

SCHOOL PERFORMANCE FACT SHEET—CALENDAR YEARS 2011 AND 2012—EMERYVILLE
COMPLETION RATE

Program <small>All programs are approximately 32.5 months in length</small>	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%
	2012	56	56	27	48%
Game Art & Design	2011	31	31	16	52%
	2012	24	24	9	38%
Motion Graphic Design	2011	40	40	19	48%
	2012	26	26	13	50%
Sound Arts	2011	185	185	68	37%
	2012	170	170	53	31%
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.			
	2012				
Interactive Audio*	2011				
	2012				

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

STUDENTS COMPLETING AFTER PUBLISHED PROGRAM LENGTH—150% COMPLETION RATE

Program <small>All programs are approximately 32.5 months in length</small>	Calendar Year	Number of Students Who Began Program ^[1]	Students Available for Graduation ^[2]	150% Graduates ^[3]	150% Completion Rate ^[4]
Animation & Visual Effects	2011	55	55	6	11%
	2012	56	56	2	4%
Game Art & Design	2011	31	31	2	6%
	2012	24	24	3	13%
Motion Graphic Design	2011	40	40	2	5%
	2012	26	26	2	8%
Sound Arts	2011	185	185	27	15%
	2012	170	170	21	47%
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.			
	2012				
Interactive Audio*	2011				
	2012				

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

PLACEMENT RATES

Program <small>All programs are approximately 32.5 months in length</small>	Calendar Year	Number of Students Who Began Program ^[1]	Number of Graduates ^[2]	Graduates Available for Employment ^[3]	Graduates Employed in Field ^[4]	Placement Rate Employed in the Field ^[5]	Graduates Employed in Field an average of less than 32 hours per week	Graduates Employed in Field at least 32 hours per week
Animation & Visual Effects	2011	55	23	23	6	26%	Unknown	Unknown
	2012	56	27	27	8	30%	Unknown	Unknown
Game Art & Design	2011	31	16	16	3	19%	Unknown	Unknown
	2012	24	9	8	2	25%	Unknown	Unknown
Motion Graphic Design	2011	40	19	19	7	37%	Unknown	Unknown
	2012	26	13	13	6	46%	Unknown	Unknown
Sound Arts	2011	185	68	67	24	36%	Unknown	Unknown
	2012	170	53	49	23	47%	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.						
	2012							
Interactive Audio*	2011							
	2012							

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

SALARY AND WAGE INFORMATION

Program All programs are approximately 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	\$60,001 to \$65,000	Students not Reporting Salary	
Animation & Visual Effects	2011	23	6	0	0	0	0	0	0	0	0	0	6
	2012	27	8	0	0	1	0	0	0	0	0	0	7
Game Art & Design	2011	16	3	0	0	0	0	0	1	0	0	1	1
	2012	8	2	0	0	0	0	0	0	0	0	0	2
Motion Graphic Design	2011	19	7	0	0	0	1	1	0	0	0	0	5
	2012	13	6	0	0	0	0	0	0	0	0	0	6
Sound Arts	2011	67	24	0	0	0	0	0	0	0	0	0	24
	2012	49	23	1	0	0	0	0	0	0	0	0	22
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.											
	2012												
Interactive Audio*	2011												
	2012												

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

LOAN DEFAULT RATES AND PERCENTAGE OF STUDENTS RECEIVING LOANS

The 3 year cohort default rate for fiscal year 2009 is 17.9%.

The percentage of currently enrolled students as of September 1, 2013 receiving Title IV assistance is 79%.

DEFINITIONS

- [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] "Number of 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.
- [7] "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.
- [8] "Graduates Employed in the Field" means graduates who are gainfully employed in a single position for which the institution represents the program prepares graduates within six months after a student completes the applicable educational program.
- [9] "Placement Rate" is calculated by dividing the number of graduates gainfully employed in the field by the number of graduates available for employment.

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