

MKTG H2321: Sports Marketing

Module Title:		Sports Marketing
Language of Instruction:		English
Credits:	10	
NFQ Level:	6	
Module Delivered In		6 programme(s)
Teaching & Learning Strategies:		Learners will be exposed to theory and practice of sports marketing through exposure to and study of academic materials (texts, journals etc.) and industry practice materials (case studies, live case examples, industry reports etc.). Classes will be tutorial in nature where learners will be expected to actively engage with module materials (online & offline), problem solving exercises and participate in class discussion and debate. Learners will be encouraged to self-reflect.
Module Aim:		The aim of this module is to provide the learner with an understanding of the principles and practice of Marketing in the Sports Industry. Learners should be able to identify and develop customer focused solutions to marketing problems.
Learning Outcomes		

On successful completion of this module the learner should be able to: LO1 Describe the concept of Marketing in the Sports Industry LO2 Assess the Marketing Environment of a sports organisation	Learning Outcomes				
LO2 Assess the Marketing Environment of a sports organisation	On successf	On successful completion of this module the learner should be able to:			
The state of the s	LO1 Describe the concept of Marketing in the Sports Industry				
LO2 Solest and apply marketing principles	LO2	Assess the Marketing Environment of a sports organisation			
Select and apply marketing principles	LO3	Select and apply marketing principles			
LO4 Utilise market research to underpin marketing solutions	LO4	Utilise market research to underpin marketing solutions			
LO5 Describe and apply the Marketing Mix	LO5	Describe and apply the Marketing Mix			
LO6 Plan and present a customer focused Marketing Plan for a sports product/service/club	LO6	Plan and present a customer focused Marketing Plan for a sports product/service/club			

Pre-requisite learning

Module RecommendationsThis is prior learning (or a practical skill) that is recommended before enrolment in this module.

No recommendations listed

Incompatible Modules
These are modules which have learning outcomes that are too similar to the learning outcomes of this module.

No incompatible modules listed

Co-requisite Modules

No Co-requisite modules listed

Requirements

This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.

No requirements listed



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Module Content & Assessment

Indicative Content

Introduction to Sports Marketing

Sports Marketing Defined; The role of marketing in a sports organisation; Marketing in a digital environment; Ethical issues in marketing

The Marketing EnvironmentSports Market Analysis - An examination of global and local trends in sports marketing

Understanding Sports ConsumersSports customers; Spectator, participant and sponsor. Understanding the customer decision making process and influences.

Target Marketing and Positioning

Segmentation, targeting and positioning/repositioning

Market research techniques used in sport marketing

The Marketing Mix
Marketing Mix Strategy - Managing sport brands. Pricing the sports offering. Distributions channels and sports logistics. Promotion - the integrated marketing communications mix. Sports marketing in a digital era. The fundamentals of sports sponsorship. Sponsorship and Sponsorship activation.

The Marketing Plan The Marketing Plan

Assessment Breakdown	%
Project	50.00%
End of Module Formal Examination	50.00%

No Continuous Assessment

Project						
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date		
Project	Group project Students will produce a customer focused marketing plan for a sports related product/service based on sound market research.	2,3,4,5,6	50.00	Week 8		

No Practical

End of Module Formal Examination					
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date	
Formal Exam	Written Examination	1,2,3,4,5	50.00	End-of-Semester	

SETU Carlow Campus reserves the right to alter the nature and timings of assessment



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Module Workload

Workload: Full Time				
Workload Type	Frequency	Average Weekly Learner Workload		
Lecture	Every Week	6.00		
Estimated Learner Hours	Every Week	12.00		
	Total Hours	18.00		

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_BBSMC_B	Bachelor of Arts (Honours) in Sport Management and Coaching	3	Mandatory
CW_BBSOC_D	Bachelor of Arts in Sport Coaching and Business Management (Football)	3	Mandatory
CW_BBGAA_D	Bachelor of Arts in Sport Coaching and Business Management (GAA)	3	Mandatory
CW_BBRUG_D	Bachelor of Arts in Sport Coaching and Business Management (Rugby)	3	Mandatory
CW_BBSBC_D	Bachelor of Arts in Sport, Business and Coaching	3	Mandatory
CW_BBSBC_B	Bachelor or Arts (Honours) in Sport, Business and Coaching	3	Mandatory