

<b>Study Programme:</b> ANIMAL PRODUCTION			
<b>Course Unit Title:</b> HUNTING			
<b>Course Unit Code:</b> 19.AIM030			
<b>Name of Lecturer(s):</b> Full. Prof. Miloš Beuković			
<b>Type and Level of Studies:</b> UNDERGRADUATE ACADEMIC STUDIES			
<b>Course Status (compulsory/elective):</b> Mandatory			
<b>Semester (winter/summer):</b> Summer			
<b>Language of instruction:</b> English			
<b>Mode of course unit delivery (face-to-face/distance learning):</b> Face to face			
<b>Number of ECTS Allocated:</b> 4			
<b>Prerequisites:-</b>			
<b>Course Aims:</b> Education and training of students for direct work in hunting. Upon completion of the study, the student is qualified for development and application of their knowledge in the field of hunting and hunting economy.			
<b>Learning Outcomes:</b> Forming experts with academic education who have significantly expanded and deepened knowledge for necessary understanding of the scientific basis of hunting and hunting economy. Acquired knowledge of students of completed basic academic studies provides expertise for work in hunting and hunting economy.			
<b>Syllabus:</b> <i>Theory</i> Introduction: Hunting as a science and profession. Hunting through the centuries, a brief history of the development of hunting; Game biology: Game taxonomy. Legal and hunting classification of game; Planning and organization of hunting management: Annual management plan. Hunting ground concept, worthiness, rating. Fenced hunting grounds, zoos. Hunting centers; Game breeding: Methods of game breeding. Game breeding in farms. Customization game produced on farms for settlement in hunting grounds; Nutrition and feeding of game.- Basic game nutrition characteristics. Nutrients for game feeding. Needs for nutrients and feed for individual's game species; Methods (techniques) of hunting: Procedure with shot game. Game capture and transport. Hunting legislation, regulations and hunting ethics; Hunting weapons, ammunition and ballistics: A history of weapon development. Types of hunting weapons and ammunition; Cynology: Dog breeds. Dog breeding, nutrition, breeding, training and disease; Game trophies: Preparation and processing of trophies. Trophy evaluation. Hunting exhibitions; Wildlife protection and diseases <i>Practice</i> Game Biology: Recognition of game on preparations and slides; Breeding and management organization: Elements of making the hunting basis and the annual plan. Hunting ground grading technique. Organization and technique of determination game numbers; Game breeding: Field tour with the aim of getting acquainted with the method of game breeding, hunting grounds, farms, game farms, hunting and technical facilities. Practical introduction to types of weapons and ammunition; Cynology: Recognition of dog breeds on slides; Game Trophies: Practical evaluation.			
<b>Required Reading:</b>			
<b>Weekly Contact Hours:</b>	<b>Lectures: 2</b>	<b>Practical work: 2</b>	
<b>Teaching Methods:</b> Lectures and Practical classes, Consultations if needed.			
<b>Knowledge Assessment (maximum of 100 points):</b>			
<b>Pre-exam obligations</b>	points	<b>Final exam</b>	points

Active class participation		written exam	10
Practical work	-	oral exam	45
Preliminary exam(s)	45	.....	
Seminar(s)	-		
The methods of knowledge assessment may differ; the table presents only some of the options: written exam, oral exam, project presentation, seminars, etc.			