## Sports Sponsorship

Code: 43786
ECTS Credits: 6

| Degree | Type | Year | Semester |
| :--- | :--- | :--- | :--- |
| 4316022 Sport Management | OB | 0 | 2 |

The proposed teaching and assessment methodology that appear in the guide may be subject to changes as a result of the restrictions to face-to-face class attendance imposed by the health authorities.

## Contact

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## Other comments on languages

En modalitat online

## External teachers

## Cinto Ajram

Lukas Dorda

## Prerequisites

There are no prerequisites

## Objectives and Contextualisation

The primary objective is for students to start studying a wide range of Sponsorship in the sports field. For this, the basic activation tools for decision making in the field of sports management will be provided to the student. Specifically, the objectives at the educational level are:

- Introduce the necessary components to develop a sports sponsorship project;
- Analyze the basic principles of the world of sponsorship and the main actors involved,
- Know how to differentiate the different types of sponsorship
- Analyze the main characteristics of each type of sponsorship
- Study the management of sponsorships linked to the third sector within the CSR strategy
- Evaluate the world of sponsorship from the point of view of the property and the sponsor


## Competences

- Be able to reason autonomously and critically on business topics and issues applied to sports environments.
- Communicate and justify conclusions clearly and unambiguously to both specialist and non-specialist audiences.
- Design the commercial management of sports products and services by means of marketing strategies and plans.
- Integrate knowledge and use it to make judgements in complex situations, with incomplete information, while keeping in mind social and ethical responsibilities.
- Recognize the diversity of points of view, understand multiculturalism and be able to express their own opinions while respecting divergent opinions.
- Solve problems in new or little-known situations within broader (or multidisciplinary) contexts related to the field of study.


## Learning Outcomes

1. Activate a sponsorship deal for a brand.
2. Be able to reason autonomously and critically on business topics and issues applied to sports environments.
3. Communicate and justify conclusions clearly and unambiguously to both specialist and non-specialist audiences.
4. Describe the factors and principles of sponsorship.
5. Evaluate and improve a sponsorship strategy.
6. Integrate knowledge and use it to make judgements in complex situations, with incomplete information, while keeping in mind social and ethical responsibilities.
7. Measure the results of a sponsorship.
8. Recognize the diversity of points of view, understand multiculturalism and be able to express their own opinions while respecting divergent opinions.
9. Solve problems in new or little-known situations within broader (or multidisciplinary) contexts related to the field of study.

## Content

Lesson 1: Introduction to Sponsorship: Principles and Values
1.1. Sponsorship integration within the company.
1.2. Stakeholders and the framework for stakeholder relations.
1.3. Types of sponsorship.
1.4. Types of sponsors.

Lesson 2: Sponsorship Objectives
2.1. The sponsor's objectives.
2.2. The sponsored party's objectives.
2.3. Brand-sponsor relationship.

Lesson 3: CSR in Sponsorship
Lesson 4: Sports Sponsorship
4.1. The sponsorship proposal.
4.2. Pyramid of sponsors.
4.3. Advertising assets.
4.4. Experiential assets.
4.5. Main characteristics of a sports sponsorship agreement.

Lesson 5: Sports Sponsorship Activation
5.1. Setting up a sponsorship activation model.
5.2. Activation budget.
5.3. The most common activation actions.
5.4. Keys to success in sponsorship activation.

Lesson 6: Measuring Returns
6.1. ROI calculations.
6.2. Advertising returns, intangible returns, etc.
6.3. Main KPIs for each parameter in the activation plan.
6.4. How to create a ROI report.

Lesson 7: Soccer Sponsorship
7.1. Main assets.
7.2. Actions with players: shootings, M\&G, etc.
7.3. Stadium sponsorship.
7.4. How to get the most out of a sponsorship agreement.

## Methodology

Online modality
In the case of the online modality, the methodology will be adjusted in order students can achieve all the learning outcomes specified in this guide and at the same time develop the skills and abilities of the subject.
To this end, the resources available in the modle classrooms will be optimized to maximize student involvement and motivation (forums, debates, simulation games, case studies, online presentations, etc ...)

## Activities

| Title | Hours | ECTS | Learning Outcomes |
| :--- | :--- | :--- | :--- |
| Type: Directed | 30 | 1.2 | $1,4,7,6,8,5$ |
| Participatory master sessions | 4 | 0.16 | $1,4,7,6,9,2,5$ |
| Troubleshooting, exercises in the ordinary classroom |  |  |  |
| Type: Supervised | 8 | 0.32 | $4,7,6,8$ |
| Case studies | 20 | 0.8 | $1,4,7,5$ |
| Realization of works / Reports | 60 | 2.4 | $7,6,5$ |
| Type: Autonomous | 18 | 0.72 | $1,4,7,5$ |
| Personal study |  |  |  |
| Realization of works / Reports |  |  |  |

## Assessment

On the first day of class, the teacher will specify how many individual and group activities, in which they consist of and will determine what percentage of assessment they each have, always respecting the total weight proposed in the teaching guide

## Assessment Activities

\(\left.$$
\begin{array}{llllll}\text { Title } & \text { Weighting } & \text { Hours } & \text { ECTS } \begin{array}{l}\text { Learning } \\
\text { Outcomes }\end{array} \\
\hline \text { Continuous evaluation } & 10 \% & 0 & 0 & \begin{array}{l}1,4,7,6,9, \\
2,5\end{array} \\
\hline \begin{array}{llll}\text { Group theoretical-practical tests: Exhibition and defense of exercises and } \\
\text { group work }\end{array}
$$ \& 30 \% \& 4 \& 0.16 \& 1,4,7,3,8, <br>

2,5\end{array}\right]\)| Individual theoretical and practical tests: written tests | $30 \%$ | 2 | 0.08 |
| :--- | :--- | :--- | :--- |
| Individual theoretical and practical work: Delivery of exercises and jobs | $30 \%$ | 4 | 0.16 |

## Bibliography

- Calzada, E (2012): Show Me the Money!: Cómo conseguir dinero a través del marketing deportivo.
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- Samu, S. (2013): Nonprofit and Business Sector Collaboration: Social Enterprises, Cause-Related
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