MODULE DESCRIPTION

General

School	Geotechnical Sciences
Department	Forest and Natural Environment Sciences

Module Information

Title	Game Farming
Course Code	Opt.28
Level of Studies	Undergraduate
Teaching Period	Spring Term
Attendance Type	Elective Compulsory
Prerequisites	Wildlife Biology

Orientation	Weekly Hours		Year	Semester	ECTS
	Lectures	Laboratory work			
ECOLOGY AND BIODIVERSITY CONSERVATION	2	1	4	8	3

Faculty Instructor

LIORDOS VASILIOS

Type of Module

- ☐ General Foundation
- ☐ Specific Foundation / Core
- ☑ Knowledge Deepening / Consolidation

Mode of Delivery

- ☑ Face to face
- ☐ Distance learning

Digital Module availability

- ☑ E-Study Guide
- ☑ Departments Website
- ☐ E-Learning

Language

	Teaching	Examination
Greek	☑	☑
English	☐	☐

Erasmus

- [ ] The course is offered to exchange programme students

Learning Outcomes

Upon successful completion of the course, students should be able to design and apply studies and to evaluate and analyze game farming related issues. In particular, they will have to:
a) Have a general knowledge and understanding of game farming issues in Greece.
b) Know how to prepare synthetic studies that comprehensively analyze the several aspects concerning game farming related issues, taking into account the specific local characteristics and the various environmental, ecological and anthropogenic factors possibly affecting them.
c) Be capable of reviewing relevant Greek and international scientific literature, so to formulate informed views and judgements on game farming related issues.
d) Know how to communicate information, ideas, issues and answers to both expert and non-expert audience.
e) Have developed the knowledge acquisition skills necessary for further studies.

List of General Competences

- [x] Apply knowledge in practice
- [x] Work autonomously
- [x] Work in teams
- [x] Work in an international context
- [x] Work in an interdisciplinary team
- [x] Respect natural environment
- [x] Advance free, creative and causative thinking

Module Content (Syllabus)

Physiology of avian reproduction: reproductive system (egg formation, egg description and malformations, digestive, urinary, skeletal and respiratory systems. Avian nutrition: proteins, carbohydrates, fats, minerals, vitamins, energy, water. Bird farm planning and operation: site selection, number of breeders, egg collection, egg disinfection, egg storage, egg incubation (natural and artificial incubation, embryo development, egg inspection, egg handling, egg placing, chick hatching, incubation abnormalities, equipment and building disinfection), cannibalism, health measures and protection. Farming of game birds: pheasant, common quail, chukar, grey partridge. Disease of bird game. Farming of furbearer game: brown hare, mink, red fox, red deer. Disease of furbearer game. Game release: pheasant, grey partridge, brown hare. Controlled hunting areas: legal framework, benefits and necessity.

Educational Material Types

- [x] Book
- [ ] Notes
- [x] Slide presentations
- [ ] Video lectures
- [x] Multimedia

☑ Interactive exercises

☐ Other:

Use of Information and Communication Technologies

☑ Use of ICT in Course Teaching

☑ Use of ICT in Laboratory Teaching

☑ Use of ICT in Communication with Students

☑ Use of ICT in Student Assessment

Module Organization

Please fill in the workload of each course activity

Course Activity	Workload (hours)
Lectures	26
Laboratory work	13
Field Trip/Short Individual Assignments	20
Independent Study	16
Total	75

* 1 ECTS unit corresponds to 25 hours of workload

Student Assessment Methods

☑ Written Exam with Multiple Choice Questions

☐ Written Exam with Short Answer Questions

☑ Written Exam with Extended Answer Questions

☐ Written Assignment

☑ Report

☐ Oral Exams

☑ Laboratory Assignment

Suggested Bibliography (Eudoxus and additional bibliography)

--- Papageorgiou NK. 1996. Game Farming. University Studio Press

--- Methodology textbooks available at the department's library

--- All relevant text books and journals available at the department's library and online