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:
Jan. 28, 2013	Feb. 21, 2013	M (T) W (Th)

Program # 634   Program Name   Intro to Video Game Design   Session F02

Instructor Robert Schuchman

Print Name / *Sign and Date*

	1/28 M	1/29 T	1/30 W	1/31 Th	2/4 M	2/5 T	2/6 W	2/7 Th	Absences	2/11 M	2/12 T	2/13 W	2/14 Th	2/18 M	2/19 T	2/20 W	2/21 Th	Absences
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