

Course Unit	Game Biology	Field of study	Silviculture and Wildlife Management
Master in	Management of Forest Resources	School	School of Agriculture
Academic Year	2022/2023	Year of study	1
Type	Semestral	Semester	1
Level	2-1	ECTS credits	6.0
Code	6363-352-1101-00-22		
Workload (hours)	162	Contact hours	T 30 TP - PL 30 TC - S - E - OT 20 O -

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) José Paulo Mendes Guerra Marques Cortez

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. To know and be able to identify game species, its ecology, biology and know the bases for trophy evaluation on big game
2. Identify management strategies for game populations and habitat improvement
3. Define and develop management measures aiming population sustainability, control of abundance and calculation of harvest limits
4. To know game law, hunting management plans requirements and related issues

Prerequisites

Before the course unit the learner is expected to be able to:
Ecology

Course contents

Aims of game exploitation. Game species and hunting in Portugal. Habitat improvement techniques for game species. Population structure, game production and hunting limits. Game management plans. Laws and hunting activity regulations.

Course contents (extended version)

1. Game management: concepts and laws
 - Hunting regimes. Hunting means and methods
 - Game farming and animal transportation
2. Biology of main game species
 - Lagomorphs
 - Galliforms
 - Big game
3. Habitat management
 - Game habitat needs
 - Habitat evaluation methods and improvement techniques
4. Managing game populations
 - Quantification methods: census techniques and abundance indexes
 - Managing densities: selective hunting, predator control and population reinforcements
 - Crops and artificial structures for game
5. Game exploitation
 - Harvest rate determination and bag records
6. Game management plans
7. Practices: Case studies and field techniques
 - Observation and recognize of game species in the field
 - Census techniques and data analysis for density determination
 - Visit to a hunting zone or a game breeding farm
 - Game exploitation plans

Recommended reading

1. Covisa J (1998) Ordenación Cinegética: Proyectos de Ordenación y Planes Técnicos. Cinegética y Naturaleza Eds.
2. Sutherland, WJ (Ed.) (1998) Ecological Census Techniques. Cambridge Univ. Press
3. Peiró Clavell V (1997) Gestión Ecológica de Recursos Cinegéticos. Univ. Alicante
4. Saenz de Buruaga M, Lúcio A, Purroy, F (1991) Reconocimiento de Sexo y Edad en Espécies Cinegéticas. Gobierno Basco. Vitoria
5. Silvy, N. J., & Wildlife Society. (2020). The wildlife techniques manual (8th ed.). Vol I e II. Johns Hopkins University Press

Teaching and learning methods

Lecture sessions with multimedia resources, tutorial classes and practice based on group works on field and lab.

Assessment methods

1. Alternative 1 - (Regular, Student Worker) (Final, Supplementary)
 - Final Written Exam - 70% (Theoretical (50%) and practice (20%))
 - Practical Work - 30%
2. Alternative 2 - (Regular, Student Worker) (Final, Supplementary)
3. Alternative 3 - (Student Worker) (Special)

Language of instruction

Portuguese, with additional English support for foreign students.

Electronic validation

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21-12-2022	21-12-2022	21-12-2022	21-12-2022