



SYLLABUS COLLEGE OF BUSINESS ADMINISTRATION

Course Number Course Name	HTRM 133: Casino Management
Credit Value (Breakdown of theory and lab credits)	3 Credits Theory
Catalog Course Description	You will study the historical and current perspectives of the gaming industry as those apply to management principles for casino operations, including coordination with traditional hospitality services. Prerequisite: HTRM 130. (3, 3T+0S)
Student Learning Outcomes/Objectives /Competencies of the Course	<ol style="list-style-type: none"> 1. Explain the history of early gambling and the progression of illegal and legal gambling in the United States 2. Describe the organizational structure of a typical hotel/casino 3. Analyze the regulatory oversight of various gambling businesses in the United States 4. Describe the evolution of Indian Gaming 5. List the characteristics of integrated and repeater-market resorts 6. Demonstrate competency in reading and understanding the typical hotel/casino daily operating report 7. Describe how slot departments are organized; game types; participation games; how slots win money 8. Articulate table games organizational structure; how table games win money 9. Describe how casinos manage Blackjack, Baccarat, Craps, Roulette, Carnival Games 10 Explain how the casino marketing department works; special events; slot clubs
College-Wide Student Learning Outcomes	<ol style="list-style-type: none"> 1. Communication 2. Critical Thought 3. Information Literacy 4. Cultural Competence

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