

CLASS CARD**SPORT PROJECT MANAGEMENT**

Basic classes	Code in the study plan	ECTS
Sport Project Management - Zarządzanie przedsiębiorstwem sportowym	SI-22	3

Education profile	Practical
Faculty and field of study	Faculty of Physical Education, Chair of Management, Organisation and Economy
Studies program in which the subject is realized	SPORT
Professor's name	Monika Piątkowska
Level of studies (eg. bachelor, master)	Bachelor
Study year and semester	II, I semester
Language	English
Method of realization (stationary/ distance learning)	stationary
Lectures/classes hours	45
Form of passing classes	Test + project
Type of subject (obligatory/ facultative)	Facultative
Prerequisites	-

DETAILED INFORMATION**Course aims and objectives**

A1	Introduce students to the fundamentals of sport project management, including key principles, methodologies, and best practices to effectively plan and execute sports-related initiatives.
A2	Develop students' ability to create structured project plans, define objectives, allocate resources, and manage risks in the context of sport organizations and events.
A3	Equip students with financial planning and stakeholder management skills, enabling them to develop budgets, secure funding, and foster effective collaboration within sports projects.

LEARNING OUTCOMES IN KNOWLEDGE, SKILLS AND SOCIAL COMPETENCES FOR CLASSES

Learning outcome	Subject's learning outcomes
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KNOWLEDGE	
K_W13	P_W01 Student knows selected principles of planning, organizing, and implementing sports projects.
SKILLS	
K_U01	P_U01 Student has the ability to apply management techniques in the implementation of a sports project.
K_U04	P_U02 Student is able to identify the main stakeholders of the project
SOCIAL COMPETENCES	
K_K01	P_K01 Student is able to work in interdisciplinary teams and take responsibility for various roles within a sports project.

SUBJECT PROGRAM CONTENT DIVISION BY FORMS OF IMPLEMENTATION

FORM OF CLASSES – LECTURE - subject		Reference to subject-specific learning outcomes
L1	Course objectives and evaluation criteria. Introduction to project management: definitions and significance in sport.	P_W01
L2	Project types and characteristics. Historical development of project management.	P_W01
L3	Overview of PRINCE2, PMBOK, and SCRUM (Agile).	P_W01
L4	The project lifecycle: phases and transitions. Key roles and responsibilities	P_W01
L5	Defining project objectives and scope. Aligning scope with organizational goals.	P_W01
L6	Introduction to project scheduling. Work Breakdown Structure (WBS).	P_W01
L7	Critical Path Method (CPM) vs PERT: foundations and use in sport projects.	P_W01
L8	Basics of MS Project in practice	P_W01
L9	Stakeholder identification and classification. Stakeholder management.	P_W01
L10	Fundamentals of risk management: identifying and categorizing risks.	P_W01
L11	Project budgeting and financial planning in sport.	P_W01
L12	Marketing in sport projects. Role of PR.	P_W01
L13	Funding strategies and revenue sources.	P_W01
L14	Sustainability and evaluation. Post-project review.	P_W01

L15	Final test	P_W01
FORM OF CLASSES – CLASSES – subject		Reference to subject-specific learning outcomes
C1	Icebreaker workshop: Marshmallow Challenge and team-building games. Discussion on teamwork, leadership, and the role of collaboration in successful sport project management.	P_U01
C2	What makes a good project manager? Brainstorm and mind mapping activity	P_U01
C3	Application of PRINCE2, PMBOK, SCRUM to real sport scenarios	P_U01
C4	Group analysis: What makes a sport project successful? RIO 2016 case study	P_U01
C5	Defining project objectives, writing project scope statements.	P_U01 P_K01
C6	Building a WBS and creating a Gantt chart using sports-related case.	P_U01
C7	Building a WBS and creating a Gantt chart using sports-related case.	P_U01
C8	Introduction to MS Project. Creating schedules and dependencies for a tournament project.	P_U01 P_K01
C9	Stakeholder mapping workshop: Identify, categorize, and plan communication.	P_U01 P_U02 P_K01
C10	Risk analysis simulation: Using SWOT and PESTEL to map risks for sport events.	P_U01 P_U02 P_K01
C11	Budget planning exercise: Develop a realistic budget for a local sport initiative.	P_U01 P_K01
C12	Creative marketing: Develop promotional strategies for a sport project.	P_U01 P_K01
C13	Sponsorship role-play: Negotiating and designing funding packages for sport events.	P_U01 P_K01
C14	Presentation of student-led sports project proposal. Course reflection and final assessment	P_U01 P_K01
C15	Presentation of student-led sports project proposal. Course reflection and final assessment	P_U01 P_K01

PLANNED METHODS/FORMS/TEACHING MEANS

Program content	Teaching methods/forms
Lectures	Presentation, case study
Classes	Group projects, brainstorm techniques, simulations, case study

Teaching resources: Presentation, video tutorials, worksheets, project software, templates
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METHODS OF VERIFYING THE EXPECTED LEARNING OUTCOMES ACHIEVED BY THE STUDENT

Learning outcomes for classes	Assessment methods
P_W01	Test with closed questions + CPM task
P_U01, P_U02, P_K01	Project proposal and presentation, engagement and performance in workshops

CONDITIONS FOR PASSING CLASSES:

Component	Description	Weight
Active Class Participation and Discussions	Engagement in discussions, group work, workshops, and case study analysis. Evaluation based on contribution quality, consistency, and teamwork.	10%
Knowledge Test + Open-Ended Task	Multiple-choice test (single correct answer) assessing theoretical knowledge. Open-ended task: develop a Gantt Chart with CPM for a selected event.	50%
Final Sport Project Proposal	Group or individual project evaluated using a structured rubric (including idea coherence, strategic fit, innovation, and presentation).	40%

- 5.0 90-100%
- 4.5 85-89 %
- 4.0 75-84 %
- 3.5 70-74 %
- 3.0 60-69 %

SAMPLE ASSESSMENT/EXAMINATION TOPICS

- Describe the phases of a sport project lifecycle.
- Identify key stakeholders in a sport event and propose a communication plan.
- Create a WBS and Gantt chart for a selected sports project.

ENGLISH BIBLIOGRAPHY

Basic	<p>Lester, A. (2017). <i>A guide to the Project Management Body of Knowledge (PMBOK guide) & Agile practice guide bundle</i>. Project Management Institute.</p> <p>Nieto-Rodriguez, A. (2021). <i>The Harvard Business Review Project Management Handbook: How to Launch, Lead, and Sponsor Successful Projects</i>. HBR Handbooks. Harvard Business Press.</p>
Additional	<p>Parent, M.M., Ruetsch, A. (2020). <i>Managing Major Sports Events: Theory and Practice is a complete introduction to the principles and practical skills that underpin the running and hosting of major sports events, from initial bid to post-event legacy and sustainability</i>. Routledge.</p>

SELF STUDY

Full-time studies		Type of activity
Number of hours to complete the activity	ECTS	
45	1,8	Contact classes
15	0,6	Students' preparations of the presentations
10	0,4	Self study as preparation to the written exam
5	0,2	Self study as reading text prepared by the teacher
75	3	

Number of ECTS points that a student obtains in classes developing practical skills: 2

Author of the class card:	Name, surname and email
Date: 08.04.2025	Monika Piątkowska; monika.piatkowska@awf.edu.pl