



Marketing and Consuming Culture: Sports, Entertainment, and Technology

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SHORT COURSE DESCRIPTION

Culture is a social institution through which all social activities including consumption. Behavior are shaped. People buy things that represent their cultures and the consumption in turn reinforces the cultural values and norms. Businesses have become aware of the cultural elements in consumption and the effort to incorporate culture in their marketing has gained attention in the last decade.

This course is designed to look into the role of culture in consumption behavior. It focuses on three major cultural consumption categories: sports, entertainment, and technology.

Specifically, we will discuss the following topics related to the categories.

- Sports
 - The role sports play in our lives and how it is different among various countries
 - How sports consumption represents and shape the cultural values and norms
 - How business can take advantage of sports in its marketing in a responsible way
- Entertainment
 - The differences among music and movies across different cultures
 - The key ingredients in music and movies for appealing to other cultures
 - What businesses should learn from the trends in music and movie consumption
- Technology
 - How the technology infrastructure influences culture
 - What aspects of technology drive cultural changes
 - The key elements of technology consumption that influences business decisions

Short, interactive scenarios and case studies will be used on a regular basis where you will work within a team to understand and solve a problem.

READING MATERIALS

All readings will be provided in PDF form prior to the start of class.

COURSE REQUIREMENTS AND GRADING

Regular class attendance and class participation is required for effective class discussion. You are expected to actively participate in class and team discussions in a positive manner. Repeated negative class behavior (including tardiness and absences) will result in grade reduction. Attending less than 80% of classes will result in a failing grade.

I expect all students enrolled in this course to accept the responsibility of reading, understanding, and meeting all course requirements and policies as set forth in this syllabus and other accompanying documents.

Cheating and plagiarism will not be tolerated and will result in an “F” for the course. Plagiarism is representing the work of another as one’s own (i.e., without proper acknowledgement of the source) and submitting academic work in whole or in part as one’s own when such work has been prepared by another person or copied from another person. Paraphrasing without citing the source is considered plagiarism. Many Internet sites are available to guide you through the citation process.

One that I recommend is the Online Writing Lab (OWL) at Purdue University. The address is: <http://owl.english.purdue.edu/>

Examinations and Grades

Course Grading

Each student's final grade for the class will be based on the following components and weights. A grade of 60 points is considered a passing grade. SKKU regulations require students to attend at least 80% of all classes in order to pass, regardless of points.

Final Exam	35%	35 points
Cases and discussions	25%	25 points
Group Project and Presentation	40%	<u>40 points</u>
Total		100 points

COURSE SCHEDULE

– WEEK I –

Thursday (25 June)

Course Introduction

Readings provided

What is culture and cultural marketing?

Friday (26 June)

Sports as Business and Its Cultural Elements

Readings provided

– WEEK II –

Monday (29 June)

Cultural Differences in Sports Consumption

Readings provided

Group Exercise1: College Sports

Tuesday (30 June)

Case Study: Football Fever

Case provided in class

Wednesday (1 July)

Entertainment as Business and Its Cultural Elements

Readings provided

Thursday (2 July)

Cultural Differences in Entertainment Consumption

Group Exercise 2: Let's go Indie!

– WEEK III –

Monday (6 July)

Case Study: Fashion as Culture

Readings provided

Tuesday (7 July)

Case Study: K-Pop and Hollywood

Wednesday (8 July)

Technology as Business and Its Cultural Elements

Thursday (9 July)

Marketing and Culture project development

– WEEK IV–

Monday (13 July)

Cultural Differences in Technology Consumption

Tuesday (14 July)

Exam

Wednesday (15 July)

Team project work day

Thursday (16 July)

Team presentations and video

Friday (17 July)

Team presentations and video

Class wrap-up