

SCHOOL PERFORMANCE FACT SHEET - CALENDAR YEARS 2010 AND 2011

COMPLETION RATES

Program All programs are 32.5 months in length	Calendar Year	Number of Students Who Began Program ^[1]	Students Available for Graduation ^[2]	Graduates ^[3]	Completion Rate ^[4]
Animation & Visual Effects	2011	55	55	23	42%
	2010	94	94	44	47%
Game Art & Design	2011	31	31	16	52%
	2010	70	70	25	36%
Motion Graphic Design	2011	40	40	19	48%
	2010	54	54	20	37%
Sound Arts	2011	185	185	68	37%
	2010	305	305	124	41%
Digital Filmmaking*	2011	* These programs are new. Therefore, the number of students who graduate, the number of students who are placed, or the starting salary you can earn after finishing the educational program are unknown at this time. Information regarding general salary and placement statistics may be available from government sources or from the institution, but is not equivalent to actual performance data.			
	2010				
Interaction Design*	2011				
	2010				
Interactive Audio*	2011				
	2010				

STUDENTS COMPLETING AFTER PUBLISHED PROGRAM LENGTH – 150% COMPLETION RATE

Program All programs are 32.5 months in length	Calendar Year	Number of Students Who Began Program ^[1]	Students Available for Graduation ^[2]	150% Graduates ^[5]	150% Completion Rate ^[6]
Animation & Visual Effects	2011	55	55	6	11%
	2010	94	94	12	13%
Game Art & Design	2011	31	31	2	6%
	2010	70	70	6	9%
Motion Graphic Design	2011	40	40	2	5%
	2010	54	54	13	24%
Sound Arts	2011	185	185	27	15%
	2010	305	305	62	20%
Digital Filmmaking*	2011	* These programs are new. Therefore, the number of students who graduate, the number of students who are placed, or the starting salary you can earn after finishing the educational program are unknown at this time. Information regarding general salary and placement statistics may be available from government sources or from the institution, but is not equivalent to actual performance data.			
	2010				
Interaction Design*	2011				
	2010				
Interactive Audio*	2011				
	2010				

[1] "Number of Students Who Began Program" is the number of students who began the program who are scheduled to complete the program within the reporting year.

[2] "Students Available for Graduation" is the number of students who began the program minus the number of "Students Unavailable for Graduation," which means those students who have died, been incarcerated, or called to active military duty.

[3] "Graduates" is the number of students who completed the program within 100% of the published program length.

[4] "Completion Rate" is the number of "Graduates" divided by the "Number of Students Available for Graduation."

[5] "150% Graduates" is the number of students who completed the program within 101-150% of the published program length.

[6] "150% Completion Rate" is the number of students who completed the program in the reported calendar year within 101-150% of the published program length divided by the "Number of Students Available for Graduation" in the published program length period.

Initials: _____ Date: _____ I have read and understand the above completion rates.

PLACEMENT RATES

Program All programs are 32.5 months in length	Calendar Year	Number of Students Who Began Program ^[1]	Number of Graduates ^[2]	Graduates Available for Employment ^[3]	Graduates Employed in the Field ^[4]	Placement Rate Employed in Field ^[5]	Graduates Employed in the Field an average of less than 32 hours per week	Graduates Employed in the Field at least 32 hours per week
Animation & Visual Effects	2011	55	23	23	16	70%	Unknown	Unknown
	2010	94	44	43	28	65%	Unknown	Unknown
Game Art & Design	2011	31	16	16	8	50%	Unknown	Unknown
	2010	70	25	25	19	76%	Unknown	Unknown
Motion Graphic Design	2011	40	19	19	16	84%	Unknown	Unknown
	2010	54	20	20	16	80%	Unknown	Unknown
Sound Arts	2011	185	68	67	33	49%	Unknown	Unknown
	2010	305	124	122	75	61%	Unknown	Unknown
Digital Filmmaking*	2011	* These programs are new. Therefore, the number of students who graduate, the number of students who are placed, or the starting salary you can earn after finishing the educational program are unknown at this time. Information regarding general salary and placement statistics may be available from government sources or from the institution, but is not equivalent to actual performance data.						
	2010							
Interaction Design*	2011							
	2010							
Interactive Audio*	2011							
	2010							

[1] "Number of Students Who Began Program" is the number of students who began the program who are scheduled to complete the program within the reporting year.

[2] "Number of Graduates" is the number of students who have completed the program within 100% of the published program length.

[3] "Graduates Available for Employment" means the number of graduates minus the number of graduates unavailable for employment. "Graduates Unavailable for Employment" means the graduates who, after graduation, die, become incarcerated, are called to active military duty, are international students that leave the United States or do not have a visa allowing employment in the United States, or are continuing their education in an accredited or bureau-approved postsecondary institution.

[4] "Graduates Employed in the Field" means graduates who report that they are gainfully employed within six months of graduation in a position for which the skills obtained through the education and training provided by the institution are required or provided a significant advantage to the graduate in obtaining the position.

[5] "Placement Rate" is calculated by dividing the number of graduates gainfully employed in the field by the number of graduates available for employment.

Initials: _____ Date: _____ I have read and understand the above placement information.

SALARY AND WAGE INFORMATION

Program All programs are 32.5 months in length	Calendar Year	Graduates Available for Employment ^[1]	Graduates Employed in the Field ^[2]	Annual Salary and Wages Reported Graduates Employed in the Field ^[3]								
				\$25,001 to \$30,000	\$30,001 to \$35,000	\$35,001 to \$40,000	\$40,001 to \$45,000	\$45,001 to \$50,000	\$50,001 to \$55,000	\$55,001 to \$60,000	\$60,000 to \$65,000	Students not Reporting Salary
Animation and Visual Effects	2011	23	16	0	0	0	0	0	0	0	0	16
	2010	43	28	0	0	0	0	0	0	0	0	28
Game Art and Design	2011	16	8	0	0	0	0	0	1	0	1	6
	2010	25	19	0	0	0	0	0	0	0	0	19
Motion Graphic Design	2011	19	16	0	0	0	1	1	0	0	0	14
	2010	20	16	0	0	0	0	0	0	0	0	16
Sound Arts	2011	67	33	0	0	0	0	0	0	0	0	33
	2010	122	75	5	0	1	1	0	0	0	0	68
Digital Filmmaking*	2011	* These programs are new. Therefore, the number of students who graduate, the number of students who are placed, or the starting salary you can earn after finishing the educational program are unknown at this time. Information regarding general salary and placement statistics may be available from government sources or from the institution, but is not equivalent to actual performance data.										
	2010											
Interactive Audio*	2011											
	2010											
Interaction Design*	2011											
	2010											

Initials: _____ Date: _____ I have read and understand the above salary and wage information.

[1] "Graduates Available for Employment" means the number of graduates minus the number of graduates unavailable for employment. "Graduates Unavailable for Employment" means the graduates who, after graduation, die, become incarcerated, are called to active military duty, are international students that leave the United States or do not have a visa allowing employment in the United States, or are continuing their education in an accredited or bureau-approved postsecondary institution.

[2] "Graduates Employed in the Field" means graduates who report that they are gainfully employed within six months of graduation in a position for which the skills obtained through the education and training provided by the institution are required or provided a significant advantage to the graduate in obtaining the position.

[3] Salary is as reported by the student. Not all graduates reported salary.

Potential Job Title as Listed by the EDD	Alameda County Data as of Q1 2012					
	Hourly			Salary		
	Low (25th Percentile)	Median (50th Percentile)	High (75th Percentile)	Low (25th Percentile)	Median (50th Percentile)	High (75th Percentile)
Multi-media Artists and Animators	Not Available			Not Available		
Graphic Designers	\$18.85	\$23.84	\$31.35	Not Available		
Audio and Video Equipment Technicians	\$16.30	\$20.79	\$26.66	Not Available		
Broadcast Technicians	\$12.05	\$20.02	\$37.05	Not Available		
Sound Engineering Technicians	\$17.25	\$21.22	\$29.18	Not Available		
Camera Operators, Television, Video, and Motion Picture	\$27.37	\$40.44	\$44.62	Not Available		
Film and Video Editors	\$20.29	\$29.69	\$42.95	Not Available		
Producers and Directors	\$20.68	\$34.68	\$62.98	Not Available		

EDD SALARY AND WAGE INFORMATION Initials: _____ Date: _____ I have read and understand the above salary and wage information.

If you have any questions about how the data reflected on the above charts was gathered or if you want a list of employment positions determined to be within the field for any specific program for which statistics were reported above, please ask your admissions representative.

This fact sheet is filed with the Bureau for Private Postsecondary Education. Regardless of any information you may have relating to completion rates, placement rates, starting salaries, or license exam passage rates, this fact sheet contains the information as calculated pursuant to state law.

Any questions a student may have regarding this fact sheet that have not been satisfactorily answered by the institution may be directed to the Bureau for Private Postsecondary Education at: P.O. Box 980818, West Sacramento, CA 95798-0818, www.bppe.ca.gov, P: 888.370.7589 or 916.431.6959, F: 916.263.1897.

My signature below certifies that I have read and understand the information provided above, that this document was reviewed and discussed with a school official prior to signing the enrollment agreement and that I have received a copy of this document.

STUDENT NAME – PRINT

SIGNATURE OF STUDENT / DATE

SIGNATURE OF SCHOOL REPRESENTATIVE / DATE