

PROGRAM-SPECIFIC COMPETENCIES - LEISURE SERVICE ADMINISTRATION

Competencies are the skills, knowledge and attributes gained through every work, educational, volunteer and life experience.

UVic students in the [Leisure Service Administration](#) program develop the following program-specific competencies.

OVERALL: Demonstrates skills necessary to analyze literature and conduct research in the area of physical activity and health in the context of schools, work, community, health promotion and sport.

FIELD OF PRACTICE/BODY OF KNOWLEDGE

Demonstrates professional-level proficiency with the English language

- + Articulates and applies knowledge in the areas of health promotion, play, sport, leisure, recreation, physical activity and wellness
- + Reads, critically evaluates and applies research and professional information to ensure currency in the practice of leisure service administration
- + Identifies and implements a personal and professional philosophy of recreation, leisure and health promotion
- + Interprets and applies health promotion strategies and other key factors that contribute to longterm health of program and service planning and delivery
- + Examines, describes and adapts to cultural and social influences in the field of leisure service administration

TECHNICAL EXPERTISE

Demonstrates professional-level proficiency with the English language

- + Identifies key values and shared vision and uses these principles to guide action in the field of leisure service administration
- + Critiques a range of organizational and political systems that affect the delivery of programs and services
- + Demonstrates how demographic, sociocultural and ecological issues related to individuals and groups affect community well-being
- + Identifies and assesses action strategies that meet community health and leisure goals
- + Develops and/or adapts appropriate strategies to evaluate specific community, management and/or marketing initiatives
- + Recognizes diversity, equity and inclusiveness as they relate to community development