For students admitted from academic year 2023/2024 (B-C3-XXXX-X students)

Bachelor of Science in International Integrated Resort Management Programme
Specialization in Gaming Management (IIR20-GMM20)

Students are strongly advised to check the enrolment records each semester in order to secure the graduation requirement has been fulfilled. You may print out this study plan and cross-check with your enrolment records. Should you have any doubts on the below study plan, please approach the FBA General Office for confirmation.

 # Course Type

CM : Compulsory/Major Course
GE : General Education Course
RE : Required Elective
FE : Free Elective

E1 A Plan

First Year (2023/2024)

Course Code	Course Title	Credit Units	# Course Type	1st Sem	2nd Sem
BECO1000	Principles of Microeconomics	3	CM	X	
CPED1000	Residential College Experiential Learning	1	CM	X	X
CPED1001	Physical Education I	0.5	CM	X	
GELH1000	Chinese Language and Culture	3	GE	X	
	1 "Chinese or Portuguese Language" Course*				
CHLL1000	University Chinese	3	CM / FE	X	
PORT1000	Portuguese Language I – Introductory Portuguese				
1 Free Elective					
	2 "English Language" Course**				
EELC1011	University English I	3	CM	X	
EELC1008	Grammar and Writing Improvement I	3	CM	X	
GEST1001	Quantitative Reasoning for Business	3	GE		X
IRTM1000	Introduction to Integrated Resort Management	3	CM		X
IRTM2000	Introduction to Gaming Management	3	CM		X
CPED1002	Physical Education II	0.5	CM		X
	1 "Information Technology" Course	3	CM		X
CISC1000	Information Technology Fundamentals and Practices				
	1 "English Language" Course**	3	CM		X
EELC1012	University English II				
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CPED1000 is a yearly course.

*Students can test out of the Chinese and/or Portuguese language course(s) if they obtain certain qualifications and should enroll course as follows:

a) *Test out **EITHER** Chinese Language Course **OR** Portuguese Language Course* : One 3-credit free elective in the first semester of first year of study

b) *Test out **NEITHER** Chinese Language Course **NOR** Portuguese Language Course* :CHLL1000 **OR** PORT1000 in the first semester of first year of study

Test out information: https://reg.um.edu.mo/current-students/curriculum-model/ug-curriculum-model/languages-and-skills/

**Students can test out of some or all of the 3 English language courses and are required to take English courses according to assigned level, one course in each semester from the first semester of first year of study to the first semester of second year of study.

a) *Placement level "E1a": EELC1011 + Tutorial class + EELC1008 (1st sem), EELC1012 + Tutorial class (2nd sem), and EELC1013 (3rd sem).*

b) *Placement level "E1b" : EELC1011 + Tutorial class (1st sem), EELC1012 + Tutorial class (2nd sem), and EELC1013 (3rd sem).*

Test out information: https://reg.um.edu.mo/current-students/curriculum-model/ug-curriculum-model/languages-and-skills/

Students are required to take GE courses as follows in order to graduate:

General Education Area	Course Requirement (Two Courses from Each Area)
Global Awareness	GEGA1000 – Macao and Chinese Civilization *(compulsory)*
	1 course from the list other than GEGA1000
Literature and Humanities	GELH1000 – Chinese Language and Culture *(compulsory)*
	1 course from the list other than GELH1000
Science and Technology	GEST1001 – Quantitative Reasoning for Business *(compulsory)*
	1 course from the list other than GEST1001
Society and Behaviour	GESB1000 – Ethics, Values, Law and Society *(compulsory)*
	1 course from the list other than GESB1000(GESB1001/1002/1003)

E1 B Plan

First Year (2023/2024)

Course Code	Course Title	Credit Units	# Course Type	1st Sem	2nd Sem
BECO1000	Principles of Microeconomics	3	CM	X	
CPED1000	Residential College Experiential Learning	1	CM	X	X
CPED1001	Physical Education I	0.5	CM	X	
GELH1000	Chinese Language and Culture	3	GE	X	
GEST1001	Quantitative Reasoning for Business	3	GE	X	
	1 "Chinese or Portuguese Language" Course*				
CHLL1000	University Chinese	3	CM / FE	X	
PORT1000	Portuguese Language I – Introductory Portuguese				
1 Free Elective					
	1 "English Language" Course**	3	CM	X	
EELC1011	University English I				
BECO1001	Principles of Macroeconomics	3	CM		X
IRTM1000	Introduction to Integrated Resort Management	3	CM		X
IRTM2000	Introduction to Gaming Management	3	CM		X
CPED1002	Physical Education II	0.5	CM		X
	1 "Information Technology" Course	3	CM		X
CISC1000	Information Technology Fundamentals and Practices				
	1 "English Language" Course**	3	CM		X
EELC1012	University English II				
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CPED1000 is a yearly course.

*Students can test out of the Chinese and/or Portuguese language course(s) if they obtain certain qualifications and should enroll course as follows:

a) *Test out **EITHER** Chinese Language Course **OR** Portuguese Language Course* : One 3-credit free elective in the first semester of first year of study

b) *Test out **NEITHER** Chinese Language Course **NOR** Portuguese Language Course* :CHLL1000 **OR** PORT1000 in the first semester of first year of study

Test out information: https://reg.um.edu.mo/current-students/curriculum-model/ug-curriculum-model/languages-and-skills/

**Students can test out of some or all of the 3 English language courses and are required to take English courses according to assigned level, one course in each semester from the first semester of first year of study to the first semester of second year of study.

a) *Placement level "E1a": EELC1011 + Tutorial class + EELC1008 (1st sem), EELC1012 + Tutorial class (2nd sem), and EELC1013 (3rd sem).*

b) *Placement level "E1b" : EELC1011 + Tutorial class (1st sem), EELC1012 + Tutorial class (2nd sem), and EELC1013 (3rd sem).*

Test out information: https://reg.um.edu.mo/current-students/curriculum-model/ug-curriculum-model/languages-and-skills/

Students are required to take GE courses as follows in order to graduate:

General Education Area	Course Requirement (Two Courses from Each Area)
Global Awareness	GEGA1000 – Macao and Chinese Civilization *(compulsory)*
	1 course from the list other than GEGA1000
Literature and Humanities	GELH1000 – Chinese Language and Culture *(compulsory)*
	1 course from the list other than GELH1000
Science and Technology	GEST1001 – Quantitative Reasoning for Business *(compulsory)*
	1 course from the list other than GEST1001
Society and Behaviour	GESB1000 – Ethics, Values, Law and Society *(compulsory)*
	1 course from the list other than GESB1000(GESB1001/1002/1003)

Left Column

Second Year (2024/2025)

Course Code	Course Title	Credits Units	# Course Type	1st sem	2nd sem
ACCT1000	Principles of Financial Accounting	3	CM	X	
BECO1001	Principles of Macroeconomics	3	CM	X	
MGMT1000	Principles of Business Management	3	CM	X	
IRTM3004	The Macao Gaming and Hospitality Industries	3	CM	X	
IRTM4001	Resort Marketing and Promotion	3	CM	X	
EELC1013	1 "English Language" Course** University English III	3	CM	X	
ACCT2000	Management Accounting I	3	CM		X
CPED2001	Residential College Community Team Project	1	CM		X
FINC2000	Financial Management	3	CM		X
IRTM2001	Psychology of Gambling	3	CM		X
ISOM2002	Statistics and Data Analysis	3	CM		X
MGMT2000	Business Communications	3	CM		X
1 General Education Course		3	GE		X
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Third Year (2025/2026)

Course Code	Course Title	Credits Units	# Course Type	1st sem	2nd sem
IRTM3003	Casino Management	3	CM	X	
IRTM3006	Human Resource Management in Integrated Resort	3	CM	X	
IRTM3016	Casino Marketing	3	CM	X	
IRTM3018	Casino Mathematics	3	CM	X	
1 Required Elective Course @ Gaming Management **OR** Common Required Electives		3	RE	X	
1 Free Elective		3	FE	X	
ACCT4004	Financial Accounting in Hospitality and Gaming	3	CM		X
IRTM3012	Gaming Law	3	CM		X
IRTM4002	Global Issues in Resort and Gaming Management	3	CM		X
1 General Education Course		3	GE		X
1 General Education Course		3	GE		X
1 Free Elective		3	FE		X
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@ Students who take Gaming Management Required Elective in Year 3 will take Common Required Elective in Year 4, and vice versa.

Fourth Year (2026/2027)

Course Code	Course Title	Credits Units	# Course Type	1st sem	2nd sem
^^IRTM4004	Gaming Management Internship	3	CM	X	
IRTM4000	Strategic Management for the Resort and Gaming Industries	3	CM		X
^^^IRTM4005	Gaming Management Project	3	CM		X
1 Required Elective Course @ Gaming Management **OR** Common Required Electives		3	RE		X
1 General Education Course		3	GE		X
1 General Education Course		3	GE		X
1 General Education Course		3	GE		X
		21			

^^ Internship course
^^^ Research course

@ Students who take Gaming Management Required Elective in Year 3 will take Common Required Elective in Year 4, and vice versa.

@ Gaming Management Required Electives List

Students in Year 3 & Year 4 select one from the following:

IRTM3001	Quality Service Management	
IRTM3005	Festival and Event Management	Select one course
IRTM3009	Food and Beverage Management	

@ Common Required Electives List

Students in Year 3 & Year 4 select one from the following:

BECO4005	Applied Economics for Leisure Industries	
IRTM3000	Social and Economic Impacts of Gambling	
IRTM3007	Technology and Innovation in the Resort and Gaming Industries	
IRTM3008	Travel and Tourism Management	Select one course
IRTM3010	Selected Topics in Human Resource Management	
IRTM3015	Revenue Management	
IRTM4008	Questionnaire Design and Survey Data Analysis	
IRTM4009	Special Topics in Hotel and Resort Management	

Total two RE courses

Right Column

Second Year (2024/2025)

Course Code	Course Title	Credits Units	# Course Type	1st sem	2nd sem
ACCT1000	Principles of Financial Accounting	3	CM	X	
MGMT1000	Principles of Business Management	3	CM	X	
IRTM3004	The Macao Gaming and Hospitality Industries	3	CM	X	
IRTM4001	Resort Marketing and Promotion	3	CM	X	
EELC1013	1 "English Language" Course** University English III	3	CM	X	
1 General Education Course		3	GE	X	
ACCT2000	Management Accounting I	3	CM		X
CPED2001	Residential College Community Team Project	1	CM		X
FINC2000	Financial Management	3	CM		X
IRTM2001	Psychology of Gambling	3	CM		X
ISOM2002	Statistics and Data Analysis	3	CM		X
MGMT2000	Business Communications	3	CM		X
1 General Education Course		3	GE		X
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Third Year (2025/2026)

Course Code	Course Title	Credits Units	# Course Type	1st sem	2nd sem
IRTM3003	Casino Management	3	CM	X	
IRTM3006	Human Resource Management in Integrated Resort	3	CM	X	
IRTM3016	Casino Marketing	3	CM	X	
IRTM3018	Casino Mathematics	3	CM	X	
1 Required Elective Course @ Gaming Management **OR** Common Required Electives		3	RE	X	
1 Free Elective		3	FE	X	
ACCT4004	Financial Accounting in Hospitality and Gaming	3	CM		X
IRTM3012	Gaming Law	3	CM		X
IRTM4002	Global Issues in Resort and Gaming Management	3	CM		X
1 General Education Course		3	GE		X
1 Free Elective		3	FE		X
1 Free Elective		3	FE		X
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@ Students who take Gaming Management Required Elective in Year 3 will take Common Required Elective in Year 4, and vice versa.

Fourth Year (2026/2027)

Course Code	Course Title	Credits Units	# Course Type	1st sem	2nd sem
^^IRTM4004	Gaming Management Internship	3	CM	X	
IRTM4000	Strategic Management for the Resort and Gaming Industries	3	CM		X
^^^IRTM4005	Gaming Management Project	3	CM		X
1 Required Elective Course @ Gaming Management **OR** Common Required Electives		3	RE		X
1 General Education Course		3	GE		X
1 General Education Course		3	GE		X
1 General Education Course		3	GE		X
		21			

^^ Internship course
^^^ Research course

@ Students who take Gaming Management Required Elective in Year 3 will take Common Required Elective in Year 4, and vice versa.

@ Gaming Management Required Electives List

Students in Year 3 & Year 4 select one from the following:

IRTM3001	Quality Service Management	
IRTM3005	Festival and Event Management	Select one course
IRTM3009	Food and Beverage Management	

@ Common Required Electives List

Students in Year 3 & Year 4 select one from the following:

BECO4005	Applied Economics for Leisure Industries	
IRTM3000	Social and Economic Impacts of Gambling	
IRTM3007	Technology and Innovation in the Resort and Gaming Industries	
IRTM3008	Travel and Tourism Management	Select one course
IRTM3010	Selected Topics in Human Resource Management	
IRTM3015	Revenue Management	
IRTM4008	Questionnaire Design and Survey Data Analysis	
IRTM4009	Special Topics in Hotel and Resort Management	

Total two RE courses