

### 613. Game and Wildlife Management

Teaching staff: Contract staff

#### 1. GENERAL

SCHOOL	OF PLANT SCIENCES		
ACADEMIC UNIT	FORESTRY AND NATURAL ENVIRONMENT MANAGEMENT		
LEVEL OF STUDIES	UNDERGRADUATE		
COURSE CODE	613	SEMESTER	6 <sup>th</sup>
COURSE TITLE	GAME AND WILDLIFE MANAGEMENT		
INDEPENDENT TEACHING ACTIVITIES		WEEKLY TEACHING HOURS	CREDITS
Lectures		2	5
Laboratory exercises		2	
Total course		4	
COURSE TYPE	Deepening		
PREREQUISITE COURSES:	No		
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	Greek		
IS THE COURSE OFFERED TO ERASMUS STUDENTS	No		
COURSE WEBSITE (URL)			

#### 2. LEARNING OUTCOMES

<b>Learning outcomes</b>
<p>The subject of the course is game and wildlife management.</p> <p>The aim of the course is to understand and comprehend the concepts related to ecology, rules, methods and techniques related to the management of wildlife populations and their habitats, with an emphasis on birds and mammals.</p> <p>The laboratory section aims at practical training of the students in game species.</p> <p>At the end of the educational process, the students will be able to:</p> <ul style="list-style-type: none"><li>• understand the basic concepts related to game and wildlife management</li><li>• understand the interactions between wildlife, their habitats and other ecological factors</li><li>• acquire fundamental knowledge regarding game species.</li><li>• collaborate with fellow students to create and present a framework for game species management as future Foresters.</li></ul>
<b>General Competences</b>
<ul style="list-style-type: none"><li>• Search, analysis and synthesis of data and information, using the necessary technologies</li><li>• Work autonomously</li><li>• Work in teams</li><li>• Respect natural environment</li><li>• Adaptation to new situations</li><li>• Decision making</li><li>• Advance free, creative and causative thinking</li></ul>

### 3. SYLLABUS

The material per week of the course - in theory and in laboratory exercises is as follows:

- Philosophical, economic and political view of game and wildlife management.
- Population ecology, population dynamics, principles of population conservation and management, animal behavior, estimation of population and population parameters.
- Principles of habitat management, habitat improvement methods.
- Predation and predator control.
- Hunting regulations and game species harvesting.
- Estimation of harvest quota and harvesting systems.
- Animal stocking and releasing techniques.
- Game release techniques.
- Hunting legislation.
- Methods of marking and capturing game species, sex and age determination techniques, methods for the control and management of pest species, diet habits analysis, hunting methods and equipment, game species safety, hygiene and preservation.

### 4. TEACHING and LEARNING METHODS - EVALUATION

<b>DELIVERY</b>	Face to face in the hall, in the laboratory and in forests and woodlands adjacent to the facilities of the Department.	
<b>USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY</b>	Use of PowerPoint slides. Communicate with students via e-mail. Meetings with students per person to answer questions and prepare laboratory exercises.	
<b>TEACHING METHODS</b>	<b><i>Activity</i></b>	<b><i>Semester workload</i></b>
	Lectures	50
	Laboratory exercises	30
	Educational visits	5
	Personal study	40
	Course total	<b><i>125</i></b>
<b>STUDENT PERFORMANCE EVALUATION</b>	I. Written final exam in the theory of the course. II. Written examination in the laboratory part of the course. The exam includes the development of equally graded development questions, or the solving of exercises announced to students at the beginning of the course.	

### 5. ATTACHED BIBLIOGRAPHY

- Suggested bibliography:

Papageorgiou, N.K. 2005 (2<sup>nd</sup> edition). *Wildlife ecology and management*. University Studio Press, Thessaloniki.