

## **Virtual Business**

### **Semester, ½ Credit Course**

#### **Instructor Information**

Instructor: Darcie Gilde

Email: [dgilde@eanesisd.net](mailto:dgilde@eanesisd.net)

Phone: 512.732.9280 x33109

Website: <http://darciegilde.com/>

Tutoring: Before school, 1<sup>st</sup> period, 5<sup>th</sup> period lunch

#### **Course Description**

Students in Virtual Business gain knowledge and skills in economics and private enterprise systems, the impact of global business, marketing of goods and services, advertising and the operation of web-based business. Students analyze the sales process, financial management principles, and forms of business ownership and operations. Teams of students will produce their Virtual Business portfolio, which includes a business plan for an online business; creation and maintenance of their business website; and preparation and demonstrated understanding of an income statement and balance sheet.

#### **Projects/Assignments**

Deadline for projects are posted on the [Class Calendar](#)

Assignments and projects are assigned in [Google Classroom](#)

#### **Tools**

Flash Drive/USB Stick 16 GB

**Grades will be calculated as follows:**

Class Participation	10%
Daily Grades	30%
Projects	60%
Total	100%

**Class Participation:** a combination of participation in class critiques, questions, during lectures and work time, along with helpfulness towards the instructor and other students.

**Daily Grades:** are short, in-class assignments in which the student simply shows the ability to perform a technique demonstrated by the instructor and will be graded on the ability to follow the directions given. Exercises will be taught through lecture.

**Projects:** are more involved assignments that typically take place over a longer period and require more ingenuity and creativity. Students are expected to comprehend, retain, build and expand on skills that are taught leading up to the start of work. Projects will also be taught through lecture and demonstration but will have an associated project sheet with essential requirements such as specifications, objectives, grading rubrics, required techniques, premise, and due date.

**Computer Lab Rules**

Respect others

No food or drink near computer stations

No disruptive behavior

No moving lab equipment or cables