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 Circle days class meets:
Oct. 29, 2012 Nov. 22, 2012 M T W

Intro to Video Game Design Program #<u>63</u>4 Session F02 Program Name_ Instructor_Robert Schuchman 10/29 10/30 10/31 11/1 11/5 11/6 11/7 11/8 11/12 11/13 11/14 11/15 11/19 11/20 11/21 11/22 Т W Μ T W Th M Т W Th M W Th M Т 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.