



A: Division: **INSTRUCTIONAL** Date: **MARCH 1998**
 B: Faculty: **COMMERCE AND BUSINESS ADMINISTRATION** New Course:
 Program: **HOTEL AND RESTAURANT MANAGEMENT** Revision of Course Information form: **MARCH 1996**
 C: **HORM 250** D: **HOSPITALITY INFORMATION SYSTEMS AND CRASE/CHASE** E: **3**

Subject & Course No.

Descriptive Title

Semester Credit

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.

Summary of Revisions:

1998-03 Section: H

G: Type of instruction: Hrs per week
 Lecture: 2 Hrs.
 Laboratory: Hrs.
 Seminar: 2 Hrs.
 Clinical Experience: Hrs.
 Field Experience: Hrs.
 Practicum: Hrs.
 Shop: Hrs.
 Studio: Hrs.
 Student Directed Learning: Hrs.
 Other (Specify):
 Total : 4 Hrs.
 (4x15 weeks) Semester Total: 60 Hrs.

H: Course Prerequisites:
nil

I: Course Corequisites:
nil

J: Course for which this Course is a Prerequisite:
HORM 450

K: Maximum Class Size:
35

L: College Credit Transfer
 College Credit Non-Transfer
 Non-Credit

M: Transfer Credit: Requested:
 Granted:

Specify Course Equivalents or Unassigned Credit as appropriate:

BCOU
 SFU
 UBC
 UNBC
 UVIC
 Other:

(Course Designer(s): S. Rowe)

Dean: J. Sator

Vice-President, Instruction: J. McKendry

 Registrar: P. Angus

N: TEXTBOOKS AND MATERIALS TO BE PURCHASED BY STUDENTS

n/a

Software handout materials.

O: COURSE OBJECTIVES

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.

P: COURSE CONTENT

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

Q: METHOD OF INSTRUCTION

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

R: COURSE EVALUATION

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.

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