



Eskişehir Osmangazi University
Faculty of Tourism
Gastronomy and Culinary Arts Course Information Form

Term	Spring		
COURSE CODE	271212017	COURSE NAME	Food and Beverage Management

SEMESTER	WEEKLY COURSE HOURS			COURSE			
	Theoretical	Practice	Laboratory	Credits	ECTS	Type	Language
II	3	0	0	3	5	CORE (X) ELECTIVE ()	Turkish

COURSE CATEGORY

Supportive Courses	Basic Vocational	Proficiency/Field	Human, Communication, and Management Skills	Transferable Skills
	X			

ASSESSMENT CRITERIAS

	Activity	Number	Percentage (%)
	DURING TERM	I. Mid-Term	1
II. Mid-Term			
Quiz			
Homework			
Project			
Report			
Other (.....)			
FINAL EXAM		1	60
PREREQUISITE(S) (IF ANY)			
COURSE CONTENT	Management process in food and beverage operations, menu planning, purchasing, receiving and storage, sanitation, cost control, pricing and marketing		
COURSE OBJECTIVES	To be able to know food and beverage businesses in detail and to understand the management process, menu planning, purchasing, receiving and storage, sanitation, cost control, pricing and marketing processes in food and beverage operations		
CONTRIBUTION OF THE COURSE TO THE VOCATIONAL TRAINING			
COURSE OUTCOMES	Students taking the course get to know food and beverage businesses in detail and obtain and apply information about the management process, menu planning, purchasing, receiving, storage, sanitation, cost control, pricing and marketing processes in food and beverage operations		
TEXTBOOK(S)	Food and Beverage Services Management - Adnan Türksöy; Food and Beverage Services Management - Nilüfer Koçak		
SUPPORTIVE RESOURCES			
EQUIPMENTS REQUIRED			

COURSE OUTLINE	
WEEK	SUBJECTS
1	Food and Beverage Industry
2	Management and Its Importance in Food and Beverage Businesses
3	Basic Functions of Food and Beverage Management
4	Basic Functions of Food and Beverage Management
5	Basic Functions of Food and Beverage Management
6	Menu Planning
7	In-Term Evaluation
8	Purchasing, Receiving and Storage
9	Purchasing, Receiving and Storage
10	Sanitation in Food and Beverage Businesses
11	Cost Control in Food and Beverage Businesses
12	Cost Control in Food and Beverage Businesses
13	Pricing in Food and Beverage Establishments
14	Marketing in Food and Beverage Businesses
15/16	Final exam

No.	OUTCOMES	3	2	1
1	Knows and applies concepts, principles and theories in the field of gastronomy and culinary arts.			X
2	Have knowledge about nutrition principles and food science.			X
3	Demonstrates reading, comprehension, speaking and writing skills in a second foreign language at least at the European Language Portfolio B2 general level.			X
4	Communicates effectively in writing, verbally and non-verbally and demonstrates presentation skills.			X
5	Defines, analyzes, synthesizes and evaluates information and data in the field of tourism and gastronomy.			X
6	Knows and applies management theories and practices that can effectively manage a food and beverage business, and acquires entrepreneurial skills.	X		
7	Knows social and professional ethical values, evaluates them from a critical perspective and develops appropriate behavior.			X
8	Uses both basic and field-related information and communication technologies and software at an advanced level.			X
9	Gain knowledge about the basic concepts, theories, principles and facts in the field of business and economics.			X
10	Have knowledge about national and international cuisines and apply them.			X
11	Knows and applies food and beverage cost control, menu planning and pricing.	X		
12	Knows all processes related to food and beverage production, from the purchasing stage to the presentation stage, and solves any problems that may arise during these processes.		X	
13	Knows and applies national and international legal regulations, professional standards, occupational safety and worker health principles related to the field of work.			X
14	Knows and applies classical and modern production techniques in the field of food and beverage.			X
15	Evaluates food and dishes within the framework of history, geography, culture and nutritional sciences.			X
1:Never. 2:Few. 3:Many.				

Instructor Name :