Expected Student Learning Results (ESLRs):

- #1. Students will develop and execute a multi-year career plan.
- #2. Students will demonstrate professional behavior in the workplace.
- #3. Students will anticipate and adjust to ongoing economic and workforce trends.
- #4. Students will understand and demonstrate ethical and legal behavior.

Beginning Attendance Jan. 28, 2013 Ending Attendance Feb. 21, 2013 Circle days class meets:

Program Name _____Intro to Video Game Design F02 Program #_634 Session Instructor Robert Schuchman 1/28 1/29 1/30 1/31 2/4 2/6 2/7 2/11 2/12 2/13 2/14 2/18 2/19 2/20 2/21 2/5 Μ T W Th M Т W Th M Т W Th M Т W Th Absences Absences 1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35.