



Syllabus: *CAG 198: The Tribal Casino: Challenges and Opportunities - Capstone*

Course Information	
Course Prefix/Number: CAG 198	Credit Hours: 3
Semester: Fall 2017	Course Title: The Tribal Casino: Challenges and Opportunities - Capstone
Class Days/Times: Wednesdays 5:30-8:00	Room: DDC

Instructor Information:	
Name: Frank Velásquez Jr., M.Ed.	Phone/Voice Mail:
	E-mail: fvelasquez@tocc.edu
	Office location:
	Office hours:

Course Description:

This capstone course provides an opportunity for students to use the knowledge and skills they have gained through the casino gaming certificate to real-world scenarios. The course challenges students to synthesize what they have learned and to engage in critical thinking as they work individually and in groups to address typical problems and opportunities that arise in casino gaming operations.

- Course Objectives:**
- During this course students will ...**
- Utilize data to facilitate capstone project
 - Produce a researched written narrative describing their capstone project
 - Develop a presentation based on their analyses
 - Present capstone project to gaming industry professionals from Desert Diamond Casino

Student Learning Outcomes (SLOs) :

After completion of the course students will be able to...

- Demonstrate proficiency in synthesizing basic knowledge about casino gaming, including marketing, managing, economics, and the relationship of tribal gaming to O'odham cultural values.
- Demonstrate the ability to plan, facilitate, and document a significant discussion of the role of tribal gaming in native communities, specifically with regard to the Tohono O'odham Nation.
- Illustrate the ability to work cooperatively and creatively to develop responses to real-world scenarios in tribal gaming.

Course Outline:

- I. Review and application of casino gaming certificate learning outcomes in brief
 - a) Synthesizing the learning in the program to date
 - b) Applying the learning to date to real-world scenarios – a whole group exercise
- II. Challenging our understanding and ability to apply what we have learned
 - a) Teams work on their assigned scenarios and develop analyses
 - b) Teams develop presentations based on their analyses
 - c) Mock presentations to classmates and instructor with feedback
- III. Using learnings to teach others
 - a) Presentation to gaming industry professionals from Desert Diamond Casino and possibly other casinos
 - b) Final synthesis involving individual and group review of work accomplished during the semester

Himdag Cultural Component:

The CAG 198 The Tribal Casino: Challenges and Opportunities - Capstone Project is designed as a terminal course for students who are finishing their Casino Gaming Certificate. The project will challenge students to synthesize what they have learned and to engage in critical thinking as they work individually and in groups to address typical problems and opportunities that arise in casino gaming operations. Completion of this project will give the students an opportunity to apply the cultural knowledge and skills they have learned throughout the program and to apply them to a capstone project.

Policies and expectations-

Course Policies Requirements: (1) Attend class regularly; (2) Complete in-class and out-of-class assignments and submit to the instructor; (3) Take all exams; and (4) Complete all class projects & presentations.

Attendance: You are expected to arrive to class on time and actively participate each class period. Class activities promptly begin at the start of class. If you miss all or a portion of a class, then you are solely responsible for obtaining missed class material from fellow students. Complete

attendance is mandatory during student project presentations; otherwise presentation points will be forfeited. Four consecutive, unexcused absences may result in withdrawal. You may request to be excused from class for religious observances and practices, for illness, for travel or for personal or family emergency. If you will be absent or have been absent, please notify the instructor as soon as possible.

Make-up policy: Missed exams can be made up within two days of the exam date. Late assignments that can be made up will be accepted but will be penalized 25 at the instructor's discretion, extra credit opportunities and optional activities may be provided.

Academic Integrity: Violations of scholastic ethics are considered serious offenses by Tohono O'odham Community College, the Student Services Department, and by your instructor. Students may consult the TOCC Student Handbook sections on student code of conduct, on scholastic ethics and on the grade appeal procedure. Copies are available at Tohono O'odham Community College.

All work done for this class must be your own. While you may discuss assignments with other class members, the final written project must clearly be your own. You may use work from books and other materials if it is properly cited. Copying from a book without proper reference or from a person under any circumstances will result in an "F" for the assignment, and at the instructor's discretion, possibly an "F" for the course.

ADA Compliance:

Tohono O'odham Community College strives to comply with the provisions of the Americans with Disabilities Act and Section 504 of the Rehabilitation Act. If you have a learning problem, physical disability, or medical illness that requires you to have any special arrangements, please inform your instructor at the beginning of the semester so your academic performance will not suffer because of the disability or handicap.

Classroom Behavior:

- Because of insurance limitations, non-registered visitors are not allowed at class sessions.
- Possession of drugs, alcohol or firearms on college property is illegal.
- Food and beverages are allowed in classrooms.
- Pets, telephones, pagers and other electronic devices that distract students are not allowed in classrooms.
- Students creating disturbances that interfere with the conduct of the class or the learning of others will be asked to leave.

Course Feedback:

All assignments will be graded and returned to the students one week after the assignment is due. E-mail and phone messages will be returned within two days. A student or the instructor may request a student conference at any time during the semester. A mid-semester grade report will be provided to each student by October 15th.

Instructor Withdrawals:

Students who have missed four consecutive classes, not submitted any assignments nor taken any quizzes by the 45th day census report, due on September 28th, 2017 are assumed NOT to be participating in the class and will be withdrawn. Students may withdraw from class at any time during the first 2/3 of the semester without instructor permission and without incurring any grade penalty. Please be sure to withdraw yourself by October 26th, 2017 if you do not expect to complete the class, otherwise you may receive an "F" grade.

Incomplete (I) grade:

"I" grades are not awarded automatically. The student must request an "I" from the instructor who will judge the student's ability to complete the course on his or her own. Generally the student must have completed over 80% of the course requirements with at least a "C" grade. An "I" requires a written contract between the student and the instructor listing work to be completed as well as how and when the work will be done. If the work is not completed within the contract period, the "I" grade automatically reverts to an "F." "I" grades will not be re-evaluated during the final two weeks of the semester when class activities are normally at their most intense.

Special Withdrawal (Y) grade:

The "Y" grade is an administrative withdrawal given at the instructor's option when no other grade is deemed appropriate. Your instructor must file a form stating the specific rationale for awarding this grade. "Y" grades are discouraged since they often affect students negatively. Your instructor will not award a "Y" grade without a strong reason.

Final Grades: Students will receive a grade transcript from the college mailed to the address given with registration materials at the end of the semester when all grades have been recorded.

SPECIAL NOTE TO STUDENT:

For privacy and security reasons, instructors are advised **NOT** to give grades over the telephone. Grades will only be emailed with written permission from the student.

Your instructor will make every attempt to follow the above procedures and schedules, but they may be changed in the event of extenuating circumstances.

Students submitting assignments through the mail or by email are advised to make copies for their own protection.

If you move during the semester, please file a change of address form with the Student Services Office, and inform your instructor.

MUCH SUCCESS!!

GRADE TRACKING SHEET CAG 198 Fall 2017	Total	Earned
Data Analysis – Determining the Gap	25	
Capstone Project Idea – Why this solution?	25	
Written Narrative – First Draft	25	
Written Narrative – Second Draft	25	
Mixed-Media Supporting Material - Draft	25	
Written Narrative – Final (75% of Midterm Exam)	75	
Mixed-Media Supporting Material – Final (25 % of Midterm Exam)	25	
Final First Draft Presentation & Feedback	25	

Final Second Draft Presentation & Feedback	25	
Final Dry-Run Presentation Practice Session & Feedback	25	
Final Presentation (Final Exam)	100	
Total	400	

DISCLAIMER: This syllabus is designed to evolve and change throughout the semester based on class progress and interests. You will be notified of any changes as they occur.

Class Schedule

Week	Room	Event	Objectives
16-Aug	2-3	Overview and planning session for the capstone experience – including a calendar of events, and commitments of individual students to specific presentation dates	Ice Breaker; Desired Outcomes; Objectives; "What is the Gap?;" determine HOW to collect data
23-Aug	4	Students facilitate meetings with casino personnel and with O’odham cultural practitioners to discuss and evaluate the role of casino gaming in the life of the Tohono O’odham Nation.	Analyze data to determine gap (need); interview casino personnel, guests, cultural practitioners; determine solution; begin work on narrative
30-Aug	4		
6-Sep	2-3	During this four-week period, students will work in teams of 3-4 each to address real-world scenarios in tribal gaming. They will produce written materials (narratives), PPT presentations, and video reports. Intent of this period is to draw on student learnings to this point in the casino gaming certificate program and to have them synthesize that learning by applying it to the scenarios presented by the instructor.	Continue work on narrative and accompanying mixed-media; First-draft narrative; First-draft mixed-media
13-Sep	4		
20-Sep	4		
27-Sep	4		
4-Oct		College Closed	
11-Oct	Boardroom	During this two-week period, teams will continue the work from the previous four weeks.	Second-draft narrative; Second-draft mixed-media
18-Oct	Boardroom		
25-Oct	Boardroom	Midterm Exam	Final narrative with mixed media
1-Nov	Boardroom	During this four week period, students present and refine learnings from weeks 4-10, with constructive critiques provided by instructor and students. Student presentations are a “dry-run” for the presentations to be made during week 15.	Public speaking tips; first-draft presentation with feedback; second-draft presentation with feedback; final dry-run presentation with feedback.
8-Nov	Boardroom		
15-Nov	Boardroom		
22-Nov	Boardroom		
29-Nov	Boardroom	Students present to casino directors and casino personnel	Final presentations to casino directors and staff w/accompanying evaluations by those individuals, the instructor, and students. (Final presentation)
6-Dec	Boardroom	Final Exam	Reflection

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