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	Ending Attendance	Circle days class meets:
Nov. 26, 2012	Dec. 20, 2012	M ⓉT W Ⓣh

Program # __634__ Program Name ___Intro to Video Game Design___ Session __F02__

Instructor __Robert Schuchman__ _____

Print Name   _Sign and Date_

	11/26 M	11/27 T	11/28 W	11/29 Th	12/3 M	12/4 T	12/5 W	12/6 Th	Absences	12/10 M	12/11 T	12/12 W	12/13 Th	12/17 M	12/18 T	12/19 W	12/20 Th	Absences
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