Expected Student Learning Results (ESLRs):

35.

- #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:

M ① W ⑥ Ending Attendance Nov. 22, 2012 Oct. 29, 2012 Program Name <u>Video Game Design: Characters & SFX</u> Session F03 Program #<u>637</u> Instructor Robert Schuchman 11/12 11/13 11/14 11/15 11/19 11/20 11/21 11/22 10/29 10/30 10/31 11/1 11/5 11/6 11/7 11/8 Μ Т W Th M T W Th M T W Th М 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.