General Assembly's Catalog

United States Campuses

2022 Catalog

Certified as True and Correct in Content and Policy.

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Our Story

General Assembly (GA) is a leader in education and career transformation, specializing in today's most in-demand skills: data science, digital marketing, software engineering, design, and product management. The leading source for training, staffing, and career transitions, we foster a flourishing community of professionals pursuing careers they love. What began as a co-working space in 2011 has since grown into a global learning experience with campuses all over the world and over 50,000 graduates worldwide. We offer full- and part-time programs, in-person and online.

Mission and Objectives

Our mission is to foster a global community of individuals empowered to pursue the work they love. Our vision is to bridge the gap between job seekers and companies needing talent with relevant skills. We do so by:

- Delivering best-in-class, practical education in technology, business, data, and design.
- Providing access to opportunities that build skills, confidence, and freedom in one's career.
- Growing a worldwide network of entrepreneurs, practitioners, and participants who are invested in one another's success.

Governance

General Assembly is governed by a board of directors, which has approved each course offered in each of General Assembly's locations. A list of owners and board members is attached as Appendix A.

Approvals

General Assembly is a private institution licensed and/or approved to operate by the following agencies:

- California Bureau for Private Postsecondary Education
    - General Assembly is a private institution approved to operate by the California Bureau for Private Postsecondary Education. Approval to operate means General Assembly is compliant with the minimum standards contained in the California Private Postsecondary Education Act of 2009 (as amended) and Division 7.5 of Title 5 of California Code of Regulations. Additional disclosures required by the California Bureau for Private Postsecondary Education are attached as Appendix D.
- Colorado Department of Higher Education, Private Occupational School Board
- District of Columbia Higher Education Licensure Commission
- Division of Private Business and Vocational Schools for the Illinois Board of Higher Education
- Georgia Nonpublic Postsecondary Education Commission
- Massachusetts Office of Private Occupational School Education
- New York State Education Department, Office of Adult Career and Continuing Education Services, Bureau of Proprietary School Supervision
- Texas Workforce Commission
- Utah Department of Commerce, Division of Consumer Protection
- Washington Workforce Training and Education Coordinating Board
    - Additional disclosures required by the Washington Workforce Training and Education Coordinating Board are attached as Appendix L.

General Assembly is not accredited and does not participate in federal or state financial aid programs except for selected programs approved by the following agencies:

- Colorado State Approving Agency for Veterans Education & Training
- District of Columbia State Approving Agency

- Georgia Department of Veterans Service
- Illinois Department of Veterans' Affairs State Approving Agency for VETS
- Massachusetts Department of Higher Education - Veterans Education State Approving Agency Workforce Training and Education Coordinating Board
- New York State Division of Veterans' Affairs
- Workforce Training and Education Coordinating Board – Veterans Education

Facilities and Equipment

All classes are taught at the campus locations identified in Appendix B.

General Assembly's facilities meet ADA accessibility standards. All campuses are equipped with dedicated classrooms, student lounge space, private conference rooms for group work and one-on-one meetings with instructional staff and on-floor restrooms.

Equipment at each campus includes desks, chairs, tables, projectors, projector screens, iMac 24-inch monitors, video camera, TVs, audio equipment, whiteboards, HDMI cables, DVI <> HDMI adapters, and couches.

Holidays

A class calendar with holiday closures will be made available to students during the enrollment process. General Assembly is closed to observe the following holidays:

Students in non-flex programs holidays		Students in flex* programs holidays	
Date	Holiday	Date	Holiday
January 17, 2022	Martin Luther King, Jr. Day	January 15, 2022	Martin Luther King, Jr. Day Observation
February 21 2022	President's Day	February 19, 2022	President's Day Observation
May 30, 2022	Memorial Day	May 28, 2022	Memorial Day Observation
June 20, 2022	Juneteenth	June 18, 2022	Juneteenth Observation
July 4, 2022	Fourth of July	July 2, 2022	Fourth of July Observation
September 5, 2022	Labor Day	September 3, 2022	Labor Day Observation
November 11, 2022	Veteran's Day	November 12, 2022	Veteran's Day
November 23, 2022	Day before Thanksgiving	November 23, 2022	Day before Thanksgiving
November 24, 2022	Thanksgiving	November 24, 2022	Day after Thanksgiving
November 25, 2022	Day after Thanksgiving	November 26, 2022	Thanksgiving Observation
December 26, 2022	Christmas Day Observed	December 24, 2022	Christmas Eve
December 27, 2022	December Holiday	December 27, 2022	December Holiday
December 28, 2022	December Holiday	December 28, 2022	December Holiday

December 29 2022	December Holiday	December 29, 2022	December Holiday
December 30, 2022	December Holiday	December 31, 2022	New Year's Eve
December 31, 2022	New Year's Eve		

* Flex programs are part-time immersive courses.

Hours

Class Hours*

Monday–Friday, 8 a.m.–10 p.m.
Saturday–Sunday, 9 a.m.–5 p.m.
*Hours may vary by location. A student's enrollment agreement will contain daily hours of instruction.

Administration Hours

Monday–Friday, 9 a.m.–6 p.m.

Enrollment Period

Courses are offered on a rolling basis, and enrollment is open. For all courses, the admissions deadline is 24 hours prior to the first class. The only exception is in the case of reenrollment. If an admitted student requests to enroll in a different session before the course begins, approval may be granted pending availability.

Courses Offered

There are two categories of courses offered at GA: Immersive and non-Immersive. GA's Immersive courses are designed to prepare students for a new career in their field of study. Non-Immersive courses are designed to help students level up in a skill set and create an initial portfolio of work in their field of study. Non-Immersive courses are not geared for career transitioning and may be designated as "avocational." In some states, avocational, or non-occupational, courses are not intended to provide instruction that will result in the student's acquisition of occupational skills for a particular job. General Assembly's courses are not designed to lead to positions in a profession requiring state licensure.

General Assembly offers the following courses. Availability at each location may vary. General Assembly provides a student/instructor ratio to sufficiently support the number of students enrolled and maintain quality of instruction. Class sizes vary based on facilities of individual campuses.

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Courses Offered	Course Length (Instructional Hours)	Course offered in the following formats	
Immersive Courses		Part-time (Flex)	Full-time
Data Analytics Immersive	420 hours / 12 or 24 weeks	X	X
Data Analytics Immersive Remote	420 hours / 12 or 24 weeks	X	X
Data Science Immersive	480 hours / 12 or 24 weeks	X	X
Data Science Immersive Remote	480 hours / 12 or 24 weeks	X	X
Software Engineering Immersive	480 hours / 12 or 24 weeks	X	X

Software Engineering Immersive Remote	420 hours / 12 or 24 weeks	X	X
User Experience Design Immersive	480 hours / 12 or 24 weeks	X	X
User Experience Design Immersive Remote	480 hours / 12 or 24 weeks	X	X
Non-Immersive Courses		In-person	Online
Cybersecurity for Developers	40 hours / 1 or 10 weeks	X	X
Data Analytics	40 hours / 1 or 10 weeks	X	X
Data Science	60 hours / 10 weeks	X	X
Digital Marketing	40 hours / 1 or 10 weeks	X	X
Front-End Web Development	60 hours / 10 weeks	X	X
JavaScript Development	60 hours / 10 weeks	X	X
Product Management	40 hours / 1 or 10 weeks	X	X
Python Programming	40 hours / 1 or 10 weeks	X	X
React Development	40 hours / 1 or 10 weeks	X	X
User Experience Design	40 hours / 1 or 10 weeks	X	X
Visual Design	32 hours / 1 or 8 weeks	X	X

Admissions Policy and Procedure

Entrance Requirements and Enrollment Dates

Admission into any General Assembly course, except for those offered in Georgia, requires that the student have a high school diploma or equivalent (General Education Diploma — GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education. Admission into any General Assembly course in Georgia requires that the student be 18 years or older. General Assembly does not admit ability-to-benefit students.

International Students and English Language Services

General Assembly does not offer visa services to prospective students from other countries or English language services. General Assembly also does not vouch for student status or any associated charges. General Assembly does not offer English as a Second Language instruction. All instruction occurs in English. English language proficiency is documented by the admissions interview, receipt of prior education documentation, as stated in the Admissions Policy and receipt of Test of English as a Foreign Language (TOEFL) examination score of an 80 or higher for the Internet-based test and 550 or higher for the paper-based test.

Course-Specific Admissions Requirements

Admissions decisions are also based on the following:

Course	Course-Specific Admissions Requirements
Cybersecurity for Developers & Cybersecurity for Developers Remote	JavaScript programming experience and some experience with SQL and building web applications.
Data Science & Data Science Remote	Basic statistics experience and familiarity with programming fundamentals and Python programming language.
Data Science Immersive & Data Science Immersive Remote	Basic computer literacy, basic statistics experience, familiarity with programming fundamentals and python programming, and completion of a diagnostic assessment.
JavaScript Development & JavaScript Development Remote	Exposure to HTML, CSS, and JavaScript.
React Development & React Development Remote	Familiarity with HTML, Document Object Model (DOM), and JavaScript.
Software Engineering Immersive & Software Engineering Immersive Remote	Basic HTML, CSS, and JavaScript e xperience and completion of a diagnostic assessment.
User Experience Design Immersive & User Experience Design Immersive Remote	Completion of a diagnostic assessment.

Required Equipment

All General Assembly students are required to have access to a laptop with an up-to-date operating system and wireless Internet capability to bring to each class session. For most courses, Mac laptops are preferred but not required, as instructors will be using Mac laptops and may not be able to provide as much support with certain technical issues to students using PCs. Immersive remote students are also required to have an external monitor in addition to their laptop.

To run all of the programs necessary for these courses, we require Immersive students to be able to run Mac OS X 10.8 Mountain Lion. Mac is built on a UNIX kernel, which means that it shares many similarities with Linux. We will allow the use of Linux only if students have previous experience with it and they are able to provide their own IT support. We do not support the use of Windows laptops, as Windows does not run in a UNIX environment. There is no one “ideal” developer environment, and many skilled developers have different opinions on whether Windows, Mac OS, or Linux is more efficient. However, because of the difference between these environments, it’s important for us to maintain a consistent level of support in the classroom. Our experience shows that, when students use differing environments, the overall pace of the course is affected.

Distance Education Asynchronous Courses

At General Assembly, there are no online courses where the instruction is not offered in real time.

Distance Education Synchronous Courses

At General Assembly, online courses where the instruction is offered in real time are called remote programs. For students in remote courses, the following system and technical requirements apply:

Internet

High-speed internet at a recommended speed of 50 megabits per second (Mbps) upload and download. If the student will be the only one using the internet, 25 Mbps upload and download will be acceptable. A wired Ethernet connection is highly recommended, as momentary gaps in Wi-Fi connection can cause video to skip or pause.

Computer

Both Macs and PCs are acceptable.
2 GHz processor speed and 4 GB RAM are required (8 GB RAM is strongly recommended).

Additional Hardware

An external monitor is required.
All necessary cables to connect computer with additional external monitor (normally HDMI cable and adapter, if necessary) are required.

Dedicated Workspace

Students need a dedicated, quiet workspace (i.e., a desk and chair where they can sit for the whole class), preferably in a private room away from roommates, family members, etc. For students in Remote courses, the following support services apply:

Class Archiving

Each session of a Remote course will be archived. Instructor presentations and all the subsequent comments and feedback will be saved so that students can go back and revisit past lessons. Instructors will also be hashtagging concepts throughout the class so a student can use the search functionality to revisit specific content. To supplement the lesson history, we will also be recording the session's audio. At the end of each lesson, students will be provided with a link to the recording.

Information Exchange, Privacy, and Safety

All information students provide to General Assembly is stored on secure servers. All information provided or transactions conducted will be encrypted using SSL technology.

Troubleshooting

General Assembly staff are online and available throughout the day and commit to responding to queries from students, instructors, and staff. For Remote students, all class sessions are recorded and can be viewed later if anything was missed as a result of a faulty internet connection.

Admissions Procedure

Each General Assembly program requires an admissions application, and all candidates are interviewed. If applicable to the chosen course, students may also complete a diagnostic assessment and/or pre-admit work before enrollment decisions are made. Once students have completed all requisite steps in the admissions process, students receive confirmation of admission from an admissions representative. Each prospective student must provide documentation of prior education as outlined in the admissions policy for their course of interest and, as applicable, documentation of course-specific admissions requirements. Upon acceptance, an admissions representative will send students a public link on the GA website where students can review the catalog. In order to enroll, students must sign an Enrollment Agreement. A copy of the completed enrollment agreement and a copy of the school catalog will be sent to the student upon enrollment.

General Assembly does not and will not provide any commission, bonus, or other incentive payment based directly or indirectly on success in securing enrollment or financial aid to any persons or entities engaged in any student recruiting or admissions activities or in making decisions regarding the award of student financial assistance.

Pre-Admit Work Requirements

Pre-course assignments are required for the following programs:

- Data Analytics
- Data Analytics Immersive
- Data Analytics Immersive Remote
- Data Science

- Data Science Immersive
- Data Science Immersive Remote
- Digital Marketing
- Front-End Web Development
- JavaScript Development
- Product Management
- Python Programming
- React Development
- Software Engineering Immersive
- Software Engineering Immersive Remote
- User Experience Design
- User Experience Design Immersive

Pre-admit work is up to 80 hours of preparatory assignments to introduce students to many of the topics they will touch upon during the course. Completion is mandatory and ensures a baseline level of knowledge among students in a cohort. Mastery of each subject is not expected, but we hope students are excited and inspired to dig further. If a student is unable to complete the pre-admit work prior to the first day of the course and seeks to cancel their enrollment, they should refer to the Cancellation Policy.

Admissions Deadline

For all courses, the admissions deadline is twenty-four hours prior to the first class meeting. The only exception is in the case of re-enrollment. If an admitted student requests to enroll in a different session before the course begins, approval may be granted pending availability.

Foreign Transcript Evaluation

All foreign transcripts and degrees must be evaluated and translated to meet U.S. equivalency.

Admission Denials

Applicants seeking admission to General Assembly are required to submit accurate and complete information requested during the admissions process. Applicants who fail to do so shall be denied admission. Any applicant or student found to have falsified information on an admissions document or to have given false information relating to admissions to General Assembly will be denied admission or expelled if already in attendance.

General Assembly reserves the right to deny admission or readmission to any applicant or student who is disruptive to the educational environment. If an applicant or student violates General Assembly's code of conduct, including but not limited to engaging in threatening, abusive, or dangerous behavior towards any staff member, student, or other member of the General Assembly community, such applicant or student may be prohibited from enrollment in another course and may be subject to other discipline. In the event a student is denied admission due to violation of code of conduct, General Assembly will notify the student in writing of the prohibited act and the penalty. Applicants who receive a negative admissions decision for code of conduct violations must wait at least one year to reapply.

Other College or University Transfer Agreements

General Assembly has not entered into transfer or articulation agreements with any other college or university. General Assembly does not guarantee the transferability of its credits to any other institution unless there is a written agreement with that institution.

VA 85/15 Rule

General Assembly will limit student enrollment to 85% veteran enrollment per cohort. In the event that a veteran wishes to enroll in a course that has already reached the 85% cap, they may do so but will not be eligible for VA funding. Chapter 35 and 31 students may still enroll if the 85% cap has been realized.

Transfer of Previous Credit and Prior Credit Policy

General Assembly courses are not credit-bearing. While General Assembly will review prior hours, credit, and experience, General Assembly does not typically accept hours or credits from other institutions through transfer of credit, challenge examinations, achievement tests, or experiential learning. Courses taken at General Assembly are unlikely to count as transfer credits at another institution.

Credit for Prior Learning (38 CFR 21.4254(c)(4). The school maintains a written record of the previous education and training of the GI Bill® recipient and grants credits appropriately, with the training period shortened proportionately. Prior related education and/or military experience of veteran students will be reviewed on a case-by-case, individual basis and appropriate credits will be awarded.

Course Descriptions and Objectives

Each General Assembly course culminates in a final project, which will be evaluated. Information regarding the requirements for completion for all programs is provided under Academic Policies.

Cybersecurity for Developers

Non-Immersive | On-campus or Online | 40 hours | 1 or 10 weeks

This course introduces students to core concepts in web security. By the end of the program, they will be able to implement security features on the front- or back-end to safeguard user information and protect against common modes of attack, including forgery and injection.

Unit 1: Intro to Cybersecurity for Web Applications

Topics covered include: cybersecurity, application security, front-end versus back-end responsibilities, third-party applications/libraries/frameworks, introduction to CORS and other (security) HTTP headers.

Unit 2: Front-End Security

Topics covered include: client XSS demonstration (“JavaScript injection”), cookie hijacking, HTML injection, CSRF, IFrames, and clickjacking.

Unit 3: Back-End Security

Topics covered include: SQL injection, data encryption and permissions, shell injection, encryption basics, database permissions, and shell injection prevention.

By the end of this course, students will be able to:

- Learn about some of the most common ways that web applications are left vulnerable to attack.
- Add input validation to a web front-end in order to sanitize data for the back end.
- Define security policies to protect against cross-site scripting (XSS) and cross-site request forgery (CSRF).
- Implement a secure cookie policy on the front-end.
- Learn about how injection attacks work on the front- and back-ends.
- Use encryption, authentication, and structured authorization to protect sensitive user data.
- Implement OAuth and single sign-on (SSO).

Data Analytics

Non-Immersive | On-campus or Online | 40 hours | 1 or 10 weeks

Data is now an integral part of every organization. To be successful in today’s data-driven world, every employee should know how to analyze data, interpret it, and make defensible recommendations. In this course, students will learn how to use data to guide and inform their organization when making critical business decisions.

Unit 1: Interpretation

Practice using Excel to conduct basic data cleaning, aggregation, analysis, and visualization.

Unit 2: Querying and Organizing Data in SQL
Use SQL to conduct advanced data querying, cleaning, and aggregation.

Unit 3: Visualization
Leverage Tableau to visualize and map data, and connect data across Excel, SQL, and Tableau.

By the end of this course, students will be able to:

- Explain the value of data.
- Utilize statistics to describe a data set and validate its analysis.
- Clean data sets using Excel's core functionality.
- Analyze data sets using visualizations and PivotTables in Excel.
- Create basic SQL queries from databases.
- Create a local SQL database.
- Import data into a local SQL database.
- Create complex queries using JOINs and other advanced SQL functionality.
- Aggregate and analyze data using efficient SQL queries.
- Build completing and clear visualizations in Tableau.
- Deliver effective presentations with data.

Data Analytics Immersive

Immersive | On-campus | 420 hours | Full-time, 12 weeks or Part-time (Flex), 24 weeks

In this course, students will learn the responsible and ethical acquisition, interpretation, and use of data. Students will develop the statistical and mathematical skills necessary to apply data analysis to real business problems through transparent and explainable analysis and modeling techniques by learning how to use specialized tools, like SQL, Excel, Tableau, PowerBI, and Python. Upon completion of the course, students will be equipped with the experience to demonstrate real value to your organization as a problem solver, storyteller, and decision maker using Data.

Unit 1: Responsible Data Analytics
Learn how to use data responsibly and ethically, and how to critically inspect datasets for veracity and quality before deciding to use them. Also understand the biases that can exist in data and how to handle them. Discuss a number of real world case studies to demonstrate responsible data analytics.

Unit 2: Statistics and Mathematics for Data Analytics
Learn the fundamental statistical and mathematical techniques required for data analytics, and understand the applications and real world relevance of these techniques alongside the underlying theory.

Unit 3: Data Acquisition and Cleaning with SQL
Learn how databases work and how to use SQL to export data from a database, ready for ingestion into a Python script, Excel analysis, or dashboard.

Unit 4: Data Analysis and Interpretation with Excel
Learn how to use Excel to explore and analyze datasets, including performing complex analyzes and cheating visualizations. Continue to develop algorithmic thinking skills, and tackle labs which involve practicing each stage of the data analytics workflow.

Unit 5: Data Analysis with Tableau and PowerBI
Gain effective visualization and communication skills to provide an important sense check during a data analysis and when communicating final results to stakeholders. Learn how to use Tableau and PowerBi to create these visualizations.

Unit 6: Data Analysis with Python
Learn how to use the Python programming language for data acquisition and analysis of large, complex, messy datasets. Learn how to translate real world problems into Python code, acquire data using APIs, and how to analyze data using simple linear regression and classification modeling.

Unit 7: Data in the Organization

Dive into the skills needed to work with others in data analytics teams: how to work with data teams, how work is delivered across teams, version control tools to build data products, and how to present effectively to non-technical audiences, all the while adhering to data privacy regulations.

Unit 8: Capstone projects

Consolidate learning from the course by applying rigorous data analysis techniques to solve a problem. There are two projects: one is a group project that enables students to practise how data teams work, whilst the other is an individual project for students to demonstrate their skills and will result in a professional portfolio. In both cases, students collect, clean, and analyze a data set and create a compelling presentation to share their insights.

Unit 9: Career Planning

Give students personalized job support to help them transition into Data Analyst roles. In a number of sessions throughout the course, students work hand-in-hand with dedicated career coaches who help them confidently build a personal brand, apply for jobs, prep for interviews, and tackle technical assessments.

By the end of the course, students will be able to:

- Use data responsibly and ethically, understanding the biases that can exist in data and how to handle them
- Critically inspect datasets for veracity and quality, and handle them appropriately
- Apply fundamental statistical and mathematical techniques required for data analytics
- Conduct effective data analysis and communication with Tableau, PowerBI, and Excel
- Perform data acquisition and cleaning with SQL
- Explore and model data with Python
- Work with others in data analytics teams using common tools and techniques
- Develop a project portfolio that demonstrates responsible data analytics

Data Analytics Immersive Remote

Immersive | Online | 420 hours | Full-time, 12 weeks or Part-time (Flex), 24 weeks

In this online course, students will learn the responsible and ethical acquisition, interpretation, and use of data. Students will develop the statistical and mathematical skills necessary to apply data analysis to real business problems through transparent and explainable analysis and modeling techniques by learning how to use specialized tools, like SQL, Excel, Tableau ,PowerBI, and Python. Upon completion of the course, students will be equipped with the experience to demonstrate real value to an organization as a problem solver, storyteller, and decision maker using Data.

Unit 1: Responsible Data Analytics

Learn how to use data responsibly and ethically, and how to critically inspect datasets for veracity and quality before deciding to use them. Also understand the biases that can exist in data and how to handle them. Discuss a number of real world case studies to demonstrate responsible data analytics.

Unit 2: Statistics and Mathematics for Data Analytics

Learn the fundamental statistical and mathematical techniques required for data analytics, and understand the applications and real world relevance of these techniques alongside the underlying theory.

Unit 3: Data Acquisition and Cleaning with SQL

Learn how databases work and how to use SQL to export data from a database, ready for ingestion into a Python script, Excel analysis, or dashboard.

Unit 4: Data Analysis and Interpretation with Excel

Learn how to use Excel to explore and analyze datasets, including performing complex analyzes and cheating visualizations. Continue to develop algorithmic thinking skills, and tackle labs which involve practicing each stage of the data analytics workflow.

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Learn how to use the Python programming language for data acquisition and analysis of large, complex, messy datasets. Learn how to translate real world problems into Python code, acquire data using APIs, and how to analyze data using simple linear regression and classification modeling.

Unit 7: Data in the Organization

Dive into the skills needed to work with others in data analytics teams: how to work with data teams, how work is delivered across teams, version control tools to build data products, and how to present effectively to non-technical audiences, all the while adhering to data privacy regulations.

Unit 8: Capstone projects

Consolidate learning from the course by applying rigorous data analysis techniques to solve a problem. There are two projects: one is a group project that enables students to practise how data teams work, whilst the other is an individual project for students to demonstrate their skills and will result in a professional portfolio. In both cases, students collect, clean, and analyze a data set and create a compelling presentation to share their insights.

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By the end of the course, students will be able to:

- Use data responsibly and ethically, understanding the biases that can exist in data and how to handle them
- Critically inspect datasets for veracity and quality, and handle them appropriately
- Apply fundamental statistical and mathematical techniques required for data analytics
- Conduct effective data analysis and communication with Tableau, PowerBI, and Excel
- Perform data acquisition and cleaning with SQL
- Explore and model data with Python
- Work with others in data analytics teams using common tools and techniques
- Develop a project portfolio that demonstrates responsible data analytics

Data Science

Non-Immersive | On-campus or Online | 60 hours | 10 weeks

This course offers a practical introduction to the interdisciplinary field of data science and machine learning, which exist at the intersection of computer science, statistics, and business. Students learn to use the programming language to help acquire, parse, and model data. A significant portion of the course will involve hands-on training in fundamental modeling techniques and machine learning algorithms to build robust predictive models of real-world data and test their validity.

Unit 1: Data Foundations

Discover the fundamentals of evidential science by executing basic functions in Python.

Unit 2: Working with Data

Practice exploratory data analysis for cleaning and aggregating data and understand the basic statistical testing values of data.

Unit 3: Data Science Modeling

Branch from traditional statistics into machine learning and explore supervised learning techniques including classification and regression.

Unit 4: Data Science Applications

Learn and implement core machine learning models to evaluate complex problems.

By the end of the course, students will be able to:

- Perform exploratory data analysis with powerful programmatic tools, Python, and command line.
- Build and refine machine learning models to predict patterns from data sets.
- Learn the language of data scientists to contribute as part of a data science team.
- Communicate data-driven insights to a non-technical audience.

Data Science Immersive

Immersive | On-campus | 480 hours | Full-time,12 weeks or Part-time (Flex), 24 weeks

In this course, students apply statistics, programming, data analytics, and modeling skills in different real-world contexts, mastering the skills they need to launch a data science career. Data Scientist careers involve taking large data sets and analyzing them using different types of models and algorithms to gain insights and predict trends.

Course Outline

Subject	Subject Title	Lecture	Lab*	Ext	Total
Unit 1	Fundamentals	20	20		40
Unit 2	Exploratory Data Analysis	16	24		40
Unit 3	Classical Statistical Modeling	65	35		100
Unit 4	Machine Learning Models	120	100		220
Unit 5	Advanced Topics and Trends	20	60		80
TOTAL		241	239		480

*Instructor-led lab consists of working on unit projects to apply what is learned during lecture to build a portfolio.

Unit 1: Fundamentals

Subject Hours: 40 (20 lecture hours, 20 lab hours)

Prerequisites: Prescribed pre-work (there is no additional charge for pre-work)

Subject Description: Get acquainted with essential data science tools and techniques, working in a programming environment to gather, organize, and share projects and data with Git and UNIX.

Unit 2: Exploratory Data Analysis

Subject Hours: 40 (16 lecture hours, 24 lab hours)

Prerequisites: Unit 1

Subject Description: Perform exploratory data analysis. Generate visual and statistical analyses, using Python and its associated libraries and tools to approach problems in fields like finance, marketing, and public policy.

Unit 3: Classical Statistical Modeling

Subject Hours: 100 (65 lecture hours, 35 lab hours)

Prerequisites: Unit 2

Subject Description: Explore effective study design and model evaluation and optimization, implementing linear and logistic regression, and classification models. Collect and connect external data to add nuance to your models using web scraping and APIs.

Unit 4: Machine Learning Models

Subject Hours: 220 (120 lecture hours, 100 lab hours)

Prerequisites: Unit 3

Subject Description: Build machine learning models. Explore the differences between supervised and unsupervised learning via clustering, natural language processing, and neural networks.

Unit 5: Advanced Topics and Trends

Subject Hours: 80 (20 lecture hours, 60 lab hours)

Prerequisites: Unit 4

Subject Description: Dive deeper into recommender systems, neural networks, and computer vision models, implementing what you've learned to productize models.

By the end of the course, students will be able to:

- Collect, extract, query, clean, and aggregate data for analysis.
- Perform visual and statistical analysis on data using Python and its associated libraries and tools.
- Build, implement, and evaluate data science problems using appropriate machine learning models and algorithms.
- Use appropriate data visualization tools to communicate findings.
- Present clear and reproducible reports to stakeholders.
- Identify big data problems and understand how distributed systems and parallel computing technologies are solving these challenges.
- Apply question, modeling, and validation problem-solving processes to data sets from various industries to gain insight into real-world problems and solutions.

Data Science Immersive Remote

Immersive | Online | 480 hours | Full-time,12 weeks or Part-time (Flex), 24 weeks

In this course, students apply statistics, programming, data analytics, and modeling skills in different real-world contexts, mastering the skills they need to launch a data science career. Data Scientist careers involve taking large data sets and analyzing them using different types of models and algorithms to gain insights and predict trends.

Unit 1: Fundamentals

Get acquainted with essential data science tools and techniques, working in a programming environment to gather, organize, and share projects and data with Git and UNIX.

Unit 2: Exploratory Data Analysis

Perform exploratory data analysis. Generate visual and statistical analyses, using Python and its associated libraries and tools to approach problems in fields like finance, marketing, and public policy.

Unit 3: Classical Statistical Modeling

Explore effective study design and model evaluation and optimization, implementing linear and logistic regression, and classification models. Collect and connect external data to add nuance to your models using web scraping and APIs.

Unit 4: Machine Learning Models

Build machine learning models. Explore the differences between supervised and unsupervised learning via clustering, natural language processing, and neural networks.

Unit 5: Advanced Topics and Trends
Dive deeper into recommender systems, neural networks, and computer vision models, implementing what you've learned to productize models.

By the end of the course, students will be able to:

- Collect, extract, query, clean, and aggregate data for analysis.
- Perform visual and statistical analysis on data using Python and its associated libraries and tools.
- Build, implement, and evaluate data science problems using appropriate machine learning models and algorithms.
- Communicate findings through data visualization, creating clear and reproducible reports to stakeholders.
- Identify big data problems and understand how distributed systems and parallel computing technologies are solving these challenges.
- Apply question, modeling, and validation problem-solving processes to data sets from various industries to gain insight into real-world problems and solutions.

Digital Marketing

Non-Immersive | On-campus or Online | 40 hours | 1 or 10 weeks

The course provides students with a solid foundation in marketing fundamentals — from segmenting a market to developing customer insight — and combines it with hands-on training in creating engaging content, as well as paid and unpaid tactics for acquiring and retaining users.

Unit 1: Objective-First Marketing
Topics covered include: the Objective-First Framework, developing a campaign strategy, and single-, multi-, and omni-channel marketing.

Unit 2: Customer Insights
Topics covered include: customer personas and empathy maps.

Unit 3: Social Media
Topics covered include: ad campaigns, target customer groups, and performance analysis.

Unit 4: Paid Search
Topics covered include: optimal bidding types for paid search campaigns.

Unit 5: SEO and Content Strategy
Topics covered include: keyword search and content strategy.

Unit 6: Google Analytics
Topics covered include: audience, acquisition, behavior, and conversion.

Unit 7: Measurement
Topics covered include: attribution in optimization and the pros and cons of different models.

Unit 8: Testing
Topics covered include: A/B tests for Facebook, AdWords, and websites.

Unit 9: Email Marketing
Topics covered include: ESP and CRM data and personalized email campaigns.

Unit 10: Digital Advertising
Topics covered include: data collection, cookies, and ads.

By the end of the course, students will be able to:

- Use a full arsenal of digital marketing tools, including Google AdWords, Facebook, and Google Analytics.
- Design and execute comprehensive marketing plans across a variety of modern digital channels — social, search, email, paid advertising, etc.
- Analyze the success of digital marketing campaigns using Google Analytics.

Front-End Web Development

Non-Immersive | On-campus or Online | 60 hours | 10 weeks

This course introduces students to the basics of programming for the web using HTML, CSS, and JavaScript. Designed for beginners, it teaches students how to build the visual and interactive components of a website. Students will learn how to create the structural foundation of a site (HTML), style it (CSS), and add logic to control its behavior (JavaScript) through the core languages that make up the web. They will also gain an understanding of how the web works and how to customize their sites using their own designs and ideas.

Unit 1: HTML and CSS Basics
An introduction to building static webpages using HTML and CSS.

Unit 2: Responsive Design
Take a developer's approach to problem-solving, coding responsive sites for mobile and the web.

Unit 3: Adding Interactivity with JavaScript
Power dynamic websites, incorporating animations, dropdowns, and more.

Unit 4: Advanced Concepts
Build websites and program interactive solutions using HTML, CSS, and JavaScript best practices.

By the end of this course, students will be able to:

- Explain how the web works.
- Create the structure and style of a website using HTML and CSS.
- Apply interactivity to a site using programming fundamentals in JavaScript.
- Host a website on a server.
- Communicate the basic technical vocabulary with front-end web developers.

JavaScript Development

Non-Immersive | On-campus or Online | 60 hours | 10 weeks

JavaScript Development teaches students a set of intermediate front-end development skills using JavaScript, jQuery, Git and GitHub, and the command line. For their final project, students will build a modern, single-page web application that utilizes industry best practices.

Unit 1: Fundamentals of JavaScript
Learn the fundamentals of JavaScript and object-oriented programming by working with JavaScript on the command line.

Unit 2: The Browser and APIs
Use JavaScript to interact with web browsers, the DOM, and APIs.

Unit 3: Persisting Data and Advanced Topics
Understand advanced programming topics and persist user data via a back-end service provider.

Unit 4: Building and Deploying Your App
Work on your final project and learn how to deploy your app to the web.

By the end of this course, students will be able to:

- Work with JavaScript, jQuery, web browsers, and the DOM.
- Learn the fundamentals of JavaScript frameworks and libraries.
- Apply essential principles of object-oriented programming and learn how they apply to other object-oriented programming languages.
- Consume data from APIs and persist data using a back-end-as-a-service provider, such as Parse or Firebase.
- Build a modern, single-page application using common design patterns.

Product Management

Non-Immersive | On-campus or Online | 40 hours | 1 or 10 weeks

Product managers understand their users, their market, and their organizations better than anyone, allowing them to create products and features that succeed in the real world. In this course, students will explore the different processes and skills required to guide product development from ideation through execution and iteration in an Agile development environment.

Unit 1: Introduction to Product Management
Discover the role of product management and its varied responsibilities during each phase of the product development cycle.

Unit 2: Product Discovery Process
Understand business needs, the market and competitive landscape, and user needs to identify opportunities.

Unit 3: Defining Product Features
Validate assumptions with prototypes from the UX team, prioritize features based on value to the business and plan upcoming work using a roadmap, epics, and user stories.

Unit 4: Agile with Developers
Get to know various development methodologies and common Agile terminology while working hand-in-hand with the development team.

Unit 5: Continuous Discovery
Gather customer insights on an ongoing basis and use data to manage the health of your product.

Unit 6: Stakeholder Management
Develop communication strategies for dealing with different stakeholders.

Unit 7: Presentation
Present your final project and discuss how you can grow in your current role or a new product management role.

By the end of this course, students will be able to:

- Clearly define the role of a product manager.
- Effectively determine key risks and assumptions surrounding a given product in order to prioritize research and discovery work.
- Navigate the customer development process by conducting effective user interviews and developing user personas.
- Prioritize features based on criteria, such as business goals, level of effort, and impact on the user.
- Implement agile best practices to manage team workflow and continuously deliver value to users.
- Gather user feedback via MVPs, interviews, experiments, and testing in order to validate hypotheses.
- Speak fluently with developers, designers and other stakeholders regarding priorities, requirements, and workflows.

- Measure a product's success and track its life cycle using metrics and OKRs.
- Act as a squad leader to drive collaboration and productivity on a product team.

Python Programming

Non-Immersive | On-campus or Online | 40 hours | 1 or 10 weeks

This course introduces students to programming in Python. Students learn programming fundamentals and build an application in this project-based, hands-on course to apply their knowledge to special topics like data analysis or web applications. Students will leave able to confidently code in Python, having created their own custom web applications.

Unit 1: Programming and Python Fundamentals
Topics covered include: an introduction to programming with variables.

Unit 2: Control Flow
Topics covered include: control flow introduction, logical comparison, Boolean conditionals, lists and list operations, for and while loops, and functions and functional arguments.

Unit 3: Object-Oriented Programming Introduction
Topics covered include: an introduction to object-oriented programming, dictionaries, sets, classes and class instance variables, and inheritance.

Unit 4: Common Python Troubleshooting
Topics covered include: variable scope, debugging principles and techniques, and intermediate variables.

Unit 5: Intermediate Python
Topics covered include: an introduction to intermediate Python, file I/O, user input, code abstraction (itertools, list comprehensions), modules and libraries, and APIs.

Unit 6: Special Topic: Introduction to Web Applications or Data Science
Data science topics covered include: an introduction to Python for data science, Pandas introduction, data visualization, plotting with Pandas, and Pandas best practices.
Web application topics covered include: an introduction to Python for web development, Flask, Flask routing, Flask templates, and Flask requests.

Unit 7: Python Project
Topics covered include: Review/Q&A, building a project in class, and a course summary.

By the end of this course, students will be able to:

- Understand and apply programming fundamentals and Python basics.
- Build a Python program and incorporate increasing complexity.
- Explain the basics of object-oriented programming.
- Troubleshoot Python code.
- Add scripting, modules, and APIs to Python programs.

React Development

Non-Immersive | On-campus or Online | 40 hours | 1 or 10 weeks

This course provides students with the skills needed to develop applications using React. The course begins with basics of React, such as components, JSX, props, and state to build a basic functioning app. Students will dive into more fundamental concepts like unidirectional flow to truly understand how React works.

Unit 1: Key React Concepts
Explore React fundamentals, rendering components, and passing props.

Unit 2: React State
Differentiate between props and state, create and change state in a component, describe the flow of methods in a component, identify the triggers for rerendering of a component, contrast class components with functional components, define unidirectional flow, and diagram data in a component hierarchy.

Unit 3: Underlying Concepts
Rewrite class components into functional components, define the main categories of the component life cycle, identify general methods in each category of the component life cycle, and contrast imperative and declarative programming.

Unit 4: APIs and Heroku
Describe what an API is and why we might use one, call APIs using fetch and API keys, describe Heroku, deploy an app on Heroku, and set up a CORS proxy on Heroku.

Unit 5: React Router
Compare historical and modern browser history mechanics, define routing, describe React Router's main features and history, use React Router to map URLs to components, and leverage React Router to create links to different components.

Unit 6: Applied Practice
Build a Tic Tac Toe game, confidently find and apply features from documentation, and create an ATM application.

By the end of this course, students will be able to:

- Build a functioning web application with React.
- Create multi-page web applications using React Router.
- Call upon an application programming interface (API) in a react application.
- Host a React app on Heroku to share with the world.

Software Engineering Immersive

Immersive | On-campus | 480 hours | Full-time,12 weeks or Part-time (Flex), 24 weeks

This in-person course provides students with a breadth of software engineering skills, enabling them to build full-stack web applications, and embark on a path toward a software engineering career. Students graduate with a solid base of fundamental computer science and programming knowledge, experience with specific languages and frameworks that are popular today, and a flexible outlook that is comfortable and eager to tackle new technologies in a fast-moving and ever-changing industry.

Course Outline

Subject	Subject Title	Lecture	Lab*	Ext	Total
Unit 1	Front End Development	48	112		160
Unit 2	Full Stack Development	38.5	81.5		120
Unit 3	Front End Frameworks	32.5	71.5		104
Unit 4	API's and Full Stack Development	17.5	78.5		96
TOTAL		136.5	343.5		480

*Instructor-led lab consists of working on unit projects to apply what is learned during lecture to build a portfolio.

Unit 1: Front End Development

Subject Hours: 160 hours (48 lecture hours, 112 lab hours)

Prerequisites: Prescribed pre-work (there is no additional charge for pre-work)

Subject Description: Discover what it takes to build the web you want to see through hands-on training in the essentials of front-end development. Explore core programming concepts that are applicable in any language and find out what day-to-day life as a professional developer is like.

Unit 2: Full Stack Development

Subject Hours: 120 hours (38.5 lecture hours, 81.5 lab hours)

Prerequisites: Unit 1

Subject Description: Learn to build full-stack web applications, deepening your knowledge of client-facing and server-side development. Expand your repertoire of programming languages and start coding collaboratively.

Unit 3: Front End Frameworks

Subject Hours: 104 hours (32.5 lecture hours, 71.5 lab hours)

Prerequisites: Unit 2

Subject Description: Hone your programming skills by learning to build full-stack applications that leverage the capabilities of third-party APIs and single page applications. Through pair programming and group collaboration, you'll gain hands-on experience executing a real-world workflow

Unit 4: API's and Full Stack Development

Subject Hours: 96 hours (17.5 lecture hours, 78.5 lab hours)

Prerequisites: Unit 3

Subject Description: Gain expertise with the modern web development tools and frameworks you'll use on the job as a software engineer. Get creative with a cumulative final project, building a full-stack application using technology you choose.

By the end of this course, students will be able to:

- Coding webpages using Hypertext Markup Language (HTML), Cascading Style Sheets (CSS), and JavaScript
- Programming fundamentals and software engineering best practices.
- Version control and collaborative software development with Git and GitHub.
- Developing full-stack applications with in-demand technologies such as Ruby on Rails, Python with Django, and Express with Node.js.
- Building full-stack applications by leveraging common design and architectural patterns like model–view–controller (MVC) and Representational State Transfer (REST).
- Safely modeling and storing data in SQL and NoSQL databases.
- Consuming and integrating third-party application programming interfaces (APIs) in an application.
- Front-end web application development with modern JavaScript frameworks such as React.
- Deploying applications to the web via cloud-based hosting
- Implementing common data structures encountered in technical interview situations, such as Linked Lists and Trees.
- Solving algorithm challenges and analyzing the computational complexity of algorithms using Big O notation.

Software Engineering Immersive Remote

Immersive | Online | 420 hours | Full-time,12 weeks or Part-time (Flex), 24 weeks

This online course provides students with a breadth of software engineering skills, enabling them to build full-stack web applications, and embark on a path toward a software engineering career. Students graduate with a solid base of fundamental computer science and programming knowledge, experience with specific languages and frameworks that are popular today, and a flexible outlook that is comfortable and eager to tackle new

technologies in a fast-moving and ever-changing industry.

Unit 1: Front End Development
Discover what it takes to build the web you want to see through hands-on training in the essentials of front-end development. Explore core programming concepts that are applicable in any language, and find out what day-to-day life as a professional developer is like.

Unit 2: Full Stack Development
Learn to build full-stack web applications, deepening your knowledge of client-facing and server-side development. Expand your repertoire of programming languages and start coding collaboratively.

Unit 3: Front End Frameworks
Hone your programming skills by learning to build full-stack applications that leverage the capabilities of third- party APIs and single page applications. Through pair programming and group collaboration, you'll gain hands-on experience executing a real-world workflow.

Unit 4: API's and Full Stack Development
Gain expertise with the modern web development tools and frameworks you'll use on the job as a software engineer. Get creative with a cumulative final project, building a full-stack application using technology you choose.

By the end of this course, students will be able to:

- Coding webpages using Hypertext Markup Language (HTML), Cascading Style Sheets (CSS), and JavaScript
- Programming fundamentals and software engineering best practices.
- Version control and collaborative software development with Git and GitHub.
- Developing full-stack applications with in-demand technologies such as Ruby on Rails, Python with Django, and Express with Node.js.
- Building full-stack applications by leveraging common design and architectural patterns like model–view–controller (MVC) and Representational State Transfer (REST).
- Safely modeling and storing data in SQL and NoSQL databases.
- Consuming and integrating third-party application programming interfaces (APIs) in an application.
- Front-end web application development with modern JavaScript frameworks such as React.
- Deploying applications to the web via cloud-based hosting.
- Implementing common data structures encountered in technical interview situations, such as Linked Lists and Trees.
- Solving algorithm challenges and analyzing the computational complexity of algorithms using Big O notation.

User Experience Design

Non-Immersive | On-campus or Online | 40 hours | 1 or 10 weeks

Learn the tools and techniques to design products that are equal parts useful, functional, and delightful. Focusing on both theoretical frameworks and practical applications, students in this course will develop a portfolio project of their choosing — receiving expert feedback along the way.

Unit 1: Introduction to UX Design & User Research
Get acquainted with the course and expectations. Discuss the discipline of UX design and the design process. Explain why user research is important in the UX design process and describe various user research methods.

Unit 2: Insights and Personas & Sketching
Explain the importance and purpose of synthesizing research in UX design and use affinity mapping to identify insights and actionable steps. Explain the purpose of ideation and sketching in the UX process and practice techniques to rapidly sketch and provide peer-to-peer critique.

Unit 3: Feature Prioritization & Maps and Flows
Practice using the 2x2 matrix and the MoSCoW method to prioritize features and determine which features to include in an MVP. Conduct a task analysis, explain the value of storyboards, journey maps, and user flows in the UX process, and practice documenting and creating user flows based on relevant scenarios.

Unit 4: Wireframing & Wireframes to Prototypes
Connect user flows to wireframes using wireflows, explain what wireframes are and why they're useful in the design process. Explain the purpose prototypes serve in the design process and connect digital wireframes to create an interactive prototype.

Unit 5: Usability Testing & Project Demo and Critique
Explain the purpose of usability testing and practice planning and conducting a usability test. Explain why critiques are beneficial to the design process and apply best practices for giving and receiving feedback during a critique.

Unit 6: Visual Design & Design Systems and Patterns
Explain how visual design impacts the user experience, identify key visual elements for improving a layout, and apply visual design tools such as typography, color, and imagery to wireframes and prototypes. Explain the impact of design systems and pattern libraries on businesses, users, and design and identify patterns used in existing products.

Unit 7: Leveling Up Testing and Usability Advanced User Research
Determine the appropriate research method and deliverable based on audience and time available and conduct additional usability tests to improve a prototype.

Unit 8: Design for Behavior and Emotion
Define decision fatigue and simplicity in design, use the Hook Model to create value-based behavior change and explain the importance of eliciting emotion from users.

Unit 9 Your Personal Brand as a Designer & Your Portfolio and Career
Analyze brand personalities and create the artifacts of a personal brand. Describe what portfolios are and their purpose in the industry and outline a case study to support a portfolio.

Unit 10: Final Presentations
Present the decision-making process of your design work and provide and receive feedback and suggestions for improvement.

By the end of this course, students will be able to:

- Discover how to identify, ideate, articulate, and develop design solutions for UX challenges.
- Describe how UX designers work with product managers, developers, and visual designers.
- Explore the current UX design landscape through relevant, real-world examples.
- Develop and document personas, journey maps, user flows, and annotated wireframes.
- Utilize industry-standard tools to propose and refine design decisions.

User Experience Design Immersive

Immersive | On-campus | 480 hours | Full-time, 12 weeks or Part-time (Flex), 24 weeks

This course is designed to have students living and breathing user experience design. Made up of sessions delivered by top practitioners, portfolio-building workshops, and events that immerse students in the UX

community, UXDI was made for those who are seriously looking to enter the world of user experience. Students will be prepared to think like designers and approach problems strategically to create the next generation of great apps, websites, and digital products.

Course Outline

Subject	Subject Title	Lecture	Lab*	Ext	Total
Unit 1	UX Foundations	28	52		80
Unit 2	UI Foundations	30	50		80
Unit 3	Design Iteration and Development	26	54		80
Unit 4	Working with a Product Team	30	50		80
Unit 5	UX in the Real World	24	96		120
Unit 6	UX Career Planning	13	27		40
TOTAL		151	329		480

*Instructor-led lab consists of working on unit projects to apply what is learned during lecture to build a portfolio.

Unit 1: UX Foundations
Subject Hours: 80 hours (28 lecture hours, 52 lab hours)
Prerequisites: Prescribed pre-work (there is no additional charge for pre-work)
Subject Description: Build foundational knowledge of UX methodology. Explore the full range of the design process, from research to testing, including design thinking and rapid prototyping as key concepts.

Unit 2: UI Foundations
Subject Hours: 80 hours (30 lecture hours, 50 lab hours)
Prerequisites: Unit 1: UX Foundations
Subject Description: Explore how to bring delight and function to users through combining the worlds of UX and UI. Design screens, pages and visual elements that enable users to interact with products in an intuitive way

Unit 3: Design Iteration and Development
Subject Hours: 80 hours (26 lecture hours, 54 lab hours)
Prerequisites: Unit 2: UI Foundations
Subject Description: Dive deeper into core UX methodology to compound your learning. Expand and apply the entire design process of user research, ideation, prototyping, interaction design, interface design, and usability testing.

Unit 4: Working with a Product Team
Subject Hours: 80 hours (30 lecture hours, 50 lab hours)
Prerequisites: Unit 3: Design Iteration and Development
Subject Description: Learn how to work in an agile development environment, simulating the handoff points between product managers and developers. Build on interpersonal skills in creative confidence and conversational storytelling to develop your portfolio and get industry ready.

Unit 5: UX in the Real World
Subject Hours: 120 hours (24 lecture hours, 96 lab hours)
Prerequisites: Unit 4: Working with a Product Team

Subject Description: Translate the culmination of your design skills into a professional client engagement. Students work with real-world clients to deliver UX research and designs for an app, website, or product in a three-week design sprint.

Unit 6: UX Career Planning
Subject Hours: 40 hours (13 lecture hours, 27 lab hours)
Prerequisites: Unit 5: UX in the Real World
Subject Description: Get yourself industry ready and take your designs to the next level. Explore the basics of service design, design operations and design leadership to advise stakeholders on how to change operating procedures and workflows to deliver on new product experiences. Explore the traits that make you unique as a designer and continue preparation for starting your UX Career.

By the end of this course, students will be able to:

- Identify and implement the most effective methods of user research to gain a deeper understanding of what users want and need.
- Leverage the tenets of information architecture to organize content for the greatest user benefit.
- Use interaction design techniques to craft a dynamic digital product that behaves intuitively.
- Apply the fundamentals of visual design to bring delight and function to users.
- Conduct usability testing to make product experiences more accessible for diverse user populations and environments.
- Utilize the fundamentals of HTML and CSS to create a webpage and have a better understanding of working with developers.
- Produce design documentation to articulate design decisions to clients and stakeholders.
- Use industry-standard digital design tools to generate wireframes and prototypes.
- Evaluate business requirements and technical constraints, and employ product management techniques to design products that can be successfully launched.
- Work within a design system and team of fellow designers and programmers to solve business challenges and address user needs, creating polished, functional products and prototypes.
- Understand the basics of service design to advise stakeholders on how to change operating procedures and workflows to deliver on new product experiences.

User Experience Design Immersive Remote

Immersive | Online | 480 hours | Full-time,12 weeks or Part-time (Flex), 24 weeks
This online course is designed to have students living and breathing user experience design. Made up of sessions delivered by top practitioners, portfolio-building workshops, and events that immerse students in the UX community, UXDI was made for those who are seriously looking to enter the world of user experience. Students will be prepared to think like designers and approach problems strategically in order to create the next generation of great apps, websites, and digital products.

Unit 1: UX Foundations
Build foundational knowledge of UX methodology. Explore the full range of the design process, from research to testing, including design thinking and rapid prototyping as key concepts.

Unit 2: UI Foundations
Explore how to bring delight and function to users through combining the worlds of UX and UI. Design screens, pages and visual elements that enable users to interact with products in an intuitive way.

Unit 3: Design Iteration and Development
Dive deeper into core UX methodology to compound your learning. Expand and apply the entire design process of user research, ideation, prototyping, interaction design, interface design, and usability testing.

Unit 4: Working with a Product Team
Learn how to work in an agile development environment, simulating the handoff points between product managers and developers. Build on interpersonal skills in creative confidence and conversational storytelling to develop your portfolio and get industry ready.

Unit 5: UX in the Real World
Translate the culmination of your design skills into a professional client engagement. Students work with real- world clients to deliver UX research and designs for an app, website, or product in a three-week design sprint.

Unit 6: UX Career Planning
Get yourself industry ready and take your designs to the next level. Explore the basics of service design, design operations and design leadership to advise stakeholders on how to change operating procedures and workflows to deliver on new product experiences. Explore the traits that make you unique as a designer and continue preparation for starting your UX Career.

By the end of this course, students will be able to:

- Identify and implement the most effective methods of user research to gain a deeper understanding of what users want and need.
- Leverage the tenets of information architecture to organize content for the greatest user benefit.
- Use interaction design techniques to craft a dynamic digital product that behaves intuitively.
- Apply the fundamentals of visual design to bring delight and function to users.
- Conduct usability testing to make product experiences more accessible for diverse user populations and environments.
- Utilize the fundamentals of HTML and CSS to create a webpage and have a better understanding of working with developers.
- Produce design documentation to articulate design decisions to clients and stakeholders.
- Use industry-standard digital design tools to generate wireframes and prototypes.
- Evaluate business requirements and technical constraints, and employ product management techniques to design products that can be successfully launched.
- Work within a design system and team of fellow designers and programmers to solve business challenges and address user needs, creating polished, functional products and prototypes.
- Understand the basics of service design to advise stakeholders on how to change operating procedures and workflows to deliver on new product experiences.

Visual Design

Non-Immersive | On-campus or Online | 32 hours | 8 weeks
This course helps students explore the art and science of visual communication and the process of creating beautiful digital products. Create a production ready composition for a responsive webpage, conveying your vision through typography, layout, and color. Students will learn to give and receive design critique and implement feedback to improve designs.

Unit 1: Introduction to Visual Design & Brand and User Research
Discuss the discipline of visual design and the design process, explain the overall purpose of design research, and develop a persona based on brand and user research.

Unit 2: From Research to Moodboards & Content Strategy
Conduct a comparative analysis to make a design recommendation and create an inventory to identify and prioritize brand content.

Unit 3: Layout and Responsive Grids and UI Patterns

Identify the anatomy of a webpage, practice sketching low-fidelity wireframes on paper and identify UI design patterns on mobile and desktop screens.

Unit 4: Introduction to Typography & Typography Decisions
Discuss the importance of typography in visual design, define key terms related to typography and create high-fidelity wireframes.

Unit 5: Introduction to Imagery & Incorporating Imagery
Describe the impact of imagery in any design, identify how to use photography, illustrations, and icons most effectively and practice sourcing and exporting images.

Unit 6: Introduction to Color Theory & Applying color
Explain color theory and its related vocabulary, make appropriate color choices for a brand or product, and explain accessibility considerations for selecting and applying colors.

Unit 7: Topic Session
Possible topics include motion design, interaction design, and design ethics.

Unit 8: Final Presentations
Present the decision-making process of your design work, and provide and receive feedback and suggestions for improvement.

By the end of this course, students will be able to:

- Take on challenging design problems, come up with creative solutions, and mock them up in production-ready detail.
- Apply the fundamentals of layout, typography, and color theory to create a landing page that you can use as a portfolio piece.
- Use industry-standard tools to design high-fidelity compositions.
- Use the technical vocabulary required to communicate with visual and user interface designers.

Academic Policies

Homework

Students in some courses may be required to spend up to 20 hours outside of class per week working on homework/projects.

Hours

Course length is measured in hours. One hour of instructional time is defined as a 60-minute period.

Standards of Progress

General Assembly measures student progress through frequent homework assignments and in-depth projects. Students are graded on a pass/fail basis. To receive a passing grade, students must:

- Receive a passing grade on 80% of all homework assignments. Homework is graded based on completion. To receive a passing grade on a homework assignment, students must complete 100% of the minimum tasks specified in that assignment.
- Maintain consistent attendance as outlined in the Attendance section below. A passing grade in attendance will be given to students with no more absences than the amount allowed, which varies by program.
- Receive a passing grade on all course projects and complete any assigned assessments as applicable.

Students are formally evaluated for progress toward completion at the following point, at which they will receive a written progress report:

Course Length	Evaluation Point
32 hours / 1 week	16 hours / .5 week
32 hours / 8 weeks	16 hours/ 4 weeks
40 hours / 1 week	20 hours / .5 weeks
40 hours / 10 weeks	20 hours / 5 weeks
60 hours / 10 weeks	30 hours / 5 weeks
420 hours / 12 weeks	210 hours / 6 weeks
420 hours / 24 weeks	210 hours / 12 weeks
480 hours / 12 weeks	240 hours / 6 weeks
480 hours / 24 weeks	240 hours / 12 weeks

General Assembly does not have a cumulative final test or examination required for the completion of any of the courses. A statement will be furnished to students regarding satisfactory or unsatisfactory progress.

Unsatisfactory Academic Progress

General Assembly does not provide a probation option. If a student is not making progress at the point of evaluation as stated above in the Standards of Progress policy, they are dismissed from the program. Students dismissed for unsatisfactory academic progress may re-enter General Assembly subject to approval by the campus manager.

Grading System

Students are graded on an academic grading system. Incomplete grades are final.

Grade	Definition
4.0	Exceeds expectations
3.0	Meets expectations
2.0	Does not meet expectations
1.0	Incomplete

Attendance

Attendance is taken by instructors fifteen minutes after class begins and fifteen minutes prior to class ending. Any student who arrives to class more than fifteen minutes late will be marked tardy, and any student who is not present fifteen minutes prior to class ending will be marked early departure. Three late arrivals and/or early departures will constitute one absence.

A class meeting is defined as the instructional hours provided on one calendar day. Students who miss more than the excused absence policies outlined below may be withdrawn.

Immersive Course Attendance Policy

With prior approval from General Assembly, students in full-time, non-flex immersive programs are permitted to miss up to three excused class meetings. Students in part-time, flex immersive programs are permitted to miss up to twenty-four instructional hours in total. Students receiving G.I. Bill® benefits who miss more than three class meetings will be terminated from the G.I. Bill® program. This change in student enrollment status will be reported to the Department of Veterans Affairs (VA) within 30 days of the veteran's last date of attendance.

Non-immersive Course Attendance Policy

With prior approval from General Assembly, students in part-time, non-accelerated courses are permitted to miss up to three excused class meetings. Students in weekend classes are permitted to miss one excused class meeting. Students in accelerated, one-week courses must attend every class.

Excused Absences
Examples of excused absences include but are not limited to student illness, death/critical illness of a family member or a significant other, critical life emergency, and religious observance. General Assembly may allow a greater number of excused absences in exceptional circumstances. Unexcused absences are not permitted except in exceptional circumstances. Examples of mitigating circumstances are:

- An illness or death in the student's immediate family
- An unavoidable change in the student's conditions of employment
- An unavoidable geographical transfer resulting from the student's employment
- Immediate family or financial obligations beyond the control of the student that require him or her to suspend pursuit of the program of education to obtain employment
- Unanticipated active military service, including active duty for training.
- Unanticipated difficulties with childcare arrangements the student has made for the period during which he or she is attending classes.

General Assembly does not provide an interruption option.

Religious Accommodation Policy

General Assembly will make good faith efforts to provide reasonable religious accommodations to students who have sincerely held religious practices or beliefs that conflict with a scheduled course session or requirement. Students requesting a religious accommodation should make the request, in writing, to their instructor and student services team with as much advance notice as possible. As a student, you are responsible for making up any work that you miss but you will be allowed to do so without penalty, provided if you do so within the terms of your arrangement with your instructor.

Leave of Absence Policy

A leave of absence is a temporary interruption in a student's study. Non-immersive programs are too short to make a leave of absence practical. For immersive programs, a leave of absence is only granted in extenuating circumstances, such as an accident, prolonged illness, maternity leave, or the death of a relative. The campus manager is expected to review the student's request, preferably in person with the student requesting the leave. All leaves of absence must be requested and approved in writing. If the student fails to return on the agreed upon date, the student will be dismissed, and a refund calculation performed. Experience has shown that most students do not return from a leave of absence.

Transfer Policy

Admission to a General Assembly program is non-transferable. Students who wish to change programs must elect to withdraw from their current program and then reapply for and enroll in the course of their choosing. Should a student elect to withdraw and then reapply for enrollment in another course more than one time, campus manager approval is required for acceptance. Coursework earned at the Washington, D.C., location may be transferred to locations outside of D.C. as part of an existing program offered by General Assembly, per campus manager approval.

Make-Up Work

Students who miss coursework because of an absence that was approved prior to its occurrence are responsible for making up missed coursework by the last scheduled day of their course in order to receive a passing grade. Students are encouraged to attend weekly office hours and schedule timely one-on-one meetings with instructors to review missed content. In-person classes are generally not taped, archived, or offered on alternative schedules for students who miss classes.

Assignment & Project Extensions
Under extenuating circumstances, instructors may grant an extension on a project or allow a student to re-submit a project. Any resubmissions or extensions granted must be made in writing between the student and the instructor and local student experience team.

Certificates of Completion
A certificate of completion is issued within seven days of the end of the course to each student who has successfully fulfilled General Assembly's requirements of obtaining a passing grade.

Tuition must be paid in full by the end of the course to receive a certificate of completion, unless other arrangements have been made with your admissions representative before the course starts. So long as they have successfully fulfilled General Assembly's requirements of obtaining a "pass" in the course, students who finance their GA course with their GI Bill® benefit will not be penalized or refused a certificate of completion if tuition payments from Department of Veterans Affairs are delayed.

Student Rights
Students have the right to equal opportunity education and an educational experience free from discrimination or harassment based on sex, gender identity and/or expression, race, color, religion, ancestry, national origin, marital status, veteran or military status, sexual orientation, medical condition, genetic information, or the presence of any sensory, mental, or physical disability, or the use of a trained guide dog or service animal by a person with a disability, or other categories protected by law of the states in which we operate.

Students have the right to view their own academic records.

Students have the right to cancel or withdraw from their course, per General Assembly's Cancellation, Withdrawal, and Refund Policy.

Students have the right to file a grievance, per General Assembly's Grievance Procedure.

Student Conduct and Dismissal
General Assembly is a community of learners that exists based on shared values and principles. All General Assembly community members are expected to uphold and abide by certain standards of conduct that form the basis of the Student Code of Conduct. General Assembly reserves the right to impose a variety of disciplinary actions, including expulsion, on any student whose behavior violates the Code of Conduct outlined in Appendix H. To clarify, school officials will determine in their sole discretion if the Code of Conduct has been violated, regardless of whether that conduct also involves an alleged or proven violation of law.

Nothing in this policy prevents students in Washington State from contacting the Workforce Board at 360-709-4600 at any time with a concern or complaint.

Student Services

Academic Advising & Counseling
Academic advising and counseling may be initiated by school personnel or the student when the need is identified.

Housing
General Assembly does not provide student housing.

Library
Enrolled students will have unrestricted access to a digital library of course-specific learning resources and tools, available 24 hours per day, 7 days per week via our learning management platform. This also includes access to all

of the curriculum, support materials, and online community relevant to a student's program of study. All resources included in the platform are available to students without additional charge while enrolled.

Employment Assistance

The General Assembly Outcomes team is dedicated to seeing Immersive students take control of their career aspirations and goals. Our Outcomes team helps students communicate their skills, make valuable connections, and identify ideal career opportunities. Designed to teach job-search strategy, Outcomes programming is interwoven into our Immersive courses. Job search support is also available to all graduates of full-time programs who choose to opt-in to it by meeting the requirements outlined below.

To become a qualified job-seeker, a student must:

- Meet all graduation requirements of the Immersive program and be in good academic standing with the Instructional team.
- Have participated in the in-course Outcomes sessions and one-on-one coaching during your Immersive to qualify for job-seeking support.
- Elect to participate in Outcomes post course.
- Become qualified and active within one week of graduating.
- Submit (and have approved by your career coach) the tools needed for your job search.

Becoming a qualified job-seeker grants initial support from the Outcomes team, but students must meet the weekly and monthly requirements to retain their status. Immediately following course completion, graduates should plan to spend at least twenty-five hours a week on the job search.

General Assembly cannot and does not guarantee employment or salary. Student completion and job placement information for certain campuses is provided at https://generalassemb.ly/regulatory-information in accordance with state law requirements, if any.

Student Records

Student transcripts with official grades and descriptions of courses offered are maintained permanently. All other school and student records will be maintained electronically for 60 years from the student's date of completion or withdrawal. These records will include the following: student attendance records, which reflect any leaves of absence (including information about the status of the leave), dates of completion (anticipated and actual), and dates students received certificates; student's signed enrollment contract, as well as any addendums, extensions, or amendments to that contract; documents reflecting payments made by or on behalf of students records and dates of any payments, including payment/refund calculations governed by the state-specific policy; progress reports that provide students with appropriate reports of progress at least once during the program or course; copies of any student complaints and school disciplinary reports; and certificates of completion. General Assembly will take reasonable steps to protect the privacy of personal information contained in student records.

Students may view their own academic records. Students who seek to view their own records should contact the campus manager.

Grievance Procedure

Internal Grievance Procedure

General Assembly has a complaint mechanism to address concerns promptly, fairly, and constructively in order to achieve the highest level of quality. This process is intended to settle disputes through mediation and reasoned discussion. It is not intended to supplant the student conduct process or the administrative rules of General Assembly. No student will be subject to unfair action and/or treatment by any General Assembly official as a result of the initiation of a complaint.

Students can make a formal grievance by submitting a written complaint to our Student Success team. General Assembly will begin a conversation with the student within seven business days of receipt of the written complaint. If the concerns cannot be resolved, students may submit a written complaint to the campus manager who will attempt to resolve all complaints within 30 days. The campus manager's decision is final.

External Grievance Procedures

California

A student or any member of the public may file a complaint about this institution with the Bureau for Private Postsecondary Education by calling (888) 370-7589 toll-free or by completing a complaint form, which can be obtained on the bureau's website: www.bppe.ca.gov.

Colorado

Attempting to resolve any issue with the School first is strongly encouraged. Complaints may be filed at any time online with the Division of Private Occupational Schools (DPOS) within two years from the student's last date of attendance at http://highered.colorado.gov/dpos, 303-862-3001.

Georgia

Students may appeal final institutional decisions regarding complaints to the Georgia Nonpublic Postsecondary Education Commission, 2082 East Exchange Place, Suite 220, Tucker, GA 30084, (770) 414-3300, https://gnpec.georgia.gov/student-resources.

Illinois

Complaints against General Assembly may be registered with the Illinois Board of Higher Education, 1 N. Old State Capitol Plaza, Suite 333, Springfield, Illinois 62701-1377 or at www.ibhe.org.

Massachusetts

Any student may contact the Division of Professional Licensure's Occupational School Education at any time regarding their complaint at 1000 Washington Street, Suite 710, Boston, MA 02118-6100, occupational.schools@mass.gov OR 617-701-8719, www.mass.gov/dpl/schools. Per 230 CMR 15.07(2) a school shall respond to written student complaints in writing within ten days from when the complaint was submitted to the school.

Utah

Complaints may also be filed with the Utah Department of Commerce Division of Consumer Protection.

Washington

Inquiries or complaints regarding General Assembly may be made to the Washington Workforce Training and Education Coordinating Board. Nothing in this process prevents a student from contacting the Washington State Workforce Training and Education Coordinating Board at any time. This school is licensed under Chapter 28C.10 RCW. Inquiries or complaints regarding this private vocational school may be made to the: Workforce Board, 128 10th Ave. SW, Box 43105, Olympia, Washington 98504, (360) 709-4600, pvsa@wtb.wa.gov, wtb.wa.gov.

Washington, D.C.

Any grievance affecting General Assembly's license issued by the D.C. Higher Education Licensure Commission may be submitted to the commission if not resolved by the school. The D.C. Higher Education Licensure Commission is the agency of last resort in the grievance process.

Cancellation, Withdrawal & Refund Policy

General Assembly's Cancellation, Withdrawal, and Refund Policy varies by state. In the event there is any discrepancy between the general policy and the state-specific policy, the state-specific policy will govern.

General Assembly's Right to Cancel

1. General Assembly reserves the right to cancel or postpone a course date or to change a course location at any time. Except in cases of force majeure, students will be entitled, at their discretion, to attend the course at the proposed later date or to receive a full refund of any course fees they have already paid to attend the course on the original date and/or location.
2. General Assembly reserves the right to cancel an enrollment based on conduct violations prior to course start date. If a student displays threatening, abusive, or dangerous behavior toward any of our staff or personnel, then GA reserves the right to refuse to allow the student to continue taking the course. In such circumstances, a student will not be entitled to a refund of any fees paid except as mandated by the state's refund policy, and GA reserves the right to prevent the student from taking any course in the future if we feel that is necessary for the protection of our staff or personnel.
3. General Assembly reserves the right to cancel an enrollment if a student has failed to complete the pre-work required for course participation.
4. General Assembly reserves the right to cancel an enrollment or disenroll a student for delinquent past-due balances. Students who finance their GA course with their GI Bill® benefit will not be canceled or dis-enrolled if tuition payments from Department of Veterans Affairs are delayed.

Student's Right to Cancel

1. Students have the right to cancel their course of instruction, without any penalty or obligation, through attendance at the first class session (or as defined below) or seven days after enrollment, whichever comes later. Students not accepted to the school are entitled to all monies paid.
2. Cancellation is effective when the student provides a written notice of cancellation at the address of attendance stated on their enrollment agreement. This can be done by email or by hand delivery. The written notice of cancellation, if sent by mail, is effective when deposited in the mail properly addressed with proper postage. The notification is effective when General Assembly receives notice or the date the notice is mailed, whichever is sooner.
3. The written notice of cancellation need not take any particular form and however expressed; it is effective if it shows that the student no longer wishes to be bound by the Enrollment Agreement.
4. If the Enrollment Agreement is canceled, the school will refund the student any money they paid, less a registration or application fee specified below in the Tuition and Fees chart. Students receiving educational benefits from the Department of Veterans Affairs will be refunded the amount of the registration fee in excess of $10.

   Colorado, Massachusetts, Georgia, and Washington students will be refunded the registration or application fee if cancellation occurs within five business days (excluding Sundays and holidays) after the Enrollment Agreement is signed or an initial payment is made, and the student has not attended the first class session.

   a. In Georgia, state guidance dictates that students who cancel their enrollment agreement within three (3) business days of signing the agreement, will receive a full refund of tuition and fees, including a full refund of nonrefundable fees. Nonrefundable fees will also be fully refunded within three (3) business days of making a payment, prior to the first day of class, if an Enrollment Agreement is not signed. General Assembly's cancellation policy is more generous. You have the right to cancel your course of instruction, without any penalty or obligation, through attendance at the first class session or seven days after enrollment, whichever comes later. Students will be refunded the registration or application fee if cancellation occurs within five business days (excluding Sundays and holidays) after the Enrollment Agreement is signed or an initial payment is made, and the student has not attended the first class session.

b. In Massachusetts, in addition to the requirements of M.G.L. c. 255, § 13K, for programs beginning after April 1, 2017, prior to the completion of five school days or five percent of the Program, whichever occurs first, a School shall afford a student the opportunity to withdraw with a full refund of all Monies Paid, less (1) actual reasonable administrative costs as defined under M.G.L. c. 255, § 13K; and (2) actual reasonable costs of non-reusable supplies or Equipment where a School reasonably provided the student with the supplies or Equipment, so long as the student receives the refund to which they are entitled under M.G.L. c. 255, § 13K. Provided, however, that this provision shall not apply to: (1) Programs not subject to division approval; and (2) Programs 80 hours or less in duration and $2,000 in total cost. Additionally, if a School allows a student to begin participation in a Program while an initial award for financial aid, including student loans, is pending, and the student subsequently is denied some or all of that student loan or financial aid amount, the School shall offer that student in writing an opportunity to terminate the enrollment agreement with a full refund of all Monies Paid, less actual reasonable administrative costs as defined under M.G.L. c. 255, § 13K.

c. In Utah, there exists a three-business-day cooling-off period during which time the student may rescind the contract and receive a refund of all money paid. Per Utah Administrative Code R152-34-8(3)(a):

    i. A three-business-day cooling-off period during which time the student may rescind the contract and receive a refund of all money paid. The cooling-off period may not end prior to midnight of the third business day after the latest of the following days:

        1. the day the student signs an enrollment agreement;

        2. the day the student pays the institution an initial deposit or first payment toward tuition and fees; or

        3. the day that the student first visits the institution if the program lasts more than 30 consecutive calendar days.

Withdrawal

Students may withdraw from the course at any time after the cancellation period (described above) and refunds are determined in accordance with the Refund Policy stated below.

For the purpose of determining a refund under this section, a student shall be deemed to have withdrawn from a course when any of the following occurs:

- The student notifies General Assembly in writing of the student's withdrawal or as of the last date of attendance, whichever is later. The failure of a student to immediately notify General Assembly in writing of the student's intent to withdraw may delay any applicable refund of tuition to the student.
- General Assembly terminates the student's enrollment for failure to maintain satisfactory progress; failure to abide by the rules and regulations; absences in excess of maximum set forth by General Assembly; and/ or failure to meet financial obligations to General Assembly. In these cases, the official termination date of enrollment shall be the student's last day in class. If a student has been withdrawn for failure to maintain satisfactory progress or for violations of General Assembly's Attendance Policy, the student can only be readmitted with the approval of the regional director into a future instance of the course after final grades have been issued for the original course.
- The student has failed to attend class for three class meetings without prior approval. *

Students who withdraw due to an emergency, such as personal or family illness or national service, may be reenrolled into another General Assembly course following approval by the campus manager.

*Washington rules provide that when a student, without notice, fails to attend classes for 30 days, the date of the student's termination is the last date of recorded attendance.

Refund Policy

All refunds will be paid within 30 days of withdrawal. Refunds will be less a registration fee (described in the below Tuition and Fees section), except for students who are receiving educational benefits from the Department of Veterans Affairs, for whom the amount of the registration fee or application fee in excess of $10 may be subject to proration per the VA Prorated Refund Policy.

If any portion of the tuition was paid from the proceeds of a loan or third party, the refund shall be sent to the lender, third party or, if applicable, to the state or federal agency that guaranteed or reinsured the loan. Any amount of the refund in excess of the unpaid balance of the loan shall be first used to repay any student financial aid programs from which the student received benefits, in proportion to the amount of the benefits received, and any remaining amount shall be paid to the student.

If you get a student loan or other approved financing, you are responsible for the repaying the loan amount plus any interest, less the amount of any refund. If you choose to finance your program through an income share agreement (ISA), you are responsible for paying the ISA funding amount pursuant to the terms of your ISA, less the amount of any refund.

Students who choose to fund their tuition pursuant to an income share agreement should consult their income share agreement for more information about the application of their refund policy. General Assembly does not participate in federal or state financial aid programs. Refund policies vary by state, as described below:

California Students

If you withdraw, you will receive a pro rata refund if you have completed 60% or less of your course through the last day of attendance. You will be responsible for 100% of the tuition for your course if you complete more than 60% of the course, even if you do not complete the entire course.

For the purpose of determining the amount of the refund, the date of the student's withdrawal shall be deemed the last date of recorded attendance. The amount owed equals the daily charge for the course (total institutional charge, minus non-refundable fees, divided by the number of days in the course), multiplied by the number of days scheduled to attend prior to withdrawal.

Colorado Students

Students not accepted to the school are entitled to all monies paid. Students who cancel this contract by notifying the school within five business days (excluding Sundays and holidays) after the Enrollment Agreement is signed or an initial payment is made, and the student has not attended the first class session will be entitled a full refund of all tuition and fees paid.

In the case of students withdrawing after commencement of classes, the school will retain the cancellation charge plus a percentage of tuition and fees, which, as described in the tables below, is based on the percentage of contact hours attended in the program or standalone course. The refund is based on the official date of termination or withdrawal.

Postponement of a starting date, whether at the request of the school or the student, requires a written agreement signed by the student and the school. The agreement must set forth both:

a) Whether the postponement is for the convenience of the school or the student.

b) The deadline for the new start date, beyond which the start date will not be postponed.

If the course is not commenced or the student fails to attend by the new start date set forth in the agreement, the student will be entitled to an appropriate refund of prepaid tuition and fees within 30 days of the deadline in accordance with the school's refund policy and all applicable laws and rules concerning the Private Occupational

Education Act of 1981. Generally, General Assembly does not permit postponement of start dates. Students must instead withdraw and reenroll in a course of their choosing.

Classroom Students:

Student is entitled to upon withdrawal/termination	Refund
Within first 10% of program	90%, less cancellation charge
After 10% but within first 25% of program	75%, less cancellation charge
After 25% but within first 50% of program	50%, less cancellation charge
After 50% but within first 75% of program	25%, less cancellation charge
After 75% of program	No refund

Data Analytics Immersive Remote (Full-Time) Students

Student is entitled to upon withdrawal/termination	Refund
Within first 10% of program (Lessons 1 –6)	90%, less cancellation charge
After 10% but within first 25% of program (Lessons 7–15)	75%, less cancellation charge
After 25% but within first 50% of program (Lessons 16–30)	50%, less cancellation charge
After 50% but within first 75% of program (Lessons 31–45)	25%, less cancellation charge
After 75% of program (Lesson 46; if paid in full, cancellation charge is not applicable.)	No refund

Data Analytics Immersive Remote (Part-Time) Students

Student is entitled to upon withdrawal/termination	Refund
Within first 10% of program (Lessons 1 –12)	90%, less cancellation charge
After 10% but within first 25% of program (Lessons 13–30)	75%, less cancellation charge
After 25% but within first 50% of program (Lessons 31–60)	50%, less cancellation charge
After 50% but within first 75% of program (Lessons 61–90)	25%, less cancellation charge
After 75% of program (Lesson 91; if paid in full, cancellation charge is not applicable.)	No refund

Data Science Immersive Remote and Software Engineering Immersive Remote (Full-Time) Students:

Student is entitled to upon withdrawal/termination	Refund
Within first 10% of program (Lessons 1 –6)	90%, less cancellation charge
After 10% but within first 25% of program (Lessons 7–15)	75%, less cancellation charge
After 25% but within first 50% of program (Lessons 16–30)	50%, less cancellation charge
After 50% but within first 75% of program (Lessons 31–45)	25%, less cancellation charge
After 75% of program (Lesson 46; if paid in full, cancellation charge is not applicable.)	No refund

Software Engineering Immersive Remote (Part-Time or Flex) Students:

Student is entitled to upon withdrawal/termination	Refund
Within first 10% of program (Lessons 1 –11)	90%, less cancellation charge
After 10% but within first 25% of program (Lessons 12–27)	75%, less cancellation charge
After 25% but within first 50% of program (Lessons 28–54)	50%, less cancellation charge
After 50% but within first 75% of program (Lessons 55–81)	25%, less cancellation charge
After 75% of program (Lesson 82; if paid in full, cancellation charge is not applicable.)	No refund

User Experience Design Immersive Remote (Full-Time) Students:

Student is entitled to upon withdrawal/termination	Refund
Within first 10% of program (Lessons 1 –9)	90%, less cancellation charge
After 10% but within first 25% of program (Lessons 10–21)	75%, less cancellation charge
After 25% but within first 50% of program (Lessons 22–42)	50%, less cancellation charge
After 50% but within first 75% of program (Lessons 43–63)	25%, less cancellation charge
After 75% of program (Lesson 64; if paid in full, cancellation charge is not applicable.)	No refund

User Experience Design Immersive Remote (Part-Time or Flex) Students:

Student is entitled to upon withdrawal/termination	Refund
Within first 10% of program (Lessons 1 –11)	90%, less cancellation charge
After 10% but within first 25% of program (Lessons 12-27)	75%, less cancellation charge
After 25% but within first 50% of program (Lessons 28-54)	50%, less cancellation charge
After 50% but within first 75% of program (Lessons 55-81)	25%, less cancellation charge
After 75% of program (Lesson 82; if paid in full, cancellation charge is not applicable.)	No refund

Cybersecurity for Developers Remote, Data Analytics Remote, Digital Marketing Remote, Product Management Remote, Python Programming Remote, React Development Remote, and User Experience Design Remote Students:

Student is entitled to upon withdrawal/termination	Refund
Within first 10% of program (Lessons 1–2)	90%, less cancellation charge
After 10% but within first 25% of program (Lessons 3–5)	75%, less cancellation charge
After 25% but within first 50% of program (Lessons 6–8)	50%, less cancellation charge
After 50% but within first 75% of program (Lessons 9–14)	25%, less cancellation charge
After 75% of program (After Lesson 14; if paid in full, cancellation charge is not applicable.)	No refund

Data Science Remote, Front-End Web Development Remote, and JavaScript Development Remote Students:

Student is entitled to upon withdrawal/termination	Refund
Within first 10% of program (Lessons 1–2)	90%, less cancellation charge
After 10% but within first 25% of program (Lessons 3–5)	75%, less cancellation charge
After 25% but within first 50% of program (Lessons 6–10)	50%, less cancellation charge
After 50% but within first 75% of program (Lessons 11–15)	25%, less cancellation charge
After 75% of program (After Lesson 15; if paid in full, cancellation charge is not applicable.)	No refund

Visual Design Remote Students:

Student is entitled to upon withdrawal/termination	Refund
Within first 10% of program (Lesson 1–2)	90%, less cancellation charge
After 10% but within first 25% of program (Lessons 3–4)	75%, less cancellation charge
After 25% but within first 50% of program (Lessons 5–8)	50%, less cancellation charge
After 50% but within first 75% of program (Lessons 9–12)	25%, less cancellation charge
After 75% of program (After Lesson 12; if paid in full, cancellation charge is not applicable.)	No refund

1. The student may cancel this contract at any time prior to the fifth business day (excluding Sundays and holidays) after the enrollment agreement is signed or an initial payment is made, and the student has not attended the first class session.
2. All refunds will be made within 30 days from the date of termination. The official date of termination or withdrawal of a student shall be determined in one of the following manners:
    a) The date on which the school receives notice of the student's intention to discontinue the training program.
    b) The date on which the student violates published school policy, which provides for termination.
    c) Should a student fail to return from an excused leave of absence, the effective date of termination for a student on an extended leave of absence or a leave of absence is the earlier of the date the school determines the student is not returning or the day following the expected return date.
3. The student will receive a full refund of tuition and fees paid if the school discontinues a program or standalone course within a period of time a student could have reasonably completed it, except that this provision shall not apply in the event the school ceases operation.
4. The policy for granting credit for previous training shall not impact the refund policy.

VA Refund Policy for Colorado Students in Non-Accredited Courses in accordance with VA Regulation 21.4255-1:
Students not accepted by the school and students who cancel the contract by notifying the school within three business days are entitled to a full refund of all tuition and fees paid. If any students withdraw after three business days, but before commencement of classes, are entitled to a full refund of all tuition and fees paid including the registration fee in excess of $10.
In the case of students withdrawing after commencement of classes, the school will retain a cancellation fee plus a percentage of tuition and fees, which is based on the percentage of contact hours attended, as described in the table below. The refund is based on the last date of recorded attendance.

Refund Table for Veteran Student(s)

Student is entitled to upon withdrawal/termination	Refund
10% program completed	90% refunded
20% program completed	80% refunded
30% program completed	70% refunded
40% program completed	60% refunded
50% program completed	50% refunded
60% program completed	40% refunded
70% program completed	30% refunded
80% program completed	20% refunded
90% program completed	10% refunded

The student may cancel this contract at any time prior to close of the third business day after signing the enrollment agreement.

The official date of termination for refund purposes is the last date of recorded attendance. All refunds will be made within 30 days from the date of termination.
The student will receive a full refund of tuition and fees paid if the school discontinues a course/program within a period of time a student could have reasonably completed it, except that this provision shall not apply in the event the school ceases operation.

Complaints, which cannot be resolved by direction negotiation between the student and the school, may be filed with the Division of Private Occupational Schools. of the Colorado Department of Higher Education The Division shall not consider any claim that is filed more than two years after the date the student discontinues his/her training at the school.

Georgia Students
Refunds are determined based on the proration of tuition and percentage of program completed at withdrawal, up until 50% of the program. You will be responsible for 100% of the tuition for your course if you complete more than 50% of the course, even if you do not complete the entire course.

The amount of the refund shall be calculated based on the last day of student attendance.

VA Prorated Refund Policy for Georgia students:
Pro Rata Refund (38 CFR 21.4254(c)(13), 21.455): We will refund the unused portion of prepaid tuition and fees on a pro rata basis. The exact proration will be determined on the ratio of the number of days of instruction completed by the student to the total number of instructional days in the course. Any amount in excess of $10 for an enrollment fee or registration fee will also be prorated.

Illinois Students
Refunds are determined based on the proration of tuition and percentage of program completed at withdrawal, up until 50% of the program. You will be responsible for 100% of the tuition for your course if you complete more than 50% of the course, even if you do not complete the entire course. The amount of the refund shall be calculated based on the last day of student attendance.

VA Prorated Refund Policy for Chicago Students:
All tuition is subject to the following pro-rata refund policy and will be paid no later than 40 days from date of cancellation. In case of non-refundable deposits, all deposits are refundable for students receiving Ch.33 – G. I. Bill® benefits.

Student is entitled to upon withdrawal/termination	Refund
In excess of 5–10%	15%
In excess of 10–15%	20%
In excess of 15–20%	25%
In excess of 20–25%	30%
In excess of 25–30%	35%
In excess of 30–35%	40%
In excess of 35–40%	45%
In excess of 40–45%	50%
In excess of 45–50%	55%
In excess of 50–55%	60%
In excess of 55–60%	65%
In excess of 60–65%	70%
In excess of 65–70%	75%
In excess of 70–75%	80%
In excess of 75–80%	85%
In excess of 80–85%	90%
In excess of 85–90%	95%
In excess of 90%	100%

These policies apply to all approved programs offered by General Assembly.

Massachusetts Students

If you withdraw prior to the fourth quarter of a course, you will receive a pro rata refund. Tuition liability is divided by quarters in the course and determined according to the following schedule:

Student Tuition Liability

Student is entitled to upon withdrawal/termination	Refund
During the cancellation period (attendance at the first class session or the fifth calendar day after enrollment, whichever is later)	100% of tuition
During Quarter 1 and after the cancellation period	75% of tuition
During Quarter 2	50% of tuition
During Quarter 3	25% of tuition
During Quarter 4	No refund granted

For the purposes of determining the date of withdrawal, the date shall be the earliest of:

- The date on which the student gives written notice to General Assembly.
- The date on which the student is deemed to have withdrawn.

Refund Law
M.G.L. Chapter 255, Section 13K provides the following:

1. You may terminate this agreement at any time.
2. If you terminate this agreement within five days, you will receive a refund of all monies paid, provided that you have not commenced the program.
3. If you subsequently terminate this agreement prior to the commencement of the program, you will receive a refund of all monies paid, less the actual reasonable administrative costs described in Paragraph 7.
4. If you terminate this agreement during the first quarter of the program, you will receive a refund of at least 75% of the tuition, less the actual reasonable administrative costs described in Paragraph 7.
5. If you terminate this agreement during the second quarter of the program, you will receive a refund of at least 50% of the tuition, less the actual reasonable administrative costs described in Paragraph 7.
6. If you terminate this agreement during the third quarter of the program, you will receive a refund of at least 25% of the tuition, less the actual reasonable administrative costs described in Paragraph 7.
7. If you terminate this agreement after the initial five-day period, you will be responsible for actual reasonable administrative costs incurred by the school to enroll you and to process your application, which administrative costs shall not exceed $50 or 5% of the contract price, whichever is less. A list of such administrative costs is attached hereto and made a part of this agreement.
8. If you wish to terminate this agreement, you must inform the school in writing of your termination, which will become effective on the day such writing is mailed.
9. The school is not obligated to provide any refund if you terminate this agreement during the fourth quarter of the program.

230 CMR 15.04 (7) and (8) provides the following:

(7) If a student withdraws from a Program in accordance with the School's withdrawal policy, the School shall:

- (a) treat the withdrawal as a termination of the enrollment contract, effective immediately;
- (b) complete a refund calculation for the student, including all fees and payments, in a form acceptable to the division; and
- (c) provide the calculation and any refund to the student within 45 days of the effective date of the termination

(8) If a student stops attending School but does not withdraw in accordance with the School's withdrawal policy, the School shall:

- (a) for purposes of any payments due from the student or refund due to the student, treat the student's nonattendance as a termination of the enrollment contract, effective no later than the last date of attendance or last participation in an instructional activity;
- (b) determine the effective date of the termination within 30 days after the end of the period of enrollment, the term, or the Program, whichever is earliest;
- (c) complete a refund calculation for the student, including all fees and payments, in a form acceptable to the division; and
- (d) provide the calculation and any refund to the student within 45 days from the date the School determines the effective date of termination under 230 CMR 15.04(8)(b).

VA Prorated Refund Policy for Massachusetts students:
General Assembly agrees that if a veteran student fails to enter the course, withdraws, or is discontinued at any time prior to completion of the course, the unused portion of paid tuition, fees, and other charges will be refunded or the debt for such tuition, fees, and other charges will be canceled on a prorated basis, as follows:

1. You may terminate this agreement at any time.
2. If you subsequently terminate this agreement prior to the commencement of the program, you will receive a refund of all monies paid.
3. If you terminate this agreement after commencement of the program, you will receive a refund on a pro-rated basis. Please see below:
4. The pro-rated amount represents the total tuition and fees that the completed portion of the course/ program bears to the total length of the program.
5. If you wish to terminate this agreement, you must inform the school in writing of your termination, which will become effective on the day such writing is mailed/emailed.

Administrative Costs Equal: $50.00

Utah Students
Refunds are determined based on the proration of tuition and percentage of program completed at withdrawal, up until 40% of the program. If a student withdraws after completing 40% of the program, no refund of tuition shall be made. All refunds are less the registration fee. The amount of the refund shall be calculated based on the last day of student attendance.

Washington Students
Offline Courses

1. The school must refund all money paid if the applicant is not accepted. This includes instances where a starting class is canceled by the school.
2. The school must refund all money paid if the applicant cancels within five business days (excluding Sundays and holidays) after the day the contract is signed or an initial payment is made, as long as the applicant has not begun training.
3. The school may retain an established registration fee equal to 10% of the total tuition cost, or $100, whichever is less, if the applicant cancels after the fifth business day after signing the contract or making an initial payment. A “registration fee” is any fee charged by a school to process student applications and establish a student record system.
4. If training is terminated after the student enters classes, the school may retain the registration fee established under (3) of this subsection, plus a percentage of the total tuition as described in the following table:

Student Tuition Liability

Amount of Training	Refund
0–10%	90% of tuition
11–25%	75% of tuition
26–50%	50% of tuition
> 50%	No refund granted

5. When calculating refunds, the official date of a student’s termination is the last day of recorded attendance, either:

a. When the school receives notice of the student's intention to discontinue the training program.

b. When the student is terminated for a violation of a published school policy which provides for termination.

c. When a student, without notice, fails to attend classes for 30 calendar days.

6. All refunds must be paid within 30 calendar days of the student's official termination date.

Online Courses

1. A student may request cancellation in any manner.
2. The following is a minimum refund policy for distance education courses without mandatory resident training:

a. An applicant may cancel up to five business days after signing the Enrollment Agreement. In the event of a dispute over timely notice, the burden to prove service rests on the applicant.

b. If a student cancels after the fifth calendar day but before the school receives the first completed lesson, the school may keep only a registration fee of either $50 or an amount equal to 15% of the tuition (in no case is the school entitled to keep a registration fee greater than $150).

c. After the school receives the student's first completed lesson and until the student completes half the total number of lessons in the program, the school is entitled to keep the registration fee and a percentage of the total tuition as described in the following table:

Amount of Training	Refund
0–10%	90% of tuition
11–25%	75% of tuition
26–50%	50% of tuition
> 50%	No refund granted

Calculate the amount of the course completed by dividing the number of lesson assignments contained in the program by the number of completed lessons received from the student.

Combination online and offline courses:

1. The following is a minimum refund policy for a distance education program that includes mandatory resident training courses.
    - Tuition for the distance education and resident portions of the program must be stated separately on the enrollment agreement. The total of the two is the price of the program.
    - For settlement of the distance education portion of the combination program, the provisions of the table in the Online Courses subsection of this section apply.
    - For the resident portion of the program, beginning with the first resident class session if the student requests a cancellation, the provisions of the table in the Offline Courses subsection of this section apply.

Calculate the amount of resident training completed by dividing the total number of training days provided in the resident training program by the number of instructional days the student attends resident training.

A distance education student who cancels after paying full tuition is entitled to receive all course materials, including kits and equipment.

VA Prorated Refund Policy (38 CFR 21.4254(c)(13), 21.455 for Washington Students
General Assembly agrees that if a veteran student fails to enter the course, withdraws, or is discontinued at any time prior to completion of the course, the unused portion of paid tuition, fees, and other charges will be refunded or the debt for such tuition, fees, and other charges will be canceled on a prorated basis as follows:

1. Registration Fee
   An established registration fee in an amount not to exceed $10 need not be subject to proration. Where the established registration fee is more than $10, the amount in excess of $10 will be subject to proration.

2. Breakage Fee
   Where the school has a breakage fee, it may provide for the retention of only the exact amount of breakage with the remaining part, if any, to be refunded.

3. Consumable Instruction Supplies
   Where the school makes a separate charge for consumable instructional supplies, as distinguished from laboratory fees, the exact amount of the charges for supplies consumed may be retained, but any remaining part must be refunded.

4. Books, Supplies, and Equipment

   a. The school will make a refund in full for the amount of the charge for unissued books, supplies, and equipment when:

      i. The school furnishes the books, supplies, and equipment.

      ii. The school includes their costs in the total charge payable to the school for the course.

      iii. The veteran or eligible person withdraws or is discontinued before completing the course.

   b. The veteran or eligible person may dispose of issued items at their discretion even if they were included in the total charge payable to the school for the course.

5. Tuition and Other Charges
   Where the school either has or adopts an established policy for the refund of the unused portion of tuition, fees, and other charges subject to proration, which is more favorable to the veteran or eligible person that the approximate pro rata basis as provided in this subparagraph, such established policy will be applicable. Otherwise, the school may charge a sum which does not vary more than 10% from the exact pro rata portion of such tuition, fees, and other charges that the length of the completed portion of the course bears to its total length. The exact proration will be determined on the ratio of the number of days of instruction completed by the student to the total number of instructional days in the course.

6. Prompt Refund
   In the event that the veteran, spouse, surviving spouse, or child fails to enter the course, withdraws, or is discontinued there from at any time prior to completion of the course, the unused portion of the tuition, fees, and other charges paid by the individual shall be refunded promptly. Any institution which fails to forward any refund due within 30 days after such a change shall be deemed, prima facie, to have failed to make a prompt refund, as required by this subparagraph.

Washington, D.C. Students
If you withdraw, you will receive a pro rata refund if you have completed 60% or less of your course through the last week of attendance. You will be responsible for 100% of the tuition for your course if you complete more than 60% of the course, even if you do not complete the entire course.

The proration will be determined by the ratio of lessons in series of instruction completed by the student to the total number of lessons of instruction offered.

VA Prorated Refund Policy for Washington, D.C. Students

General Assembly agrees that if a veteran student fails to enter the course, withdraws, or is discontinued at any time prior to completion of the course, the unused portion of paid tuition, fees, and other charges will be refunded or the debt for such tuition, fees, and other charges will be canceled on a prorated basis as follows:

1. Registration Fee
   An established registration fee in an amount not to exceed $10 need not be subject to proration. Where the established registration fee is more than $10, the amount in excess of $10 will be subject to proration.
2. Breakage Fee
   Where the school has a breakage fee, it may provide for the retention of only the exact amount of breakage with the remaining part, if any, to be refunded.
3. Consumable Instruction Supplies
   Where the school makes a separate charge for consumable instructional supplies, as distinguished from laboratory fees, the exact amount of the charges for supplies consumed may be retained, but any remaining part must be refunded.
4. Books, Supplies, and Equipment
   a. The school will make a refund in full for the amount of the charge for unissued books, supplies, and equipment when:
      i. The school furnishes the books, supplies, and equipment.
      ii. The school includes their costs in the total charge payable to the school for the course.
      iii. The veteran or eligible person withdraws or is discontinued before completing the course.
   b. The veteran or eligible person may dispose of issued items at their discretion even if they were included in the total charge payable to the school for the course.
5. Tuition and Other Charges
   Where the school either has or adopts an established policy for the refund of the unused portion of tuition, fees, and other charges subject to proration, which is more favorable to the veteran or eligible person that the approximate pro rata basis as provided in this subparagraph, such established policy will be applicable. Otherwise, the school may charge a sum which does not vary more than 10% from the exact pro rata portion of such tuition, fees, and other charges that the length of the completed portion of the course bears to its total length. The exact proration will be determined on the ratio of the number of days of instruction completed by the student to the total number of instructional days in the course.
6. Prompt Refund
   In the event that the veteran, spouse, surviving spouse, or child fails to enter the course, withdraws, or is discontinued there from at any time prior to completion of the course, the unused portion of the tuition, fees, and other charges paid by the individual shall be refunded promptly. Any institution which fails to forward any refund due within 30 days after such a change shall be deemed, prima facie, to have failed to make a prompt refund, as required by this subparagraph.

February 8, 2022

Cristina Rodriguez, School Certifying Official — Date

Tuition and Fees

Payment Policy

Unless otherwise agreed to in a private lending or financing agreement and as approved by General Assembly, all students pay an upfront payment of $250 upon 24 hours of enrollment. Students who have tuition and fees fully covered by their GI Bill® benefit are not subject to pay the $250 upfront payment fee.

Students (excluding students in Washington, D.C.) are required to pay the remaining full balance at least seven days prior to the course start date or upon enrollment, whichever is later, and students who pay in full are eligible for a discount if they pay all tuition and fees at least two weeks prior to a program start date. For students based in Washington, D.C., students are required to pay the remaining full balance seven days after the course start date and those Washington D.C. students who pay in full are eligible for a discount if they pay all tuition and fees one week after a program start date.

Students are allowed to request a payment plan unless a student is enrolled in a 1-week course. These payment plans must be approved by General Assembly during enrollment. If a student is partially paying for a course and a third party is paying the remainder of the course, students can request to participate in a payment plan for their portion of course costs, which, if approved by General Assembly, will be documented in a payment schedule.

Payment in full is a graduation requirement and certificates of completion will be withheld until full balance is paid. Students who finance their GA course with their GI Bill® benefit will not be penalized or refused a certificate of completion if tuition payments from Department of Veterans Affairs are delayed If a student holds an outstanding balance after the course end date, a one-time $75 late fee will be applied and a 1.5% interest charge on the total due will be applied each month thereafter. Students will incur a $25 fee for declined transactions or returned checks.

General Assembly may, in its sole discretion, refer a student's account to a collection agency without further notice to the student in the event the student is in default in any payment due. To the extent permitted by applicable law, the student agrees to pay all costs incurred by General Assembly in collecting the balance due.

Payment Plan	Upfront Payment (Registration and Fee)	Payment Installments and Schedule
1/2 Payment Option	All students pay an upfront payment of $250 upon 24 hours of enrollment.	1/2 due seven days before course start date* 1/2 due a month after previous invoice date
1/3 Payment Option (Not available to students enrolled in courses less than 10 weeks in length.)	All students pay an upfront payment of $250 upon 24 hours of enrollment.	1/3 due 7 days before course start date* 1/3 due a month** after previous invoice date 1/3 due a month** after previous invoice date
1/4 Payment Option (Not available to students enrolled in courses less than 10 weeks in length.)	All students pay 1/4 of the total tuition (which includes the $250 due upon enrollment charge) within 24 hours of enrollment.	1/4 due 7 days after course start date 1/4 due three weeks after previous invoice date 1/4 due three weeks after previous invoice date

Students enrolled in 1-week courses are not eligible for any payment plans.

Enrolling after the initial installment due date will require payment of any tuition due at the time of enrollment.

**For students based in Washington, D.C., first payment is due seven days after course start date. For Utah students enrolled in 24 week courses, pre-payments of full tuition paid by the end of the first day of class is capped at $5,000, with the balance due by week 17.*

*** For students based in Washington, D.C., 1/3 payment is due three weeks after previous invoice date. For Utah students enrolled in 24 week courses, pre-payments of full tuition paid by the end of the first day of class is capped at $5,000, with the balance due by week 17.*

Third-Party Sponsor Payment Policy

A third-party sponsor payment form must be completed to provide authorization for General Assembly to bill a student's third party for all or part of their educational expenses.

The following terms and conditions apply to the student for third-party sponsor payment:

- Third-party sponsor payments are not conditional on student performance in or completion of a course. It is the student's responsibility to provide their third-party sponsor the correct information concerning tuition and fees and any other information needed by the third-party sponsor. This is especially true if there are any changes to any charges after the original authorization form is submitted.
- Third-party sponsorship does not relieve a student from any financial responsibility. The student is ultimately responsible for their educational costs. If a third-party sponsorship amount is changed or cancelled, for any reason, the student is responsible for unpaid amounts due to General Assembly. Future sponsorships are not allowed until current sponsorships are paid in full. A student cannot enroll in future courses or receive a certificate of completion until all charges on their account are paid in full.
- Students will be assessed a late fee (as outlined above) if they fail to make timely payments for all charges not covered by their third-party.
- Department of Veterans Affairs (VA) funding is not subject to this policy.

Income Share Agreement Policy

Students in select programs may meet the eligibility criteria and elect to participate in a deferred tuition arrangement (also referred to as an income share agreement or "ISA"), whereby the student agrees to enroll in the program and to pay tuition plus an additional charge upon completion of the course after finding a job.

California residents are not eligible to participate in an ISA. Students who finance their GA course in part with their GI Bill® benefit are ineligible for Income Share Agreements and may not use ISAs to cover the remaining tuition liability.

An ISA requires a student to pay a fixed percentage of earned income each month for a fixed period of time, with the total payment capped at the tuition for the program plus, for those students whose earnings are sufficiently high, additional amounts (as with finance charges for loans, these extra amounts generally defray administrative costs and the risk of non-payment). Monthly payments are recalculated when earned income changes, based on information provided by the graduate, such as an updated pay stub. During any months that earned income is below a certain threshold, the graduate will be placed in a deferment status and will not make payments.

Each ISA has a payment term, which includes a grace period following completion of the program. Students electing to participate in an ISA have the option of prepaying the ISA in full at any time by paying an amount equal to the payment cap less all previous monthly payments and plus any outstanding fees, even if the time that the student was allotted to pay tuition after completion of his or her program has not yet expired.

A student's monthly payments end upon the earliest to occur of: (i) the date the required number of monthly payments are made; (ii) the date the graduate has paid the amount of the payment cap; or (iii) after the end of the payment term, which may be extended by any deferments for up to 48 months.
If a student withdraws from their program, the tuition will be pro-rated pursuant to General Assembly's refund policy and consistent with applicable state refund laws. The corresponding payment cap amount will also be pro-rated in accordance with the same formula stated in the refund policy.

The full terms and conditions of a student's deferred tuition arrangement will be set forth in an ISA signed by the student and General Assembly.

Tuition and Fees

California Students

Course	Registration Fee Non-Refundable	Student Tuition Recovery Fund* (Non-Refundable)	Tuition	Total Cost**
Cybersecurity for Developers & Cybersecurity for Remote	$100	$0.50	$3,850	$3,952
Data Analytics & Data Analytics Remote	$100	$0.50	$3,850	$3,952
Data Analytics Immersive & Data Analytics Immersive Remote	$100	$0.50	$15,850	$15,950
Digital Marketing & Digital Marketing Remote	$100	$0.50	$3,850	$3,952
Data Science & Data Science Remote	$100	$0.50	$15,850	$15,958
Data Science Immersive & Data Science Immersive Remote	$100	$0.50	$15,850	$15,958
Front-End Web Development & Front-End Web Development Remote	$100	$0.50	$3,850	$3,952
JavaScript Development & JavaScript Development Remote	$100	$0.50	$3,850	$3,952
Product Management & Product Management Remote	$100	$0.50	$3,850	$3,952
Python Programming & Python Programming Remote	$100	$0.50	$3,850	$3,952
React Development & React Development Remote	$100	$0.50	$3,850	$3,952
Software Engineering Immersive & Software Engineering Immersive Remote	$100	$0.50	$15,850	$15,950
User Experience Design & User Experience Design Remote	$100	$0.50	$3,850	$3,952
User Experience Design Immersive & User Experience Design Immersive Remote	$100	$0.50	$15,850	$15,950
Visual Design & Visual Design Remote	$100	$0.50	$2,700	$2,801.50

*STRF: $0.50 for every $1,000 of tuition rounded to the nearest $1,000.
**Total charges are the same for a period of attendance and the entire educational program.
Please see Appendix D for information regarding the Student Tuition Recovery Fund.

Washington DC Students			
Course	Registration Fee* (Non-Refundable)	Tuition	Total Cost**
Cybersecurity for Developers & Cybersecurity for Remote	$100	$3,850	$3,950
Data Analytics & Data Analytics Remote	$100	$3,850	$3,950
Digital Marketing & Digital Marketing Remote	$100	$3,850	$3,950
Data Analytics Immersive & Data Analytics Immersive Remote	$100	$15,850	$15,950
Data Science & Data Science Remote	$100	$3,850	$3,950
Data Science Immersive & Data Science Immersive Remote	$100	$15,850	$15,950
Front-End Web Development & Front-End Web Development Remote	$100	$3,850	$3,950
JavaScript Development & JavaScript Development Remote	$100	$3,850	$3,950
Product Management & Product Management Remote	$100	$3,850	$3,950
Python Programming & Python Programming Remote	$100	$3,850	$3,950
React Development & React Development Remote	$100	$3,850	$3,950
Software Engineering Immersive & Software Engineering Immersive Remote	$100	$15,850	$15,950
User Experience Design & User Experience Design Remote	$100	$3,850	$3,950
User Experience Design Immersive & User Experience Design Immersive Remote	$100	$15,850	$15,950
Visual Design & Visual Design Remote	$100	$2,700	$2,800

*Registration fee may be refundable under the terms of state's refund policies.
**Charges for the period of attendance and the entire course.

Colorado, Georgia, Illinois, Utah, and Washington Students			
Course	Registration Fee* (Non-Refundable)	Tuition	Total Cost**
Cybersecurity for Developers & Cybersecurity for Remote	$100	$3,850	$3,950
Data Analytics & Data Analytics Remote	$100	$3,850	$3,950
Data Analytics Immersive & Data Analytics Immersive Remote	$100	$15,850	$15,950
Digital Marketing & Digital Marketing Remote	$100	$3,850	$3,950
Data Science & Data Science Remote	$100	$3,850	$3,950
Data Science Immersive & Data Science Immersive Remote	$100	$15,850	$15,950
Front-End Web Development & Front-End Web Development Remote	$100	$3,850	$3,950
JavaScript Development & JavaScript Development Remote	$100	$3,850	$3,950
Product Management & Product Management Remote	$100	$3,850	$3,950
Python Programming & Python Programming Remote	$100	$3,850	$3,950
React Development & React Development Remote	$100	$3,850	$3,950
Software Engineering Immersive & Software Engineering Immersive Remote	$100	$15,850	$15,950
User Experience Design & User Experience Design Remote	$100	$3,850	$3,950
User Experience Design Immersive & User Experience Design Immersive Remote	$100	$15,850	$15,950
Visual Design & Visual Design Remote	$100	$2,700	$2,800

*Registration fee may be refundable under the terms of state's refund policies.
**Charges for the period of attendance and the entire course.

Massachusetts Students			
Course	Registration Fee* (Non-Refundable)	Tuition	Total Cost**
Cybersecurity for Developers & Cybersecurity for Remote	$50	$3,900	$3,950
Data Analytics & Data Analytics Remote	$50	$3,900	$3,950
Data Analytics Immersive & Data Analytics Immersive Remote	$50	$15,850	$15,900
Digital Marketing & Digital Marketing Remote	$50	$3,900	$3,950
Data Science & Data Science Remote	$50	$3,900	$3,950
Data Science Immersive & Data Science Immersive Remote	$50	$15,900	$15,950
Front-End Web Development & Front-End Web Development Remote	$50	$3,900	$3,950
JavaScript Development & JavaScript Development Remote	$50	$3,900	$3,950
Product Management & Product Management Remote	$50	$3,900	$3,950
Python Programming & Python Programming Remote	$50	$3,900	$3,950
React Development & React Development Remote	$50	$3,900	$3,950
Software Engineering Immersive & Software Engineering Immersive Remote	$50	$15,900	$15,950
User Experience Design & User Experience Design Remote	$50	$3,900	$3,950
User Experience Design Immersive & User Experience Design Immersive Remote	$50	$15,900	$15,950
Visual Design & Visual Design Remote	$50	$2,750	$2,800

*The registration fee is refundable if the cancellation is effective within five days after enrollment and the student has not attended the first class session.
**Charges for the period of attendance and the entire course.

Financial Assistance

General Assembly is not accredited by an accrediting agency recognized by the United States Department of Education (USDE) and General Assembly does not participate in federal or state financial student financial aid programs except for the following:

Selected programs of study at General Assembly are approved by the Workforce Training and Education Coordinating Board's State Approving Agency (WTECB/SAA), the District of Columbia State Approving Agency, the Illinois Department of Veterans' Affairs State Approving Agency for VETS, the Georgia Department of Veterans Service, the Colorado State Approving Agency for Veterans Education & Training, the Massachusetts Department of Higher Education - Veterans Education, and the New York State Division of Veterans' Affairs for the enrollment of those eligible to receive benefits under Title 38 and Title 10, USC.

We do not provide institutional financing. We do provide information on a range of financing options through independent, private funding sources, which you can read more about at https://generalassemb.ly/apply/financing-your-education.

Loans

If a student receives a loan to pay for the educational program, the student will have the responsibility to repay the full amount of the loan plus interest, less the amount of any refund. General Assembly does not offer institutional loans to its students. If the student receives federal student financial aid funds, the student is entitled to a refund of the money not paid from federal financial aid funds.

Legal Considerations

Terms of Service & Privacy Policy

By signing this agreement, you agree to General Assembly's Terms of Service at https://generalassemb.ly/terms_of_service and Privacy Policy at https://generalassemb.ly/privacy_policy.

Force Majeure

General Assembly's duties and obligations under this enrollment agreement may be suspended indefinitely without notice during all periods in which the school is closed due to any force majeure events, including, but not limited to earthquake, fire, flooding, war, governmental action, act of terrorism, epidemic, pandemic, state of emergency, or any other event beyond General Assembly's control.

General Assembly has developed a contingency instruction plan to deliver remote instruction as soon as is safe under the circumstances. If such a force majeure event occurs, General Assembly's duties and obligations in this Enrollment Agreement may be postponed for a period of time until the General Assembly can deliver its contingency course instruction or until such time as General Assembly, in its sole discretion, may safely reopen.

In the event that General Assembly is closed for a period of time or must deliver coursework remotely due to an event under this clause, you agree that General Assembly is under no obligation to cancel, waive, or refund, any portion of tuition that is owed or paid to General Assembly.

Consumer Information

As a prospective student, you are encouraged to review this catalog prior to signing an Enrollment Agreement. Students will be provided with a public link (https://generalassemb.ly/regulatory-information) to the General Assembly website where they can download a PDF version of the catalog before receiving an Enrollment Agreement. The catalog will remain available at this link.

General Assembly has never filed a bankruptcy petition that resulted in reorganization under Chapter 11 of the United States Bankruptcy Code (11 U.S.C. Sec. 1101 et seq.), operated as a debtor in possession, or had a petition of bankruptcy filed against it under federal law.

Information about General Assembly is published in this catalog that contains a description of policies, procedures, and other information about the school. The catalog will be reviewed and updated at a minimum annually. General Assembly reserves the right to change any provision of the catalog at any time. These changes will not adversely affect currently enrolled students and will be vetted by the state regulatory agencies, as applicable. Notice of

changes will be communicated in a revised catalog, an addendum or supplement to the catalog, or other written format with an effective date. Students are expected to read and be familiar with the information contained in the catalog, in any revisions, supplements, and addenda to the catalog, and with all school policies. By enrolling at General Assembly, the student agrees to abide by the terms stated in the catalog and all school policies.

Please be advised that State Education Departments separately approve all programs offered, and may independently approve all teaching personnel. Therefore, it is possible that programs listed in the school's catalog may not be approved for the student's location at the time that a student enrolls in the school or teaching personnel listed in the catalog may have changed. It is again recommended that the student check with the school to determine if there are any changes in the programs offered or the teaching personnel listed in the catalog.

Additional consumer information, including student data disclosures required by state law in California and Illinois, can be found on General Assembly's website at https://generalassemb.ly/regulatory-information, as available.

This catalog is certified as true and correct for content and policy.

Lisa Lewin, Chief Executive Officer

February 8, 2022
Date

Appendix A: Ownership, Management, and Faculty

Board of Directors

Lisa Lewin | Sergio Picarelli | Megan Yeomans

Ownership

General Assembly is owned by General Assembly Space, Inc., a wholly owned subsidiary of Adecco, Inc.

Campus Leadership

Fatema Zerin, Washington, D.C.
Madison Edmiston, Seattle
Jordan Freeman, Atlanta
Ryan Brodsky, Denver
Benjamin Grimmig, Salt Lake City
Emma Law, San Francisco & Los Angeles
Kristan Saloky, Austin
Maurice Franklyn, New York

Management

Lisa Lewin, MBA, Chief Executive Officer
Megan Yeomans, BA, Chief Financial Officer
Christen Bollig, MBA, Senior Vice President Consumer Operations
Ed Shiplee, BSc, Interim Head of Admissions

Duties

General Assembly is governed by a board of directors.

The chief executive officer has overall responsibility to implement strategic goals and objectives of the organization. The chief executive officer develops and implements all strategic planning in accordance with the institution's mission and objectives to provide the highest quality of education and services.
The president is responsible for the management of campus education across all of General Assembly's campuses. The campus managers supervise campus operations.

VA School Certifying Official

Cristina Rodriguez, sco@ga.co

Faculty

See Appendix D (California). Faculty biographies can be found on our website: https://generalassemb.ly/locations.

Appendix B: Locations

New York
10 East 21st St.
New York, NY 10010
hello@generalassemb.ly
1-917-722-0237

Washington, D.C.
509 7th Street NW, 3rd Floor
Washington, D.C. 20004
dc@generalassemb.ly
1-202-517-1777

Massachusetts
125 Summer St.
Boston, MA 02110
boston@generalassemb.ly
1-617-207-6245

Texas
915 Broadway 3rd FL
New York, NY 10010
austin@generalassemb.ly
1-917-722-0237

Washington
1218 Third Ave., Suite 300
Seattle, WA 98101
seattle@generalassemb.ly
1-206-258-7033

Georgia
915 Broadway 3rd FL
New York, NY 10010
atlanta@generalassemb.ly
1-404-334-7858

Illinois
444 N. Wabash Ave., 5th Floor
Chicago, IL 60611
chicago@generalassemb.ly
1-312-248-6213

Colorado
3858 Walnut St.
Denver, CO 80205
denver@generalassemb.ly
1-303-963-9936

Utah
650 S 500 W
Salt Lake City, UT 84101
slc@generalassemb.ly
202-525-8500

California
225 Bush St., 5th floor
San Francisco, CA 94104
sf@generalassemb.ly
1-213-263-4147

360 E. 2nd St.
Los Angeles, CA 90012
la@generalassemb.ly
1-213-263-4147

Administrative and Headquarters
915 Broadway, 3rd floor
New York, NY 10010

Appendix C: Schedules and Faculty for GI Bill® Campuses

I certify this copy to be true and correct as to content and policy.

Cristina Rodriguez, School Certifying Official — *February 8, 2022* Date

Colorado

General Assembly employs both full- and part-time faculty. Biographies for all faculty teaching upcoming courses are available under the course description on GA's website. The following faculty will be teaching courses starting in January 2022. Additional faculty will be hired throughout the year.

Course	Instructor Name
Data Science Immersive	Noelle Brown
User Experience Design Immersive	Nick Anderson

Academic Calendar/Class Schedule				
Course	Start Date	End Date	Times	Holidays
Data Science Immersive	1/24/2022	4/18/2022	Monday–Friday, 7 a.m.– 3 p.m.	2/21
Data Science Immersive	2/22/2022	5/16/2022	Monday–Friday, 10 a.m.– 6 p.m.	2/15
Data Science Immersive	3/21/2022	6/13/2022	Monday–Friday, 7 a.m.– 3 p.m.	5/30
User Experience Design Immersive	1/18/2022	4/12/2022	Monday–Friday, 10 a.m.– 6 p.m.	2/21
User Experience Design Immersive	1/31/2022	4/25/2022	Monday–Friday, 10 a.m.– 6 p.m.	2/21
User Experience Design Immersive	2/22/2022	5/16/2022	Monday–Friday, 10 a.m.– 6 p.m.	
User Experience Design Immersive	3/14/2022	6/4/2022	Monday–Friday, 10 a.m.– 6 p.m.	5/30
User Experience Design Immersive	3/28/2022	6/22/2022	Monday–Friday, 10 a.m.– 6 p.m.	5/30, 6/20

Georgia

General Assembly employs both full- and part-time faculty. Biographies for all faculty teaching upcoming courses are available under the course description on GA's website. The following faculty will be teaching courses starting in January 2022. Additional faculty will be hired throughout the year.

Course	Instructor Name
Data Science Immersive	Caroline Schmidtt
User Experience Design Immersive	Jeffrey Preston
Software Engineering Immersive	Brandon Moody

Academic Calendar/Class Schedule				
Course	Start Date	End Date	Times	Holidays
Data Science Immersive	1/24/2022	4/18/2022	Monday–Friday, 8 a.m.– 4 p.m.	2/21
Data Science Immersive	2/22/2022	5/16/2022	Monday–Friday, 10 a.m.– 6 p.m.	2/15
Data Science Immersive	3/21/2022	6/13/2022	Monday–Friday, 8 a.m.– 4 p.m.	5/30
User Experience Design Immersive	1/18/2022	4/12/2022	Monday–Friday, 10 a.m.– 6 p.m.	2/21
User Experience Design Immersive	1/31/2022	4/25/2022	Monday–Friday, 10 a.m.– 6 p.m.	2/21
User Experience Design Immersive	2/22/2022	5/16/2022	Monday–Friday, 10 a.m.– 6 p.m.	
User Experience Design Immersive	3/14/2022	6/4/2022	Monday–Friday, 10 a.m.– 6 p.m.	5/30
User Experience Design Immersive	3/28/2022	6/22/2022	Monday–Friday, 10 a.m.– 6 p.m.	5/30, 6/20
Software Engineering Immersive	1/10/2022	4/5/2022	Monday–Friday, 9 a.m.– 5 p.m.	1/17, 2/21
Software Engineering Immersive	1/24/2022	4/18/2022	Monday–Friday, 9 a.m.– 5 p.m.	2/21
Software Engineering Immersive	2/7/2022	5/2/2022	Monday–Friday, 9 a.m.– 5 p.m.	2/21
Software Engineering Immersive	2/22/2022	5/16/2022	Monday–Friday, 9 a.m.– 5 p.m.	
Software Engineering Immersive	3/7/2022	5/27/2022	Monday–Friday, 9 a.m.– 5 p.m.	
Software Engineering Immersive	3/21/2022	6/13/2022	Monday–Friday, 9 a.m.– 5 p.m.	5/30

Illinois

General Assembly employs both full- and part-time faculty. Biographies for all faculty teaching upcoming courses are available under the course description on GA's website. The following faculty will be teaching courses starting in January 2022. Additional faculty will be hired throughout the year.

Course	Instructor Name
Data Science Immersive	Brendan McDonnell
User Experience Design Immersive	Kyle Carbone
Software Engineering Immersive	Reuben Ayres

Academic Calendar/Class Schedule				
Course	Start Date	End Date	Times	Holidays
Data Science Immersive	1/24/2022	4/18/2022	Monday–Friday, 8 a.m.– 4 p.m.	2/21
Data Science Immersive	2/22/2022	5/16/2022	Monday–Friday, 10 a.m.– 6 p.m.	2/15

Data Science Immersive	3/21/2022	6/13/2022	Monday–Friday, 8 a.m.– 4 p.m.	5/30
User Experience Design Immersive	1/18/2022	4/12/2022	Monday–Friday, 10 a.m.– 6 p.m.	2/21
User Experience Design Immersive	1/31/2022	4/25/2022	Monday–Friday, 10 a.m.– 6 p.m.	2/21
User Experience Design Immersive	2/22/2022	5/16/2022	Monday–Friday, 10 a.m.– 6 p.m.	
User Experience Design Immersive	3/14/2022	6/4/2022	Monday–Friday, 10 a.m.– 6 p.m.	5/30
User Experience Design Immersive	3/28/2022	6/22/2022	Monday–Friday, 10 a.m.– 6 p.m.	5/30, 6/20
Software Engineering Immersive	1/10/2022	4/5/2022	Monday–Friday, 9 a.m.– 5 p.m.	1/17, 2/21
Software Engineering Immersive	1/24/2022	4/18/2022	Monday–Friday, 9 a.m.– 5 p.m.	2/21
Software Engineering Immersive	2/7/2022	5/2/2022	Monday–Friday, 9 a.m.– 5 p.m.	2/21
Software Engineering Immersive	2/22/2022	5/16/2022	Monday–Friday, 9 a.m.– 5 p.m.	
Software Engineering Immersive	3/7/2022	5/27/2022	Monday–Friday, 9 a.m.– 5 p.m.	
Software Engineering Immersive	3/21/2022	6/13/2022	Monday–Friday, 9 a.m.– 5 p.m.	5/30

Massachusetts

General Assembly employs both full- and part-time faculty. Biographies for all faculty teaching upcoming courses are available under the course description on GA's website. The following faculty will be teaching courses starting in January 2022. Additional faculty will be hired throughout the year.

Course	Instructor Name
Data Science Immersive	William Sutton
User Experience Design Immersive	Jason Reynolds
Software Engineering Immersive	Michael Finneran

Academic Calendar/Class Schedule				
Course	Start Date	End Date	Times	Holidays
Data Science Immersive	1/24/2022	4/18/2022	Monday–Friday, 8 a.m.– 4 p.m.	2/21
Data Science Immersive	2/22/2022	5/16/2022	Monday–Friday, 10 a.m.– 6 p.m.	2/15
Data Science Immersive	3/21/2022	6/13/2022	Monday–Friday, 8 a.m.– 4 p.m.	5/30
User Experience Design Immersive	1/18/2022	4/12/2022	Monday–Friday, 10 a.m.– 6 p.m.	2/21
User Experience Design Immersive	1/31/2022	4/25/2022	Monday–Friday, 10 a.m.– 6 p.m.	2/21
User Experience Design Immersive	2/22/2022	5/16/2022	Monday–Friday, 10 a.m.– 6 p.m.	
User Experience Design Immersive	3/14/2022	6/4/2022	Monday–Friday, 10 a.m.– 6 p.m.	5/30

User Experience Design Immersive	3/28/2022	6/22/2022	Monday–Friday, 10 a.m.– 6 p.m.	5/30, 6/20
Software Engineering Immersive	1/10/2022	4/5/2022	Monday–Friday, 9 a.m.– 5 p.m.	1/17, 2/21
Software Engineering Immersive	1/24/2022	4/18/2022	Monday–Friday, 9 a.m.– 5 p.m.	2/21
Software Engineering Immersive	2/7/2022	5/2/2022	Monday–Friday, 9 a.m.– 5 p.m.	2/21
Software Engineering Immersive	2/22/2022	5/16/2022	Monday–Friday, 9 a.m.– 5 p.m.	
Software Engineering Immersive	3/7/2022	5/27/2022	Monday–Friday, 9 a.m.– 5 p.m.	
Software Engineering Immersive	3/21/2022	6/13/2022	Monday–Friday, 9 a.m.– 5 p.m.	5/30

Washington

General Assembly employs both full- and part-time faculty. Biographies for all faculty teaching upcoming courses are available under the course description on GA's website. The following faculty will be teaching G.I. Bill approved courses starting in January 2022. Additional faculty will be hired throughout the year.

Course	Instructor Name
Brandi Butler	Software Engineering Immersive
Riley Davis	Data Science Immersive
Steven Peters	Software Engineering Immersive
Charles Rice	Data Science Immersive
Todd Tibbetts	User Experience Design Immersive
Anna Zocher	Software Engineering Immersive

Academic Calendar/Class Schedule				
Course	Start Date	End Date	Times	Holidays
Data Science Immersive	1/24/2022	4/18/2022	Monday–Friday, 8 a.m.– 4 p.m.	2/21
Data Science Immersive	2/22/2022	5/16/2022	Monday–Friday, 10 a.m.– 6 p.m.	2/15
Data Science Immersive	3/21/2022	6/13/2022	Monday–Friday, 8 a.m.– 4 p.m.	5/30
User Experience Design Immersive	1/18/2022	4/12/2022	Monday–Friday, 10 a.m.– 6 p.m.	2/21
User Experience Design Immersive	1/31/2022	4/25/2022	Monday–Friday, 10 a.m.– 6 p.m.	2/21
User Experience Design Immersive	2/22/2022	5/16/2022	Monday–Friday, 10 a.m.– 6 p.m.	
User Experience Design Immersive	3/14/2022	6/4/2022	Monday–Friday, 10 a.m.– 6 p.m.	5/30
User Experience Design Immersive	3/28/2022	6/22/2022	Monday–Friday, 10 a.m.– 6 p.m.	5/30, 6/20
Software Engineering Immersive	1/10/2022	4/5/2022	Monday–Friday, 9 a.m.– 5 p.m.	1/17, 2/21

Software Engineering Immersive	1/24/2022	4/18/2022	Monday–Friday, 9 a.m.– 5 p.m.	2/21
Software Engineering Immersive	2/7/2022	5/2/2022	Monday–Friday, 9 a.m.– 5 p.m.	2/21
Software Engineering Immersive	2/22/2022	5/16/2022	Monday–Friday, 9 a.m.– 5 p.m.	
Software Engineering Immersive	3/7/2022	5/27/2022	Monday–Friday, 9 a.m.– 5 p.m.	
Software Engineering Immersive	3/21/2022	6/13/2022	Monday–Friday, 9 a.m.– 5 p.m.	5/30

Washington, D.C. Faculty

General Assembly employs both full- and part-time faculty. Biographies for all faculty teaching upcoming courses are available under the course description on GA's website. The following faculty will be teaching courses starting in January 2022. Additional faculty will be hired throughout the year.

Course	Instructor Name
Data Science Immersive	Adi Bronshtein
User Experience Design Immersive	Zachary Thomas
User Experience Design Immersive	Guillermo (Javi) Calderon
Software Engineering Immersive	Zachary (Zakk) Fleischmann
Software Engineering Immersive	Hammad Malik

Academic Calendar/Class Schedule				
Course	Start Date	End Date	Times	Holidays
Data Science Immersive	1/24/2022	4/18/2022	Monday–Friday, 8 a.m.– 4 p.m.	2/21
Data Science Immersive	2/22/2022	5/16/2022	Monday–Friday, 10 a.m.– 6 p.m.	2/15
Data Science Immersive	3/21/2022	6/13/2022	Monday–Friday, 8 a.m.– 4 p.m.	5/30
User Experience Design Immersive	1/18/2022	4/12/2022	Monday–Friday, 10 a.m.– 6 p.m.	2/21
User Experience Design Immersive	1/31/2022	4/25/2022	Monday–Friday, 10 a.m.– 6 p.m.	2/21
User Experience Design Immersive	2/22/2022	5/16/2022	Monday–Friday, 10 a.m.– 6 p.m.	
User Experience Design Immersive	3/14/2022	6/4/2022	Monday–Friday, 10 a.m.– 6 p.m.	5/30
User Experience Design Immersive	3/28/2022	6/22/2022	Monday–Friday, 10 a.m.– 6 p.m.	5/30, 6/20
Software Engineering Immersive	1/10/2022	4/5/2022	Monday–Friday, 9 a.m.– 5 p.m.	1/17, 2/21
Software Engineering Immersive	1/24/2022	4/18/2022	Monday–Friday, 9 a.m.– 5 p.m.	2/21
Software Engineering Immersive	2/7/2022	5/2/2022	Monday–Friday, 9 a.m.– 5 p.m.	2/21
Software Engineering Immersive	2/22/2022	5/16/2022	Monday–Friday, 9 a.m.– 5 p.m.	

Software Engineering Immersive	3/7/2022	5/27/2022	Monday–Friday, 9 a.m.– 5 p.m.	
Software Engineering Immersive	3/21/2022	6/13/2022	Monday–Friday, 9 a.m.– 5 p.m.	5/30

Appendix D: Specific Disclosures Required by the California Bureau for Private Postsecondary Education

Faculty

General Assembly employs both full- and part-time faculty. Biographies for all faculty teaching upcoming courses are available under the course description on GA's website. The following faculty will be teaching courses beginning in January 2022. Additional faculty will be hired throughout the year.

California Campuses

Instructor	Course	Degree	Institution	Years of Experience
Bailey, Weston	Software Engineering Immersive	BA, Music	California State U, Northridge	3
Bartlett, John	Product Management	Executive Management Business Management	Babson College Lesley University	30
Bell, Rome	Software Engineering Immersive	BS Electrical & Computer Engineering	University of Kentucky	4
Chen, BingYune	Data Science Immersive	Master Public Health BS Bioengineering	UC Berkeley	15
Coyle, Kevin	Data Science	--		5
Doulatshahi, Paul	Front End Web Development	B.S. Finance	Georgetown University; GA	5
Edmonds, Christopher	Product Management	Computer Science & E-Business BS	Loughborough University	11
Ferrari, Taylor	User Experience Design	Bachelor of Arts (B.A.), Anthropology	University of CA, Los Angeles	10
Guan, Stella	Visual Design	Graphic Design	Pratt Institute	8
Hart, Dalton	Software Engineering Immersive	Bachelor of Arts (B.A.), Graphic Design	Academy of Art University	8
Hayes, William	Digital Marketing	BA, Public Relations & Strategic Communications	Arizona State University	12
Heidelberg, Billie	Software Engineering Immersive	--		5

Hinn, Roderick	User Experience Design Immersive	MA, Teaching	Middlebury Institute of International Studies at Monterey	6
Holmberg, Joel	Software Engineering Immersive	MA, Sculpture	Yale University	3
Hovhannisian, Nareh	User Experience Design Immersive	Anthropology Bachelor's Degree	University of California	4
Jul, Susanne	User Experience Design Immersive	PhD, Computer Science/ Human-Computer Interaction	University of Michigan	30
Laronge, Lindsey (Scott)	Data Analytics	IMBA, International Business	U of South Carolina (Moore School)	11
Locke, Sean	Visual Design	B.A., Visual Design	University of California, Berkeley	3
London, Teri	Software Engineering Immersive	--		4
Maya, Jorge	User Experience Design	Design, Bachelor's Degree, BA	Universidad de Los Andes	9
Mohammad, Sofia	User Experience Design Immersive	B.A, Cognitive Psychology & User Experience Design Immersive	University of Illinois at Chicago & General Assembly	6
Morga, Alicia	Digital Marketing	JD	Stanford Law School	16
Ogilvy, Christopher	Software Engineering Immersive	Full Stack Web Development	Flatiron School	5
Palacios, Varuni	Digital Marketing	Master of Business Marketing & Management	University of Tampa Business	11
Robbins, Heather	Data Science Immersive	MA, Museum and Exhibition Studies	U of IL, Chicago	5
Rosenfeld, Geraldine	User Experience Design Immersive	B.A., Fine and Studio Arts	UC Irvine	6
Sakuma, Craig	Data Analytics & Python Programming	MBA	U Penn, Wharton	20
Siller, Michael	Software Engineering Immersive	--		3
Stack, Nathaniel	Software Engineering Immersive	Certification, Software Engineering	Oregon Institute of Technology	4

Truong, Henry	User Experience Design	Bachelor of arts, sociology; User experience design	UCSB; GA	6
Vasquez, Juan	Data Analytics	B.S. Advertising; DAT; Cert. Business analytics	U of Florida; GA; Harvard Business School online	7
Velthoen, Gerrit	User Experience Design Immersive	B.A., Fine Arts, Visual Communications	University of Arizona	3
Wilhelm, Daniel	Data Science	Computation and Neural Systems, MS, PhD (in progress)	Caltech MS, PhD (in progress)	20

Notice Concerning Transferability of Credits Earned at Our Institution

The transferability of credits you earn at General Assembly is at the complete discretion of an institution to which you may seek to transfer. Acceptance of the certificate you earn in the educational program is also at the complete discretion of the institution to which you may seek to transfer. If the certificate that you earn at this institution is not accepted at the institution to which you seek to transfer, you may be required to repeat some or all of your coursework at that institution. For this reason, you should make certain that your attendance at this institution will meet your educational goals. This may include contacting an institution to which you may seek to transfer after attending General Assembly to determine if your certificate will transfer.

Housing

General Assembly does not assume responsibility for student housing, does not have dormitory facilities under its control, and does not offer student housing assistance. According to Rentals.com, in San Francisco and Santa Monica, Calif., rental properties start at approximately $1,500 per month.

Student Tuition Recovery Fund

It is important that you keep copies of your enrollment agreement, financial aid documents, receipts, or any other information that documents the amount paid to the school. Questions regarding the STRF may be directed to the Bureau for Private Postsecondary Education, 2535 Capitol Oaks Drive, Suite 400, Sacramento, CA 95833, (916) 431-6959 or (888) 370-7589.

To be eligible for STRF, you must be a California resident or are enrolled in a residency program, prepaid tuition, paid or deemed to have paid the STRF assessment, and suffered an economic loss as a result of any of the following:

1. The institution, a location of the institution, or an educational program offered by the institution was closed or discontinued, and you did not choose to participate in a teach-out plan approved by the Bureau or did not complete a chosen teach-out plan approved by the Bureau.
2. You were enrolled at an institution or a location of the institution within the 120 day period before the closure of the institution or location of the institution, or were enrolled in an educational program within the 120 day period before the program was discontinued.
3. You were enrolled at an institution or a location of the institution more than 120 days before the closure of the institution or location of the institution, in an educational program offered by the institution as to which the Bureau determined there was a significant decline in the quality or value of the program more than 120 days before closure.
4. The institution has been ordered to pay a refund by the Bureau but has failed to do so.
5. The institution has failed to pay or reimburse loan proceeds under a federal student loan program as

required by law, or has failed to pay or reimburse proceeds received by the institution in excess of tuition and other costs.

6. You have been awarded restitution, a refund, or other monetary award by an arbitrator or court, based on a violation of this chapter by an institution or representative of an institution, but have been unable to collect the award from the institution.
7. You sought legal counsel that resulted in the cancellation of one or more of your student loans and have an invoice for services rendered and evidence of the cancellation of the student loan or loans.

To qualify for STRF reimbursement, the application must be received within four (4) years from the date of the action or event that made the student eligible for recovery from STRF.

A student whose loan is revived by a loan holder or debt collector after a period of noncollection may, at any time, file a written application for recovery from STRF for the debt that would have otherwise been eligible for recovery. If it has been more than four (4) years since the action or event that made the student eligible, the student must have filed a written application for recovery within the original four (4) year period, unless the period has been extended by another act of law.

However, no claim can be paid to any student without a social security number or a taxpayer identification number.

Consumer Information

As a prospective student, you are encouraged to review this catalog prior to signing an enrollment agreement. You are also encouraged to review the School Performance Fact Sheet, which must be provided to you prior to signing an Enrollment Agreement.

Any questions a student may have regarding this catalog that have not been satisfactorily answered by the institution may be directed to the Bureau for Private Postsecondary Education at 1747 N. Market Blvd., Suite 225, Sacramento, CA 95834.www.bppe.ca.gov, toll-free telephone number (888) 370-7589 or telephone number (916) 574-8900 or by fax (916) 263-1897.

Appendix E: Tuition Discount Chart

Tuition Discount	Tuition Discount	Eligibility Criteria	Application Instructions
Alumni Discount	Depending on the course taken and the course sought after, alumni can receive anywhere from $75 to $2,000 off.	Apply for a different, additional General Assembly program after graduating from one in the past.	Provide a copy of your certificate of completion to an Admissions representative.
Prepay Discount*	$450 for full-time programs $250 for part-time programs	Students must select a paid-in-full plan and pay their tuition and fees by the earlier of: a) Two weeks from when the EA is sent. b) Two weeks prior to the course start date.	Select the paid-in-full plan and speak with an Admissions representative.
Veterans Discount	10% off any part-time or full-time course.	Members of the United States Armed Forces, National Guard, and Reserves.	Submit one military document verifying your status (copy of DD214, copy of current military ID, or .mil or .gov email address) to an Admissions representative.
Community Tuition Discount	20% off any part-time or full-time course.	Nomination by a member of General Assembly's full-time staff or program faculty.	Referral by a GA employee or teacher to an Admissions representative.
See Her Excel Discount	$1500 off one of the following courses: - Software Engineering Immersive - Software Engineering Immersive Remote - Data Science Immersive	Students must: -Be 18 or older -Self-identify as a woman, trans, or genderqueer person -Have annual income of less than $40k / year -Have been admitted to one of the following immersive courses: Software Engineering Immersive, Software Engineering Immersive Remote, or Data Science Immersive	There is no additional application for this discount. Students must simply self-identify gender identity and annual income on the existing admissions survey.
Part-time Regular Staff Discount	First year of employment: 20% off part-time or full-time courses After 1 year of employment: 1 free part-time remote course	Part-time Regular Staff are eligible for this discount within the tenure guidelines outlined to the left. An individual's performance and work must be consistent and one's enrollment cannot disrupt work schedule.	Employment verified through employee's manager.

Tuition Discount	Tuition Discount	Eligibility Criteria	Application Instructions
Full-Time Regular Employee Discount	Part-time courses are free. Departing employees who have been at GA for more than 6 months and are leaving in good standing may also apply the cost of a part-time course to a full-time course	Full-time regular staff (including instructors) are eligible for this discount after 3 months of employment at GA, or at manager's request/ approval.	Employment verified through employee's manager.

	(pending signature of a separation agreement).		
Active Instructors and Expert Network Members Discount	20% off part-time and full-time courses.	Eligibility includes any individual teaching a class, workshop, or course for GA (does not include Distinguished Faculty Members or FT Regular Employee instructors). The instructor must be in good standing, have an active employment paperwork on file, and go through standard admissions process. Discount is contingent on course availability and completion of pre-work.	Instructor must have the discount approved by their manager.
Distinguished Faculty Member Discount	Part-time courses are free. Distinguished faculty who have been members for more than 6 months and are in good standing may also apply the cost of a part-time course to a full-time course (pending approval of program manager).	Distinguished Faculty Members (regardless of employment classification) are eligible for this discount. They must be in good standing and go through the standard admissions process. Discount is contingent on course availability and completion of pre-work.	Employment and discount verified through Manager.
* For Washington, D.C. students, final payment is not due until seven days after the course start date. For Utah students enrolled in 24 week courses, pre-payments of full tuition paid by the end of the first day of class is capped at $5,000, with the balance due by week 17.			

Appendix F: Standard Occupational Classification Codes

General Assembly courses fall into the following U.S. Department of Labor Standard Occupational Classification Codes:

Course	SOC Code
Cybersecurity for Developers	15-1299
Data Analytics	15-1199.08
Data Analytics Immersive	15-2051.00
Data Analytics Immersive Remote (Online)	15-2051.00
Data Science	15-2041.00
Data Science Immersive	15-2041.00
Data Science Immersive Remote (Online)	15-2041.00
Digital Marketing	11-2021.00, 15-1199.10, 11-2011.00, 11-2011.01, 13-1161.00
Front-End Web Development	15-1134.00
JavaScript Development	15-1134.00
Product Management	15-1199.09
Python Programming	15-1199.09
React Development	15-1134.00
Software Engineering Immersive	15-1134.00
Software Engineering Immersive Remote (Online)	15-1134.00
User Experience Design	27-1021.00, 27-1024.00, 27-1029.00, 17-2112.01
User Experience Design Immersive	27-1021.00, 27-1024.00, 27-1029.00, 17-2112.01
User Experience Design Immersive Remote (Online)	27-1021.00, 27-1024.00, 27-1029.00, 17-2112.01
Visual Design	27-1024.00, 27-1019.00, 27-1014.00, 27-1011.00
Product Management	15-1199.09

Appendix G: Specific Policies for GI Bill® Recipients

Enrollment Certification with the U.S. Department of Veteran's Affairs (VA)

Students who are eligible for VA benefits and wish to have their General Assembly enrollment certified with the VA should complete the Veteran Benefit Information Form for the course that they wish to be certified.

Students must also submit a Certificate of Eligibility or VA Award Letter to verify their percentage of eligibility before enrolling in a course. In lieu of a certificate of eligibility, a "Statement of Benefits" obtained from the Department of Veterans Affairs website - eBenefits - will also be accepted.

The Veterans Benefit Information Form is required to be submitted three weeks prior to the start of a course. The evidence of entitlement to educational assistance (Certificate of Eligibility or Statement of Benefits) is required to be submitted before the first day of class.

Any questions or concerns can be directed to a School Certifying Official. Please be aware that certification of a student's enrollment with the VA does not guarantee payment by the VA. It is the student's responsibility to review his or her benefits and entitlement with the U.S. Department of Veterans Affairs.

Credit for Prior Learning (38 CFR 21.4254(c)(4)

The school maintains a written record of the previous education and training of the GI Bill® recipient and grant credit appropriately, with the training period shortened proportionately.

Pro Rata Refund (38 CFR 21.4254(c)(13), 21.455)

General Assembly will refund the unused portion of prepaid tuition and fees on a pro rata basis. The exact proration will be determined on the ratio of the number of days of instruction completed by the student to the total number of instructional days in the course. Any amount in excess of $10 for an enrollment fee or registration fee may also be prorated.

Standards of Progress Policy for GI Bill® students

If a student is not making progress of a passing grade of 3.0 at the point of evaluation after project submissions, he or she may be provided with additional assistance outside of class in the form of a Student Performance Support Plan. The student and instructional team develop this education plan based upon a review of current records, current assessments, and the student's present level of performance in an initial meeting. After a plan is developed, follow-up dates and progress benchmarks are determined.

Students remain on a Performance Support Plan for two weeks and at that point, the instructional staff determines whether or not the student is back in good standing. If a student fails to meet expectations outlined in the plan, after being alerted to their performance needs, General Assembly will withdraw the student from the program.

This change in student enrollment status will be reported to the Department of Veterans Affairs (VA) within 30 days of the veteran's withdrawal date.

Attendance Policy for GI Bill® students

If a student reaches the maximum program absences as outlined in the attendance policy in this catalog, he or she will receive a warning.
Students exceeding three absences in a full-time program will be withdrawn from the course due to unsatisfactory attendance.

This change in student enrollment status will be reported to the Department of Veterans Affairs (VA) within 30 days of the veteran's last date of attendance.

Expulsion Policy for GI Bill® students

The conditions under which a student can be expelled from a program with cause can be found in Appendix H. This change in student enrollment status will be reported to the Department of Veterans Affairs (VA) within 30 days of the veteran's last date of attendance.

Recordkeeping Policy for GI Bill® students

The student's records pertaining to academic progress and attendance will be retained in the veteran's file for USDVA and SAA audit purposes.

VA Pending Payment Compliance

In accordance with Title 38 US Code 3679 subsection (e), this school adopts the following additional provisions for any students using U.S. Department of Veterans Affairs (VA) Post 9/11 G.I. Bill® (Ch. 33) or Vocational Rehabilitation & Employment (Ch. 31) benefits, while payment to the institution is pending from the VA. This school will not:

- Prevent the student's enrollment;
- Assess a late penalty fee to the student;
- Require the student to secure alternative or additional funding;
- Deny the student access to any resources (access to classes, libraries, or other institutional facilities) available to other students who have satisfied their tuition and fee bills to the institution.

However, to qualify for this provision, such students may be required to:

- Provide the VA Certificate of Eligibility (COE) by the first day of class;
- Provide a written request to be certified;
- Provide additional information needed to properly certify the enrollment as described in other institutional policies.

Appendix H: Student Code of Conduct & Prohibited Behavior

General Assembly is a community of learners that exists on the basis of shared values and principles. All General Assembly community members are expected to uphold and abide by certain standards of conduct that form the basis of the Student Code of Conduct.

The philosophy and approach to student conduct is educational, focusing on student learning through individual growth and personal responsibility. The Student Code of Conduct applies to all individual students and all General Assembly-recognized student organizations.

For the purpose of applying the Code of Conduct, an individual is considered a student when an offer of admission has been extended. Therefore, if a student violates the Code of Conduct before a course begins, General Assembly reserves the right to apply the Code of Conduct to that behavior. If a student is still an active member of the community and participating in Outcomes programming, General Assembly also reserves the right to apply the Code of Conduct to active alumni behavior. Additionally, a student who has permanently withdrawn or graduated may still be held accountable to the Code of Conduct for behavior that occurred before the withdrawal or graduation, even if the information was not brought to the General Assembly's attention before the withdrawal or graduation occurred.

The Code of Conduct may also apply to behavior that occurs online, via email, Slack, Zoom, or by other electronic means. Although General Assembly does not routinely search for policy violations online, if electronically shared information comes to General Assembly's attention, that information may be evaluated as to whether it violates the Code of Conduct and/or warrants further investigation.

Visitors are expected to abide by the Code of Conduct while on property owned or operated by General Assembly or at General Assembly-sponsored or -affiliated programs and events, both in person and online.

As a General Assembly student, if your activities result in violations of law, you are responsible for your actions and any consequences imposed by authorities outside of General Assembly. When student behavior violates the law and the Code of Conduct simultaneously, General Assembly reserves the right to invoke the conduct process independent of, and in addition to, any action by civil or governmental agencies. Students who do not support the academic and ethical goals of General Assembly for themselves and their fellow students may be subject to penalties, up to and including expulsion. In general, General Assembly will attempt to resolve a situation without expulsion. Verbal warnings and written warnings may precede this final and most serious of actions. Where General Assembly deems the integrity, safety or well-being of school, students, staff, clients, visitors, and other guests is in danger then expulsion may be applied at General Assembly's discretion at any point in the process.

The Code of Conduct articulates behaviors that are prohibited or unacceptable because they do not align with the value of respect central to our community.

Prohibited behaviors include:

- Bullying: Repeated and/or severe behavior that is likely to intimidate or intentionally harm or control another person physically or emotionally, and which is not protected by freedom of expression. This includes behavior that may occur online (also known as cyberbullying), in person, by telephone, mail, or any other action, device, or method.
- Hazing: Method of initiation into or conduct of any student organization or group, whether on public or private property, which willfully or recklessly endangers the physical or mental health of any student or other person.
- Stalking: Stalking is repetitive acts and/or communications targeted at an individual that would cause a reasonable person to fear for their safety or the safety of others, or to experience substantial emotional distress. Stalking may include repeatedly following, harassing, threatening, or intimidating another by telephone, mail, electronic communication, or any other action, device, or method. Incidents where stalking

may be sex-based are subject to the definitions and procedures outlined in the Sexual Misconduct policy and Equal Opportunity, Harassment, and Non-Discrimination policy.

- Physical Harm: Intentionally or recklessly (by action or inaction) causing physical harm or endangering the health or safety of any person or group of people.
- Threatening Behaviors: Written, verbal, or physical conduct that causes a reasonable expectation of injury to the health or safety of any person or damage to any property.
- Hindering Freedom of Expression or Movement: Hindering freedom of expression or of movement of any person or group of people.
- Disruptive Behavior: Verbal, written, or physical actions that cause a disruption to the orderly operation of General Assembly, other institutions or communities, or the lives of any person or group. This includes, but is not limited to, obstruction of teaching, administration, General Assembly events and activities, and interference with student staff, law enforcement, or emergency personnel.
- Hazardous Materials: Possessing, using, or distributing explosives (including fireworks and ammunition), guns (including air, BB, paintball, facsimile weapons, and pellet guns), or other weapons or dangerous objects such as arrows, axes, machetes, nun chucks, throwing stars, or knives, including the storage of any item covered under this section in a vehicle parked on General Assembly-owned or -operated property.
- Hazardous Behavior: Intentionally or recklessly engaging in behavior that may endanger the health, well-being, or safety of any person or group of people. This includes, but is not limited to, violating public health guidelines, dangerous pranks, tampering with electrical equipment, hanging out of, or climbing from, to, or on windows, balconies, roofs, etc.
- Inappropriate Public Conduct: Deliberately and publicly exposing one's intimate body parts, urinating, or defecating in public, or engaging in public sexual activity. This includes, but is not limited to, sexual activity in any campus area and/or online.
- Interfering With the Rights of Others: Interfering with the rights of others to enter, use, or leave any facility, service, or activity to which they have been accorded access.
- Retaliation: Any intentional adverse action taken against an individual who is participating, attempting to participate, or is perceived to be participating in some way in the conduct process including, but not limited to, by making a report or participating in an investigation. Retaliation includes, but is not limited to, verbal or implied threats, physical or psychological abuse, intimidation, harassment (verbal or written), or any other action intended to create a hostile environment for the intended target of the retaliation. In addition, isolation may constitute retaliation under this policy if the target of the isolation is deprived of an educational opportunity or benefit as a result of that isolation.
- Copyright Infringement: Downloading, sharing, using, or misusing copyrighted materials, including, but not limited to, General Assembly or organizational names and images, without authorization. This includes, but is not limited to, unauthorized distribution or public posting of an instructor's original assignments or course materials.
- Destruction or Damage: Destruction, damage, or defacing of General Assembly property or the individual property of another, regardless of intention.
- Unauthorized Possession of Property: Knowingly maintaining possession of property belonging to another person or entity without authorization or permission from the owner. This includes General Assembly-owned furniture or equipment.
- Unauthorized Use of Credentials: Possessing or using an account, access code, or credentials assigned to another.
- Unauthorized Entry: Trespassing or making unauthorized entry into buildings, rooms, or property, both in person and in the online environment.
- Gambling: Gambling for money or other valuables on General Assembly property or in any General Assembly-owned or -operated building except as part of an authorized fundraising activity. Regardless of location, any gambling not permitted by law is a violation of this policy.
- Failure to Comply: Failing to comply with reasonable requests of General Assembly staff or of public health officials, law enforcement, or emergency personnel.
- Failure to Evacuate: Failing to exit immediately any building when an alarm has been activated or as directed by General Assembly or emergency personnel.

- Tampering With Safety Equipment: Tampering with, obstructing, displacing, or damaging of any fire or safety equipment including, but not limited to, alarms, alarm protectors, fire safety devices (such as smoke detectors, sprinklers, or carbon monoxide detectors), fire extinguishers, security cameras, emergency-exit signage, red window safety tabs, card-access devices, or any door-locking mechanism.
- Violation of Law: Any behavior that violates local laws that is not otherwise a violation of General Assembly policy.

Appendix I: Illinois Institutional Disclosures

The following information must be submitted to the Board annually; failure to do so is grounds for immediate revocation of the permit of approval.

In the event that the school fails to meet the minimum standards, that school shall be placed on probation. If that school's passage rate in its next reporting period does not exceed 50% of the average passage rate of that class of schools as a whole, then the Board shall revoke the school's approval for that program to operate in this State. Such revocation also shall be grounds for reviewing the approval to operate as an institution.

INSTITUTIONAL DISCLOSURES REPORTING TABLE FOR GENERAL ASSEMBLY, CHICAGO July 1, 2019 - June 30, 2020 Per Section 1095.200 of 23 Ill. Adm. Code 1095:					
Disclosure Reporting Category	Program Name	*Cybersecurity for Developers*	*Cybersecurity for Developers Remote*	*Data Analytics*	*Data Analytics Remote*
	CIP*	11.0801	11.0801	11.0401	11.0401
	SOC*	15-1134.00	15-1134.00	15-1199.08	15-1199.08
A) For each program of study, report:					
1) The number of students who were admitted in the program or course of instruction* as of July 1 of this reporting period.		0	0	1	0
2) The number of additional students who were admitted in the program or course of instruction during the next 12 months and classified in one of the following categories:					
	a) New starts	0	0	17	30
	b) Re-enrollments	0	0	1	2
	c) Transfers into the program from other programs at the school	0	0	0	0
3) The total number of students admitted in the program or course of instruction during the 12-month reporting period (the number of students reported under subsection A1 plus the total number of students reported under subsection A2).		0	0	19	32
4) The number of students enrolled in the program or course of instruction during the 12-month reporting period who:					
	a) Transferred out of the program or course and into another program or course at the school	0	0	0	0 0
	b) Completed or graduated from a program or course of instruction	0	0	14	26
	c) Withdrew from the school	0	0	5	6
	d) Are still enrolled	0	0	0	0

5) The number of students enrolled in the program or course of instruction who were:					
	a) Placed in their field of study	n/a	n/a	n/a	n/a
	b) Placed in a related field	n/a	n/a	n/a	n/a
	c) Placed out of the field	n/a	n/a	n/a	n/a
	d) Not available for placement due to personal reasons	n/a	n/a	n/a	n/a
	e) Not employed	n/a	n/a	n/a	n/a
B1) The number of students who took a State licensing examination or professional certification examination, if any, during the reporting period.		n/a	n/a	n/a	n/a
B2) The number of students who took and passed a State licensing examination or professional certification examination, if any, during the reporting period.		n/a	n/a	n/a	n/a
C) The number of graduates who obtained employment in the field who did not use the school's placement assistance during the reporting period; such information may be compiled by reasonable efforts of the school to contact graduates by written correspondence.		n/a	n/a	n/a	n/a
D) The average starting salary for all school graduates employed during the reporting period; this information may be compiled by reasonable efforts of the school to contact graduates by written correspondence.		n/a	n/a	n/a	n/a

Disclosure Reporting Category	Program Name	*Data Science*	*Data Science Remote*	*Data Science Immersive*	*Data Science Immersive Remote*	*Digital Marketing*
	CIP*	52.1302	52.1302	52.1302	52.1302	52.1401
	SOC*	15-2041.00	15-2041.00	15-2041.00	15-2041.00	11-2021.00
A) For each program of study, report:						
1) The number of students who were admitted in the program or course of instruction* as of July 1 of this reporting period.		0	0	1	0	0
2) The number of additional students who were admitted in the program or course of instruction during the next 12 months and classified in one of the following categories:						
	a) New starts	7	18	30	6	7

	b) Re-enrollments	0	0	0	1	0
	c) Transfers into the program from other programs at the school	0	0	0	0	0
3) The total number of students admitted in the program or course of instruction during the 12-month reporting period (the number of students reported under subsection A1 plus the total number of students reported under subsection A2).		7	18	31	7	7
4) The number of students enrolled in the program or course of instruction during the 12-month reporting period who:						
	a) Transferred out of the program or course and into another program or course at the school	0	0	0	0	0
	b) Completed or graduated from a program or course of instruction	5	16	18	3	3
	c) Withdrew from the school	2	2	13	4	4
	d) Are still enrolled	0	1	0	0	0
5) The number of students enrolled in the program or course of instruction who were:						
	a) Placed in their field of study	n/a	n/a	13	2	n/a
	b) Placed in a related field	n/a	n/a	0	0	n/a
	c) Placed out of the field	n/a	n/a	0	0	n/a
	d) Not available for placement due to personal reasons	n/a	n/a	0	0	n/a
	e) Not employed	n/a	n/a	5	1	n/a
B1) The number of students who took a State licensing examination or professional certification examination, if any, during the reporting period.		n/a	n/a	n/a	n/a	n/a
B2) The number of students who took and passed a State licensing examination or professional certification examination, if any, during the reporting period.		n/a	n/a	n/a	n/a	n/a
C) The number of graduates who obtained employment in the field who did not use the school's placement assistance during the reporting period; such information may be compiled by reasonable efforts of the school to contact graduates by written correspondence.		n/a	n/a	12	2	n/a
D) The average starting salary for all school graduates employed during the reporting period; this information may be compiled by reasonable efforts of the school to contact graduates by written correspondence.		n/a	n/a	$60,333	$0	n/a

Disclosure Reporting Category		Program Name	*Digital Marketing Remote*	*Front End Web Development*	*Front End Web Development Remote*	*JavaScript Development*
		CIP*	52.1401	11.0801	11.0801	11.0801
		SOC*	11-2021.00	15-1134.00	15-1134.00	15-1134.00
A) For each program of study, report:						
1) The number of students who were admitted in the program or course of instruction* as of July 1 of this reporting period.			0	3	1	0
2) The number of additional students who were admitted in the program or course of instruction during the next 12 months and classified in one of the following categories:						
	a) New starts		10	16	7	1
	b) Re-enrollments		2	0	2	0
	c) Transfers into the program from other programs at the school		0	0	0	0
3) The total number of students admitted in the program or course of instruction during the 12-month reporting period (the number of students reported under subsection A1 plus the total number of students reported under subsection A2).			12	19	10	1
4) The number of students enrolled in the program or course of instruction during the 12-month reporting period who:						
	a) Transferred out of the program or course and into another program or course at the school		0	0	0	0
	b) Completed or graduated from a program or course of instruction		11	12	9	0
	c) Withdrew from the school		1	7	1	1
	d) Are still enrolled		0	0	0	0
5) The number of students enrolled in the program or course of instruction who were:						
	a) Placed in their field of study		n/a	n/a	n/a	n/a
	b) Placed in a related field		n/a	n/a	n/a	n/a
	c) Placed out of the field		n/a	n/a	n/a	n/a
	d) Not available for placement due to personal reasons		n/a	n/a	n/a	n/a
	e) Not employed		n/a	n/a	n/a	n/a

B1) The number of students who took a State licensing examination or professional certification examination, if any, during the reporting period.		n/a	n/a		n/a	n/a
B2) The number of students who took and passed a State licensing examination or professional certification examination, if any, during the reporting period.		n/a	n/a		n/a	n/a
C) The number of graduates who obtained employment in the field who did not use the school's placement assistance during the reporting period; such information may be compiled by reasonable efforts of the school to contact graduates by written correspondence.		n/a	n/a		n/a	n/a
D) The average starting salary for all school graduates employed during the reporting period; this information may be compiled by reasonable efforts of the school to contact graduates by written correspondence.		n/a	n/a		n/a	n/a
Disclosure Reporting Category	Program Name	*JavaScript Development Remote*	*Product Management*	*Product Management Remote*	*Python Programming*	*Python Programming Remote*
	CIP*	11.0801	11.1005	11.1005	11.0801	11.0801
	SOC*	15-1134.00	15-1199.09	15-1199.09	15-1134.00	15-1134.00
A) For each program of study, report:						
1) The number of students who were admitted in the program or course of instruction* as of July 1 of this reporting period.		0	7	0	2	0
2) The number of additional students who were admitted in the program or course of instruction during the next 12 months and classified in one of the following categories:						
	a) New starts	11	8	18	14	15
	b) Re-enrollments	0	0	2	0	0
	c) Transfers into the program from other programs at the school	0	0	0	0	0
3) The total number of students admitted in the program or course of instruction during the 12-month reporting period (the number of students reported under subsection A1 plus the total number of students reported under subsection A2).		11	15	20	16	15
4) The number of students enrolled in the program or course of instruction during the 12-month reporting period who:						
	a) Transferred out of the program or course and into another program or course at the school	0	0	0	0	0
	b) Completed or graduated from a program or course of instruction	9	10	17	12	14
	c) Withdrew from the school	2	5	3	4	1

	d) Are still enrolled	0	0	0	0	1
5) The number of students enrolled in the program or course of instruction who were:						
	a) Placed in their field of study	n/a	n/a	n/a	n/a	n/a
	b) Placed in a related field	n/a	n/a	n/a	n/a	n/a
	c) Placed out of the field	n/a	n/a	n/a	n/a	n/a
	d) Not available for placement due to personal reasons	n/a	n/a	n/a	n/a	n/a
	e) Not employed	n/a	n/a	n/a	n/a	n/a
B1) The number of students who took a State licensing examination or professional certification examination, if any, during the reporting period.		n/a	n/a	n/a	n/a	n/a
B2) The number of students who took and passed a State licensing examination or professional certification examination, if any, during the reporting period.		n/a	n/a	n/a	n/a	n/a
C) The number of graduates who obtained employment in the field who did not use the school's placement assistance during the reporting period; such information may be compiled by reasonable efforts of the school to contact graduates by written correspondence.		n/a	n/a	n/a	n/a	n/a
D) The average starting salary for all school graduates employed during the reporting period; this information may be compiled by reasonable efforts of the school to contact graduates by written correspondence.		n/a	n/a	n/a	n/a	n/a

Disclosure Reporting Category	Program Name	*React Development*	*React Development Remote*	*User Experience Design*	*User Experience Design Remote*
	CIP*	11.0801	11.0801	50.0401	50.0401
	SOC*	15-1134.00	15-1134.00	27-1021.00	27-1021.00
A) For each program of study, report:					
1) The number of students who were admitted in the program or course of instruction* as of July 1 of this reporting period.		0	0	7	2
2) The number of additional students who were admitted in the program or course of instruction during the next 12 months and classified in one of the following categories:					
	a) New starts	0	3	27	44
	b) Re-enrollments	0	0	0	3

	c) Transfers into the program from other programs at the school	0	0	0	0
3) The total number of students admitted in the program or course of instruction during the 12-month reporting period (the number of students reported under subsection A1 plus the total number of students reported under subsection A2).		0	3	34	49
4) The number of students enrolled in the program or course of instruction during the 12-month reporting period who:					
	a) Transferred out of the program or course and into another program or course at the school	0	0	0	0
	b) Completed or graduated from a program or course of instruction	0	3	28	42
	c) Withdrew from the school	0	0	6	7
	d) Are still enrolled	0	0	0	0
5) The number of students enrolled in the program or course of instruction who were:					
	a) Placed in their field of study	n/a	n/a	n/a	n/a
	b) Placed in a related field	n/a	n/a	n/a	n/a
	c) Placed out of the field	n/a	n/a	n/a	n/a
	d) Not available for placement due to personal reasons	n/a	n/a	n/a	n/a
	e) Not employed	n/a	n/a	n/a	n/a
B1) The number of students who took a State licensing examination or professional certification examination, if any, during the reporting period.		n/a	n/a	n/a	n/a
B2) The number of students who took and passed a State licensing examination or professional certification examination, if any, during the reporting period.		n/a	n/a	n/a	n/a
C) The number of graduates who obtained employment in the field who did not use the school's placement assistance during the reporting period; such information may be compiled by reasonable efforts of the school to contact graduates by written correspondence.		n/a	n/a	n/a	n/a
D) The average starting salary for all school graduates employed during the reporting period; this information may be compiled by reasonable efforts of the school to contact graduates by written correspondence.		n/a	n/a	n/a	n/a

Disclosure Reporting Category		Program Name	*User Experience Design Immersive*	*User Experience Design Immersive Remote*	*Visual Design*	*Visual Design Remote*	*Software Engineering Immersive*
		CIP*	50.0401	50.0401	11.0801	11.0801	11.0801
		SOC*	27-1021.00	27-1021.00	15-1134.00	15-1134.00	15-1134.00
A) For each program of study, report:							
1) The number of students who were admitted in the program or course of instruction* as of July 1 of this reporting period.			12	0	0	2	4
2) The number of additional students who were admitted in the program or course of instruction during the next 12 months and classified in one of the following categories:							
	a) New starts		33	8	0	15	54
	b) Re-enrollments		0	1	0	0	0
	c) Transfers into the program from other programs at the school		0	0	0	0	0
3) The total number of students admitted in the program or course of instruction during the 12-month reporting period (the number of students reported under subsection A1 plus the total number of students reported under subsection A2).			45	9	0	17	58
4) The number of students enrolled in the program or course of instruction during the 12-month reporting period who:							
	a) Transferred out of the program or course and into another program or course at the school		0	0	0	0	0
	b) Completed or graduated from a program or course of instruction		41	8	0	15	38
	c) Withdrew from the school		4	1	0	2	20
	d) Are still enrolled		0	0	0	0	0
5) The number of students enrolled in the program or course of instruction who were:							
	a) Placed in their field of study		21	2	n/a	n/a	23
	b) Placed in a related field		0	0	n/a	n/a	0
	c) Placed out of the field		0	0	n/a	n/a	0
	d) Not available for placement due to personal reasons		0	0	n/a	n/a	0
	e) Not employed		19	1	n/a	n/a	15

B1) The number of students who took a State licensing examination or professional certification examination, if any, during the reporting period.		n/a	n/a	n/a	n/a	n/a
B2) The number of students who took and passed a State licensing examination or professional certification examination, if any, during the reporting period.		n/a	n/a	n/a	n/a	n/a
C) The number of graduates who obtained employment in the field who did not use the school's placement assistance during the reporting period; such information may be compiled by reasonable efforts of the school to contact graduates by written correspondence.		18	2	n/a	n/a	20
D) The average starting salary for all school graduates employed during the reporting period; this information may be compiled by reasonable efforts of the school to contact graduates by written correspondence.		$49,608	$50,000	n/a	n/a	$54,766
Disclosure Reporting Category	Program Name	*Software Engineering Immersive Remote*				
	CIP*	11.0801				
	SOC*	15-1134.00				
A) For each program of study, report:						
1) The number of students who were admitted in the program or course of instruction* as of July 1 of this reporting period.		1				
2) The number of additional students who were admitted in the program or course of instruction during the next 12 months and classified in one of the following categories:						
	a) New starts	51				
	b) Re-enrollments	5				
	c) Transfers into the program from other programs at the school	0				
3) The total number of students admitted in the program or course of instruction during the 12-month reporting period (the number of students reported under subsection A1 plus the total number of students reported under subsection A2).		57				
4) The number of students enrolled in the program or course of instruction during the 12-month reporting period who:						
	a) Transferred out of the program or course and into another program or course at the school	0				
	b) Completed or graduated from a program or course of instruction	36				

	c) Withdrew from the school	21				
	d) Are still enrolled	0				
5) The number of students enrolled in the program or course of instruction who were:						
	a) Placed in their field of study	11				
	b) Placed in a related field	0				
	c) Placed out of the field	0				
	d) Not available for placement due to personal reasons	0				
	e) Not employed	13				
B1) The number of students who took a State licensing examination or professional certification examination, if any, during the reporting period.		n/a				
B2) The number of students who took and passed a State licensing examination or professional certification examination, if any, during the reporting period.		n/a				
C) The number of graduates who obtained employment in the field who did not use the school's placement assistance during the reporting period; such information may be compiled by reasonable efforts of the school to contact graduates by written correspondence.		12				
D) The average starting salary for all school graduates employed during the reporting period; this information may be compiled by reasonable efforts of the school to contact graduates by written correspondence.		$54,244				

*CIP--Please insert the program CIP Code. For more information on CIP codes: https://nces.ed.gov/ipeds/cipcode/Default.aspx?y=55

*SOC--Please insert the program SOC Code. For more information on SOC codes: http://www.bls.gov/soc/classification.htm

*A course of instruction is a standalone course that meets for an extended period of time and provides instruction that may or may not be related to a program of study, but is either not part of the sequence or can be taken independent of the full sequence as a stand-alone option. A Course of Instruction may directly prepare students for a certificate or other completion credential, or it can stand alone as an optional preparation or, in the case of students requiring catch-up work, a prerequisite for a program. A stand-alone course might lead to a credential to be used toward preparing individuals for a trade, occupation, vocation, profession; or it might improve, enhance, or add to skills and abilities related to occupational/career opportunities.

Appendix J: Specific Disclosures Required by the State of Utah Department of Commerce Division of Consumer Protection

REGISTERED UNDER THE UTAH POSTSECONDARY PROPRIETARY SCHOOL ACT (Title 13, Chapter 34, Utah Code). Registration under the Utah Postsecondary Proprietary School Act does not mean that the State of Utah supervises, recommends, nor accredits the institution. It is the student's responsibility to determine whether credits, degrees, or certificates from the institution will transfer to other institutions or meet employers' training requirements. This may be done by calling the prospective school or employer.

The institution is not accredited by a regional or national accrediting agency recognized by the United States Department of Education.

Appendix K: Washington Faculty List

Faculty

General Assembly employs both full- and part-time faculty. Biographies for all faculty teaching upcoming courses are available under the course description on GA's website. The following faculty will be teaching courses beginning in January 2022. Additional faculty will be hired throughout the year.

Seattle	
Instructor	Course
Brandi Butler	Software Engineering Immersive
Jim Beyers	Data Analytics
Riley Davis	Data Science Immersive
David Elliot	Data Science, Data Analytics
Ryan Freeland	User Experience Design
Matthew Morris	Data Analytics
Steven Peters	Software Engineering Immersive
Charles Rice	Data Science Immersive
Todd Tibbetts	User Experience Design Immersive
Frank Turner	Data Science
Anna Zocher	Software Engineering Immersive

Appendix L: Specific Disclosures Required by the WTECB

This school is licensed under Chapter 28C.10 RCW; inquiries or complaints regarding this or any other private vocational school may be made to the Workforce Training and Education Coordinating Board at:

Workforce Training and Education Coordinating Board 128 10th Ave. SW
Olympia, Washington 98504
360-709-4600