

Postgraduate Diploma Hunting and Game Management





Postgraduate Diploma Hunting and Game Management

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitute.com/us/veterinary-medicine/postgraduate-diploma/postgraduate-diploma-hunting-game-management

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01

Introduction

In ecosystem configurations, game species are essential resources to achieve sustainable rural development, hence the great importance of proper management in their conservation.

When hunting is sustainable, it can contribute positively to the conservation of wildlife populations and their habitats, which also benefits society.





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Do not miss the opportunity to study this Postgraduate Diploma with us. It's the perfect opportunity to advance your career”

Unlike other training programs, the Postgraduate Diploma in Hunting and Game Management approaches wildlife management from an interdisciplinary point of view.

In this Postgraduate Diploma you will delve into hunting management as one more piece in the treatment of wildlife and conservation, so the objective is to achieve a sustainable use of resources; setting rhythms that do not contribute to a decrease in biological diversity in the long term while integrating other uses into the environment.

Wildlife management covers a wide spectrum of lines of research and action, in addition to the study of health surveillance and disease control, which is usually the general line of study in similar programs. However, in the future, veterinary professionals will have to face other lines of work in biodiversity conservation, which are also extensively developed throughout the syllabus.

Nowadays, it is difficult to find a program like this one, which provides students with specialized training in the use of the most common software in daily practice. Today there are many computer tools available that are considered necessary and that facilitate and increase the level of quality of work.

One of the aspects that is usually lost sight of in species management is the territorial analysis of their habitats and their areas of distribution.

Species biology is not only based on theoretical knowledge, but also on spatial and geolocalized data. The only way to understand and visualize how species are distributed is by using Geographic Information Systems to represent and model the data.

The Postgraduate Diploma in Hunting and Game Management has thematic modules based on cartographic analysis, predictable and/or potential hunting areas, and official sources to download information. A specialized and advanced program that will initiate professional veterinarians in handling different tools, loading data obtained in field visits, representing data and exploiting information to make decisions when managing a species and the areas where it lives.

This complete training program is designed by professors with the highest recognized degree of specialization, thus guaranteeing its quality in all aspects in wildlife, both clinical and scientific. A unique opportunity to specialize in an area where professional positions are in high demand, from the hands of outstanding professionals.

This **Postgraduate Diploma in Hunting and Game Management** contains the most complete and up-to-date scientific program on the market. The most important features include:

- ◆ Case studies presented by experts in Wildlife
- ◆ The graphic, schematic, and practical contents with which they are created, provide scientific and practical information on the disciplines that are essential for professional development
- ◆ New developments in Wildlife Management
- ◆ Practical exercises where the self-assessment process can be carried out to improve learning
- ◆ Special emphasis on innovative methodologies in Wildlife Management
- ◆ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ◆ Content that is accessible from any fixed or portable device with an Internet connection



Train with us and learn the concepts associated with wildlife populations and the processes and interactions that take place”

“

This Postgraduate Diploma is the best investment you can make when selecting a refresher program in Hunting and Game Management”

It includes, in its Teaching staff, Professionals belonging to the veterinary field, who pour into this training the experience of their work, in addition to recognized Specialists from Reference Societies and Prestigious Universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive specialization programmed to learn in real situations.

This program is designed around Problem-Based Learning, whereby the specialist must try to solve the different professional practice situations that arise throughout the program. For this, the professional will have the help of an innovative, interactive video system made by recognized and experienced experts in Wildlife.

This program comes with the best educational material, providing you with a contextual approach that will facilitate your learning.

This 100% online Postgraduate Diploma will allow you to combine your studies with your professional work while expanding your knowledge in this field.



02 Objectives

The program in Hunting and Game Management is designed to facilitate the performance of veterinary professionals with the latest advances and most innovative treatments in the sector.





“

You will learn to analyze one of the main threats to biodiversity loss, i.e., invasive alien species, establishing the main lines of action to manage them”



General Objectives

- ♦ Establish the ecological basis to understand the relevant concepts in the area
- ♦ Develop the concepts associated with wildlife populations and the processes and interactions that take place
- ♦ Establish the differences between the types of surrogate species and how to read them as environmental indicators
- ♦ Compile energy flows and processes that take place in different ecosystems
- ♦ Analyze the main direct and indirect wildlife observation methods
- ♦ Establish the factors necessary to design monitoring programs
- ♦ Develop the main species census methods
- ♦ Choose the appropriate census methodology
- ♦ Analyze the measures used in sustainable hunting management
- ♦ Examine the variables associated with calculating loads and quotas
- ♦ Describe the main hunting modalities and associated species
- ♦ Establish the aspects to be developed in elaborating Technical Hunting Plans
- ♦ Present the main computer tools used in Wildlife Management
- ♦ Compile the statistical bases necessary to analyze data related to Wildlife Management
- ♦ Evaluate Statistica software for statistical data analysis
- ♦ Thoroughly examine distance sampling and its variants using Distance software





Specific Objectives

Module 1. Fundamentals of Ecology

- ♦ Define the different biological indicators associated with the study of animal populations
- ♦ Develop population dynamics through the definition of species life history strategies
- ♦ Establish the critical periods in the life cycle of species and their vulnerability to extinction
- ♦ Study surrogate species, through real examples, and identify differences and similarities between them
- ♦ Define the basics of plant ecology and plant-animal interactions
- ♦ Analyze the structure of ecosystems and the joint action of various factors that influence their development
- ♦ Value the energy flows and cycles that occur in the natural environment

Module 2. Wildlife Census

- ♦ Identify fundamental methods and tools used to identify wildlife signs
- ♦ Facilitate understanding of key parameters when designing wildlife census
- ♦ Learn to identify the remains of the main wildlife species
- ♦ Introduce photo-trapping as one of the indirect population monitoring techniques
- ♦ Analyze the adequacy of static versus dynamic censuses according to the target species
- ♦ Determine the key factors in analysing wildlife tracks

Module 3. Hunting and Game Management

- ♦ Specify the scales of conservation associated with wildlife management
- ♦ Identify the methods to regulate grazing and the limits to ensure environmental sustainability
- ♦ Present the methodologies used for burden estimation
- ♦ Define interactions and compatibilities in big and small game management
- ♦ Compile the legal framework and tools in game management
- ♦ Develop the main methodologies to calculate quotas
- ♦ Define the structure of a Technical Hunting Plan

Module 4. Wildlife Management Software: Statistica and Distance

- ♦ Develop the basic concepts necessary to carry out a correct statistical analysis from the data identification stage
- ♦ Provide the fundamental skills to use statistical models in response to problems encountered
- ♦ Assess the influence of covariates in establishing relationships of interest
- ♦ Obtain reliable information on the conservation status of the populations under study
- ♦ Assess population trends based on the statistical analyses carried out to make adequate decisions
- ♦ Introduce the use of Distance software to properly import data obtained in the field
- ♦ Establish the necessary parameters in the design and configuration of data analysis using Distance

03

Course Management

The program's teaching staff includes leading experts in Hunting and Game Management who contribute their vast work experience to this program. Professionals of recognized prestige have joined forces to offer you this high-level program.





“ Our expert team of professors
in Wildlife will help you achieve
professional success”

Management



Mr. Matellanes Ferreras, Roberto

- ♦ Degree in Environmental Sciences, Rey Juan Carlos University
- ♦ Master's Degree in Training Management Management and development of training plans, European University, Madrid
- ♦ Master's Degree in Big Data and Business Intelligence, Rey Juan Carlos University
- ♦ Course on Pedagogical Aptitude in Natural Sciences, Complutense University, Madrid
- ♦ Unmanned Aerial Vehicle Pilot, State Agency of Aviation Safety (AESA)
- ♦ Technician in Management of Protected Natural Spaces, Official College of Forestry Technical Engineers
- ♦ Technician in Environmental Impact Assessment, Polytechnic University, Madrid
- ♦ Professor of Geographic Information Systems applied to the conservation of species and protected natural areas
- ♦ Conservation and national biodiversity management projects linked to species and protected natural areas
- ♦ Management, documentation and monitoring of species distribution inventories
- ♦ Territorial analyses for the reintroduction of protected species
- ♦ Analysis of the conservation status of species linked to the Natura 2000 Network for European sexennial reports (Directive 92/43/EEC and Directive 79/409/EEC)
- ♦ Inventory management of national and international wetland natural areas

**Ms. Pérez Fernández, Marisa**

- ♦ Forestry Polytechnic University of Madrid
- ♦ Master's Degree in Integrated Quality, Environmental and Occupational Health and Safety Management Systems, OHSAS
- ♦ San Pablo CEU University
- ♦ 3rd Year, Degree in Mechanical Industrial Engineering UNED
- ♦ Teaching Experience: Forest management for biodiversity conservation, natural inventories, integrated management of the natural environment, sustainable game management Technical bases and Technical Hunting Plans
- ♦ Senior Technician in Environmental Assessment, Engineering and Environmental Quality Management TRAGSATEC
- ♦ Technical Assistant TECUM Project (Tackling Environmental Crimes through standardized Methodologies) B&S Europe
- ♦ Field instructor on the Forest Arsonist Profiling project Environmental and Urban Planning Prosecutor's Office General Prosecutor's Office of the State
- ♦ Environmental Technician SEPRONA Spanish Civil Guard Headquarters
- ♦ Environmental Work Management of the Fraga-Mequinenza Gas Pipeline ENDESA Gas Transporter IIMA CONSULTING FIRM

04

Structure and Content

The content has been structured and designed by leading professionals in Hunting and Game Management, who have extensive experience and recognized prestige in the profession, backed by the volume of cases reviewed, studied, and diagnosed, and who have extensive knowledge of new technologies applied to veterinary medicine



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We have the most complete and up-to-date academic program in the market. We strive for excellence and for you to achieve it too"

Module 1. Fundamentals of Ecology

- 1.1. General Ecology I
 - 1.1.1. Reproduction Strategies
 - 1.1.2. Biological Indicators
 - 1.1.2.1. Productivity
 - 1.1.2.2. Sex Ratio
 - 1.1.2.3. Flight Rate
 - 1.1.2.4. Operational Birth Rate
 - 1.1.2.5. Reproductive Success
- 1.2. General Ecology II
 - 1.2.1. Birth Rate and Mortality
 - 1.2.2. Growth
 - 1.2.3. Density and Assessment
- 1.3. Population Ecology
 - 1.3.1. Gregariousness and Territorialism
 - 1.3.2. Feeding Area
 - 1.3.3. Activity Patterns
 - 1.3.4. Age Structure
 - 1.3.5. Predation
 - 1.3.6. Animal Nutrition
 - 1.3.7. Extinction: Critical Periods
- 1.4. Biodiversity Preservation
 - 1.4.1. Life Cycle Critical Periods
 - 1.4.2. International Union for Conservation of Nature (IUCN) Categories
 - 1.4.3. Conservation Indicators
 - 1.4.4. Vulnerability to Extinction
- 1.5. Surrogate Species I
 - 1.5.1. Keystone Species
 - 1.5.1.1. Description
 - 1.5.1.2. Real Examples
 - 1.5.2. Umbrella Species
 - 1.5.2.1. Description
 - 1.5.2.2. Real Examples



- 1.6. Surrogate Species II
 - 1.6.1. Flagship Species)
 - 1.6.1.1. Description
 - 1.6.1.2. Real Examples
 - 1.6.2. Indicator Species
 - 1.6.2.1. Biodiversity Status
 - 1.6.2.2. Habitat Status
 - 1.6.2.3. Population Status
- 1.7. Plant Ecology
 - 1.7.1. Plant Successions
 - 1.7.2. Animal-Plant Interaction
 - 1.7.3. Biogeography
- 1.8. Ecosystems
 - 1.8.1. Factors
- 1.9. Biological Systems and Communities
 - 1.9.1. Community
 - 1.9.2. Biomass
- 1.10. Energy Flows
 - 1.10.1. Nutrient Cycles

Module 2. Wildlife Census

- 2.1. Introduction to Observation Methods
 - 2.1.1. Direct Observation
 - 2.1.2. Signs
 - 2.1.2.1. Direct Signs
 - 2.1.2.2. Indirect Signs
 - 2.1.3. Electric Fishing
- 2.2. Indirect Signs: Natural Signs I
 - 2.2.1. Natural Signs
 - 2.2.1.1. Tracks
 - 2.2.1.2. Paths and Steps
 - 2.2.1.3. Droppings and Pellets
- 2.3. Indirect Signs: Natural Signs II
 - 2.3.1. Sleeping Sites, Beds and Burrows
 - 2.3.2. Territorial Markings
 - 2.3.3. Moults, Hairs, Feathers and Other Remains
- 2.4. Indirect Signs: Techniques
 - 2.4.1. Devices
 - 2.4.1.1. Hair Traps
 - 2.4.1.2. Sand Traps
 - 2.4.1.3. Photo-Trapping
- 2.5. Census Design
 - 2.5.1. Previous Concepts
 - 2.5.1.1. Sizes and Density
 - 2.5.1.2. Abundance Index
 - 2.5.1.3. Accuracy and Precision
 - 2.5.2. Populations
 - 2.5.2.1. Aggregate Distribution
 - 2.5.2.2. Uniform Distribution
 - 2.5.2.3. Manipulable
 - 2.5.3. Detectability and Catchability
 - 2.5.4. GPS Data Acquisition
- 2.6. Direct Census: Static
 - 2.6.1. Searches
 - 2.6.2. Observation Points
 - 2.6.3. Estimates from Hunting
- 2.7. Direct Census: Dynamic Census
 - 2.7.1. Plot Census without Search
 - 2.7.2. Fixed Band Transects
 - 2.7.3. Line Transects
 - 2.7.3.1. Capture-Recapture
 - 2.7.3.1.1. Modifying of the Number of Individuals
 - 2.7.3.1.2. Not Modifying the Number of Individuals

- 2.8. Wildlife Monitoring
 - 2.8.1. Introduction to Ethology
 - 2.8.2. Research Design
 - 2.8.2.1. Behavior Description
 - 2.8.2.2. Category Selection
 - 2.8.2.3. Behavior Measures
 - 2.8.2.4. Types of Sampling
 - 2.8.2.5. Types of Recording
 - 2.8.2.6. Inventories
- 2.9. Tracks
 - 2.9.1. Influencing Factors
 - 2.9.2. Ecological Information
 - 2.9.3. Morphology
 - 2.9.4. Finding and Preserving Tracks
 - 2.9.5. Keys
- 2.10. Wildlife Monitoring Programs
 - 2.10.1. Main Experiences in South America
- 3.4.3. Main Overlap between Forestry Management and Species Conservation
- 3.5. On-Site Management
 - 3.5.1. Actions on the Habitat
 - 3.5.2. Actions on Prey and Predators
 - 3.5.3. Actions on Diet
- 3.6. Off-Site Management
 - 3.6.1. Captive Breeding
 - 3.6.2. Reintroductions
 - 3.6.3. Translocations
 - 3.6.4. Recovery Centers
- 3.7. Invasive Alien Species (IAS) Management
 - 3.7.1. Strategies and Plans
- 3.8. Management Tools: Access to Information
 - 3.8.1. Data Sources
- 3.9. Management Tools: Strategies
 - 3.9.1. Main Lines
 - 3.9.2. Strategies against the Main Threats

Module 3. Hunting and Game Management

- 3.1. Management of Protected Natural Areas
 - 3.1.1. Introduction
 - 3.1.2. Restrictions
- 3.2. Management of Endangered Species Conservation
 - 3.2.1. Action Plans
 - 3.2.2. Recovery Plans
- 3.3. Natura 2000 Management
 - 3.3.1. Indicators
 - 3.3.2. Actions
- 3.4. Forest Management
 - 3.4.1. Forest Planning
 - 3.4.2. Management Projects

Module 4. Wildlife Management Software: Statistica and Distance

- 4.1. Statistica: Descriptive Statistics
 - 4.1.1. Introduction
 - 4.1.2. Statisticians
 - 4.1.2.1. Sample Size
 - 4.1.2.2. Media
 - 4.1.2.3. Fashion
 - 4.1.2.4. Standard Deviation
 - 4.1.2.5. Coefficient of Variation
 - 4.1.2.6. Variance
 - 4.1.3. Use in Statistica

- 4.2. Statistica: Probability and Statistical Significance
 - 4.2.1. Probability
 - 4.2.2. Statistical Significance
 - 4.2.3. Distributions
 - 4.2.3.1. Transformations
- 4.3. Statistics: Regressions
- 4.4. Statistics: Definition of Variables: Distributions in Discrete Variables
- 4.5. Statistics: Definition of Variables: Distributions in Continuous Variables
- 4.6. Statistica: Statistical Tests Part I
- 4.7. Statistica: Statistical Tests Part II
- 4.8. Distance: Introduction
 - 4.8.1. Types of Transects
 - 4.8.1.1. Line Transect
 - 4.8.1.2. Point Transect
 - 4.8.2. Calculating Distances
 - 4.8.2.1. Radially
 - 4.8.2.2. Perpendicularly
 - 4.8.3. Objects
 - 4.8.3.1. Individual
 - 4.8.3.2. Clusters
 - 4.8.4. Detection Function
 - 4.8.4.1. Selection Criteria
 - 4.8.4.2. Key Functions
 - 4.8.4.2.1. Uniform
 - 4.8.4.2.2. Seminormal
 - 4.8.4.2.3. Negative Exponential
 - 4.8.4.2.4. Risk Rate
- 4.9. Distance: Approximation
 - 4.9.1. AIC
 - 4.9.1.1. Limitations
 - 4.9.2. Data Analysis
 - 4.9.3. Stratification
- 4.10. Distance: Example
 - 4.10.1. Data Entry
 - 4.10.2. Analysis Settings
 - 4.10.3. Truncation
 - 4.10.4. Data Grouping
 - 4.10.5. Stratification
 - 4.10.6. Validating Results



*This program will allow you to advance
in your career comfortably"*

05 Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.



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Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

At TECH we use the Case Method

What should a professional do in a given situation? Throughout the program you will be presented with multiple simulated clinical cases based on real patients, where you will have to investigate, establish hypotheses and, finally, resolve the situation. There is an abundance of scientific evidence on the effectiveness of the method. Specialists learn better, faster, and more sustainably over time.

With TECH you will experience a way of learning that is shaking the foundations of traditional universities around the world.



According to Dr. Gérvas, the clinical case is the annotated presentation of a patient, or group of patients, which becomes a "case", an example or model that illustrates some peculiar clinical component, either because of its teaching power or because of its uniqueness or rarity. It is essential that the case is based on current professional life, in an attempt to recreate the actual conditions in a veterinarian's professional practice.

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Did you know that this method was developed in 1912, at Harvard, for law students? The case method consisted of presenting students with real-life, complex situations for them to make decisions and justify their decisions on how to solve them. In 1924, Harvard adopted it as a standard teaching method”

The effectiveness of the method is justified by four fundamental achievements:

1. Veterinarians who follow this method not only manage to assimilate concepts, but also develop their mental capacity through exercises to evaluate real situations and knowledge application
2. Learning is solidly translated into practical skills that allow the student to better integrate into the real world.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life.
4. The feeling that the effort invested is effective becomes a very important motivation for veterinarians, which translates into a greater interest in learning and an increase in the time dedicated to working on the course.



Relearning Methodology

At TECH we enhance the case method with the best 100% online teaching methodology available: Relearning.

This university is the first in the world to combine the study of clinical cases with a 100% online learning system based on repetition, combining a minimum of 8 different elements in each lesson, a real revolution with respect to the mere study and analysis of cases.



Veterinarians will learn through real cases and by resolving complex situations in simulated learning environments. These simulations are developed using state-of-the-art software to facilitate immersive learning.

At the forefront of world teaching, the Relearning method has managed to improve the overall satisfaction levels of professionals who complete their studies, with respect to the quality indicators of the best online university (Columbia University).

With this methodology more than 65,000 veterinarians have been trained with unprecedented success in all clinical specialties, regardless of the surgical load. Our teaching method is developed in a highly demanding environment, where the students have a high socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

The overall score obtained by TECH's learning system is 8.01, according to the highest international standards.



This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Latest Techniques and Procedures on Video

TECH introduces students to the latest techniques, the latest educational advances and to the forefront of current and procedures of veterinary techniques. All of this in direct contact with students and explained in detail so as to aid their assimilation and understanding. And best of all, you can watch the videos as many times as you like.



Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





Expert-Led Case Studies and Case Analysis

Effective learning ought to be contextual. Therefore, TECH presents real cases in which the expert will guide students, focusing on and solving the different situations: a clear and direct way to achieve the highest degree of understanding.



Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical, and effective way to help students progress in their learning.



06

Certificate

The Postgraduate Diploma in Hunting and Game Management guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Diploma issued by TECH Technological University.



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Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork”

This **Postgraduate Diploma in Hunting and Game Management** contains the most complete and up-to-date scientific program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Diploma** Issued by **TECH Technological University** via tracked delivery*.

The diploma issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Diploma, and meets the requirements commonly demanded by labor exchanges, competitive examinations and career evaluation committees.

Title: **Postgraduate Diploma in Hunting and Game Management**

Official N° of hours: **600 h.**



*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present
online training
development language
virtual classroom



Postgraduate Diploma Hunting and Game Management

- » Modality: **online**
- » Duration: **6 months**
- » Certificate: **TECH Technological University**
- » Dedication: **16h/week**
- » Schedule: **at your own pace**
- » Exams: **online**

Postgraduate Diploma Hunting and Game Management

