General Assembly's Catalog

New York Campus

2024

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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 analytics, 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-time 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. A list of owners and board members is attached as Appendix A.

Approvals

General Assembly has been granted licensure by the New York State Education Department, Office of Adult Career and Continuing Education Services, Bureau of Proprietary School Supervision (BPSS).

Students should be aware that some information in the catalog may change. It is recommended that students considering enrollment check with the licensed school director to determine if there is any change from the information provided in the catalog. In addition, a catalog will contain information on the school's teaching personnel and courses/curricula offered. Please be advised that the State Education department separately licenses all teaching personnel and independently approves all courses and curricula offered. Therefore, it is possible that courses/curricula listed in the school's catalog may not be approved at the time that a student enrolls in the school or the teaching personnel listed in the catalog may have changed. It is again recommended that the student check with the licensed school director to determine if there are any changes in the courses/curricula offered or the teaching personnel listed in the catalog.

General Assembly is not accredited.

Facilities and Equipment

Classes are taught online and at:
10 East 21st St., 3rd floor,
New York, NY 10010
ny@generalassemb.ly
1-917-722-0237

General Assembly's facilities meet ADA accessibility standards. The New York campus is 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 the 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.

Hours

Class Hours

Monday – Thursday 8 a.m. – 10 p.m.
Friday 8 a.m. – 6 p.m.
Saturday – Sunday 9 a.m. – 6 p.m.

Administration Hours

Monday – Friday 9 a.m. – 5 p.m.

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:

2024 Holidays (Bootcamps & Short Courses)	
Date	**Holiday**
01/01/2024	New Year's Day
01/15/2024	Martin Luther King Jr. Day
02/19/2024	President's Day
05/27/2024	Memorial Day
06/19/2024	Juneteenth
07/04/2024	Independence Day
09/02/2024	Labor Day
11/11/2024	Veteran's Day
11/28/2024	Thanksgiving
11/29/2024	Thanksgiving
12/23/2024	December Holiday
12/24/2024	December Holiday
12/25/2024	December Holiday
12/26/2024	December Holiday
12/27/2024	December Holiday

24-Week Bootcamp Holiday Schedule (Tuesday Schedule)*		24-Week Bootcamp Holiday Schedule (Monday Schedule)**	
Date	**Holiday**	**Date**	**Holiday**
01/02/2024	New Year's Day	01/01/2024	New Year's Day
01/16/2024	Martin Luther King Jr. Day	01/15/2024	Martin Luther King Jr. Day

02/20/2024	President's Day	02/19/2024	President's Day
05/28/2024	Memorial Day	05/27/2024	Memorial Day
06/19/2024	Juneteenth	06/19/2024	Juneteenth
07/04/2024	Independence Day	07/04/2024	Independence Day
09/03/2024	Labor Day	09/02/2024	Labor Day
11/12/2024	Veteran's Day	11/11/2024	Veteran's Day
11/28/2024	Thanksgiving	11/28/2024	Thanksgiving
11/30/2024	Thanksgiving	11/30/2024	Thanksgiving
12/24/2024	December Holiday	12/23/2024	December Holiday
12/25/2024	December Holiday	12/25/2024	December Holiday
12/26/2024	December Holiday	12/26/2024	December Holiday

* 24-Week Bootcamp programs that run Tue, Wed, Thu, Sat
** 24-Week Bootcamp programs that run Mon, Wed, Thu, Sat

Courses Offered

There are two categories of courses offered at GA: Bootcamps and Short Courses. GA's Bootcamp courses are designed to prepare students for a new career in their field of study. Short Courses are designed to help students level up in a skill set and create an initial portfolio of work in their field of study. Short 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 follows the required student-teacher ratios listed on its programmatic approvals from the New York State Education Department's Bureau of Proprietary School Supervision (BPSS). The schedule of courses offered may be found on our website at: https://generalassemb.ly/browse

General Assembly offers the following courses:

Courses Offered	Course Length (Instructional Hours)	Course offered in the following formats	
Bootcamp Courses		Part-time	Full-time
Data Analytics Bootcamp	420 hours / 12 weeks or 24 weeks	X	X
Data Analytics Bootcamp Online	420 hours / 12 weeks or 24 weeks	X	X
Data Science Bootcamp	420 hours / 12 weeks		X
Data Science Bootcamp Online	420 hours / 12 weeks or 24 weeks	X	X
Software Engineering Bootcamp	420 hours / 12 weeks or 24 weeks	X	X
Software Engineering Bootcamp Online	420 hours / 12 weeks or 24 weeks	X	X
User Experience Design Bootcamp	420 hours / 12 weeks	X	X
User Experience Design Bootcamp Online	420 hours / 12 weeks or 24 weeks	X	X

Short Courses		In-person	Online
Cybersecurity for Developers Short Course	40 hours / 1 or 10 weeks	X	
Cybersecurity for Developers Short Course Online	40 hours / 1 or 10 weeks		X
Data Analytics Short Course	40 hours / 1 or 10 weeks	X	
Data Analytics Short Course Online	40 hours / 1 or 10 weeks		X
Data Science Short Course	60 hours / 10 weeks	X	
Data Science Short Course Online	60 hours / 10 weeks		X
Digital Marketing Short Course	40 hours / 1 or 10 weeks	X	
Digital Marketing Short Course Online	40 hours / 1 or 10 weeks		X
Front-End Web Development Short Course	60 hours / 10 weeks	X	
Front-End Web Development Short Course Online	60 hours / 10 weeks		X
JavaScript Development Short Course	60 hours / 10 weeks	X	
JavaScript Development Short Course Online	60 hours / 10 weeks		X
Product Management Short Course	40 hours / 1 or 10 weeks	X	
Product Management Short Course Online	40 hours / 1 or 10 weeks		X
Python Programming Short Course	40 hours / 1 or 10 weeks	X	
Python Programming Short Course Online	40 hours / 1 or 10 weeks		X
React Development Short Course	40 hours / 1 or 10 weeks	X	
React Development Short Course Online	40 hours / 1 or 10 weeks		X
User Experience Design Short Course	40 hours / 1 or 10 weeks	X	
User Experience Design Short Course Online	40 hours / 1 or 10 weeks		X
Visual Design Short Course	32 hours / 1 or 8 weeks	X	
Visual Design Short Course Online	32 hours / 1 or 8 weeks		X

Admissions Policy and Procedure

Entrance Requirements and Enrollment Dates

Admission into any General Assembly course requires that students have one of the following:

- High school diploma.

- General Education Diploma — GED.
- Test Assessing Secondary Completion — TASC.
- Diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education.

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

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 Short Course & Data Analytics Short Course Online	• Python Programming Short Course & Python Programming Short Course Online
• Data Science Short Course & Data Science Short Course Online	• React Development Short Course & React Development Short Course Online
• Digital Marketing Short Course & Digital Marketing Short Course Online	• User Experience Design Short Course & User Experience Short Course Online
• Front-End Web Development Short Course & Front-End Web Development Short Course Online	• Data Science Bootcamp & Data Science Bootcamp Online
• JavaScript Development Short Course & JavaScript Development Short Course Online	• Software Engineering Bootcamp & Software Engineering Bootcamp Online
• Product Management Short Course & Product Management Short Course Online	• User Experience Design Bootcamp & User Experience Bootcamp Online

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 24 hours prior to the first class meeting. 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.

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.

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.

Course Descriptions and Objectives

Cybersecurity for Developers Short Course & Cybersecurity for Developers Short Course Online

Short Course | 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.

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 Short Course & Data Analytics Short Course Online

Short Course | 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.

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 Bootcamp & Data Analytics Bootcamp Online

Bootcamp | On-campus or Online | 420 hours | Full-time, 12 weeks or Part-time, 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 an organization as a problem solver, storyteller, and decision maker using Data.

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 Short Course & Data Science Short Course Online

Short Course | 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.

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 Bootcamp & Data Science Bootcamp Online

Bootcamp | On-campus or Online | 420 hours | Full-time, 12 weeks or Part-time, 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.

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.

Digital Marketing Short Course & Digital Marketing Short Course Online

Short Course | 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.

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 Short Course & Front-End Web Development Short Course Online

Short Course | 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.

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 Short Course & JavaScript Development Short Course Online

Short Course | 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.

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 Short Course and Product Management Short Course Online

Short Course | 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.

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 Short Course & Python Programming Short Course Online

Short Course | 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.

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 Short Course & React Development Short Course Online

Short Course | 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.

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 Bootcamp & Software Engineering Bootcamp Online

Bootcamp | On-campus or Online | 420 hours | Full-time,12 weeks or Part-time, 24 weeks

This 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.

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 Short Course & User Experience Design Short Course Online

Short Course | 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.

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 Bootcamp & User Experience Design Bootcamp Online

Bootcamp | On-campus or Online | 420 hours | Full-time,12 weeks or Part-time, 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.

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 Short Course & Visual Design Short Course Online

Short Course | 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.

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.

General Assembly offers curricula measured in clock hours, not credit hours. Certificates of Completion are issued to students who meet clock hour requirements. The granting of any credit to students who participated in and/or completed a program at General Assembly is solely at the discretion of any other institution of higher education that the student may opt to subsequently attend.

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

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.

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

Probation

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 may be provided with additional assistance outside of class. If the student is unable to make satisfactory academic progress with this assistance, they may be withdrawn from the program. Informal feedback is provided to students throughout the course. Students dismissed for unsatisfactory academic progress may reenter General Assembly subject to approval by the licensed school director.

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.

Bootcamp Course Attendance Policy

With prior approval from General Assembly, students in full-time bootcamp programs are permitted to miss up to three excused class meetings. Students in part-time, bootcamp 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 student enrollment status will be reported to the Department of Veterans Affairs (VA) within 30 days of the veteran's last date of attendance.

Short 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 have 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 to be granted only in extenuating circumstances, such as an accident, prolonged illness, maternity leave, or the death of a relative. The school is expected to explain the implications of a leave to the student. 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. Some programs are too short to make a leave of absence practical. A retention evaluation upon return may be performed.

The licensed school director is expected to review the student's request, preferably in person with the student requesting the leave. Not all leave requests should be granted. All leaves of absence must be requested and approved in writing.

Transfer

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, licensed school director approval is required for acceptance.

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.

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.

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 (See Appendix B)

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 E. 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.

Student Services

Academic Advising

Academic advising may be initiated by school personnel or the student when the need is identified.

Housing

General Assembly does not provide student housing.

Library (MyGA)

Enrolled students will have unrestricted access to MyGA, 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. Due to the rapidly changing nature of the content of the curriculum for our programs, maintaining a digital library allows us to continually modify and upgrade the available materials so that enrolled students have access to the most current information available.

Employment Assistance

The General Assembly Career Services team is dedicated to seeing bootcamp students take control of their career aspirations and goals. Our Career Services team helps students communicate their skills, make valuable connections, and identify ideal career opportunities. Designed to teach job-search strategies, Career Services programming is an add-on experience via asynchronous career learning content, live programming, group coaching, and coach 1-on-1s in which students can choose to participate from the start of their bootcamp through 6 months post-bootcamp.

To access Career Services support, a student must:

- Meet all course attendance, academic progress, and financial and graduation requirements
- Be in good academic standing with the Instructional team.
- Elect to participate in an active job search in your field of study.
- Commit to taking part in a full-time or part-time (no less than 25 hours/week) job search immediately post-course and searching for a job within your field of study.

Becoming a job-seeker grants initial support from the Career Services 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 (25) hours a week on the job search.

General Assembly cannot and does not guarantee employment or salary.

Student Records

Student transcripts and descriptions of courses offered are maintained permanently. Student transcripts are maintained in student records. Student transcripts contain the following information: name, address, and date of birth; date of enrollment; name of course taken; record of all final grades earned for each course; date of completion or discontinuance; and a notation whether or not a certificate of completion was issued and date issued. Students may view their own academic records at no cost to the student. Students who seek to view their own records should contact the licensed school director.

General Assembly will take reasonable steps to protect the privacy of personal information contained in student records.

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 licensed school director's decision is final within General Assembly's Grievance Procedure. Students may also pursue external grievance procedures as described below.

External Grievance Procedures

Any person who believes he or she has been aggrieved by a violation of the New York Education Law has the right to file a written complaint with the New York State Education Department's Bureau of Proprietary School Supervision (BPSS) within two years of the alleged violation or within one year of receiving notification from a guaranteed agency that the student has defaulted on a student loan payment. No complaint may be filed after three years from the date of the alleged violation.

Cancellation, Withdrawal & Refund Policy

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 cancelled, the school will refund the student any money they paid, less a registration or application fee specified below in the Tuition and Fees chart and course materials received by the student within 30 days after the notice of cancellation is received.

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 licensed school 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 licensed school director.

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 loan (ISL), you are responsible for paying the ISL funding amount pursuant to the terms of your ISL, less the amount of any refund. Students who choose to fund their tuition pursuant to an income share loan should consult their income share loan agreement for more information about the application of their refund policy. General Assembly does not participate in federal or state financial aid programs.

Quarters Refund Policy

The Quarters Refund Policy applies to all campus-based courses that are 7–14 weeks long. Students are refunded based on the Refund Liability Charts listed below.

A. A student who cancels within seven days of signing the Enrollment Agreement but before instruction begins receives all monies returned, with the exception of the non-refundable registration fee.

B. Thereafter, a student will be liable for the following:

   a. The non-refundable registration fees.

   b. The cost of any textbooks or supplies accepted.

   c. Tuition liability as of the student's last date of physical attendance. Tuition liability is divided by the number of quarters in the program. Total tuition liability is limited to the quarter during which the student withdrew or was terminated, and any previous quarters completed.

      a. First quarter: If termination occurs, refunds will be granted based on the amount of course completed, as per the table below:

Amount of Course Completed	Student Refund
Prior to or during the first week	100%
During the second week	75%
During the third week	50%
During the fourth week	25%
After the fourth week	0%

      b. Subsequent quarters:

Amount of Course Completed	Student Refund
During the first week	75%
During the second week	50%
During the third week	25%
After the fourth week	0%

For students who choose to fund their tuition pursuant to an income share loan (ISL), the ISL contract is not binding until the Right to Cancel period has expired (seven business days). For ISL funded students who withdraw, the refund percentage noted above will be applied to the Funding Amount specified in the ISL. For example, if the ISL Funding Amount is $10,000.00, and a student withdraws in the third week, then the ISL Funding Amount would be reduced to $5,000.00 (50%). If the student withdraws in the fourth week in this example, then the Funding Amount would be reduced to $7,500.00 (75%). The refund percentage will be applied to the Funding Amount and Payment Cap as specified in the ISL.

Mini Refund Policy

The Mini Refund Policy applies to all campus-based courses that are 1–6 weeks long. Students are refunded based on the Refund Liability Charts listed below.

A. A student who cancels within seven days of signing the Enrollment Agreement receives all

monies returned, with the exception of the non-refundable registration fee.

B. Thereafter, a student will be liable for the following:

   a. The non-refundable registration fees.

   b. The cost of any textbooks or supplies accepted.

   c. Tuition liability as of the student's last date of physical attendance. Tuition liability is determined by the percentage of the program offered to the student.

If termination occurs, refunds will be granted based on the amount of the course completed, as per the table below:

Amount of Course Completed	Student Refund
0-15%	100%
16-30%	75%
31-45%	50%
46-60%	25%
After 60%	0%

Pro-Rata Refund Policy
A student who cancels within 7 days of signing the enrollment agreement receives all monies returned with the exception of the nonrefundable registration fee. Thereafter, a student will be liable for

1. the non-refundable registration fee plus;
2. the cost of any textbooks or supplies accepted plus;
3. tuition liability for used units (a unit is considered used when students are provided access to course)

Tuition liability is determined on a pro-rata basis. Students shall be refunded the tuition for unused weeks/units.

Refund Policy for VA Education Beneficiaries
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 $10.00 for an enrollment fee or registration fee will also be prorated. Refunds are determined based on the proration of tuition and percentage of program completed at withdrawal, up until 40% of the program.

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 are required to pay the remaining full balance at least seven days prior to the course start date or upon enrollment, whichever is later. Students who have tuition and fees fully covered by their GI Bill® benefit are not subject to pay the $250 upfront payment fee.

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. 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. 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.

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.

EdAid Payment Plans

Payment Plans	Upfront Payment (Registration and Fee)	Payment Installments and Schedule
EdAid Payment Plan 1 – 0% Interest Deferred	Pay $500 upfront.	Split the remaining balance over 24 installments that start once you're earning over $40,000 per year.
EdAid Payment Plan 2 – 36 Month 0% Interest Installment Plan	All students pay an upfront payment of $250 upon 24 hours of enrollment.	Split the remaining balance over 36 installments from the start of class.

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.

Tuition and Fees

The schedule of courses offered may be found on our website at: https://generalassemb.ly/browse.

New York Students

Course	Registration Fee* (Non-Refundable)	Tuition	Total Cost**
Cybersecurity for Developers Short Course & Cybersecurity for Developers Short Course Online	$100	$4,400	$4,500
Data Analytics Short Course & Data Analytics Short Course Online	$100	$4,400	$4,500
Data Analytics Bootcamp & Data Analytics Bootcamp Online	$100	$16,350	$16,450
Digital Marketing Short Course & Digital Marketing Short Course Online	$100	$4,400	$4,500
Data Science Short Course & Data Science Short Course Online	$100	$4,400	$4,500
Data Science Bootcamp & Data Science Bootcamp Online	$100	$16,350	$16,450
Front-End Web Development Short Course & Front-End Web Development Short Course Online	$100	$4,400	$4,500
JavaScript Development Short Course & JavaScript Development Short Course Online	$100	$4,400	$4,500

Product Management Short Course & Product Management Short Course Online	$100	$4,400	$4,500
Python Programming Short Course & Python Programming Short Course Online	$100	$4,400	$4,500
React Development Short Course & React Development Short Course Online	$100	$4,400	$4,500
Software Engineering Bootcamp & Software Engineering Bootcamp Online	$100	$16,350	$16,450
User Experience Design Short Course & User Experience Design Short Course Online	$100	$4,400	$4,500
User Experience Design Bootcamp & User Experience Design Bootcamp Online	$100	$16,350	$16,450
Visual Design Short Course & Visual Design Short Course Online	$100	$3,450	$3,500

Tuition Liability

In-Person Short Courses

Weekly tuition liability chart for: Cybersecurity for Developers Short Course, Data Analytics Short Course, Data Science Short Course, Digital Marketing Short Course, Front-End Web Development Short Course, JavaScript Development Short Course, Product Management Short Course, Python Programming Short Course, React Development Short Course

Tuition: $4,400.00

Quarter 1 (based on $4,400.00 paid in full)

Amount of Course Completed	Percent Refunded	Money Refunded
Prior to or During Week 1	100%	$4,400.00
During Week 2	75%	$3,300.00
During Week 3	50%	$2,200.00
During Week 4	25%	$1,100.00
After Week 4	0%	$0.00

Weekly tuition liability chart for Visual Design Short Course

Tuition: $3,400.00

Quarter 1 (based on $3,400.00 paid in full)

Amount of Course Completed	Percent Refunded	Money Refunded

Prior to or During Week 1	100%	$3,400.00
During Week 2	75%	$2,550.00
During Week 3	50%	$1,700.00
During Week 4	25%	$850.00
After Week 4	0%	$0.00

Weekly tuition liability chart for Cybersecurity for Developers Short Course (1 week), Data Analytics Short Course (1 week), Data Science Short Course (1 week), Digital Marketing Short Course (1 week), Front-End Web Development Short Course (1 week), JavaScript Development Short Course (1 week), Product Management Short Course (1 week), Python Programming Short Course (1 week), React Development Short Course (1 week)

Tuition: $4,400.00
Mini (based on $4,400.00 paid in full)

Amount of Course Completed	Percent Refunded	Money Refunded
0-15%	100%	$4,400.00
16%-30%	75%	$3,300.00
31%-45%	50%	$2,200.00
46%-60%	25%	$1,100.00
After 60%	0%	$0.00

Tuition: $3,400.00
Mini (based on $3,400.00 paid in full)

Amount of Course Completed	Percent Refunded	Money Refunded
0-15%	100%	$3,400.00
16%-30%	75%	$2,550.00
31%-45%	50%	$1,700.00
46%-60%	25%	$850.00
After 60%	0%	$0.00

In-Person, Bootcamp Courses

Weekly tuition liability chart for Data Analytics Bootcamp, Data Science Bootcamp, Software Engineering Bootcamp, User Experience Design Bootcamp
Tuition: $16,350.00
Quarter 1 (based on $16,350.00 paid in full)

Amount of Course Completed	Percent Refunded	Money Refunded
Prior to or During Week 1	100%	$16,350.00
During Week 2	75%	$12,262.50
During Week 3	50%	$8,175.00
During Week 4	25%	$4,087.50
After Week 4	0%	$0.00

Online Courses
Weekly tuition liability chart for Data Analytics Short Course Online

Tuition: $4,400.00
Pro Rata (based on $4,400.00 paid in full)

Units used	Percent Refunded	Money Refunded
0	100%	$4,400
1	94.44%	$4,155.36
2	88.89%	$3,911.16
3	83.33%	$3,666.52
4	77.78%	$3,422.32
5	72.22%	$3,177.68
6	66.67%	$2,933.48
7	61.11%	$2,688.84
8	55.56%	$2,444.64
9	50.00%	$2,200
10	44.44%	$1,955.36
11	38.89%	$1,711.16
12	33.33%	$1,466.52
13	27.78%	$1,222.32
14	22.22%	$977.68

15	16.67%	$733.48
16	11.11%	$488.84
17	5.56%	$244.64
18	0%	$0

Weekly tuition liability chart for Cybersecurity for Developers Short Course Online, Data Science Short Course Online, Digital Marketing Short Course Online, Front-End Web Development Short Course Online, JavaScript Development Short Course Online, Product Management Short Course Online, Python Programming Short Course Online, React Development Short Course Online

Tuition: $4,400.00
Pro Rata (based on $4,400.00 paid in full)

Units used	Percent Refunded	Money Refunded
0	100%	$4,400
1	94.44%	$4,155.36
2	88.89%	$3,911.16
3	83.33%	$3,666.52
4	77.78%	$3,422.32
5	72.22%	$3,177.68
6	66.67%	$2,933.48
7	61.11%	$2,688.84
8	55.56%	$2,444.64
9	50.00%	$2,200
10	44.44%	$1,955.36
11	38.89%	$1,711.16
12	33.33%	$1,466.52
13	27.78%	$1,222.32
14	22.22%	$977.68
15	16.67%	$733.48
16	11.11%	$488.84
17	5.56%	$244.64
18	0%	$0

Weekly tuition liability chart for Visual Design Short Course Online.

Tuition: $3,400.00
Pro Rata (based on $3,400.00 paid in full)

Units used	Percent Refunded	Money Refunded
0	100%	$3,400
1	93.75%	$3,187.50

2	87.50%	$2,975.00
3	81.25%	$2,762.50
4	75.00%	$2,550
5	68.75%	$2,337.50
6	62.50%	$2,125.00
7	56.25%	$1,912.50
8	50.00%	$1,700
9	43.74%	$1,487.16
10	37.50%	$1,275.00
11	31.25%	$1,062.50
12	25.99%	$884
13	18.75%	$637.50
14	12.50%	$425.00
15	6.25%	$212.50
16	0%	$0

Weekly tuition liability chart for Data Analytics Bootcamp, Data Science Bootcamp, User Experience Design Bootcamp and Software Engineering Bootcamp

Tuition: $16,350.00
Pro Rata (based on $16,350.00 paid in full)

Units used	Percent Refunded	Money Refunded	Units used	Percent Refunded	Money Refunded
0	100.00%	$16,350.00	31	48.33%	$7,901.96
1	98.33%	$16,076.96	32	46.67%	$7,630.55
2	96.67%	$15,805.55	33	45.00%	$7,357.50
3	95.00%	$15,532.50	34	43.33%	$7,084.46
4	93.33%	$15,259.46	35	41.67%	$6,813.05
5	91.67%	$14,988.05	36	40.00%	$6,540.00
6	90.00%	$14,715.00	37	38.33%	$6,266.96
7	88.33%	$14,441.96	38	36.67%	$5,995.55
8	86.67%	$14,170.55	39	35.00%	$5,722.50
9	85.00%	$13,897.50	40	33.33%	$5,449.46
10	83.33%	$13,624.46	41	31.67%	$5,178.05
11	81.67%	$13,353.05	42	30.00%	$4,905.00
12	80.00%	$13,080.00	43	28.33%	$4,631.96
13	78.33%	$12,806.96	44	26.67%	$4,360.55
14	76.67%	$12,535.55	45	25.00%	$4,087.50
15	75.00%	$12,262.50	46	23.33%	$3,814.46

16	73.33%	$11,989.46	47	21.67%	$3,543.05
17	71.67%	$11,718.05	48	20.00%	$3,270.00
18	70.00%	$11,445.00	49	18.33%	$2,996.96
19	68.33%	$11,171.96	50	16.67%	$2,725.55
20	66.67%	$10,900.55	51	15.00%	$2,452.50
21	65.00%	$10,627.50	52	13.33%	$2,179.46
22	63.33%	$10,354.46	53	11.67%	$1,908.05
23	61.67%	$10,083.05	54	10.00%	$1,635.00
24	60.00%	$9,810.00	55	8.33%	$1,361.96
25	58.33%	$9,536.96	56	6.67%	$1,090.55
26	56.67%	$9,265.55	57	5.00%	$817.50
27	55.00%	$8,992.50	58	3.33%	$544.46
28	53.33%	$8,719.46	59	1.67%	$273.05
29	51.67%	$8,448.05	60	0.00%	$0.00
30	50.00%	$8,175.00			

Financial Assistance

General Assembly does not participate in federal or state financial aid programs and 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. For students interested in financing the cost of their program, we have partnered with high-quality lenders that offer affordable rates to our community members.

Loans

	Ascent	Climb 1	Climb 2	Climb 3	Meritize
Loan options available for:	Bootcamps	Bootcamps, Short Courses, Online, and accelerated formats	All Bootcamps	All Bootcamps	On-campus Bootcamp and Short Courses programs
Co-borrower option?	Yes	Yes	Yes	Yes	Yes
Cost-of-living expenses	Bootcamp students can take out up to $6,000 in cost of living for all products.	Climb allows borrowers to finance up to $7,000 in cost-of-living expenses if they also finance their full tuition.	No	No	Meritize allows borrowers to finance up to $7,000 in cost-of-living expenses if they also finance their full tuition.

Deferral period?	No payments while in school + 3 months after, then full payments start (interest + principal). Cost of Living available for Bootcamp + part-time Bootcamps.	No. Students are expected to pay small interest payments during class. The first principal payment is due one month after their course ends.	Fully deferred grace period - pay zero interest on manageable payments. Start paying 12 months after your loan is funded (over 36 months) with $500 down payment.	Standard pathway - pay zero interest on manageable payments. Start paying immediately (over 18 or 24 months) with no down payment.	Yes. Students have the option to defer principal payments for six months (three months in-program and three months post-program).
Loan term length	36 or 60-month loan term.	Three-year loan term	24 months (bootcamps); 18 months (short courses)	24 months (bootcamps only)	Five- or ten-year loan term
Interest Rates	6.99% - 16.25%	5-14%	0%	0%	4.95-14.95%
Fees	5% origination fee	5% of loan amount	0	0	0.3-5% of loan amount
Who should apply?	Full-time and part-time students with a good credit profile and/or a cosigner have a greater likelihood of approval. Pre-application only requires a soft credit check.	Students with a co-borrower who has great credit will have a higher likelihood of being approved and securing a good rate. Students who wish to take part-time and online programs should also apply. Climb uses a soft credit pull in its preliminary decision-making. Applicants who accept pre-approval terms authorize a hard credit pull.	Students who wish to spread out their payments while paying no interest. Climb uses a soft credit pull in its preliminary decision-making. Applicants who accept pre-approval terms authorize a hard credit pull.	Students who wish to defer payments for 12-months after they start their programs. Climb uses a soft credit pull in its preliminary decision-making. Applicants who accept pre-approval terms authorize a hard credit pull.	Students who want to enhance their loan application with academic performance data (transcripts can be submitted as part of the application process). Students who wish to have a longer deferral period should also apply. Meritize uses a hard credit pull in their decision- making process. Hard inquiries will appear on your credit report.

Income Share Loans

Income Share Loans (ISLs) are a form of income-based repayment used by a number of education providers. Under the terms of a typical ISL, if students are earning above a minimum income threshold

after they leave their program, they will pay a set Income Share Percentage (ISP) of their income on a monthly basis.[1] The amount students are required to pay under an ISL may be more or less than the amount financed and will vary directly in proportion to future earned income.

ISLs for eligible General Assembly programs are made available through our third-party financing partner, Stride Funding, as part of the Catalyst ISL Program. These ISLs also come with downside protection in the form of a Minimum Income Threshold, meaning you won't be required to make payments in months when you're earning below a certain amount. They also include a Maximum Payment Cap, which means no matter how much you earn, you will never pay more than a certain amount. The full terms and conditions of the ISL are included in an agreement that is signed between the student and FinWise Bank, Stride's bank partner.

ISLs are limited to students in select programs and markets. Please contact your admissions specialist or email admissions@generalassemb.ly for more information.

Loans may be issued by Stride Funding, Inc or FinWise Bank, a Utah-chartered bank, Member FDIC. All loans are subject to individual approval and adherence to underwriting guidelines. Program restrictions, other terms, and conditions apply.

Stride Funding or FinWise Bank's loans are not endorsed by General Assembly. Stride Funding and FinWise Bank are not affiliated with General Assembly.

[1] The effective Income Share Percentage ("ISP") on your Income Share Loan ("ISL") is a fixed percentage of your monthly gross-income and will range between 1.60% and 10.00%, for a period of 48 months after the beginning of your payment term. Monthly payments are required and will vary greatly in amount because they depend on your specific ISP and your reported monthly gross-income. Monthly repayment amount is based on your designated ISP and monthly gross-income, not an Annual Percentage Rate ("APR"); the APR you actually pay will be dependent on your actual ISP and gross-income for the entire duration of the loan repayment period.

To help illustrate how much you might pay on your ISP, we are providing the following example showing the total monthly payments for loans that have the maximum ISP. For this example, we are assuming an ISP of 10.0% (highest possible ISP), amount financed of $15,700, 48-month repayment period, and 3 months until graduation plus 3-month grace period. If your salary started at $40,000 and didn't increase over the next 40 months, your monthly payments would be $333.33 per month and would end after making total overall payments of $11,999.88 over 48 months.

For this example, your total monthly payments would end after 48 months even though you would not have reached the Maximum Implied Annual Percentage Rate of 21%, because you have reached your required number of Maximum Monthly Payments first, assuming that you have no deferrals or other pauses to your payments. You may repay more or less than the amount you received, depending on your specific circumstances. Your loan has a maximum payment period (96 months) inclusive of any months where monthly payments are made as well as any months that are deferred months after you leave or graduate from your program.

Note: Although the New York State Education Department's Bureau of Proprietary School Supervision ("BPSS") has approved the ISL as a method of payment, the terms contained within the ISL contract are not under the authority of the BPSS.

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 Online 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 Online 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.

Appendix A: Ownership, Management, and Faculty

Board of Directors

Daniele Grassi Megan Yeomans Gaëlle de la Fosse

Ownership

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

Senior Leadership Team

Daniele Grassi, Chief Executive Officer
Megan Yeomans, Senior Vice President, Finance
John Madigan, Vice President, Consumer Operations
Edward Shiplee, Vice President, Admissions
Jourdan Hathaway, Senior Vice President, Marketing
Marjan Mashhadi, Senior Vice President & General Counsel
Danielle Chircop, Senior Vice President, Product
Amy Schneider, Vice President, Human Resources
Gerald Robinson, Vice President, Tax
Jeffrey Bennett, Senior International Tax Manager

Duties

General Assembly is governed by a board of directors.

The senior leadership team has overall responsibility to implement strategic goals and objectives of the organization. The team also develops and implements all strategic planning in accordance with the institution's mission and objectives to provide the highest quality of education and services.

Licensed School Directors

Maurice Franklyn, Director

VA School Certifying Official
Cristina Rodriquez, sco@ga.co

Agents

Agent Name	Location
Emilie Buckley	District of Columbia
Tegan Colson	Arizona
Clara De Souza	United Kingdom
Stephanie Ehrisman	Florida
Maima Fahnbulleh	Maryland
David Fox	Arizona
Carina Harmon	South Carolina
Caroline Held	California
Amanat Jaisinghani	Canada
Robert Katzwer	Utah
Kelsie Lehmann	Illinois
Anthony Navetta	Washington
Corine Osborne	Florida
Grace Radin	Ohio
Nicole Schaffer	Colorado
Evan Silverman	New York
Eli Sklarsky	Pennsylvania
Emily Smoot	South Carolina
Peter Tresky	Arizona
Jonathan Heaney	Canada
Joseph Wetherington	Arizona
Maxwell Witte	Canada
Alveera Chwla	Canada
Ali Haji	Canada
Shane Holt	Canada
Sarah Davies	Illinois

Teachers

Instructor	Course	Degree	Institution	Years of Experience
Alcántara, Freddy	User Experience Design Bootcamp Online	User Experience Design Immersive	General Assembly	23
Anastasio, Joseph	User Experience Design Short Course Online	BA in Psychology	Marymount Manhattan College	10
Anderson, Nicholas	User Experience Design Bootcamp Online	BA in Interactive Media Design	Art Institute of Colorado	8
Berman, David	Data Analytics Bootcamp Online	MS in Management Information Systems	Nova Southeastern University	7
Bernier, Arthur	Software Engineering Bootcamp Online	BS in Management	University Of Phoenix	10
Bolles, Philip	User Experience Design Short Course. Online	BFA	New York University	13
Brems, Matthew	Python Programming Short Course Online	Master of Science Degree (Statistics)	The Ohio State University	8
Burke, Julianne	User Experience Design Bootcamp Online	BFA in New Media Design	Rochester Institute of Technology	4.5
Butler, Henry	Data Science Bootcamp Online	BA - Economics, MS - Applied Economics	Johns Hopkins University	7
Calderon, Guillermo	User Experience Design Bootcamp Online	Bachelor of Arts in Creative Writing	University of Central Florida	8
Caldon, Nigel	Data Analytics Bootcamp Online	MS in Economics	New York University	18
Chapman, Paul	Software Engineering Bootcamp Online	BBA	University of West Georgia	4
Deitrick, Andrew	Software Engineering Bootcamp Online	BA Philosophy, BA English	Christopher Newport University	10
Doulatshahi, Paul	Front-End Web Development Short Course Online	BS in Finance	Georgetown University	7
Draper, Scott	Software Engineering Bootcamp Online	BA, Business Administration and Management,	Utah State University	3

Draz, Kareem	Software Engineering Bootcamp Online	BSc Bachelors of Science Petroleum Engineering	University of Alberta	2
Dujota, Denis	Javascript Development Short Course Online	Software Engineering Immersive	General Assembly	5
Fryar, Anson	Data Analytics Bootcamp Online	BS in Arts and Entertainment Technologies	University of Texas	6
Hamilton, Nicole	Software Engineering Bootcamp Remot	AA in Humanities	Lake Tahoe Community College,	2
Hartrich, Tyler	User Experience Design Bootcamp	MBA	Dominican University of California	13
Hashimi, Hosai	User Experience Design Bootcamp Online	BA in Studio Art; MA candidate in Teaching; UX/UI Certificate	University of California - Irvine	5
Heidelberg, Billie	Software Engineering Bootcamp Online	Web Development Immersive	General Assembly	5
Hinn, Rod	User Experience Design Bootcamp Online	MA in Teaching	Monterey Institute of International Studies	6
Hovhannisian, Nareh	User Experience Design Bootcamp Online	BA in Anthropology	University of California Santa Cruz	6
Huntington, Matthew	Software Engineering Bootcamp Online	BA	Vassar College	18
Jacobs, John	Software Engineering Bootcamp Online	BS in Biology	Jacksonville State University	4
Johnson, Tor	Front-End Web Development Short Course Online	BA	George Mason University	18
Keohan, Joe	Software Engineering Bootcamp Online	Web Development Immersive	General Assembly	1.5
Lackey, Michael	Software Engineering Bootcamp Online	Software Engineering Immersive	General Assembly	3
Locke, Sean	Visual Design Short Course Online	BA in Visual Studies	University of California, Berkeley	20
Manley, Benjamin	Software Engineering Bootcamp Online	Software Engineering Immersive	General Assembly	0
Manning, Benjamin	Front-End Web Development Short Course Online	BS in Psychology	Georgia State University	3

McCarthy, Alexander	Product Management Short Course Online	B.S. Chemical Engineering	Texas A&M	21
Mehrotra, Devanshu	Data Analytics Short Course Online	Masters of Science	CUNY School of Professional Studies	9
Merced, Hector	Software Engineering Bootcamp Online	B.A. in Popular Culture Studies/Marketing Minor	Bowling Green State University	3
Ngo, Frederick	Python Programming Short Course Online	Bachelor of Applied Science, Computer Engineering	University of Toronto	25
Ogundipe, Kole	Digital Marketing Short Course Online	Law	De Montfort University	8
Oquendo, Julian	Data Analytics Bootcamp Online	BA Comp Lit and English	University of Virginia	5
Parnell, Elizabeth	Software Engineering Bootcamp Online	Software Engineering Immersive	General Assembly	4
Pastore, Michael	Data Analytics Short Course Online	BS in Journalism, MA in Information Technology	Harvard Extension School	3.5
Porte, Cait	Digital Marketing Short Course Online	MBA	Babson Graduate School	16
Reynolds, Jason	User Experience Design Bootcamp Online	MBA	University of Texas, Austin	20
Rogers, Candace	User Experience Design Bootcamp Online	BBA	Howard University	7
Schoenborn, Timm	Software Engineering Bootcamp Online	B.Arch.	University of Florida	9
Sherman, Alexander	Data Science Short Course Online	Masters	University of Pennsylvania	10
South, Christopher	Software Engineering Bootcamp Online	Software Engineering Immersive	General Assembly	3
Stack, Nathaniel	Software Engineering Bootcamp Online	BS	Oregon Institute of Technology	4
Stinson, William	Software Engineering Bootcamp Online	Software Engineering Immersive	General Assembly	0
Surmeli, Emre	Software Engineering Bootcamp	AAS	Bellevue College	8
Sutton, Harvey	Product Management Short Course Online	Bachelor of Business Administration (BBA)	Emory University	13
Taubman, Jeremy	Software Engineering Bootcamp Online	MSEd in Secondary Education, Social Studies	Hofstra University	5

Tavarez, Magnardo	Software Engineering Bootcamp Online	Graphic Design	CUNY, Bronx Community College	6
Yang, Deja	Software Engineering Bootcamp Online	Computer Science	University of Illinois	5
Yim, David	Software Engineering Bootcamp Online	Bachelor in Science - Industrial and Systems Science	Binghamton University	4.5

Appendix B: Information for Students and Students' Rights

Information for Students and Student Rights

Schools are required to give this disclosure pamphlet to individuals interested in enrolling in their school.

What is the purpose of this pamphlet?

All prospective and enrolled students in a non-degree granting proprietary school are required to receive this pamphlet. This pamphlet provides an overview of students' rights with regard to filing a complaint against a school and accessing the tuition reimbursement fund if they are a victim of certain violations by the school.

Licensed private career schools which are licensed by the New York State Education Department are required to meet very specific standards under the Education Law and Commissioner's Regulations. These standards are designed to help insure the educational appropriateness of the programs which schools offer. It is important for you to realize that the New York State Education Department's Bureau of Proprietary School Supervision closely monitors and regulates all non-degree granting proprietary schools. The schools are required to have their teachers meet standards in order to be licensed by the department. Schools are also required to have their curriculum approved by the New York State Education Department, at minimum, every four years, thereby helping to ensure that all curriculum offered in the schools are educationally sound.

In addition, staff members of the Bureau of Proprietary School Supervision are often in the school buildings monitoring the educational programs being offered. The interest of the New York State Education Department is to ensure that the educational program being offered meets your needs and that your financial investment is protected.

The steps you must take to file a complaint with the New York State Education Department are:

The New York State Education Department's Bureau of Proprietary School Supervision wishes you success in your continued efforts to obtain the necessary skill training in order to secure meaningful employment. In addition, bureau staff will continue to work with all the schools to help insure that a quality educational program is provided to you.

Who can file a complaint?

If you are or were a student or an employee of a Licensed Private Career School in the State of New York and you believe that the school or anyone representing the school has acted unlawfully, you have the right to file a complaint with the New York State Education Department.

What can a student or employee complain about?

You may make complaints about the conduct of the school, advertising, standards and methods of instruction, equipment, facilities, qualifications of teaching and management personnel, Enrollment Agreement, methods of collecting tuition and other charges, school license or registration, school and student records, and private school agents.

How can a complaint be filed by a student or employee?

You should try to resolve your complaint directly with the school unless you believe that the school would penalize you for your complaint. Use the school's internal grievance procedure or discuss your problems with teachers, department heads, or the school director. We suggest that you do so in writing and that you keep copies of all correspondence to the school. However, the school cannot require you to do this before you file a complaint with the New York State Education Department. If you do file a complaint with the department, please advise the bureau of any action that you have taken to attempt to resolve your complaint.

1. Write to the New York State Education Department at 116 West 32nd St., 5th floor, New York, New York 10001, or telephone the department at (212) 643-4760, requesting an interview for the purpose of filing a

written complaint. Bring all relevant documents with you to the interview, including an enrollment agreement, financial aid application, transcripts, etc. An investigator from the Department will meet with you and go through your complaint in detail.

2. If you cannot come for an interview, send a letter or call the office to request a complaint form. You must complete and sign this form and mail it to the office. Please include with it copies of all relevant documents. You should keep the originals. You must file a complaint within two years after the alleged illegal conduct took place. The bureau cannot investigate any complaint made more than two years after the date of the occurrence.

3. The investigator will attempt to resolve the complaint as quickly as possible and may contact you in the future with follow-up questions. You should provide all information requested as quickly as possible; delay may affect the investigation of your complaint. When appropriate, the investigator will try to negotiate with the school informally.

If the department determines that violations of law have been committed and the school fails to take satisfactory and appropriate action then the department may proceed with formal disciplinary charges.

What is the Tuition Reimbursement Fund?

The Tuition Reimbursement Fund is designed to protect the financial interest of students attending non-degree proprietary schools. If a school closes while you are in attendance, prior to the completion of your educational program, then you may be eligible for a refund of all tuition expenses which you have paid. If you drop out of school prior to completion and you file a complaint against the school with the State Education Department, you may be eligible to receive a tuition refund if the State Education Department is able to provide factual support that your complaint is valid and to determine that there was a violation of Education Law or the Commissioner's Regulations as specified in Section 126.17 of the Commissioner's Regulations. To file a claim to the Tuition Reimbursement Fund, you must first file a complaint with the State Education Department at the address included in this pamphlet. The staff of the State Education Department will assist you in the preparation of a tuition reimbursement form (a sample of this form should have been provided to you upon enrollment).

What is the tuition refund and cancellation policy?

All schools must have a tuition refund and cancellation policy for each program included in the catalog and in the student enrollment agreement

Read and understand the school's policy regarding tuition refund and cancellation before you sign the enrollment agreement. If you do not understand it, or are confused by the school's explanation, get help before you sign. You may ask for assistance from the department at the address included in this pamphlet.

What should students know about "private school agents?"

Private School Agents are employed by schools for the purpose of recruiting or enrolling students in the school; they are not school counselors. Private school agents cannot require a student to pay a placement or referral fee. Each school agent must be licensed by the New York State Education Department, must have an Agent identification card and must be a salaried employee of the school. School agents who cannot show an Agent Identification Card are breaking the law if they try to interest students in enrolling in a particular school or group of schools. The name(s) of the agent(s) talked to you. Each student will be required to confirm the name(s) of the agent(s) when signing the enrollment agreement. A full refund shall be made to any student recruited by an unlicensed private school agent or even who enrolled a student must appear on that student's enrollment agreement. Therefore, you should write down the name of the agent who

by a licensed agent if there is evidence that the agent made fraudulent or improper claims. To find out if you are eligible to receive a refund, you must follow the complaint procedures included in this page.

What should students know about "grants and guaranteed student loans"?

A grant is awarded to a student based on income eligibility, and it does not need to be repaid (for example, New York State Tuition Assistance Program (TAP) grants or Pell grants provided by the federal government). Guaranteed student loans are low interest loans provided under the Federal Guaranteed Student Loan Program. The decision to apply for such a loan is yours--the school cannot require that you apply for a loan. You should understand that if you pay school tuition with money loaned to you from a lender you are responsible for repaying the loan in full, with interest, in accordance with the terms of the loan agreement. A failure to repay the loan can hurt your credit rating and result in legal action against you. Even if you fail to complete your educational program, you are still responsible for repaying all of the money loaned to you. It is your right to select a lender for a guaranteed student loan. The school cannot require you to apply to a particular lender or lending institution. However, the school can recommend a lender, but if it does, the school must also provide you with a statement about your right and ability to obtain a loan from another lender and the interest charged on these loans. Read and understand all the information and applications for financial aid grants and loans before signing.

Where can students file a complaint, file a claim to the tuition reimbursement fund, or get additional information?

Contact the New York State Education Department at:
New York State Education Department
116 West 32nd Street, 5th Floor
New York, New York 10001
Attention: Bureau of Proprietary School Supervision
(212) 643-4760

This pamphlet is provided to you by the New York State Education Department (NYSED). The NYSED regulates the operation of Licensed Private Career Schools.

Appendix C: Tuition Discount Chart

Tuition Discount	Tuition Discount	Eligibility Criteria	Application Instructions
Alumni Discount	50% off any short course or 15% off any bootcamp course.	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.
Community Tuition Discount	20% off any short course or bootcamp 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 Bootcamp - Software Engineering Bootcamp Online - Data Science Bootcamp	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 Bootcamp courses: Software Engineering Bootcamp, Software Engineering Bootcamp Online, or Data Science Bootcamp	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 short course or bootcamp course. After 1 year of employment: 1 free short course online	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.
Full-Time Regular Employee Discount	Short 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 short course to a bootcamp course (pending signature of a separation agreement).	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.
Active Instructors and Expert Network Members Discount	20% off short course or bootcamp course.	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	Short 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 short course to a bootcamp 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.

Appendix D: Occupational Education Data Survey

July 1, 2021 – June 30, 2023

	Program Name	***Data Analytics Bootcamp***	***Data Analytics Bootcamp Online***	***Data Science Bootcamp***	***Data Science Bootcamp Online***	***Software Engineering Bootcamp***	***Software Engineering Bootcamp Online***	***User Experience Design Bootcamp***	***User Experience Design Bootcamp Online***
1) The number of students admitted to the program:									
	a)The number of students who applied to the program	0	4	0	63	194	550	81	239
	b)The number of students who were accepted to the program	0	3	0	59	78	470	36	210
2) The number of students who enrolled into the program:									
	a) New enrollments after 7/1/2021	0	3	0	42	78	373	36	170
	b) Continued enrollments prior to 7/1/2021	0	0	0	17	0	97	0	40
3) The number of students enrolled in the program or course of instruction during the 12-month reporting period who:									
	a) Withdrew/dropped	0	1	0	15	20	107	5	19
	b) Graduated: enrolled prior to 7/1/21 & graduated this reporting year	0	0	0	17	0	97	0	40
	c) Graduated: enrolled and graduated this reporting year	0	0	0	23	30	188	16	117
	d) Continued: enrolled this reporting period & continued on into the next period	0	2	0	4	28	78	15	34
4) The number of students enrolled in the program or course of instruction who were:									
	a) Placed in occupation	0	0	0	29	21	168	11	110
	b) Placed in a related field	0	0	0	29	20	152	10	106
	c) Placed in unrelated field	0	0	0	0	1	16	1	4
	d) Seeking employment	0	0	0	1	0	27	0	13
	e) Status unknown	0	0	0	10	6	81	4	30
	f) Unavailable for employment	0	0	0	0	3	9	1	4
5) The number of students who used financial assistance:									
	a) TAP	0	0	0	0	0	0	0	0
	b) ACCES-VR	0	0	0	0	0	0	0	0
	c) ISA/ISL	0	0	0	15	16	131	2	42
	d) WIOA	0	0	0	0	2	2	1	0
	e) VA	0	0	0	0	9	0	1	0
	f) PSL	0	2	0	22	14	171	11	67

	g) SIC	0	0	0	0	0	5	0	2
	h) ES-HCA	0	0	0	0	0	0	0	0
	i) Other (State subsidies)	0	0	0	0	0	0	0	0
	j) Other institutional credit to be re-paid by student	0	0	0	0	0	0	0	0
	k) Self funded	0	1	0	22	35	159	20	99
	l) Education Opportunity Grant	0	0	0	0	0	0	0	0

Note: General Assembly does not utilize ATB (ability to benefit) and General Assembly is not a Title-IV institution and does not utilize federal funds.

N/A - Not applicable or new program

TAP-New York Tuition Assistance Program; ACCES-VR-Adult Career and Continuing Ed. Services-Voc Rehab; ISA/ISL-Income Share Agreement/Income Share Loan; WIOA-Workforce Innovation & Opportunity Act; VA-Veterans Benefits; PSL-Private Student Loans; SIC-School Issued Credit; ES-HCA-Employer Sponsorship through a Home Care Agency.

Program Name	***Cybersecurity for Developers Short Course***	***Cybersecurity for Developers Short Course Online***	***Data Analytics Short Course***	***Data Analytics Short Course Online***	***Data Science Short Course***	***Data Science Short Course Online***	***Digital Marketing Short Course***	***Digital Marketing Short Course Online***
1) The number of students admitted to the program:								
a) The number of students who were accepted to the program	0	0	0	159	0	42	0	57
2) The number of students who enrolled into the program:								
a) New enrollments after 7/1/2021	0	0	0	138	0	37	0	40
b) Continued enrollments prior to 7/1/2021	0	0	0	21	0	5	0	17
3) The number of students enrolled in the program or course of instruction during the 12-month reporting period who:								
a) Withdrew/dropped	0	0	0	24	0	5	0	6
b) Graduated: enrolled prior to 7/1/21 & graduated this reporting year	0	0	0	21	0	5	0	17
c) Graduated: enrolled and graduated this reporting year	0	0	0	91	0	29	0	29
d) Continued: enrolled this reporting period & continued on into the next period	0	0	0	23	0	3	0	5
4) The number of students who used financial assistance:								
a) TAP	0	0	0	0	0	0	0	0
b) ACCES-VR	0	0	0	0	0	0	0	0
c) ISA/ISL	0	0	0	0	0	0	0	0
d) WIOA	0	0	0	0	0	0	0	0
e) VA	0	0	0	0	0	0	0	0
f) PSL	0	0	0	21	0	6	0	3
g) SIC	0	0	0	1	0	0	0	1
h) ES-HCA	0	0	0	0	0	0	0	0
i) Other (State subsidies)	0	0	0	0	0	0	0	0
j) Other institutional credit to be re-paid by student	0	0	0	0	0	0	0	0
k) Self funded	0	0	0	137	0	36	0	53
l) Education Opportunity Grant	0	0	0	0	0	0	0	0

Note: General Assembly does not utilize ATB (ability to benefit) and General Assembly is not a Title-IV institution and does not utilize federal funds. There are no placement data for non-occupational short courses.

N/A - Not applicable or new program
TAP-New York Tuition Assistance Program; ACCES-VR-Adult Career and Continuing Ed. Services-Voc Rehab; ISA/ISL-Income Share Agreement/Income Share Loan; WIOA-Workforce Innovation & Opportunity Act; VA-Veterans Benefits; PSL-Private Student Loans; SIC-School Issued Credit; ES-HCA-Employer Sponsorship through a Home Care Agency.

Program Name	***Front-End Web Developers Short Course***	***Front-End Web Developers Short Course Online***	***JavaScript Development Short Course***	***JavaScript Development Short Course Online***	***Product Management Short Course***	***Product Management Short Course Online***	***Python Programming Short Course***	***Python Programming Short Course Online***
1) The number of students admitted to the program:								
a)The number of students who were accepted to the program	0	78	0	17	0	88	0	59
2) The number of students who enrolled into the program:								
a) New enrollments after 7/1/2021	0	60	0	9	0	75	0	49
b) Continued enrollments prior to 7/1/2021	0	18	0	8	0	13	0	10
3) The number of students enrolled in the program or course of instruction during the 12-month reporting period who:								
a) Withdrew/dropped	0	18	0	1	0	8	0	6
b) Graduated: enrolled prior to 7/1/21 & graduated this reporting year	0	18	0	8	0	13	0	10
c) Graduated: enrolled and graduated this reporting year	0	39	0	7	0	56	0	37
d) Continued: enrolled this reporting period & continued on into the next period	0	3	0	1	0	11		6
4) The number of students who used financial assistance:								
a) TAP	0	0	0	0	0	0	0	0
b) ACCES-VR	0	0	0	0	0	0	0	0
c) ISA/ISL	0	0	0	0	0	0	0	0
d) WIOA	0	0	0	0	0	0	0	0
e) VA	0	0	0	0	0	0	0	0
f) PSL	0	4	0	3	0	14	0	10
g) SIC	0	0	0	0	0	0	0	0
h) ES-HCA	0	0	0	0	0	0	0	0
i) Other (State subsidies)	0	0	0	0	0	0	0	0
j) Other institutional credit to be re-paid by student	0	0	0	0	0	0	0	0
k) Self funded	0	74	0	14	0	74	0	49
l) Education Opportunity Grant	0	0	0	0	0	0	0	0

Note: General Assembly does not utilize ATB (ability to benefit) and General Assembly is not a Title-IV institution and does not utilize federal funds. There are no placement data for non-occupational short courses.

N/A - Not applicable or new program

TAP-New York Tuition Assistance Program; ACCES-VR-Adult Career and Continuing Ed. Services-Voc Rehab; ISA/ISL-Income Share Agreement/Income Share Loan; WIOA-Workforce Innovation & Opportunity Act; VA-Veterans Benefits; PSL-Private Student Loans; SIC-School Issued Credit; ES-HCA-Employer Sponsorship through a Home Care Agency.

Program Name	*React Development Short Course*	*React Development Short Course Online*	*User Experience Design Short Course*	*User Experience Design Short Course Online*	*Visual Design Short Course*	*Visual Design Short Course Online*
1) The number of students admitted to the program:						
a)The number of students who were accepted to the program	0	7	0	106	0	51
2) The number of students who enrolled into the program:						
a) New enrollments after 7/1/2021	0	7	0	82	0	48
b) Continued enrollments prior to 7/1/2021	0	0	0	24	0	3
3) The number of students enrolled in the program or course of instruction during the 12-month reporting period who:						
a) Withdrew/dropped	0	1	0	11	0	6
b) Graduated: enrolled prior to 7/1/21 & graduated this reporting year	0	0	0	24	0	3
c) Graduated: enrolled and graduated this reporting year	0	6	0	63	0	38
d) Continued: enrolled this reporting period & continued on into the next period	0	0	0	8	0	4
4) The number of students who used financial assistance:						
a) TAP	0	0	0	0	0	0
b) ACCES-VR	0	0	0	0	0	0
c) ISA/ISL	0	0	0	0	0	0
d) WIOA	0	0	0	0	0	0
e) VA	0	0	0	0	0	0
f) PSL	0	0	0	13	0	8
g) SIC	0	0	0	0	0	0
h) ES-HCA	0	0	0	0	0	0
i) Other (State subsidies)	0	0	0	0	0	0
j) Other institutional credit to be re-paid by student	0	0	0	0	0	0
k) Self funded	0	7	0	93	0	43
l) Education Opportunity Grant	0	0	0	0	0	0

Note: General Assembly does not utilize ATB (ability to benefit) and General Assembly is not a Title-IV institution and does not utilize federal funds. There are no placement data for non-occupational short courses.

N/A - Not applicable or new program
TAP-New York Tuition Assistance Program; ACCES-VR-Adult Career and Continuing Ed. Services-Voc Rehab; ISA/ISL-Income Share Agreement/Income Share Loan; WIOA-Workforce Innovation & Opportunity Act; VA-Veterans Benefits; PSL-Private Student Loans; SIC-School Issued Credit; ES-HCA-Employer Sponsorship through a Home Care Agency.

Appendix E: 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 Career Services 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 the 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, wellbeing, 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 Assemblyowned 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 F: 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)(3)

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 nor delay 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 available to other students who have satisfied their tuition and fee bills to the institution, including but not limited to access to classes, libraries, or other institutional facilities.

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.

Curriculum Outline for Data Analytics Bootcamp

Prerequisites: 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.

Course Description: 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 an organization as a problem solver, storyteller, and decision maker using Data.

Course Outline					
Subject	Subject Title	Lecture	Lab*	Ext	Total
Unit 1	Responsible Data Analytics	19	0	N/A	19
Unit 2	Statistics & Mathematics for Data Analytics	14	0	N/A	14
Unit 3	Data Acquisition & Cleaning with SQL	40	8	N/A	48
Unit 4	Data Analysis & Interpretation with Excel 1	24	16	N/A	40
Unit 5	Data Analysis & Interpretation with Excel 2	60	26	N/A	86
Unit 6	Data Analysis with Python	53	24	N/A	77
Unit 7	Data in the Organization	39	0	N/A	39
Unit 8	Capstone Projects	13.5	59.5	N/A	73
Unit 9	Career Planning	24	0	N/A	24
TOTAL		286.5	133.5		420

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

Unit 1: Responsible Data Analytics
Subject Hours: 19 (19 lecture, 0 lab)
Prerequisites: Prescribed pre-work (there is no additional charge for pre-work)
Subject Description: Become an effective inspector, critically scrutinizing datasets for veracity and quality before deciding to use them. You'll understand how to identify reliable data sources, data storytelling, algorithmic bias, and data ethics.

Unit 2: Statistics and Mathematics for Data Analytics
Subject Hours: 14 (14 lecture, 0 lab)
Prerequisites: Unit 1: Responsible Data Analytics
Subject Description: Jump into the fundamental statistical and mathematical techniques required for data analytics. Understand descriptive statistics, dependent and independent variables, types of missing data, linear regression, and model validation.

Unit 3: Data Acquisition and Cleaning with SQL
Subject Hours: 48 (40 lecture, 8 lab)
Prerequisites: Unit 2: Statistics and Mathematics for Data Analytics
Subject Description: Develop your SQL skills. You'll complete this unit with an understanding of the benefits of using specialized tools such as SQL for specific stages of the data analytics workflow, over multi-purpose tools such as Excel.

Unit 4: Data Analysis and Interpretation with Excel 1
Subject Hours: 40 (24 lecture, 16 lab)
Prerequisites: Unit 3: Data Acquisition and Cleaning with SQL
Subject Description: Explore and analyze datasets using Excel. Learn to write formulas to perform more complex analyses, build visualizations using lookups to efficiently search datasets and pivot tables.

Unit 5: Data Analysis and Interpretation with Excel 2
Subject Hours: 86 (60 lecture, 26 lab)
Prerequisites: Unit 4: Data Analysis and Interpretation with Excel 1
Subject Description: Explore and analyze datasets using Excel. Learn to write formulas to perform more complex analyses and build visualizations using lookups to efficiently search datasets and pivot tables.

Unit 6: Data Analysis with Python
Subject Hours: 77 (53 lecture, 24 lab)
Prerequisites: Unit 5: Data Analysis and Interpretation with Excel 2
Subject Description: Now is the point to enhance your growing skills in data acquisition, analysis, and visualization using Python programming fundamentals, data acquisition with APIs, exploratory data analysis, and simple linear regression.

Unit 7: Data in the Organization
Subject Hours: 39 (39 lecture, 0 lab)
Prerequisites: Unit 6: Data Analysis with Python
Subject Description: Learn the skills you need to work in an organization, as part of a team of data professionals and nontechnical colleagues. The importance of adhering to regulations, data privacy, and security will also be emphasized.

Unit 8: Capstone Projects
Subject Hours: 73 (13.5 lecture, 59.5 lab)
Prerequisites: Unit 7: Data in the Organization
Subject Description: o round out your education, you will apply rigorous data analysis techniques to solve a problem in two projects: a group project and an individual project. Both will require you to collect, clean, and analyze a data set and create a compelling presentation to share your — or your team's — insights.

Unit 9: Career Planning
Subject Hours: 24 (24 lecture, 0 lab)
Prerequisites: Unit 8: Capstone Projects
Subject Description: At the end of the course, you will have personalized job support to help you transition into a data analyst role. In sessions held throughout the course, you'll work with dedicated career coaches to help you confidently build a personal brand, apply for jobs, prep for interviews, and tackle technical assessments.

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

- Manage the entire data analytics workflow.
- Acquire, analyze, and visualize data sets in real time.
- Master industry-standard tools like SQL, Excel, Tableau, PowerBI, and Python.
- Turn data into stories that can influence and inform important decisions.

• Ask the right questions and answer them with data-informed insights.

• Demonstrate what you've learned with a solid professional portfolio.

Curriculum Outline for Data Science Bootcamp

Prerequisites: 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.

Course Description: 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	10	N/A	30
Unit 2	Exploratory Data Analysis	16	20	N/A	36
Unit 3	Classical Statistical Modeling	65	29	N/A	94
Unit 4	Machine Learning Models	120	80	N/A	200
Unit 5	Advanced Topics and Trends	20	40	N/A	6
TOTAL		241	179		420

*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: 30 (20 lecture, 10 lab)
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: 36 (16 lecture, 20 lab)
Prerequisites: Unit 1: Fundamentals
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: 94 (65 lecture, 29 lab)
Prerequisites: Unit 2: Exploratory Data Analysis
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: 200 (120 lecture, 80 lab)
Prerequisites: Unit 3: Classical Statistical Modeling
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: 60 (20 lecture, 40 lab)
Prerequisites: Unit 4: Machine Learning Models
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 this 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 machine learning models and algorithms.
- Communicate findings through data visualization, creating clear and reproducible reports to stakeholders.
- Identify big data problems and articulate 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 provide insight into real-world problems and solutions.

Curriculum Outline for Software Engineering Bootcamp

Prerequisites: 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 and basic HTML, CSS, and JavaScript experience.

Course Description: 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	42	98		140
Unit 2	Full Stack Development	34	71		105
Unit 3	Front End Frameworks	28	62		90
Unit 4	API's and Full Stack Development	15	70		85
TOTAL		119	301		420

*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 (42 lecture hours, 98 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 (34 lecture hours, 71 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 (28 lecture hours, 62 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 (15 lecture hours, 70 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.

Curriculum Outline for User Experience Design Bootcamp

Prerequisites: 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.

Course Description: 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	42		70
Unit 2	UI Foundations	30	40		70
Unit 3	Design Iteration and Development	26	44		70
Unit 4	Working with a Product Team	30	40		70

Unit 5	UX in the Real World	24	81		105
Unit 6	UX Career Planning	13	22		35
TOTAL		151	269		420

*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: 70 hours (28 lecture hours, 42 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: 70 hours (30 lecture hours, 40 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: 70 hours (26 lecture hours, 44 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: 70 hours (30 lecture hours, 40 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: 105 hours (24 lecture hours, 81 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: 35 hours (13 lecture hours, 22 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.

Course Schedule

Academic Calendar/Class Schedule				
Course	Start Date	End Date	Times	Holidays
Software Engineering Bootcamp	1/22/24	4/15/24	Monday - Friday, 9 am - 5 pm	19-Feb
Software Engineering Bootcamp	3/4/24	5/24/24	Monday - Friday, 9 am - 5 pm	n/a
User Experience Design Bootcamp	3/4/24	5/24/24	Monday - Friday, 9 am - 5 pm	n/a
Software Engineering Bootcamp	5/6/24	8/7/24	Monday - Friday, 9 am - 5 pm	5/20, 5/27, 6/19, 7/1-7/5
Software Engineering Bootcamp	6/24/24	9/24/24	Monday - Friday, 9 am - 5 pm	7/1-7/5, 8/5, 9/2
User Experience Design Bootcamp	6/10/24	9/10/24	Monday - Friday, 9 am - 5 pm	6/19, 7/1-7/5, 9/2