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:
Sept. 4, 2012	Sept. 27, 2012	M (T) W (Th)

Program # 637 Program Name Video Game Design: Characters & SFX Session F03

Instructor Robert Schuchman
Print Name *Sign and Date*

	9/3	9/4	9/5	9/6	9/10	9/11	9/12	9/13		9/17	9/18	9/19	9/20	9/24	9/25	9/26	9/27	
	M	**T**	**W**	**Th**	**M**	**T**	**W**	**Th**	Absences	**M**	**T**	**W**	**Th**	**M**	**T**	**W**	**Th**	Absences
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