



Subject Code	HOS604
Subject Name	Gaming Operations
Credit points	6
Study Level	Elective
Delivery mode	On campus
Location	Melbourne
Prerequisites	None

Subject Coordinator	
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Subject Overview

Gambling as both a recreational and business activity is a key part of the tourism and hospitality sector. Gambling has a global reach with social, ethical, political and economic outcomes for local, state, national and transnational markets. This subject provides students with an understanding of the importance of gambling, its characteristics and relationships within a tourism and hospitality context, and its role as a leading employer within the sector. Students will also investigate different types of gambling activities, such as gaming and wagering across different tourism and hospitality operations and their social, ethical, political and economic implications.

The subject is divided between two one hour lectures (one hour subject theory and one hour contemporary issues in gaming operations) and a two hour tutorial involving case study discussion, presentations, site visits, guest speakers, video analysis, subject reading content and other individual and group related activities. As part of the subject content and industry understanding, students will complete training in Responsible Service of Gaming.

Learning Outcomes

Identify and investigate the structure, mechanics, governance and operations of the gaming industry

Review and analyse academic and current literature on the economic, ethical, social and cultural implications of gaming

Report on the history, development and future direction of gaming

Analyse the relationship of local and global gaming perspectives within the context of the tourism sector

Assessments	Details	Weighting
	Report	20%
	Presentation	15%
	Quizzes	25%
	Essay	30%

Graduate Attributes addressed in this subject	Preparedness
	Ethical and social understanding
	Systematic and coherent body of knowledge
	Cognitive skills to synthesise and consolidate knowledge
	Communication skills