

HOTEL AND RESTAURANT MANAGEMENT, B.S. - FOOD AND BEVERAGE MANAGEMENT CONCENTRATION

B.S. Requirements

Code	Title	Credits
General Education Requirement (http://catalog.niagara.edu/undergraduate/curriculum/foundation-courses/)		
MAT 201	Business Statistics I	3
CIS 232	Computer Applications for Business I	3
ECO 100	Intro to Economics	3
Electives in any disciplines in the arts and sciences		12
Major Requirement		
<i>College Core</i>		
HST 100	Introduction to Hospitality	3
HST 140	Management & Leadership	3
HST 201	Accounting Princ. I	3
HST 202	Accounting Principles II	3
HST 244	Hotel & Tourism Law	3
HST 253	Human Resources Mgt	3
HST 496	Senior Sem & Practicum	3
<i>Hotel Restaurant Management Core (MHR)</i>		
MHR 241	Foodservice Operations	3
MHR 341	Food Prep Principles	3
MHR 346	Mkg Hotels & Restaurts	3
MHR 347	Mgt Hotel Systems	3
MHR 435	Strategic Management	3
<i>Concentration Courses</i>		
Select one of the following Concentrations:		15
Hotel Restaurant Planning Development and Operations Concentration		
Food and Beverage Management Concentration		
Luxury Hospitality Operations Concentration		
<i>Elective Courses</i>		
Select four of the following:		12
Any concentration course outside your concentration, study-abroad		
HST 401	Honors Thesis I	
HST 451	Disney Intern Experience	
HST 493	Hosp/Tour/Rec Co-Op	
HST 499	Independent Research	
MHR 441	Topic:	
SPM 335	Issues in Sport and Recreation	
SPM 441	Spec Topics in Sport Mgmt and Recreation	
TRM 370	Attractions & Events	

TRM 441	Topic:	
Total Credits		84

¹ 800 Hr. Practicum requirement must be satisfied prior to registering for HST 496 Senior Sem & Practicum.

Concentration Requirements

Code	Title	Credits
MHR 343	Menu & Food Production	3
MHR 359	Food Layout & Design	3
MHR 388	Food & Bev Cost Ctrl	3
Focus		
Select one of the following focuses:		6
<i>Focus One - Entrepreneurship</i>		
MHR 474	Restaurant Venture Plan	
MHR 484	Restaurant Project	
<i>Focus Two - Food and Beverage Operations ManagementManagement</i>		
MHR 461	Food and Culture	
Total Credits		15