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:
Oct. 1, 2012	Nov. 1, 2012	M (T) W (Th)

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

Instructor **Robert Schuchman** _____
Print Name *Sign and Date*

	10/1	10/2	10/3	10/4	10/8	10/9	10/10	10/11		10/15	10/16	10/17	10/18	10/22	10/23	10/24	10/25	
	M	**T**	**W**	**Th**	**M**	**T**	**W**	**Th**	Absences	**M**	**T**	**W**	**Th**	**M**	**T**	**W**	**Th**	Absences
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