Business development skillset in tourism

Design and development of product and experience
- Developing innovative and authentic tourism products and high-quality experiences
- Designing and offering diversified products to specific market segments
- Developing versatile offering from the interfaces of tourism and other fields
- Use of local natural and cultural heritage
- Tackling the challenges of seasonality; offering off-season products
- Using the Information and Communication Technologies as a part of tourism product
- Strengthening the economic sustainability in product development

Multi-channel sales and marketing communication
- Understanding buying behavior in tourism
- Using digital tools to enhance online visibility of destinations and products: use of social media, mobile technology and interactive websites
- Designing creative, high quality visual materials
- Using thematic sales channels and models for searching and selling products online
- Improving student’s skills in sales

Multi-sectoral approach, cooperation and networking
- Cooperation between various stakeholders and different sectors
- Theme-based cooperation
- Establishing, managing, and evaluating cooperation
- Using innovative cooperation models
- Collaborative product development, marketing communication and sales

Cultural awareness and internationalization
- Identifying international target groups
- Applying customer know-how and market knowledge
- Understanding special characteristics of different cultures and their impact on business activities
- Enhancing international customer service skills
- Knowledge of special features of one’s own culture

Managing business operations and entrepreneurial competences
- Managing human resources, especially younger staff members
- Understanding key pricing factors and factors related to a profitable tourism business
- Implementing risk management strategies
- Identifying operational environment with all its sectors and actors
- Developing analytical foresight skills and awareness of trends
- Developing an entrepreneurial attitude
- Using digital technologies in business operations

The extent of the curriculum

33 ECTS credits

Curriculum level

EQF 6, Bachelor level

Purpose

As tourism is expected to increase its importance and continue growing, the purpose of this curriculum is to provide aligned and relevant skillset and knowledge necessary for meeting challenges and exploring opportunities of the tourism industry. During the program students will acquire specialized tourism business development skills and knowledge relevant for various tourism related sectors and actors for boosting growth and competitiveness of the industry. The course module enables students to develop skills and knowledge needed for coping with changing circumstances of the tourism business, especially with increasing international tourism flows in the Baltics. The industry-driven curriculum was planned in cooperation with professionals and is based on the future needs in the tourism industry.

Key learning outcomes

The core courses aim at increasing key skills and knowledge in designing experience-based products to deal with challenges related to seasonality, managing marketing communication in contemporary organizations and developing successful, multi-sectoral cooperation in different the Baltics destinations. In addition, students acquire skills and knowledge in international customer service and develop sensitivity related to cultural differences. They acquire skills and knowledge in selling destinations, tourism products and services to meet specific customer’s needs. Students are introduced to different methods and tools to forecast global changes and their impact on tourism related businesses. Additionally, the emphasis is placed on a personal development significant for building careers in tourism, i.e. innovativeness, creativeness and proactivity.

Lessons

Registration for courses should not be too early
E-teaching in practice - more proactive engagement from students
Motivate undergraduate students to work regularly according to instructor’s schedule
Divide 6ECTS courses into smaller segments for better student engagement
Provide more time (duration) for course to achieve daily class objectives
Formulate separate approaches for student and entrepreneur audiences
Instruct students on proper use of Moodle platform

CHALLENGES

Differences in students’ backgrounds, attitudes, motivations and working cultures (activity in Moodle, difficulties to organize group work)
Different needs and motivations in student and entrepreneur/employee segments (credits vs. content; time resources)
High numbers of drop-outs
Balancing e-studies and national requirements for study process
Use of industry case studies in an engaging way
Assessing progress without student feedback

PROJECT PARTNERS

Satukunta University of Applied Sciences (Finland)
Tallinn University of Technology
Kuressaare College /EMERA Centre for Blue Economy (Estonia)
Vilnius University of Applied Sciences (Lithuania)
University of Latvia (Latvia)

PROJECT DURATION:
01.11.2016 – 31.10.2019

PROGRAMME:
Interreg Central Baltic

STUDY COURSES

3 ECTS
Boosting Sales in Tourism,
by Cooperation, 6 ECTS
Increasing Competitiveness
by Cooperation, 6 ECTS
Tourism Products and
Experience Design, 6 ECTS
Digital Marketing Communication
and Content Management, 6 ECTS
Proactivity and Creative
Performance, 3 ECTS
Innovation Camp in Product
Development, 3 ECTS
Cultural Competence in
Customer Service, 3 ECTS
Forecasting Tourism in the
Age of Uncertainty, 3 ECTS
Age of Uncertainty, 3 ECTS

THE CURRICULUM

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FOR TEACHER

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