

BACCALAUREUS TECHNOLOGIAE: GAME RANCH MANAGEMENT

Qualification code: BTGR03 - NQF Level 7

Campus where offered: Pretoria Campus

Important notification to new applicants:

Students who intend to enrol for this qualification should take note that no new applications will be accepted as from 2020. Potential students are advised to consult the University's website for possible new qualifications which are aligned with the newly-implemented Higher Education Qualification Sub-Framework.

REMARKS

- a. *Admission requirement(s):*
A National Diploma: Game Ranch Management or an appropriate NQF Level 6 qualification in a related Wildlife and/or Ecological field.
- Holders of any other equivalent South African or international qualification may also be considered, see Chapter 1 of Students' Rules and Regulations.
- b. *Selection criteria:*
Selection is based on an assessment by a departmental selection panel.
- c. *Minimum duration:*
One year.
- d. *Presentation:*
Block-mode classes offered over a period of one or two years. These blocks comprise four compulsory week-long blocks per annum (excluding examinations) – usually one in January, one in April, one in July and one in October. The University may reserve the right only to present the programme when a minimum of ten students enrol for it in one- or two-year modes.
- e. *Intake for the qualification:*
January only.
- f. *Exclusion and readmission:*
See Chapter 2 of Students' Rules and Regulations.
- g. *Recognition of Prior Learning (RPL), equivalence and status:*
See Chapter 30 of Students' Rules and Regulations.
- h. *Subject credits:*
Subject credits are shown in brackets after each subject.

Key to asterisks:

- * Information does not correspond to information in Report 151.
(Deviations approved by the Senate in May 2012.)

CURRICULUM

ATTENDANCE (2019/2021)

CODE	SUBJECT	CREDIT
GRE400T	Game Ranch Economics IV	(0,150)
GRM40QT	Game Ranch Management IVB	(0,125)*
GSC40QT	Game Science IVB	(0,125)*



plus one of the following subjects:

RMD10PH	Research Methodology A	(0,100)*
RMD10QH	Research Methodology B	(0,100)*

TOTAL CREDITS FOR THE YEAR: **0,500**

ATTENDANCE (2020/2022)

CODE	SUBJECT	CREDIT
GRM40PT	Game Ranch Management IVA	(0,125)*
GRS400T	Game Ranch Strategic Management IV	(0,150)
GSC40PT	Game Science IVA	(0,125)*

plus one of the following subjects:

RMD10PH	Research Methodology A	(0,100)*
RMD10QH	Research Methodology B	(0,100)*

TOTAL CREDITS FOR THE YEAR: **0,500**

TOTAL CREDITS FOR THE QUALIFICATION: **1,000**

SUBJECT INFORMATION (OVERVIEW OF SYLLABUS)

The syllabus content is subject to change to accommodate industry changes. Please note that a more detailed syllabus is available at the Department or in the study guide that is applicable to a particular subject. On 01 August 2018, the syllabus content was defined as follows:

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GAME RANCH ECONOMICS IV (GRE400T) 1 X 3-HOUR PAPER

(Subject custodian: Department of Nature Conservation)

Marketing management principles and practices. Identification of products and production possibilities. Analysis of the market situation and identification of marketing possibilities. Product and product concept. Distribution. Marketing communication. Market analysis. Pricing decisions. (Total tuition time: ± 40 hours)

GAME RANCH MANAGEMENT IVA (GRM40PT) 1 X 3-HOUR PAPER

(Subject custodian: Department of Nature Conservation)

Advanced plant ecological principles and concepts. Vegetation survey techniques. Descriptive versus quantitative sampling. Sampling design. Vegetation classification, analysis and description. Medicinal and cultural use of plants. (Total tuition time: ± 40 hours)

GAME RANCH MANAGEMENT IVB (GRM40QT) 1 X 3-HOUR PAPER

(Subject custodian: Department of Nature Conservation)

Vegetation units, veld conditions and adaptive management. Habitat potential – grazing/browsing. Fire management on game farm – legislation. Veld restoration and replacement (planted pastures). Management of problem plants – legislation. (Total tuition time: ± 40 hours)

GAME RANCH STRATEGIC MANAGEMENT IV (GRS400T) 1 X 3-HOUR PAPER

(Subject custodian: Department of Nature Conservation)

The game ranch and its management environment. Environmental scanning, scenarios and changes on a game ranch. Planning and ethics in planning. Different approaches to planning on a game ranch. Strategic planning. Strategy implementation on a game ranch. Decision-making. Human resources. Labour relations. Control and characteristics of effective control. Management information systems. (Total tuition time: ± 40 hours)



GAME SCIENCE IVA (GSC40PT)**1 X 3-HOUR PAPER****(Subject custodian: Department of Nature Conservation)**

Animal nutrition and feeding. Water needs and utilisation. Anatomy and physiology of digestive systems. Management of nutrition and supplementary feeding. Behavioural ecology of game diseases. Methods of game species selection. Record-keeping of game populations. Game ranch management plans. (Total tuition time: ± 40 hours)

GAME SCIENCE IVB (GSC40QT)**1 X 3-HOUR PAPER****(Subject custodian: Department of Nature Conservation)**

The principles of game ranch management. The adaptive management approach to game ranch management. Ecology and population dynamics of animals. Animals in populations. Animal distribution. Population genetics and animal breeding. Genetics and game ranch management. (Total tuition time: ± 640 hours)

R**RESEARCH METHODOLOGY A (RMD10PH)****1 X 3-HOUR PAPER****(Subject custodian: Department of Nature Conservation)**

This subject provides background knowledge of research methodology regarding the planning, execution and interpretation of results and scientific reporting. It incorporates the following aspects: philosophies, skills, criteria, types of research and processes, as well as the writing of reports and presentation of seminars, construction of questionnaires, etc. Introductory statistical analysis forms an integral part of this presentation. (Total tuition time: ± 40 hours)

RESEARCH METHODOLOGY B (RMD10QH)**PROJECT ASSESSMENT****(Subject custodian: Department of Nature Conservation)**

Drawing up a detailed research protocol (research proposal) and completing a pilot study for an identified research project under the guidance of a mentor. The results of the pilot study will be presented during the last contact week of the study year. A written report, as well as an oral presentation is required. (Total tuition time: ± 40 hours)

