Universidad Europea VALENCIA

1. BASIC INFORMATION

Course	Final Degree project
Degree program	Tourism and Leisure Management
School	Social Science
Year	3rd
ECTS	6
Credit type	Basic
Language(s)	English
Delivery mode	On Campus
Semester	1st & 2nd
Academic year	2024-25
Coordinating professor	María Sánchez de Mora
Professor	María Sánchez de Mora

2. PRESENTATION

The main purpose of the Final Degree Project (TFG) in the Tourism and Leisure Management degree is to put into practice the knowledge acquired during the course and apply it to a specific topic related to the tourism and leisure sector. The TFG is an opportunity to develop skills in research, analysis, and writing, and to show the future employer or potential graduate school the student's ability to carry out an independent project.

The importance of the TFG in the Tourism and Leisure Management degree lies in the fact that it allows students to acquire a global and specialized vision of the tourism and leisure sector, as well as its current and future trends. In addition, the TFG is an excellent opportunity to develop research and analysis skills, essential skills for any professional in the tourism and leisure sector. In addition, the TFG is an excellent opportunity to network with professionals in the sector and to learn about employment opportunities available in the market.

3. COMPETENCIES AND LEARNING OUTCOMES

Basic competences:
- CB2: Develop research and analytical skills to be able to critically and rigorously address problems related to tourism and leisure.
- CB4: Acquire specialized knowledge on some of the most relevant aspects of the tourism and leisure sector, such as planning and management of tourism resources, tourism promotion and marketing, sustainability, and local development, among others.
- CB5: Learning to work in a team and to effectively communicate the results of the research.

Transversal competences:
- CT04: Develop decision-making and problem-solving skills in complex and changing environments.
- CT05: Acquire a global and systemic vision of the tourism and leisure sector, as well as its relationship with other economic and social sectors.
- CT08: Acquire greater autonomy and responsibility in the management of their own learning and in making decisions related to their professional career.

Specific competences:
- CE1 - Ability to plan, design and manage tourism and leisure projects.
- CE2 - Acquire skills for research in the field of tourism and leisure.
- CE3 - To improve the capacity for autonomous learning and further training in the field of tourism and leisure.
- CE4 - To develop skills for the planning, design, and execution of projects in the field of tourism and leisure.

Learning outcomes:
- LO1 - Acquire skills for research and data analysis in the field of tourism and leisure management.
- LO2- To develop skills for the planning, design, and execution of projects in the field of tourism and leisure.
- LO3 - Acquire knowledge of the trends and dynamics of the tourism and leisure sector at local, national, and international levels.
- LO4 - Improve decision-making and critical reasoning skills in the tourism and leisure field.
- LO5 - To acquire skills for communication and presentation of reports and projects in the field of tourism and leisure.
- LO6 - To foster teamwork and the development of skills for collaboration and teamwork.

- LO7 - Develop skills for creativity and innovation in the field of tourism and leisure.
- LO8 - To improve the capacity for autonomous learning and further training in the field of tourism and leisure.

The table below shows the relationship between the competencies developed in the course and the learning outcomes to be pursue:

• Competences	• Learning results
• CB2, CT04, CE4	• Ability to develop a research project, including the formulation of a hypothesis, data collection and analysis, and presentation of results.
• CB2, CT04, CT05, CT08, CE6	• Knowledge and skills in specific areas of tourism and leisure management, such as tourism destination planning and development, tourism resource management, tourism promotion, and event and leisure management.
• CT04, CE6, CE14	• Ability to apply the knowledge acquired in practical situations, such as the planning and management of a tourism or leisure project.
• CB04, CB5, CT04, CCT08, CE14, CE17	• Ability to communicate effectively, both orally and in writing, the results of the research and projects developed.

4. CONTENT

The final degree project is an independent work assignment that students undertake with the support of a supervising professor. Throughout the process, students will have access to informational sessions, a variety of materials, and resources provided by the university to support their autonomous work.

The project involves developing a comprehensive document that could either be the creation of a new business, a research paper, or an innovative proposal for an existing company. Students are expected to work on this document continuously throughout the academic year.

At the end of the second semester, students will present their projects in an oral defense before a panel. This presentation will evaluate the quality and depth of their work, as well as their ability to articulate and defend their findings and proposals.

5. TEACHING-LEARNING METHODOLOGIES

The following are the types of teaching-learning methodologies to be applied:

The learning methodologies for the completion of the final degree work in the degree in tourism and leisure management may include:

1. Qualitative and quantitative research: students learn to collect and analyze data through interviews, surveys, and document analysis to develop their projects.

2. Project-based learning: students work in teams to plan, design, and execute a project related to tourism and leisure management.

3. Autonomous learning: students are encouraged to take initiative and learn independently through reading specialized texts and conducting research.

4. Oral and written presentations: students learn to present their projects and results clearly and concisely both orally and in writing.

6. LEARNING ACTIVITIES

Listed below are the types of learning activities and the number of hours the student will spend on each one:

Campus-based mode:

Learning activity	Number of hours
Advisory sessions	25
Autonomus work	65
Creation of the final document	59
Oral expositions	1
TOTAL	**150h**

7. ASSESSMENT

Listed below are the assessment systems used and the weight each one carries towards the final course grade:

Campus-based mode:

Assessment system	Weight
Tutorials: (responsibility, perseverance, planning and interest)	10 %
Defense: (exposition, multimedia support and accuracy in the answers).	20%
Written work: Contents	60%
Editing	10%

When you access the course on the *Campus Virtual*, you'll find a description of the assessment activities you have to complete, as well as the delivery deadline and assessment procedure for each one.

7.1. First exam period

To pass the course in the first exam period, you must obtain a final course grade of at least 5 out of 10 (weighted average).

In any case, you will need to obtain a grade of at 5.0 in the final exam in order for it to count towards the final grade along with all the grades corresponding to the other activities.

7.2. Second exam period

To pass the course in the second exam period, you must obtain a final grade of at least 5 out of 10 (weighted average).

In any case, you will need to obtain a grade of at 5.0 in the final exam in order for it to count towards the final grade along with all the grades corresponding to the other activities.

The student must deliver the activities not successfully completed in the first exam period after having received the corresponding corrections from the professor, or those that were not delivered in the first place.

8. SCHEDULE

The schedule for the final degree project will be established in collaboration with each student's supervising professor, who is responsible for designing a tailored work plan. Since the project involves continuous work and is adapted to the individual needs and availability of each student, the schedule will be customized accordingly. This approach ensures that the evaluation reflects the unique progress and challenges faced by each student throughout the course.

This schedule may be subject to changes for logistical reasons relating to the activities. The student will be notified of any change as and when appropriate.

9. BIBLIOGRAPHY

The European University, through its Department of Quality and Innovation in Learning, has developed various guides to support the effective completion of final degree projects. The following guides are recommended:

- Professional Final Degree Project Guide
- Research Final Degree Project Guide

Additionally, the following book is highly recommended:

Sancho Perez, A., Cabrer Borrás, B., Garcia Mesanat, G., Pérez Mira, J. M., González Pedro, P., & García Sanchis, M. (Eds.). (Year). *Apuntes de Metodología de la Investigación en Turismo*. Organización Mundial del Turismo (OMT).

EDUCATIONAL GUIDANCE DIVERSITY AND INCLUSION UNIT

From the Educational Guidance, Diversity and Inclusion Unit we offer support to our students throughout their university life to help them reach their academic achievements. Other main actions are the students inclusions with specific educational needs, universal accessibility on the different campuses of the university and equal opportunities.

From this unit we offer to our students:
1. Accompaniment and follow-up by means of counselling and personalized plans for students who need to improve their academic performance.
2. In terms of attention to diversity, non-significant curricular adjustments are made in terms of methodology and assessment for those students with specific educational needs, pursuing an equal opportunities for all students.
3. We offer students different extracurricular resources to develop different competences that will encourage their personal and professional development.

4. Vocational guidance through the provision of tools and counselling to students with vocational doubts or who believe they have made a mistake in their choice of degree.

Students in need of educational support can write to us at:
orientacioneducativa.uev@universidadeuropea.es

ONLINE SURVEYS

Your opinion matters!

The Universidad Europea encourages you to participate in several surveys which help identify the strengths and areas we need to improve regarding professors, degree programs and the teaching-learning process.

The surveys will be made available in the "surveys" section in virtual campus or via e-mail.

Your assessment is necessary for us to improve.

Thank you very much for your participation.