

Course title:	Computer science in tourism and recreation				Code:
Field of study:	Tourism and recreation				Year/Semester: 1/2, II cycle
Specialization:	all				Modes: F/E
Number of hours / semester 30/16					ECTS credits: 2
Lectures:	Classes:	Laboratories: 30/16	Projects:	Seminars:	

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Computer Science Unit

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Course position in the study programme:

- field course

Objectives:

- to be able to use computer at work
- to create multi-media presentations of tourist values in selected regions
- to make databases concerning tourist and recreation companies
- to be acquainted with opportunities of various programmes used in tourism and recreation
- to use reservation modules in practice (hotel rooms, plane tickets, car rental)

Course contents:

- to be prepared to support development of companies dealing with tourism and recreation as a result of applying modern informative technologies in practice
- to get the ability to make computer multi-media presentations as well as creating and analyzing databases containing information on clients and tourist products
- to gain knowledge of internal computer systems in companies dealing with tourism and recreation

- to be acquainted with local, regional and domestic systems of tourist information.
- to be acquainted with practical opportunities of using the Internet in tourism and recreation

Teaching methods: group work, personal access to a computer equipped with the Windows XP system and the full package of Microsoft Office programmes as well as the on-line access to the Internet

Assessment methods: students are assessed individually when they complete a given task

Recommended reading:

1. Wesołowski P., Tauber R.D., *Podstawy praktycznej edycji tekstu*. PAW DRUK, Wyd. I, WSHiG Poznań 2003, Wyd. II, WSHiG Poznań 2007.
2. Wesołowski P., Tauber R.D., *Podstawy kalkulacji komputerowych*. VGM PRINT, WSHiG Poznań 2004.
3. Wesołowski P., Tauber R.D., *Podstawy prezentacji komputerowych w turystyce i rekreacji*. VGM PRINT, WSHiG Poznań 2006.