UNIVERSITY OF ZAGREB
FACULTY OF VETERINARY MEDICINE
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Register no.:
File no.:
Zagreb, 7th of September 2023

COURSE SYLLABUS

Course name: **Game Breeding and Management**

Academic year 2023-24

Course leader: Prof Alen Slavica

Teachers: Prof Zdravko Janicki, Prof Alen Slavica, Assoc. Prof Magda Sindičić, Assoc. Prof Dean Konjević

Associate teachers: -

First day of classes: 16/10/2023

Last day of classes: 04/12/2023

Activities - Game breeding and management (1/2)

Start Dat	Start Tim	End Time	Subject	Group	Instructor	Room	Length
16/10/2023	16:00	17:30	p01 Game management I	7E-1, 7E-2	Janicki Z.	P_klinike	1:30
17/10/2023	14:15	15:45	p02 Game management II	7E-1, 7E-2	Konjevic D.	P_klinike	1:30
18/10/2023	14:15	15:45	v01 Hunting ground	7E-1, 7E-2	Sindicic M., Slavica A.	V_studentske prostorije	1:30
19/10/2023	14:15	15:45	v02 Natural breeding	7E-1, 7E-2	Janicki Z., Konjevic D.	V_studentske prostorije	1:30
24/10/2023	14:45	16:15	v03 Health monitoring	7E-1, 7E-2	Janicki Z., Sindicic M.	V_studentske prostorije	1:30
26/10/2023	9:00	17:00	t01 Field	7E-1, 7E-2	Janicki Z., Konjevic D., Sindicic M., Slavica A.	a1_autobus 1, a2_autobus 2	8:00
27/10/2023	12:15	13:45	v04 Capturing and transport	7E-1, 7E-2	Sindicic M., Slavica A.	V_studentske prostorije	1:30
17/11/2023	10:15	11:45	v05 Chemical immobilization I	7E-1	Janicki Z.	V_lovstvo	1:30
17/11/2023	12:00	13:30	v06 Chemical immobilization II	7E-1	Janicki Z.	V_lovstvo	1:30
21/11/2023	10:15	11:45	v05 Chemical immobilization I	7E-2	Janicki Z.	V_lovstvo	1:30

Activities - Game breeding and management (2/2)

Start Dat	Start Tim	End Time	Subject	Group	Instructor	Room	Length
21/11/2023	12:15	13:45	v06 Chemical immobilization II	7E-2	Janicki Z.	V_lovstvo	1:30
22/11/2023	14:15	15:45	v07 Managemenet protected sp.	7E-1, 7E-2	Sindicic M.	V_studentske prostorije	1:30
23/11/2023	14:45	16:15	v08 Farm breeding I	7E-1, 7E-2	Sindicic M., Slavica A.	V_studentske prostorije	1:30
04/12/2023	14:15	15:45	v09 Farm breeding II	7E-1, 7E-2	Janicki Z., Sindicic M.	V_studentske prostorije	1:30
Total: 14							**27:30**

STUDENT OBLIGATIONS

Lecture attendance	3 to 6 points The student must be present at 2 hours of lectures to achieve a minimum of 3 points. Maximum number of points is 6.
Seminars attendance	8 to 12 points The student must be present at 20 hours of exercise to achieve a minimum of 8 points. The maximum number of points is 12.
Practicals attendance	5 to 10 points Students must take an active part at the practical exercises by answering questions to prove their preparedness. Each correct and complete answer is 0.5 points. The minimum number of points in this rating element is 5. The maximum number of points is 10.
Active participation in seminars and practicals	20 to 32 points Knowledge will be checked with two written colloquia, the first one after half of the processed material and the other final colloquium. The minimum number of such points is 20, and the maximum number of points is 32.
Final exam	24 to 40 points To qualify for the final exam, the student has to collect at least 36 out of the possible 60 points in the curriculum by using the previous grading elements. The final exam consists of a verbal part. On oral exam, the student answers 8 questions. Each correct and complete answer brings up to 5 points. On the oral exam, the answer is assigned 0 to 5 points. The minimum number of points is 20. The maximum number of points is 40.
Examination requirements	Student requirements are defined in the Regulations on the Integrated Undergraduate and Graduate Study of Veterinary Medicine (2022). Given the above, the student must acquire a minimum number of points from all assessment elements in order to take the final exam. **Article 41: A** student can justifiably be absent from up to 50 % of the lectures; 30% of the seminars and 30 % of the exercises.

GRADING AND EVALUATING STUDENT WORK

Continuous knowledge-checking (mid-terms)	Two colloquia, first will be on Mon 06/11/2023 (10.45), second on Fri 08/12/2023 (14.00).
Final exams (dates)	Winter semester: 20/11/2023, 20/12/2023, 7/2/2024, 19/2/2024
Form of final exam	Oral

LITERATURE

Obligatory literature	Haigh, J. C., R. J. Hudson (1993): Farming Wapiti and Red Deer. Mosby-Year Book, Inc., St. Louis, Missouri, USA Nielsen, L. (1999): Chemical Immobilization of Wild and Exotic Animals. Iowa State Univer. Press, Ames, Iowa, USA Schemnitz, S. D. (Ed) (1980): Wildlife Management Techniques Manual. The Wildlife Society, Inc., Maryland, USA
Optional literature	Reid, H. W. (1988): "The Management and Health of Farmed Deer". Kluwer Academic Publishers, Boston, London

OBJECTIVES AND LEARNING OUTCOMES

Course objectives	By attending the Game breeding and management course students will gain the knowledge on peculiarities of natural and intensive breeding of different game species. They will gain the basic knowledge on natural sciences, animal welfare, handling and breeding as well as on legislative, Croatian and EU regulations of the aforementioned activities. The subject curriculum is formed in a way to inspire the bioethical approach to the game breeding, which is based on the newest welfare understanding and traditional game breeding system. Attendants can meet the essentials of selective work in game breeding, the models of intensive breeding of large and small game and guidelines for the game production. In practical part students gain knowledge and competency of game breeding, keeping and management particularly by sex and age determination, estimation of game breeding value, social structure evaluation, breeding technology comprehension (natural and farm breeding of small and large game) with etiologic base and welfare satisfaction at breeding and handling with stress on loading, hunting, binding, dazing, transport, weighing, operator risk determining etc. In that way the attendants will be able to master specialised skills and competence in expert activities of planning, conduction and improvement of intensive and natural game breeding.
Learning outcomes	At the end of the course, student will be able to: 1. Develop and implement game management plan and game protection plan

	2. Model intensive farming of large and small game species 3. Design a farm for breeding large and small game 4. Design and implement hunting management plan 5. Plan and design game management and technical facilities 6. Plan nutrition and winter feeding of game animals 7. Introduce and rewild reared game 8. Estimate economic and rearing value of game 9. Apply methods for preventing detriments on game animals

GRADING SCHEME

Points	*Grade*
Up to 59	1 (F)
60-68	2 (E)
69-76	2 (D)
77-84	3 (C)
85-92	4 (B)
93-100	5 (A)

Course leader:

Prof Alen Slavica

Head of Department/Clinic:

Prof Alen Slavica