

B.A.-TRAVEL & TOURISM

PROGRAMME EDUCATIONAL OBJECTIVES:

PEO1	To make students capable of the applicable National Occupational Standards (NOS) in the Travel & Tourism industry in the national and global context
PEO2	Students will be able to apply techniques, frameworks and tools to arrive at informed decisions in profession and practice.
PEO3	Graduates will have a solid foundation to pursue professional careers and take up higher learning courses such as M. Voc., MBA, MCA, MCM, MMM, M. Phil, Ph.D as well as research.
PEO4	Graduates with a flair of self-employment will be able to initiate and build upon entrepreneurial ventures or demonstrate entrepreneurship for their employer organizations.
PEO5	Graduate will recognize the need for adapting to change and have the aptitude and ability to engage in independent and life – long learning in the broadest context of socio-economic, technological and global change.

PROGRAMME OUT COMES:

At the end of the programme the learner will be able to

PO1	Develop the knowledge, skill and attitude to creatively and systematically apply in the Travel & Tourism field
PO2	Develop fundamental in-depth knowledge and understanding of the techniques, principles, concepts, values, substantive rules and development of the core areas of Travel & Tourism.
PO3	Exhibit self-confidence and awareness of general issues prevailing in the technological field and in the society and communicate effectively with the other departments, professional fraternity and with society at large through digital and non-digital mediums and using a variety of modes such as effective reports & documentation, effective presentations, and give and receive clear instructions.
PO4	Function effectively as an individual, and as a member or leader in teams, and in multidisciplinary settings by demonstrating life skills, coping skills and human values.

GRADUATE ATTRIBUTES:

GA1	Sound Knowledge of the discipline
GA2	Independent and Critical thinking

GA3	Effective and confident communicators
GA4	Investigative, Resourceful, and Responsible
GA5	Ethically and Socially aware.
GA6	Entrepreneuership & Intrapreneuership
GA7	Life Skills

PROGRAMME STRUCTURE:

SEMESTER-I

Course Code	Course Name	Credit Value
IDSBVAV101	Soft Skills-I	4
IDSBVAV102	MS Office	4
IDSBVAV103	Travel & Tourism -I	2
IDSBVAV104	Travel & Tourism I Practical	4
IDSBVAV105	Travel & Tourism -II	2
IDSBVAV106	Travel & Tourism -II Practical	4

SEMESTER-II

Course Code	Course Name	Credit Value
IDSBVAV201	Soft Skills-II	4
IDSBVAV202	Travel & Tourism -III	2
IDSBVAV203	Travel & Tourism III Practical	4
IDSBVAV204	Travel & Tourism -IV	2
IDSBVAV205	Travel & Tourism -IV Practical	4
IDSBVAV206	Project	12

SEMESTER-III

Course Code	Course Name	Credit Value
IDSBVAV301	Soft Skills-III	4
IDSBVAV302	IT Skills	4

IDSBVAV303	Travel & Tourism -V	2
IDSBVAV304	Travel & Tourism V Practical	4
IDSBVAV305	Travel & Tourism -VI	2
IDSBVAV306	Travel & Tourism -VI Practical	4

SEMESTER-IV

Course Code	Course Name	Credit Value
IDSBVAV401	Soft Skills-IV	4
IDSBVAV402	Travel & Tourism -VII	2
IDSBVAV403	Travel & Tourism VII Practical	4
IDSBVAV404	Travel & Tourism -VIII	2
IDSBVAV405	Travel & Tourism -VIII Practical	4
IDSBVAV406	Project	12

SEMESTER-V

Course Code	Course Name	Credit Value
IDSBVAV501	Soft Skills-V	4
IDSBVAV502	Entrepreneurship Development I	4
IDSBVAV503	Travel & Tourism -IX	2
IDSBVAV504	Travel & Tourism IX Practical	4
IDSBVAV505	Travel & Tourism -X	2
IDSBVAV506	Travel & Tourism -X Practical	4

SEMESTER-VI

Course Code	Course Name	Credit Value
IDSBVAV601	Entrepreneurship Development II	4
IDSBVAV602	Travel & Tourism -XI	2
IDSBVAV603	Travel & Tourism XI Practical	4

IDSBVAV604	Travel & Tourism -XII	2
IDSBVAV605	Travel & Tourism -XII Practical	4
IDSBVAV606	Project	12

TEACHING LEARNING METHOD:

The method of instruction (pedagogy or teaching-learning processes) shall be determined by the requirements of a course, the learning objectives, learning outcomes & the learner's context. However, the following methods of instruction shall be commonly used: Actual on job training, Case Method, Class Discussions, Field Work, Group Exercises, Lecture Sessions, MOOCs, Projects, Role-plays, Self-Learning Materials (SLMs), Self-study, Seminars, Simulations, Study Tours, Workshops.

EXPERIENTIAL LEARNING:

During the courses students are encouraged to take up live projects in an industry to align their theoretical knowledge and its application. Also project work is added as a separate subject in second semester of every year. Industry based live projects allow students to gain valuable work experience while they're still studying in college. They pave way for self-empowerment through skill building and hands-on-training.

DEGREE REQUIREMENTS:

- 144 credits to be earned
- Minimum CGPA: 4.0