/> SEE BC TRANSFER GUIDE FOR TRANSFER DETAILS (www.bccat.bc.ca)		

M: Course Objectives/Learning Outcomes

The student will be able to:

1. demonstrate competency by completing assignments using selected computer software applications commonly used in the hospitality industry;
2. discuss the changing role of technology and the benefits of computer applications in the hospitality industry;
3. describe the five categories of software programs commonly used in the hospitality industry: accounting, inventory, word processing, spreadsheets and databases;
4. prepare a menu using a word processing or desktop publishing program;
5. create, store, modify and print and computer-generated flexible budgets using a spreadsheet program;
6. make effective management decisions using the Cornell University hotel or restaurant computer simulation.

N: Course Content

- 1.1 Command structure of the food and beverage software.
- 1.2 Organization of information on the software.
- 1.3 File linkages.
- 1.4 Report formats and options.

- 2.1 Command structure of the hotel management software.
- 2.2 Organization of information on the software.
- 2.3 File linkages.
- 2.4 Report formats and options.

O: Methods of Instruction

The course will combine lecture, demonstration and discussion formats. Laboratory time will be devoted to tutorial and group learning.

P: Textbooks and Materials to be Purchased by Students

n/a

Software handout materials.

Q: Means of Assessment

Assignments	30%
Mid-term examination	20%
Project	20%
Final examination	<u>30%</u>
	<u>100%</u>

STUDENTS MUST COMPLETE ALL COMPONENTS OF THE COURSE TO OBTAIN CREDIT FOR THE COURSE.

R: Prior Learning Assessment and Recognition: specify whether course is open for PLAR

No

Course Designer(s): Mark Elliott

Education Council/Curriculum Committee Representative

Dean/Director: Jim Sator

Registrar: T. Angus

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Date: November 2001