



# CATALOG

ARIZONA

Version 2018.2a

Effective February 10, 2018 – March 31, 2018

Updated November 1, 2019

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## NOTES

This Galvanize Catalog, Arizona, is updated at least annually, but Galvanize reserves the right to revise it more frequently at its discretion. The most recent edition of the Catalog is the one posted on the Galvanize website, which can be downloaded at [www.galvanize.com](http://www.galvanize.com). A copy of the current Catalog can be requested by sending an email to [info@galvanize.com](mailto:info@galvanize.com) or by calling the school at (720) 468-0776.

All Arizona classes are conducted at our Warehouse District, Phoenix campus.

### **Ownership**

Galvanize is a private institution owned by Galvanize, Inc. The officer of Galvanize, Inc. is Alfonso Rosabal.

### **The Board**

The Board of Directors of Galvanize includes Daniel Pianko, Denise O’Leary, Paul Mariani and Jerry Miller.

### **Management**

The General Manager of the Phoenix campus is Diana Vowels.

### **Accreditation**

Galvanize is not accredited by an accrediting agency recognized by the United States Department of Education and is not eligible to participate in federal student financial assistance programs. Galvanize does not offer any programs that prepare students for any official licensure exam in the state of Arizona.

### **Complaints**

Galvanize is conditionally licensed by the Arizona State Board for Private Postsecondary Education. If the complaint cannot be resolved after exhausting the institution’s grievance procedure, the student may file a complaint with the Arizona State Board for Private Postsecondary Education. The student must contact the State Board for further details. The State Board address is 1400 W. Washington Street, Room 260, Phoenix, AZ 85007, phone number is (602) 542-5709, and website address is [www.azppse.gov](http://www.azppse.gov).



## INTRODUCTION TO GALVANIZE

### Galvanize Mission

Galvanize offers a re-imagination of professional and technical education. Our mission is to enable the next generation of data scientists and developers to gain access to practical, real-world skills that provide pathways into industry. Programs at Galvanize include the theoretical understanding of computer science, statistics, and software engineering, paired with industry-focused skills in visualization, business acumen, and the scientific method. Our primary focus is student outcomes, by providing the practical education students need to succeed in the new information economy.

### History

Galvanize's founders, Jim Deters, Lawrence Mandes and Chris Onan, started Galvanize in 2012 with a bold vision: build a community to provide entrepreneurs and learners with life-changing opportunities for growth. Technology has made it possible for anyone with fortitude and resourcefulness to change the world for the better. Galvanize creates easy access for anyone who has the drive and determination to jump into the tech world, especially in entrepreneurship, engineering, and data science, and their campuses are home to students, startups, investors, mentors, and other people who are engaged and excited to reach their full potential.

Galvanize is currently operating eight campuses in Austin, Boulder, Denver (2), New York City, Phoenix, San Francisco, and Seattle.

The Galvanize educational programs are licensed in California with the Bureau of Private Postsecondary Education, in Colorado by the Department of Private Occupational Schools, in New York with the Bureau of Proprietary School Supervision, in Texas with the Workforce Commission, and in Washington with the Workforce Training and Education Coordinating Board.

### Galvanize Educational Objectives

- Providing theoretical and practical learning based on industry needs and student feedback
- Cultivating an environment of student immersion and collaboration
- Employing qualified faculty who offer students personalized attention and professional expertise.



## PROGRAMS OFFERED

Programs offered at the Phoenix campus include the Data Science and Web Development Immersives.

### Web Development Immersive

24 Week duration full-time, in-person program

*Schedule varies; check the Galvanize website at <http://www.galvanize.com/courses> for current dates.*

#### Program Outcomes:

The Web Development Immersive prepares students to become web developers and junior software developers. Graduates may find suitable employment with a technical consultancy firm, a software company, a non-technical company (as an in-house developer,) freelancing, and more. There are no license requirements for general work in this career field. A graduate of this program will receive a certificate of completion.

#### Class Schedule:

Students are expected to be at Galvanize for Web Development instruction from 9AM– 5PM Monday through Friday for the full 24-week course duration, excluding holidays and break weeks, for a total of 700 clock hours. There are weekly evening events which students are strongly encouraged to attend. A class calendar with holiday closures and break weeks will be made available to students during the enrollment process. When an unexpected closure occurs due to extraordinary conditions such as inclement weather, students will be notified as soon as possible via email.

#### Program Description:

Galvanize's Web Development Immersive is devoted to the tools, technologies, and developer processes that current developers use. Tools and applications covered in the program adapt to evolving industry demand; training can cover Ruby, HTML, CSS, Ruby on Rails, Angular and Javascript. Students will be exposed to different development workflows and work in pairs while working through different projects.

#### Graduation Requirements:

In order to qualify for graduation and successfully complete the Web Development Immersive, students must meet the attendance requirements, the minimum technical competency, and participate in the Outcomes program.

- **Attendance:** Students are required to attend at least 85% of total class hours all-inclusive (excused and unexcused absences combined.) Students must not exceed 6 unexcused absences throughout the course, or 5% of total class time.
- **Technical Competency:** Students are required to meet and maintain at least a 2.8 cumulative score on all mastery skills as outlined by the Web Development academic team.



- **Career Services Program:** Students are required to complete all relevant activities in the Career Services Program which could include tasks such as completing a resume and online profile, conducting mock interviews and phone screens with Galvanize staff and delivering a capstone project proposal to the lead instructor.
- **Delivery of the Capstone Project:** In order to attain a Complete graduation status, a student must deliver a capstone project approved by Lead Instructor.

Students are also required to fulfill all financial obligations to Galvanize before they graduate.

**Course Outline:**

Subject #	Subject Title	Course Time, Hours Lect/Lab/Ext/Total
FSI 101	Intro to Programming and Frontend Development	55/120/0/175
FSI 102	Server Side Programming	55/120/0/175
FSI 103	Front End Frameworks and Single Page Applications	55/120/0/175
FSI 104	Data Structures and Algorithms & Interview Prep	21/49/0/70
FSI 105	Capstone Project	21/84/0/105

**Total Charges:**

Tuition: \$20,800.00

Registration Fee: \$200.00

Total Tuition and Equipment Charges (possible): \$21,000.00

**Data Science Immersive**

13 Week duration full-time, in-person program

*Schedule varies; check the Galvanize website at <http://www.galvanize.com/courses> for current dates.*

**Program Outcome:**

The Data Science Immersive prepares students to become data scientists. There are no license requirements for general work in this career field.

**Class Schedule:**

Students are expected to be at Galvanize for Data Science instruction from 9:30AM – 6:30PM Monday through Friday for the full 13 week duration course, for a total of 480 clock hours. There are weekly evening events which students are strongly encouraged to attend. A class calendar with holiday closures will be made available to students during the enrollment process. When an unexpected closure occurs due to extraordinary conditions such as inclement weather, students will be notified as soon as possible via email.



**Program Description:**

Galvanize’s 13-week duration Data Science Immersive program is designed for individuals who have most of the skills needed to obtain a position as a data scientist. The curriculum spans statistical analysis of data, software engineering, machine learning, and data engineering management. The tools and techniques that we teach are the ones that industry partners regularly tell us are most important in making decisions about hiring.

**Graduation Requirements:**

In order to qualify for graduation and successfully complete the Data Science Immersive, students must meet the attendance requirements, the minimum technical competency, and participate in the Outcomes program.

- **Attendance:** Students are required to attend at least 85% of total class hours all-inclusive (excused and unexcused absences combined.) Students must not exceed 3 unexcused absences throughout the course, or 5% of total class time.
- **Technical Competency:** Students are required to meet and maintain at least a 30% cumulative average on all assessments as outlined by the Data Science academic team.
- **Career Services Program:** Students are required to complete all relevant activities in the Outcomes Program which could include tasks such as completing a resume and online profile, conducting mock interviews and phone screens with Galvanize staff and delivering a capstone project proposal to the lead instructor.
- **Delivery of the Capstone Project:** In order to attain a Complete graduation status, a student must deliver a capstone project approved by Lead Instructor.

Students are also required to fulfill all financial obligations to Galvanize before they graduate.

**Course Outline:**

Subject #	Subject Title	Course Time, Hours Lect/Lab/Ext/Total
DSI 101	Software Engineering & Exploratory Data Analysis	12/28/0/40
DSI 102	Statistics and Probability	12/28/0/40
DSI 103	Regression	12/28/0/40
DSI 104	Supervised Learning	12/28/0/40
DSI 105	Natural Language Processing	12/28/0/40
DSI 106	Unsupervised Learning	12/28/0/40
DSI 107	Data Engineering	12/28/0/40
DSI 108	Case Studies	12/28/0/40
DSI 109	Capstone Projects	12/148/0/120
DSI 110	Interview Preparation	12/28/0/40

**Total Charges:**

Tuition: \$15,800.00





Registration fee: \$200.00  
Total Tuition: \$16,000.00

## ADMISSIONS REQUIREMENTS & ENROLLMENT PROCEDURES

Each of Galvanize's full-time, immersive programs requires an application, and all candidates are interviewed before an enrollment decision is made. Minimum requirements for both Immersive programs include being 18 years of age and holding a high school diploma or the equivalent.

Galvanize does not discriminate based on race, sex, religion, ethnic origin, or disability. Galvanize encourages students from backgrounds underrepresented in the technology industry are to apply to Galvanize. While Galvanize does accept international students, Galvanize does not assist with visa requirements. Galvanize collects evidence of a high school or equivalent degree or higher before enrollment in a Galvanize program.

Galvanize maintains written record of the previous education and training of a veteran or eligible person and clearly indicates that appropriate credit has been given for previous education and training with the training period shortened proportionately and the veteran or eligible person and the Department of Veterans Affairs so notified.

### Web Development Immersive:

To be considered for this program, students must be at least 18 years old and have a high school (or equivalent) degree. Admissions are based on proven motivation, based on an interview and completion of optional tutorials. We look for candidates with a demonstrated interest in technology fields and an understanding of general tools and practices used in the industry.

The application process includes:

- 1) Online application form
- 2) Non-technical phone screening
- 3) Take-home coding challenge
- 4) Technical interview/pair programming exercise



### Multiple Entry-Point (WDI Only)

Applicants to the Web Development Immersive program who achieve a certain score on the admissions test may opt to enter the Web Development Immersive program at a later time. For more information, please refer to the below rubric.

Tuition for late entry students will be adjusted on a prorated basis.

<b>Admissions Test Score</b>	<b>Entry Point Option</b>	<b>Tuition</b>
0% - 69% on Part 1 (Q1 Standards)	Day 1 of FS101 – Intro to Programming and Frontend Development	\$21,000
70% - 100% on Part 1 (Q1 Standards)	Day 1 of FS102 – Server-side Programming	\$16,000
70% - 100% on Part 1 (Q1 Standards) 70% - 100% on Part 2 (Q2 Standards)	Day 1 of FS103 – Front-End Frameworks and Single Page Applications	\$11,000

### Data Science Immersive:

To be considered for this program, students must be at least 18 years old and have at least 3 years college experience in a quantitative discipline (preferred,) some programming experience, and excellent communication skills. Programming experience can be either academic or with self-teaching. They also must be comfortable with college-level statistics and mathematics.

The application process includes:

- 1) Online application form
- 2) Take-home coding assessment
- 3) Technical Python interview
- 4) Technical statistics interview

## LOANS

If the student obtains a loan to pay for an education program, the student will have the responsibility to repay the full amount of the loan plus interest. Galvanize is not eligible to participate in federal student financial assistance programs.

## TUITION ASSISTANCE

Galvanize is dedicated to the mission of de-homogenizing the tech industry and providing more opportunities to change lives for people from diverse backgrounds. Galvanize offers several discounts for qualified students whose successful completion of the program furthers this mission. Discount amounts range from \$1,000 to \$5,000. Discounts are allocated with a focus on



under-represented minorities in technology including women, people of color, veterans, and those who identify as LGBT.

## INSTITUTIONAL PAYMENT PLANS

**Payment is not required until an applicant has successfully completed the full admissions process and received acceptance into a Galvanize Immersive program.**

An accepted student shall receive his/her Enrollment Agreement from the Registrar/Bursar. After reviewing the Enrollment Agreement and agreeing to the terms, an accepted student shall sign the agreement, and the Registrar/Bursar shall countersign. When the Enrollment Agreement is complete, the Registrar/Bursar will follow the following procedures:

### Payment Terms:

<i>Payment Option</i>	<i>Deposit</i>	<i>Payment Schedule</i>	<i>Payment method</i>
Option 1 - Upfront	\$1,500 due within 3 days of enrollment.	Tuition remainder due Saturday after class begins.	All payments can be made online, fee free, by card or ACH payment.
Option 2 - Installment	\$1,500 due within 3 days of enrollment.	½ tuition, less deposit, due Saturday after class begins.  Tuition remainder due at mid-point of program.	All payments can be made online, fee free, by card or ACH payment.
Option 3 – Full or Partial Tuition Loan Finance	\$1,500 due within 3 days of enrollment.	Students who are eligible can finance full tuition through Galvanize’s private lending partners, SkillsFund and Climb Credit	Lending partner transfers funds to Galvanize directly.  For students electing to finance partial tuition, the tuition remainder will be due Saturday after class begins.

The deposit is required to secure seat in the program. Seats are available on a first come first serve basis based on payment of deposit. See page 12 of this catalog for refund details in the case of a cancellation or termination.

## POSTPONEMENT OF START DATE

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

- a. whether the postponement is for the convenience of the school or the student; and,
- b. the deadline for the new start date, beyond which the start date will not be postponed.



If the course is not commenced, or the student fails to attend by the new start date set forth in the agreement, the student will be entitled to an appropriate refund of prepaid tuition and fees within 30 days of the deadline in accordance with the school's refund policy. If postponement is at the convenience of the school, the student shall be entitled to a refund of all monies paid.

## **TRANSFER OF CREDIT**

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

## **LANGUAGE OF INSTRUCTION**

Galvanize does not offer English as a Second Language of instruction. The entire program of study, textbooks, materials, and all means of communication are delivered only in English. Applicants must be fluent in written and spoken English at the time the application is submitted. Applicants who do not use English as their primary language must demonstrate the ability to undertake a rigorous, fast-paced academic program in English. All applicants must schedule and interview with admissions personnel as part of the application process. Galvanize may consider the interview in evaluating an applicant's English proficiency.

## **FACULTY**

The faculty at Galvanize is selected for their experience in the industries for which the programs aim to prepare students. They are also selected for their teaching ability, as demonstrated by an example lecture presented to current instructional staff. A complete and updated list of faculty and their backgrounds is available at <http://www.galvanize.com/instructors/>.

## **CANCELLATION, TERMINATION, AND WITHDRAWAL**

### **STUDENT'S RIGHT TO CANCEL**

#### **1) Three-Day Cancellation**

An applicant who provides written notice of cancellation within three days (excluding Saturday, Sunday and federal and state holidays) of signing an enrollment agreement is entitled to



refund of all monies paid. No later than 30 days of receiving the notice of cancellation, the school shall provide the 100% refund.

## 2) Other Cancellations

An applicant requesting cancellation more than three days after signing an enrollment agreement and making an initial payment, but prior to entering the school, is entitled to a refund of all monies paid, less a \$200.00 registration fee.

Cancellation shall occur when you give written notice via email to [bursar@galvanize.com](mailto:bursar@galvanize.com), showing that you no longer wish to be bound by this Agreement.

If an applicant is denied admission, a full refund will be provided.

## SCHOOL'S RIGHT TO TERMINATE

Galvanize reserves the right to terminate a student for unsatisfactory progress, failure to comply with the Galvanize Code of Conduct, nonpayment of tuition, or any other breach of the student's agreements with Galvanize. In such a case, the student's official termination date is the date on which the student violates the policy or agreement which provides the basis for termination.

## REFUNDS DUE TO TERMINATION OR WITHDRAWAL

In the case of students who withdraw or are terminated after commencement of classes, the school will retain the cancellation fee of \$200.00 plus a percentage of tuition and fees, which is based on the percentage of contact hours attended in the Program, as described in the table below. The refund is based on the official date of termination or withdrawal.

<i>Refund to which a student is entitled upon termination or withdrawal based on % of the clock hours attempted:</i>	
10% or less	90% less cancellation charge
More than 10% and less than or equal to 20%	80% less cancellation charge
More than 20% and less than or equal to 30%	70% less cancellation charge
More than 30% and less than or equal to 40%	60% less cancellation charge
More than 40% and less than or equal to 50%	50% less cancellation charge
More than 50%	No refund

## WITHDRAWAL PROCEDURES

1. A student who wishes to withdraw from the School on or after the commencement of classes should provide written notice by emailing the lead instructor and [bursar@galvanize.com](mailto:bursar@galvanize.com).
2. Upon receiving a written request from a student, Galvanize may grant a leave of absence for acceptable and unavoidable reasons in accordance with the leave of absence policy in the Galvanize Catalog. If the student fails to return from the leave of absence, the



student's official withdrawal date will be the date the School determines that the student is not returning or the day following the expected return date, whichever is earlier.

3. The School will administratively withdraw a student who misses seven consecutive, unexcused instructional days without an approved leave of absence. In such a case, the student's official withdrawal date is the student's last date of actual attendance.
4. All refunds will be provided to the student within 30 days of termination or withdrawal.

## DEFERMENT POLICY

Admitted students seeking to defer to a later start date before the commencement of class must seek permission from the Admissions Officer at least 3 weeks prior to the course start date. Pre-start date deferment is contingent upon availability in the desired program.

As a general rule, Galvanize does not offer deferment options after the commencement of class, except in the case of acceptable and unavoidable reasons. Eligible students seeking to move to another cohort must withdraw per aforementioned withdrawal procedures, and re-apply in an abridged Admissions process. Contact Registrar for more information on this policy and process.

## LEAVES OF ABSENCE

Upon receiving a written request from a student, Galvanize may grant a leave of absence for one time only for a maximum of seven consecutive days for acceptable and unavoidable reasons.

A request for an LOA must be made in writing to the Lead Instructor before the beginning of the LOA, unless unforeseen circumstances prevent the student from doing so, and must include the reasons for the LOA. If unforeseen circumstances prevent the student from requesting the LOA in person, the student will be required to provide the required LOA request by email. The LOA request will be evaluated by the faculty team, and the student will be notified of the outcome of the LOA request by email.

Upon expiration of the LOA, the student will return to the place he or she left off in their program, and a new completion date will be established. If the student fails to return after the expiration of the leave of absence, the student will be withdrawn from the program, which includes the appropriate refund policy calculations, and the student's official withdrawal date will be the date the School determines that the student is not returning or the day following the expected return date, whichever is earlier.

## ATTENDANCE REQUIREMENTS

Galvanize and the undersigned students recognize that regular attendance has a positive impact on a student's success in the program. Students are expected to be in class for all regularly scheduled class periods and to report to class on time. Galvanize instructors regularly



communicate attendance for each course every week to support academic success and properly administer financial aid. Unexcused absence also includes partially missed days including arriving late, leaving early and taking an extended lunch leave without consulting the instructor first. Unexcused absences of **more than 5% of the program** are correlated with increased risk of not finishing a course, or not finishing with the level of proficiency required to secure gainful employment. Therefore, we have the following attendance policy:

Absences are considered excused if they have been communicated and approved by the instructor prior to the time of class, or if the absence is a result of an unforeseen emergency (e.g. sickness) and the student has provided adequate documentation of the unforeseen emergency. Excused absences must be accompanied by a plan to complete missed work followed by evidence that the work has been completed. Excused and unexcused absences combined must not exceed **15% of the program**.

Late arrivals, early departures and extended lunch leave without prior consultation with the instructor may be considered unexcused. Late arrival is considered 20 minutes late to any class. **Three partial unexcused absences** equal **one full-day unexcused absence** and will be counted towards the attendance policy noted above.

#### **WEB DEVELOPMENT IMMERSIVE**

- Once a student has received **three unexcused absences** the student will receive a warning from the instructor and be placed on probation.
- After a student has received **six unexcused absences** the student is subject to automatic administrative dismissal at the discretion of the instructor.

#### **DATA SCIENCE IMMERSIVE**

- Once a student has received **two unexcused absences** the student will receive a warning from the instructor and be placed on probation.
- After a student has received **three unexcused absences** the student is subject to automatic administrative dismissal at the discretion of the instructor.

### **SATISFACTORY PROGRESS**

#### **1.) Technical Competency**

Students must complete class projects and homework and contribute to group projects as assigned. Galvanize does not assign grades, but feedback following formal assessments are distributed electronically to students by instructors. The instructor team will counsel students who do not show adequate progress in class and/or during assessments, and an individualized learning plan will be discussed and created with the student. Completion of academic learning modules is at the discretion of instructors such that the student is deemed capable of satisfying graduation requirements.



### WEB DEVELOPMENT IMMERSIVE

Web Development Immersive students will receive regular feedback on a weekly basis via the Galvanize Mastery Tracker (a Learning Management System) (<http://coursework.galvanize.com>).

This tool is used to track student performance against industry-aligned standards on specific content areas/ topics covered in the course. A student's technical performance on standards will be scored each week on a 0-4 grading rubric. 0 indicates no data, or no attempt to answer. 1 indicates a failed attempt. 2 indicates emerging results (showing process), 3 indicates mastery and 4 indicated above and beyond mastery including extracurricular exploration of the topic.

At end of each five-week module, students will have a one-on-one in person performance review with the instructor. Those students who have received an average of less than 2.8 on the grading rubric for standards will be placed on academic probation and required to show improvement before the following quarterly review. If a student on probation continues to perform below this minimum level after the next module they will be automatically withdrawn from the program.

In order to qualify for program completion and graduation, a student should receive an average score of 2.8 on standards for all content areas.

### DATA SCIENCE IMMERSIVE

Data Science Immersive students will have regular weekly written assessments to check for understanding on the material and skills covered that week. Students must receive **30% or higher** on all assessment tests. Those students who have received less than 30% average score on assessments will be placed on academic probation and required to show improvement before the following written assessment. An instructor will inform underperforming students of their progress. If a student on probation continues to perform below this minimum level after the next written assessment, the student can be administratively withdrawn from the program.

## 2.) Career Services Requirements

Galvanize Immersive Courses focus both on acquiring technical competencies, building an employment portfolio, and preparing to succeed in interviews for roles relevant to the course content. In order to complete a Galvanize Immersive program, a student must participate in the Career Services Program which could include such activities as; complete an **approved resume**; complete approved **online profile(s)** assigned by Career Services Team; **complete a mock recruiter phone screen** with Career Services Team and **technical interview** with a designated Instructor.

**Note:** Galvanize students who plan to return to their former employer and those that are not authorized to work in the United States are not subject to Career Services Participation requirements.





### 3.) Graduation Standards

Failure to satisfy Attendance, Technical, Career Services standards and/or deliver an approved Capstone Project can result in dismissal from the program and an inability to graduate from the program. Students who are not on track to graduate may be issued a verbal or written warning. Students who do not make progress towards meeting Graduation Requirements after appropriate intervention will be dismissed and will not graduate from the program.

## EARLY GRADUATION

Students who fulfill certain requirements may request consideration for Early Graduation status by submitting a written request to their Lead Instructor and the campus Program Director prior to leaving the program. A student must satisfy the following requisites to be considered for Early Graduation:

1. Secure a job with a start date prior to graduation
2. Attend 75% of the program hours
3. Complete all technical requirements, including the Capstone Project

Students granted Early Graduation status are not eligible to receive a tuition refund, pursuant to their state specific refund policy. Students granted Early Graduation status are considered Alumni, and as such, have access to all Alumni benefits including Career Services and building access as outlined in the Alumni Member Agreement.

Early Graduation status is not available for sponsored students.

## STUDENT RECORDS

Galvanize maintains student financial and academic records in digital format while students are enrolled in school. Upon completion of training, student records are merged and maintained in a digital format in perpetuity. Student records are stored within Salesforce.com with the highest available levels of security. Only faculty and staff members who use this information in the course of their regular duties are given access to student records.

Graduates may request a copy of their certificate of completion by contacting the School Administrator at [bursar@galvanize.com](mailto:bursar@galvanize.com).

## STUDENT SERVICES

Galvanize offers industry connection services to students during their time of enrollment.



**Guest Speakers:** Industry leaders are invited to the program to discuss their careers and trending topics in the field.

**Events:** Several social and networking events are held each session for students to interact with industry professionals, potential mentors and hiring partners, and members of the Galvanize community.

**Community:** Students are given access to all benefits and amenities given to members of the Galvanize Campus, including but not limited to discounts to industry events, talks and speaker series held on campus, and member-only events to facilitate industry connections.

### **CAREER SERVICES & EMPLOYMENT OPPORTUNITIES**

Led by the Career Services representatives for each region, Galvanize provides job search skills programming, develops and manages relationships with external hiring partners, and hosts opportunities for students to actively engage and interview with those hiring partners.

While assisting in the job search, Galvanize make no guarantee, expressed or implied, of future employment. Current law prohibits any school from guaranteeing job placement as an inducement to enroll students. Students who are not authorized to work in the United States will receive placement assistance limited to interview preparation and resume review. Please contact the admissions team for more details at [info@galvanize.com](mailto:info@galvanize.com)

### **HOUSING**

Galvanize does not maintain dormitory facilities and does not offer assistance in finding housing. Upon request, however, Galvanize staff can provide a list of resources that alumni have used to find housing.

### **SCHOOL CANCELLATION POLICY**

The 24-week program (Web Development Immersive) is a 102-day program. The 13-week program (Data Science Immersive) is a 58-day program. There are flex days worked into the schedule to account for unforeseen situations that could affect the regularly scheduled classes. In the event of full or partial day class cancellation due to inclement weather or other emergencies, students will be notified via internal communication channels such as email, Slack. These cancellations will employ the flex days worked into the schedule; therefore the days will not be made up.

### **CODE OF CONDUCT**

Students are expected to act maturely and demonstrate respect for others, for themselves, and to the larger Galvanize community.

In order to foster a challenging and safe academic environment, students must:



- Maintain professional relationships with fellow classmates, colleagues, instructors, community members, etc.
- Show respect to others, themselves, and to the larger Galvanize community.
- Be able to process constructive criticism and understand that this feedback is key to their overall learning experience.
- Understand the impact of their behavior both upon the program and the entire Galvanize community - Be courteous and responsive in dealing with others.
- Freely accept the responsibility for and consequences of their conduct.
- Communicate professionally if there are issues regarding conduct of themselves or others.

In addition, the following are not permitted and are subject to disciplinary sanctions:

- Uncooperative or disrespectful behavior to your fellow classmates, colleagues, instructors, community members, and visitors to the Galvanize campus.
- Disruptive activity that causes the obstruction of the teaching, learning, or administration of Galvanize programs.
- Violation of any term of the Galvanize Facilities and Portal Use Agreement, including damage to, or destruction of, Galvanize property.
- Acts of falsity including, but not limited to, cheating, plagiarism, forgery, or other forms of academic dishonesty.
- Theft of any kind, including seizing, receiving, or concealing property with knowledge that it has been stolen.
- Using marijuana or smoking on campus.
- Drunkenness or intoxication of any kind during class hours.
- Possession of weapons, firearms, or illegal drugs at any time on school property.
- Any other violation of published Galvanize policies, rules, regulations, or agreements, including the Galvanize Policy Against Discrimination and Harassment.

Any student may be temporarily suspended or permanently dismissed for violations of the Galvanize Code of Conduct.

## Discipline

In general, the first violation of the Code of Conduct will result in a written warning, but conduct deemed to be sufficiently disruptive or severe, such as harassment of another student, staff member, or community member, may result in immediate suspension or dismissal.

School officials, in collaboration with instructors, will review each case and make a determination regarding the student's actions and status. If the student does not improve his or her conduct after receiving a warning, the student will be permanently dismissed.



## **Policy Against Discrimination and Harassment**

Galvanize welcomes qualified students and employees of any race, color, national or ethnic origin, sex, age, disability, religion, sexual orientation and gender identity to all the rights, privileges, programs and activities generally available through Galvanize. Consistent with its obligations under the law, Galvanize prohibits unlawful discrimination on the bases of race, color, national or ethnic origin, sex, age, disability, religion, sexual orientation, gender identity or expression, or any other characteristic protected by applicable law in the administration of the programs and activities.

Galvanize also prohibits unlawful harassment including sexual harassment and sexual violence.

Harassment includes offensive verbal comments related to gender, sexual orientation, disability, physical appearance, body size, race, religion, sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention. Sexual and disruptive language and imagery is not appropriate for any campus, including Galvanize and member areas and cafes.

Students asked to stop any harassing behavior are expected to comply immediately. We expect students to follow these rules at all campuses and class-related social events. Our members, staff, and guests are also subject to this policy against harassment.



## GRIEVANCES

### Stage 1: Informal Resolution

Basic steps in the informal process include:

- Begin by discussing the matter with the instructional staff, faculty, or person responsible for the class in which the issue originated.
- If the issue is not resolved, the next contact will be the Program Director to investigate the issue and allegations.
- If you do not know where to begin an informal resolution, the Program Director can help you identify the appropriate office or individual.

### Stage 2: Formal Complaint

If unresolved after following the appropriate informal complaint procedures, the student may choose to have the complaint "officially documented." The student completes the Student Complaint Form located at: <https://galvanize.secure.force.com/apex/studentcomplaint>

The complaint must contain the following information:

- Complainant's name, cohort name, mailing address, email address and telephone number.
- A detailed description of the specific actions that constituted the complaint and the names and titles of those presumed to be responsible or at fault. It is necessary to demonstrate that one has already attempted to resolve the concern through the informal procedures.
- The date(s) of the alleged improper activities or the condition developed.
- A list of witnesses, if any, including their contact information and the facts known by each. Documentation that supports the complaint if any exists.
- Dated complaint form completed.
- All communications between the student and Galvanize regarding the formal complaint will be directed to the student's email account provided in the complaint form.

### Stage 3: Formal Complaint Resolution Process

Upon submission, the Campus General Manager or his/her designee will investigate the complaint. The Galvanize staff member will acknowledge receipt of the complaint to the complainant within 2 working days. Complaints will be investigated and resolved within 14 business days of receipt. The Campus General Manager will advise the complainant if that timeline will not be met due to extenuating circumstances. If the student is not satisfied with the resolution made by the Campus General Manager, the student may appeal to the Legal & Regulatory Department.

### Stage 4: Appeal

Appeals to the Legal & Regulatory Department must be received within 5 working days following communication to the Complainant of the resolution. The Legal & Regulatory



Department may request additional information from the complainant and any involved Galvanize staff. Complaints will be investigated and resolved within 14 business days of receipt. The Legal & Regulatory Department will advise the complainant if that timeline will not be met due to extenuating circumstances. The Legal & Regulatory Department will issue a written determination of the appeal that shall be provided to the complainant and the impacted faculty or other individual. The Legal & Regulatory Department's determination shall be final.

If the student complaint cannot be resolved after exhausting the Institution's grievance procedure the student may file a complaint with the Arizona State Board for Private Post-Secondary Education. The student must contact the State Board for further details.

Address: 1400 W. Washington, Room 260, Phoenix, AZ 85007

Phone: (602) 542-5709

Website: [www.azppse.gov](http://www.azppse.gov)

## FACILITIES

Galvanize has eight campuses in Austin, Texas; Boulder & Denver (2), Colorado; New York City, New York, Phoenix, Arizona; San Francisco, California; and Seattle, Washington.

The Galvanize administrative headquarters are at the Denver-Golden Triangle location.

1062 Delaware Street, Denver, CO 80204

720-468-0776

Galvanize requires all Immersive students to provide themselves with a Mac or Ubuntu Linux machine with 4GBs of RAM and recommends a computer from the last 3 years. Galvanize can support students using OSX/ Ubuntu Linux machines. Galvanize is unable to provide technical support to students using a Windows machine.

Galvanize provides equipment, including full paired workstations with Mac mini computers, monitors, keyboards, and mice for the Data Science Immersive students. Galvanize also maintains a professional GitHub account with electronic instructional materials, where students complete all assignments. Students have access to the Galvanize workspace, conference rooms, and events during their program, and are offered a free membership to Galvanize for six months following their program as well.

All resources required for the educational programs are free, online, public, and open source. Galvanize does not have a physical library.



## INTELLECTUAL PROPERTY

The Galvanize programs and all intellectual property related thereto including but not limited to the curriculum is the exclusive property of Galvanize unless noted otherwise. All course work, including any projects performed as a student of the Program, shall be subject to an MIT-style license, which is a free software license granting the right to use, study, share (copy), and modify proprietary software, including but not limited to, exercises, learning experiences, solutions, example projects, material stored in galvanize private Git repositories, or other training material. By enrolling in Galvanize, permission is granted free of charge to any student (and Galvanize), to deal in the software without restriction provided that the software is provided “as-is” without warranty of any kind. In no event shall the authors or copyright holders be liable for any claim, damages, or other liability.

## MEDIA AND PUBLICITY RELEASE

Upon enrollment, students grant Galvanize the absolute and irrevocable right and unrestricted permission to use their names, likenesses, images, voices, and/or appearances as such may be embodied in any photos, video recordings, audiotapes, digital images, and the like, taken or made on behalf of the school or its partners. Students agree that the school has complete ownership of such material and can use said material for any purpose consistent with the school’s mission, without providing any compensation to the student for the use of such images, video, likenesses, etc. These school uses include, but are not limited to, videos, publications, advertisements, news releases, Web sites, and any promotional or educational materials in any medium.



## ACADEMIC CALENDAR

New Years Day, 01/01/2018

MLK Day, 01/15/2018

President's Day, 02/19/2018

Memorial Day, 05/28/2018

Independence Day, 07/04/2018

Labor Day, 09/03/2018

Thanksgiving Day, 11/22/2018

Day After Thanksgiving, 11/23/2018

Christmas Eve, 12/24/2018

Christmas Day, 12/25/2018

Day After Christmas, 12/26/2018

New Year's Eve, 12/31/2018

Name	First Day of Class	Last Day of Class	Solo Break(s) - No Class	Galvanize School Holidays
WEB DEVELOPMENT	01/02/2018	06/15/2018	Break Week 1: 02/05/2018 - 02/09/2018 Break Week 2: 03/19/2018 - 03/23/2018 Break Week 3: 04/30/2018 - 04/05/2018	MLK Day: 01/15/2018 President's Day: 02/19/2018 Memorial Day: 05/28/2018
WEB DEVELOPMENT	02/12/2018	07/27/2018	Break Week 1: 03/19/2018 - 03/23/2018 Break Week 2: 04/30/2018 - 04/05/2018 Break Week 3: 06/11/2018 - 06/15/2018	President's Day: 02/19/2018 Memorial Day: 05/28/2018 Independence Day: 07/04/2018
DATA SCIENCE	02/26/2018	05/25/2018	Break Week: 04/09/2018 - 04/13/2018	None
WEB DEVELOPMENT	03/26/2018	09/07/2018	Break Week 1: 04/30/2018 - 04/05/2018 Break Week 2: 06/11/2018 - 06/15/2018 Break Week 3: 07/23/2018 - 07/27/2018	Memorial Day: 05/28/2018 Independence Day: 07/04/2018 Labor Day: 09/03/2018
WEB DEVELOPMENT	05/07/2018	10/19/2018	Break Week 1: 06/11/2018 - 06/15/2018 Break Week 2: 07/23/2018 - 07/27/2018 Break Week 3: 09/03/2018 - 09/07/2018	Memorial Day: 05/28/2018 Independence Day: 07/04/2018 Labor Day: 09/03/2018
DATA SCIENCE	06/18/2018	09/14/2018	Break Week: 07/30/2018 - 08/03/2018	Independence Day: 07/04/2018





				Labor Day: 09/03/2018
WEB DEVELOPMENT	06/18/2018	11/30/2018	Break Week 1: 07/23/2018 – 07/27/2018 Break Week 2: 09/03/2018 - 09/07/2018 Break Week 3: 10/15/2018 - 10/19/2018	Independence Day: 07/04/2018 Labor Day: 09/03/2018 Thanksgiving Day: 11/22/2018 Day After Thanksgiving: 11/23/2018



## Standard Occupational Classification Code List

Per the State of California's Bureau for Private Postsecondary Education regulations, schools must disclose the Standard Occupational Classification codes for which their programs prepare students. A Standard Occupational Classification - or SOC - code is a number that represents an occupational classification, which links a particular area of study or educational program to a list of occupations. The following SOC codes are related to the Galvanize immersive programs.

11-3021 Computer and Information Systems Managers  
25-1021 Computer Science Teachers, Postsecondary  
25-1022 Mathematical Science Teachers, Postsecondary  
25-1032 Engineering Teachers, Postsecondary  
41-9031 Sales Engineers  
15-0000 Computer and Mathematical Occupations  
15-1110 Computer and Information Research Scientists  
15-1111 Computer and Information Research Scientists  
15-1120 Computer and Information Analysts  
15-1121 Computer Systems Analysts  
15-1122 Information Security Analysts  
15-1130 Software Developers and Programmers  
15-1131 Computer Programmers  
15-1132 Software Developers, Applications  
15-1133 Software Developers, Systems Software  
15-1134 Web Developers  
15-1140 Database and Systems Administrators and Network Architects  
15-1141 Database Administrators  
15-1142 Network and Computer Systems Administrators  
15-1143 Computer Network Architects  
15-1150 Computer Support Specialists  
15-1151 Computer User Support Specialists  
15-1152 Computer Network Support Specialists  
15-1190 Miscellaneous Computer Occupations  
15-1199 Computer Occupations, All Other  
15-2000 Mathematical Science Occupations  
15-2011 Actuaries  
15-2021 Mathematicians  
15-2031 Operations Research Analysts  
15-2041 Statisticians  
15-2090 Miscellaneous Mathematical Science Occupations  
15-2091 Mathematical Technicians  
15-2099 Mathematical Science Occupations, All Other

## Addendum 1

Information listed below is only applicable to the following Immersives:

Hack Reactor Software Engineering Immersive  
Hack Reactor Software Engineering Online Immersive  
Hack Reactor Extended Software Engineering Online Immersive  
Hack Reactor Software Engineering Part Time Online Immersive

### Job Placement Services

Although placement assistance service is provided, the school cannot guarantee a job to any student or graduate. While Galvanize does not guarantee any job, credential, salary, or bonus for any graduate in our Hack Reactor programs, we note that our "gainfully employed" graduates tend to fall under the U.S. Department of Labor Standard Occupational Classification (SOC) 15-1250 Software and Web Developers, Programmers, and Testers. To find out more about these codes, please visit this page:

[https://www.bls.gov/soc/2018/major\\_groups.htm#15-0000](https://www.bls.gov/soc/2018/major_groups.htm#15-0000).

### Standards for Student Achievement

This is a serious course for serious students. We expect students to work hard, act professionally and ask for help as needed. The program curriculum is divided into topical sprints, usually lasting anywhere from 1-3 days each. These sprints incorporate exercises that help cement the concepts reviewed in lectures and assignments. We use assessments at the end of each sprint to monitor progress. If a student cannot pass the assessments, we will do everything we can to give them support, guidance, and further instruction. But, ultimately, assessments will determine whether a student graduates. Instructors will communicate guidelines to individual students during the course of the program explaining what in particular would be expected of them given these and other factors.

### Technical Skills

The program features periodic self-assessments that are tested by an automated system and then reviewed and graded by instructional staff. The system identifies students that may be having technical difficulties encouraging them to set up office hours with instructional staff. Additionally, staff will proactively monitor student results and reach out to provide feedback and help students refine their technical strategies.

The Technical Assessment is a full-day coding challenge at the halfway point of the Immersive Program and an additional coding challenge at the end of the first 5 weeks of the Extended Program. Both of these tests the knowledge and skills developed in the first half of the course. It is a significant portion of the gating Summary Evaluation, which means failure to perform sufficiently on the Technical Assessment could result in removal from the course.

### Soft skills

Students are regularly graded on a "[no] reason for concern" basis by staff observing students as they collaborate. Students with multiple "reason for concern" notes will be approached with feedback and areas for improvement.

## Summary Evaluation

The Summary Evaluation is a midterm evaluation of proficiency in the course, largely centered around the question "Would Galvanize hire this person onto one of our teams?" The Summary Evaluation takes into consideration technical proficiency, ability to successfully collaborate with pairs and groups, as well as student engagement with classroom requirements and expectations. The Summary Assessment gates participation in the second half of the course.

## Assessment Frequency and Evaluation

Assessments are typically performed at the end of each 1-3-day sprint. Students' technical proficiency and soft skills are evaluated constantly, and instructional staff meet weekly to review individual student progress. Progress reporting typically occurs at the end of a sprint by way of self-assessments and directed feedback from staff.

Students receive a detailed testing analysis of their code from Spectator, our self-assessment tool as well as individualized feedback from instruction staff throughout the program. Students receive a copy of their marks via email, with a red (X) indicating incorrect answers. Students are encouraged to schedule check-ins with technical staff as needed. Scoring a 2 or above on a 0-3 scale for all self-assessments demonstrates satisfactory technical progress.

Galvanize instructional staff conduct student evaluations, considering the student's project completion, assessment performance, emotional health, and daily attendance in real time. A student who is struggling with the technical aspects of the Program may be offered remedial instructional exercises at any point of the program. If the student is unable to demonstrate an ability to achieve satisfactory progress thereafter, their enrollment may be separated, or they may be offered to re-enroll in a different cohort, repeating a portion of the program. This is largely determined by an independent evaluation of the student's technical and soft skill capabilities. Separated students are provided a refund per our refund policy and may reapply to the program. They may be re-admitted as a new student if they are able to demonstrate a clear understanding of the foundational concepts required for admission.

## Program Expectations

This is going to be an amazing ride, but we need to set up some Expectations before we start in order to make sure everyone is able to work in a safe, productive environment.

1. Be on time - We need to start promptly. This means being ready to *start* on time, not just being present in the classroom container.
2. Be present - Because of our condensed schedule, missing a day is going to put you far behind. We understand that in some rare circumstances someone might need to miss a day, but we request that you let us know ahead of time when possible and have a really compelling reason. An absent member disrupts the cohesion of our classroom container so much that if a student misses more than 2 days during the course, we will discuss with the student whether learning goals can still be achieved. In some cases, absence may lead to withdrawal from the program.
3. Be good students - This is a serious course for serious students. We need you to work hard and ask for help when you need it. We use assessments to monitor progress and, if you cannot pass the assessments, we will do everything we can to give you more support and instruction. But, ultimately, your assessments will determine whether you progress to graduation or not. If you cannot pass the assessments, you may be withdrawn from the program.

4. Be respectful - We are going to be around each other for many very intense weeks. It is therefore really important that we go out of our way to make each other comfortable. Belittling, aggressive, sexist, racist, or discriminatory language has no place in our learning environment.
5. Have a good attitude - At times, you may feel ahead of other students. At other times you may feel behind other students. However, we request that you keep a positive, engaged, and motivated attitude. The instructors are available to discuss any situation in which someone feels that their own or someone else's attitude is affecting their own or someone else's learning. We will do our best to help.
6. No drinking - You can't drink here, and you can't party here.
7. Guest policy (onsite immersive only) - We understand that you may want to bring friends or mentors to the space. We ask that you let us know ahead of time and check if it fits with the class schedule. Please do not invite 'drop in' guests.
8. Be open and willing - Hack Reactor is not like most educational experiences and we're going to ask that you bring an open mind and a good attitude to everything we do together. If you're not sure why we're doing things in a certain way, please let us know, but be prepared to be on board with a plan that you don't fully understand. Trust us.
9. Take care of yourself - We don't want you to burn out. Raise red flags with staff early if you feel like you are struggling or overwhelmed. Take care of your body, be healthy.
10. Take care of space (onsite immersive only) - All of us need to be respectful of the space and make sure that we are keeping it clean and enjoyable to be in.

We look forward to a really productive and educational course! If you feel that you cannot agree to any of the above, let us know and let's talk about it. Should a student violate any of the Expectations, that student may need to be removed from the class. If there is anything else that is not in this document that you think is important to your learning environment, please come and talk to us. Your learning is our highest priority.

### Academic Intervention and Dismissal Policy

Hack Reactor is a fast-paced, rigorous and intensive program offered over a condensed period of time. If a student is unable or unwilling to meet expectations or achieve satisfactory progress during any portion of the program, Galvanize will conduct an evaluation of the student's assessments and soft skills and determine whether academic intervention is warranted. Intervention may include remedial coursework, increased frequency of staff counseling or an opportunity to defer to restart the program in an upcoming cohort.

Academic Intervention is discretionary and may not be available in every scenario. Under circumstances where Galvanize determines that Academic Intervention would not successfully address the student's academic deficiencies, the student may be dismissed from the Program and offered a refund as required by law. In addition, a student may be dismissed for academic dishonesty or any violation of Galvanize's behavior, attendance or sexual harassment and misconduct policies.

### Attendance Policy

Hack Reactor's program is immersive, so missing a single day of instruction is highly likely to impede a student's academic success. We understand that absence is sometimes unavoidable, but we request that students let us know ahead of time when possible and have a really compelling reason. An absent student disrupts the cohesion of our classroom containers so much that missing more than two days

during the course, will trigger a discussion with the student about whether their learning goals can still be achieved. In some cases, excessive absences may lead to removal from the class, in other cases, Academic Intervention may be required to continue. With that in mind, an absence counts as three (3) points, a tardy is one (1) point and leaving early is one (1) point. Students enrolled in our Onsite Hack Reactor Software Engineering Immersive Program, Online Hack Reactor Software Engineering Immersive, or Part-Time Hack Reactor Software Engineering Immersive Program are allowed a maximum of nine (9) attendance points.

Students who are enrolled in our Hack Reactor Extended Software Engineering Immersive Program are allowed a maximum of five (5) points during the first 6-weeks of the program and an additional nine (9) points in weeks seven through eighteen.

### Leave-of-Absence Policy

A student may request a leave-of-absence once for a period of time no less than one (1) week and up to a maximum of thirty (30) days. This request may be only for unavoidable reasons or extenuating circumstances. A request must be made in writing to the Program Director prior to the leave-of-absence, unless circumstances make this impossible. Requests may be emailed to: [admissions@galvanize.com](mailto:admissions@galvanize.com)

The request will then be evaluated by the Program Director and the student will be notified of the outcome of their request by email. A student who is granted a leave-of-absence will be assessed upon their return and assigned a new completion date. If a student does not return after the time granted through their leave-of-absence they will be removed from the program and a refund will be issued using the proscripted refund calculation form. The refund determination for a student failing to return from a leave of absence is the last date of attendance.

### Software and Accessibility

Hack Reactor Extended, Hack Reactor and Remote Part-Time (RPT) use a custom software called Learn2, which is maintained by Technical Mentors and Core's Infrastructure Team. If students have issues, they inform Galvanize staff and the team will get to solving those problems. Being managed by our internal team not only lets us handle any issues with a speedy turnaround time, but it lets us improve the framework constantly so we're always working with a better version of the software, and student-tested improvements.

Other software includes Slack, Zoom, GitHub, Google Hangouts, Floobits, Appear.in, AwwApp, and Repl.it each supported by their respective companies. These programs are not only well kept with glitches far and few between, but they are all provided at no cost to the student.

Slack and email are the best means of communication to HR staff should there be any issues with Learn2, or third party software. Students primarily submit their work and assessments through GitHub, though some assignments are submitted via Google Drive. Both technologies allow staff to review and provide instant feedback on student work.

Students are required provide their own computers for the program. Student computers should support a Unix-based platform (like mac OS or Linux). If you choose to use Windows your computer must either; be able to run Ubuntu, and meet the following technical specifications 6GB of RAM, 20GB of drive space free, 2-core 4-thread processor, and 2GHz processor speed OR run your computer must be able to run a dual-boot system for Ubuntu. Please note that these are the basic technical specifications, as these are comparable to the equipment currently used in the engineering field.

In order to ensure student success in the Hack Reactor Program, students must have adequate and reliable access to the internet for the duration of the program. Student must ensure that they are meeting the technical requirements of their Hack Reactor Program. If a technical issue affects your learning ability in the program staff will discuss alternatives with you. Additionally, students must actively participate in the program by keeping their webcam on during class time, except in extenuating circumstances (such as inclement weather or power outages).

### **Meaningful communication**

Slack allows staff to connect with the students via instant messaging on a real-time basis. This means that there is no lag in messages sent and received, and no waiting period due to technology. Students are expected to be monitoring their Slack messages during curriculum hours for communications from students and staff. More personal touches, whether one-on-ones, small group sessions, or live Q&As with the entire class, are done face-to-face via Zoom, Appear.in, or Google Hangouts video chat, where the faculty and students have an opportunity to let their personalities shine. Video chats require full participation and engagement in the session at hand. This holds students accountable for their own learning and allows staff to measure any weak points in understanding. We also have a Help Desk feature built into Learn2 that allows students to quickly receive one-on-one support from staff if they need help or have questions about an assignment or concept via video chat.

### **Time and feedback**

Galvanize has ample network bandwidth to handle all students video feeds, and communication between students and staff. Each student typically spends the class time in their own home, where the small amount of bandwidth used is small and not a problem. The mix of networking and programs used in the classroom make it that there is no lag between student submission and faculty feedback.



## PROGRAMS OFFERED

### Hack Reactor Software Engineering Immersive

12 weeks of full-time, in-person program

Total Lecture: 45.75 hours, Total Lab: 530.75 hours

Total Contact Hours: 576 hours in-person

### Program Outcomes

During the first half of the onsite immersive, students work through a large amount of new material, at an extraordinary pace. In the second half of the course, students deploy their newly acquired skills to build projects, while learning new technologies. By the time they graduate, students become autonomous engineers, capable of tackling unique problems, and building complex applications. We have developed the immersive program to help support students in achieving this end goal.

### Program Description

The onsite immersive is built around learning advanced programming concepts and becoming familiar with industry-standard applications and tools. (Git, Backbone, Rails, Unix, and TDD testing frameworks.) The program provides a strong professional-support network starting at the application process extending through the student's job-search. This support lead to students garnering higher salaries, better benefits, and greater career satisfaction. We judge student outcomes by performance on technical interviews for relevant professional roles and job search success rate within six months of completing the program.

### Class Schedule

Students will attend class Monday – Friday from 9am to 8pm and Saturday from 9am to 5:30pm for 12 weeks. The 12 weeks are split by one week without instruction, called “solo week”, so students can work on personal projects, review lessons, or outline thesis projects with the assistance of mentors before entering the second half of the program. Students take a 1-hour study hall/lunch break from 12:30pm to 1:30pm daily and a dinner break from 5:30pm to 6:30pm and may take breaks as they wish throughout the day or continue working. Every other day, students are given an extended lunch break. During this time, they are encouraged to exercise and overall, regain a healthy work/life balance.

### Course Outline:

Course Title	Lecture	Lab	Total
Orientation and Pre-Course Review	5	12	17
Data Modeling and Classes	6	11	17
Data Structure and Complexity Analysis	3	12.5	15.5
Inheritance Patterns	2	15	17
Algorithms	1.5	15.5	17
Browser apps, jQuery, and AJAX	1.5	14	15.5
ES6, APIs, React, and React – Redux	4	30	34
Servers and Node	1	14.5	15.5
Server-side Techniques	1.5	15.5	17



Databases	2	15	17
Authentication and Full Stack Development	1.5	14	15.5
Mini-Apps	0	34	34
Full-Stack Overview	0	15.5	15.5
Technical Assessment	0	8.5	8.5
Front End Capstone (FEC) Phase	5	78.5	83.5
Professional resume Sprint & FEC Presentation	0.75	7.25	8
System Design Capstone (SDC) Project	7	126	133
MVP Project	0.5	23.5	24
Mini-Apps Part 2	1	31.5	32.5
Hiring Sprint	2.5	40	42.5
<b>Total</b>	<b>45.75</b>	<b>530.25</b>	<b>576</b>

**Total Charges:**

Tuition: \$17,980.00

Cost of Books/Supplies: n/a Other Expenses: n/a

Total Tuition Charges: \$17,980.00

**Hack Reactor Software Engineering Online Immersive**

12 weeks of full-time, online

Total Lecture: 45.75 hours, Total Lab: 530.75 hours

Total Contact Hours: 576 hours

**Program Description**

Hack Reactor Remote takes the time-tested curriculum of the Hack Reactor immersive and makes it accessible to students everywhere. Students learn from instructors face-to-face over video conference. They pair program with classmates throughout the course, so they are never working alone. We give them intimate access to teachers, a Help Desk that's ready to answer questions, and a strong peer community, all immediately available through messaging and video chat.

**Course Outline:**

Course Title	Lecture	Lab	Total
Orientation and Pre-Course Review	5	12	17
Data Modeling and Classes	6	11	17
Data Structure and Complexity Analysis	3	12.5	15.5
Inheritance Patterns	2	15	17
Algorithms	1.5	15.5	17
Browser apps, jQuery, and AJAX	1.5	14	15.5

ES6, APIs, React, and React – Redux	4	30	34
Servers and Node	1	14.5	15.5
Server-side Techniques	1.5	15.5	17
Databases	2	15	17
Authentication and Full Stack Development	1.5	14	15.5
Mini-Apps	0	34	34
Full-Stack Overview	0	15.5	15.5
Technical Assessment	0	8.5	8.5
Front End Capstone (FEC) Phase	5	78.5	83.5
Professional resume Sprint & FEC Presentation	0.75	7.25	8
System Design Capstone (SDC) Project	7	126	133
MVP Project	0.5	23.5	24
Mini-Apps Part 2	1	31.5	32.5
Hiring Sprint	2.5	40	42.5
<b>Total</b>	<b>45.75</b>	<b>530.25</b>	<b>576</b>

### Total Charges:

Tuition: \$17,980.00

Cost of Books/Supplies: n/a Other Expenses: n/a

Total Tuition Charges: \$17,980.00

### Hack Reactor Software Engineering Online Immersive - Part Time

36 Week duration, Part time, online program.

### Program Description

Online Part Time (“OPT”) delivers the same curriculum over 38 weeks consisting of 36 weeks of instruction and 2 “solo” weeks when students get additional time to work on solo projects with mentorship. OPT students have access to the Help Desk and messenger services and all other software tools necessary for taking the course as stated above. Both curriculum and support are identical to the remote program. The curriculum, Software and Accessibility, (pg) Meaningful Communication (pg Time and feedback (pg), and support of the Hack Reactor Online Remote Software Engineering Immersive program is identical to the Online Program.

### Course Outline:

Course Title	Lecture	Lab	Total
Orientation and Pre-Course Review	5	12	17
Data Modeling and Classes	6	11	17
Data Structure and Complexity Analysis	3	12.5	15.5

Inheritance Patterns	2	15	17
Algorithms	1.5	15.5	17
Browser apps, jQuery, and AJAX	1.5	14	15.5
ES6, APIs, React, and React – Redux	4	30	34
Servers and Node	1	14.5	15.5
Server-side Techniques	1.5	15.5	17
Databases	2	15	17
Authentication and Full Stack Development	1.5	14	15.5
Mini-Apps	0	34	34
Full-Stack Overview	0	15.5	15.5
Technical Assessment	0	8.5	8.5
Front End Capstone (FEC) Phase	5	78.5	83.5
Professional resume Sprint & FEC Presentation	0.75	7.25	8
System Design Capstone (SDC) Project	7	126	133
MVP Project	0.5	23.5	24
Mini-Apps Part 2	1	31.5	32.5
Hiring Sprint	2.5	40	42.5
<b>Total</b>	<b>45.75</b>	<b>530.25</b>	<b>576</b>

### Class schedule

Students attend lectures and have designated pair-programming hours monitored by instructors every Tuesday evening (6:00 p.m. to 9:00 p.m. PT), 3 hours of supported learning during the week that students may schedule at their convenience, and 8 hours every Saturday (9:00 a.m. to 6:00 p.m. with breaks).

### Total Charges:

Tuition: \$17,980.00

Cost of Books/Supplies: n/a Other Expenses: n/a

Total Tuition Charges: \$17,980.00

### Course Subjects

#### Orientation and Pre-Course Review (5 lecture, 12 lab)

Educational Objectives: Learn the structure and rules at Hack Reactor and review the Pre-Course curriculum at lightning speed. Students will refresh their understanding of scopes, closures, and the keyword these modules.

#### Data Modeling and Classes (6 lecture, 11 lab)

By implementing basic data structures like stacks and queues, students learn some of the fundamentals of software engineering, including abstraction and data modeling, as well as how those tools are used in a complex application. We'll also dive into standard code sharing patterns, including object-oriented classes and mixins.

Note that this module is comprised of 2 sprints, so students will be working with the same pair for 4 days on this one. Unlike most sprints at Hack Reactor, students gain the most from working with someone that is as close as possible to their own current skill level and comfort with basic computer science fundamentals and data-structures.

#### Data Structures and Complexity Analysis (3 lecture, 12.5 lab)

Implement and test Queues, Stacks, Linked Lists, Trees, Graphs, Sets, Hash Tables, and Binary Search Trees. Learn Test Driven Development, Function Binding, jQuery, HTML and CSS in the context of data structures and the DOM.

#### Inheritance Patterns (2 lecture, 15 lab)

In this sprint you'll learn about class inheritance, and how to implement sub classing for the commonly used instantiation patterns you've learned.

#### Algorithms (1.5 lecture, 15.5 lab)

Learn a process for writing solutions to computational problems. A tool for visualizing chess board positions will support student exploration of the classic 'N-Queens' algorithms problem.

#### Browser apps, jQuery, and AJAX (1.5 lecture, 14 lab)

In this sprint you'll learn about HTTP, RPCs, REST, and the other mechanisms of how internet traffic is transmitted. Using jQuery, you'll practice getting data from a server without needing a page refresh by building an application that interfaces with the Parse API as its back-end.

#### ES6, APIs, React, and React – Redux (4 lecture, 30 lab)

Students dive into the largest codebase yet, building a video player using the popular React library and features in the latest version JavaScript, ES6. They will learn how to think about web apps as components and gain more exposure sending AJAX requests to REST APIs by populating their application with real data from YouTube. From there, students will learn about Redux and the principles of flux architecture, gain exposure to front-end code bundling using Webpack, and get some experience using thunks to dispatch asynchronous actions.

#### Servers and Node (1 lecture, 14.5 lab)

Build a custom backend in Node to replace the Parse API in a chat client application. Students will learn about CommonJS, routing, and how to debug server-side code.

#### Server-side Techniques (1.5 lecture, 15.5 lab)

In this sprint, students will be creating multiple Node services, and will rely on command-line server processes like Cron to build an application.

#### Databases (2 lecture, 15 lab)

Store data persistently using the languages provided by database packages, including both traditional relational model and more recent non-relational technologies. Students will also learn to

build their own ORM, a technique for shortening the gap between in-memory programs and the Database interface.

#### Authentication and Full Stack Development (1.5 lecture, 14 lab)

Shortly is a URL shortener service similar to Bitly - but is only partially finished. The goal is to build out an authentication system and other features that will enable users to have their own private set of shortened URLs.

#### Mini-Apps (0 lecture, 34 lab)

In this 4-day sprint, you will build four "mini apps" completely from scratch. Building small apps from scratch is something that you will be asked to do in every technical interview during your job search. Mastering these concepts is essential to landing a job.

#### Full-Stack Overview (0 lecture, 15.5 lab)

In this sprint, you will be working solo to build a Full-stack app. The app will be built nearly from scratch. You'll be building the client, server and the database persistence layer using MongoDB. You will also get to deploy your app to Heroku for the entire world to see.

#### Technical Assessment (0 lecture, 8.5 lab)

Students will demonstrate their ability to create a full-stack application from the ground-up independently. They will build both the front-end and back-end of the application.

#### Front End Capstone (FEC) Phase (5 lecture, 78.5 lab)

This project simulates a real-life application development scenario where multiple teams work together to build a client-side application using a service-oriented architecture approach with popular web development technologies. During the project, students get exposed to customary Project Management techniques, Code Reviews and Unit Testing. Additionally, students gain exposure with Front-End Optimization techniques.

#### Professional Resume Sprint & FEC Presentation (0.75 lecture, 7.25 lab)

Students will learn how to write a professional resume and learn how to best present student skills and projects.

#### System Design Capstone (SDC) Project (7 lecture, 126 lab)

This project is a continuation of the FEC Project simulating several aspects of a real-life application development scenario, including working on legacy code, data generation, database performance tuning, scaling your web server, load testing your system, working in isolation and working as a team, deployment and dev-ops.

#### MVP Project (0.5 lecture, 23.5 lab)

To build on the learning of core engineering concepts, students will build a creative project that aligns with their personal interests. Students have 3 days to produce something compelling using the skills they've honed over the past 10 weeks.

#### Mini-Apps Part 2 (1 lecture, 31.5 lab)

In this 4-day sprint, students will build four "mini apps" completely from scratch. Building small apps from scratch is something that you will be asked to do in every technical interview during your job

search. Mastering these concepts is essential to landing a job. In part 1 the focus was on functional completeness, and in part 2, the focus is on code clarity.

### Hiring Sprint (2.5 lecture, 40 lab)

During this time students will learn how to effectively search and apply for a job. They will learn how to go through the interview process from phone screen to salary negotiation. During the final week at Hack Reactor, as always, it's essential that students are onsite at 9am each morning. We have critical lectures and activities scheduled each day tuned to provide students the best possible experience. It's critical that students do everything within their power to plan interviews and phone screens only during the portions of the day marked Activity - Apply For Jobs, Attend Interviews, Research Companies on the senior calendar. If students are unable to do this, or if they absolutely must be absent during a lecture, email [admissions@galvanize.com](mailto:admissions@galvanize.com) first.

## **Hack Reactor Extended Software Engineering Immersive** **Hack Reactor Extended Software Engineering Online Immersive**

18 Week duration, full time, remote and in-person program.

Total Lecture: 84.75 hours, Total Lab: 692.25 hours

Total Hours: 777 hours

### **Program Description**

During the first six weeks of the Extended Immersive, students work to develop their understanding of JavaScript fundamentals to ensure that they can hit the ground running in the Immersive Program. The program will begin by covering JavaScript basics covering some newer, more-creative practice projects to reinforce key building blocks. It will then cover some challenging parts of the immersive program in order to give students more time with the material. The first six weeks of the program takes place online (all times are Pacific), then feeds straight into the standard immersive at whichever campus the student selects (Onsite or Remote).

### **Class Schedule**

After completing the first six-weeks on online coursework, students will attend class Monday – Friday from 9am to 8pm and Saturday from 9am to 5:30pm for 12 weeks. The 12 weeks are split by one week without instruction, called “solo week”, so students can work on personal projects, review lessons, or outline thesis projects with the assistance of mentors before entering the second half of the program. Students take a 1-hour study hall/lunch break from 12:30pm to 1:30pm daily and a dinner break from 5:30pm to 6:30pm and may take breaks as they wish throughout the day or continue working. Every other day, students are given an extended lunch break. During this time, they are encouraged to exercise and overall, regain a healthy work/life balance.

### **Course Outline:**

<b>Intro Phase</b>	<b>Lecture</b>	<b>Lab</b>	<b>Total</b>
Problem Solving and Building Blocks	8.5	17	25.5
Koans	1.5	4.5	6
Underbar	12.5	38.5	51
Test Builder	2.75	10.25	13
Twiddler	3.25	15.75	19

Reading Documentation	2	11	13
Recursion	6	26	32
Project Phase	2.5	35.5	38
<b>Junior Phase</b>	<b>Lecture</b>	<b>Lab</b>	<b>Total</b>
Orientation and Pre-Course Review	5	12	17
Data Modeling and Classes	6	11	17
Data Structure and Complexity Analysis	3	12.5	15.5
Inheritance Patterns	2	15	17
Algorithms	1.5	15.5	17
<b>Senior Phase</b>	<b>Lecture</b>	<b>Lab</b>	<b>Total</b>
Browser apps, jQuery, and AJAX	1.5	14	15.5
ES6, APIs, React, and React – Redux	4	30	34
Servers and Node	1	14.5	15.5
Server-side Techniques	1.5	15.5	17
Databases	2	15	17
Authentication and Full Stack Development	1.5	14	15.5
Mini-Apps	0	34	34
Full-Stack Overview	0	15.5	15.5
Technical Assessment	0	8.5	8.5
Front End Capstone (FEC) Phase	5	78.5	83.5
Professional resume Sprint & FEC Presentation	0.75	7.25	8
System Design Capstone (SDC) Project	7	126	133
MVP Project	0.5	23.5	24
Mini-Apps Part 2	1	31.5	32.5
Hiring Sprint	2.5	40	42.5
<b>Total</b>	<b>84.75</b>	<b>692.25</b>	<b>777</b>

### Total Charges:

Tuition: \$17,980.00

Cost of Books/Supplies: n/a Other Expenses: n/a

Total Tuition Charges: \$17,980.00

### Course Subjects

Problem Solving and Building Blocks (8.5 lecture, 17 lab)

This unit provides a high volume of exercises designed to drill the basics of the JavaScript



language and introduce problem solving frameworks for software engineering. Students become familiar with the basic data types of JavaScript, including objects, arrays, strings, numbers and booleans; some fundamental programming patterns are also drilled, including querying simple data sets and handling edge cases. Additionally, students will be introduced to debugging and version control best practices.

#### Koans (1.5 lecture, 4.5 lab)

These exercises start with failing tests, and students use the various error messages to hunt down the errors in the code. We challenge students to debug the code provided in this segment to provide more insight on the JavaScript language, and functional programming ideas.

#### Underbar (12.5 lecture, 385 lab)

This unit focuses on two major aspects of functional programming in JavaScript: the use of callback functions and understanding various modular patterns that functional programming libraries like underscore are designed to facilitate. Students will write their own versions of a large number of common higher-order functions, and in the end be equipped to write code in a style that is more reusable and readable. Additionally, students will be introduced to the concepts of test-driven development and will write their own tests.

#### Testbuilder (2.7 lecture, 10.25 lab)

We introduce students to automated testing and a couple popular testing frameworks to check the validity of their code base. Students will implement functions with expected behaviors, and tests to ensure they adhere to given specifications.

#### Twiddler (3.25 lecture, 15.75 lab)

Students will integrate their knowledge of HTML, CSS, and JavaScript (along with the jQuery library) to create a simple, single-page application with interactive functionalities. They are provided with a bare-bones web application with no functionalities, and must incorporate event handlers to manipulate the DOM.

#### Reading Documentation (2 lecture, 11 lab)

We will challenge students to work with a new library they have not used before. Utilizing the documentation, students will use their critical thinking skills as well as deductive reasoning to create charts. Additionally, students will learn about important concepts like inheritance and classes, as well as different patterns for instantiating objects.

#### Recursion (6 lecture, 26 lab)

Recursion is a powerful concept in mathematics and computer science which makes it effortless to define and think about extremely useful data structures, such as trees and lists, as well as the algorithms which work with such data structures. Recursive algorithms can be used to find paths between two points, to traverse nested directories or the DOM, or to replace iteration in general. By the end of this unit, students will demonstrate their knowledge of recursion by implementing an elegant program for traversing a nested JSON data structure of arbitrary size and complexity.

#### Project Phase (2.5 lecture, 35.5 lab)

During the project phase, we will challenge students to create applications utilizing the skills they have developed over the past 5 weeks. During this phase, students will have the opportunity to



create two basic web applications and projects to showcase their problem-solving skills, planning, and execution of code. For their capstone assignment, students will select a project to complete and work autonomously on focused on practicing the Javascript fundamentals covered in a real-world context.

#### Orientation and Pre-Course Review (5 lecture, 12 lab)

**Educational Objectives:** Learn the structure and rules at Hack Reactor and review the Pre-Course curriculum at lightning speed. Students will refresh their understanding of scopes, closures, and the keyword these modules.

#### Data Modeling and Classes (6 lecture, 11 lab)

By implementing basic data structures like stacks and queues, students learn some of the fundamentals of software engineering, including abstraction and data modeling, as well as how those tools are used in a complex application. We'll also dive into standard code sharing patterns, including object-oriented classes and mixins.

Note that this module is comprised of 2 sprints, so students will be working with the same pair for 4 days on this one. Unlike most sprints at Hack Reactor, students gain the most from working with someone that is as close as possible to their own current skill level and comfort with basic computer science fundamentals and data-structures.

#### Data Structures and Complexity Analysis (3 lecture, 12.5 lab)

Implement and test Queues, Stacks, Linked Lists, Trees, Graphs, Sets, Hash Tables, and Binary Search Trees. Learn Test Driven Development, Function Binding, jQuery, HTML and CSS in the context of data structures and the DOM.

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#### Algorithms (1.5 lecture, 15.5 lab)

Learn a process for writing solutions to computational problems. A tool for visualizing chess board positions will support student exploration of the classic 'N-Queens' algorithms problem.

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Servers and Node (1 lecture, 14.5 lab)

Build a custom backend in Node to replace the Parse API in a chat client application. Students will learn about CommonJS, routing, and how to debug server-side code.

Server-side Techniques (1.5 lecture, 15.5 lab)

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Databases (2 lecture, 15 lab)

Store data persistently using the languages provided by database packages, including both traditional relational model and more recent non-relational technologies. Students will also learn to build their own ORM, a technique for shortening the gap between in-memory programs and the Database interface.

Authentication and Full Stack Development (1.5 lecture, 14 lab)

Shortly is a URL shortener service similar to Bitly - but is only partially finished. The goal is to build out an authentication system and other features that will enable users to have their own private set of shortened URLs.

Mini-Apps (0 lecture, 34 lab)

In this 4-day sprint, you will build four "mini apps" completely from scratch. Building small apps from scratch is something that you will be asked to do in every technical interview during your job search. Mastering these concepts is essential to landing a job.

Full-Stack Overview (0 lecture, 15.5 lab)

In this sprint, you will be working solo to build a Full-stack app. The app will be built nearly from scratch. You'll be building the client, server and the database persistence layer using MongoDB. You will also get to deploy your app to Heroku for the entire world to see.

Technical Assessment (0 lecture, 8.5 lab)

Students will demonstrate their ability to create a full-stack application from the ground-up independently. They will build both the front-end and back-end of the application.

Front End Capstone (FEC) Phase (5 lecture, 78.5 lab)

This project simulates a real-life application development scenario where multiple teams work together to build a client-side application using a service-oriented architecture approach with popular web development technologies. During the project, students get exposed to customary Project Management techniques, Code Reviews and Unit Testing. Additionally, students gain exposure with Front-End Optimization techniques.

Professional Resume Sprint & FEC Presentation (0.75 lecture, 7.25 lab)

Students will learn how to write a professional resume and learn how to best present student skills and projects.

System Design Capstone (SDC) Project (7 lecture, 126 lab)

This project is a continuation of the FEC Project simulating several aspects of a real-life application development scenario, including working on legacy code, data generation, database performance

tuning, scaling your web server, load testing your system, working in isolation and working as a team, deployment and dev-ops.

**MVP Project** (0.5 lecture, 23.5 lab)

To build on the learning of core engineering concepts, students will build a creative project that aligns with their personal interests. Students have 3 days to produce something compelling using the skills they've honed over the past 10 weeks.

**Mini-Apps Part 2** (1 lecture, 31.5 lab)

In this 4-day sprint, students will build four "mini apps" completely from scratch. Building small apps from scratch is something that you will be asked to do in every technical interview during your job search. Mastering these concepts is essential to landing a job. In part 1 the focus was on functional completeness, and in part 2, the focus is on code clarity.

**Hiring Sprint** (2.5 lecture, 40 lab)

During this time students will learn how to effectively search and apply for a job. They will learn how to go through the interview process from phone screen to salary negotiation. During the final week at Hack Reactor, as always, it's essential that students are onsite at 9am each morning. We have critical lectures and activities scheduled each day tuned to provide students the best possible experience. It's critical that students do everything within their power to plan interviews and phone screens only during the portions of the day marked Activity - Apply For Jobs, Attend Interviews, Research Companies on the senior calendar. If students are unable to do this, or if they absolutely must be absent during a lecture, email [admissions@galvanize.com](mailto:admissions@galvanize.com) first.

**Cohort Start Dates**

<b>Cohort Start Date</b>	<b>Cohort End Date</b>
September 17, 2018	December 14, 2018
October 29, 2018	February 1, 2019
December 17, 2018	March 22, 2019

**Hours**

At all physical campuses, students will attend class Monday–Friday from 9am to 8pm and Saturday from 9am to 5:30pm for 12 weeks. The 12 weeks are split by one week without instruction, called “solo week”, so students can work on personal projects, review lessons, or outline thesis projects with the assistance of mentors before entering the second half of the program. Students take a 1-hour study hall/lunch break from 12:30pm to 1:30pm daily and a dinner break from 5:30pm to 6:30pm and may take breaks as they wish throughout the day or continue working. Every other day, students are given an extended lunch break. During this time, they are encouraged to exercise and overall, regain a healthy work/life balance.

## Addendum 2

### Page 5 Introduction to Galvanize

In 2018, Galvanize, Inc. acquired Hack Reactor, joining two of the strongest providers of immersive technology programs in their markets. With complementary operations Galvanize, and Hack Reactor expect to be able to offer a fuller choice of curriculum to students and enterprise clients by optimizing operations and increasing overall size as a result of the transaction.

### Page 5 Galvanize Mission

Hold yourself and others accountable and responsible  
 Create for the future with pride, passion, and urgency  
 Win with trust, integrity, and inclusion  
 Be a team. Do your job. Be a pineapple.  
 Continuously learn, grow, and hustle

### Page 6 Program Offered

Beginning November 1, 2018 Galvanize will be offering Hack Reactor Software Engineering Immersive. Please see Addendum 1 for program/academic specifics

### Page 9 Payment terms

Beginning November 1, 2018 Galvanize payment terms will be updated to reflect the following:

<b><i>Payment Option</i></b>	<b><i>Deposit</i></b>	<b><i>Payment Schedule</i></b>	<b><i>Payment method</i></b>
Option 1 - Upfront*	\$2000 due at time of signing enrollment agreement	Tuition remainder due the first day of class (week 1, day 1).	All payments can be made online, fee free, by card or ACH payment.
Option 2 - Installment	\$2000 due at time of signing enrollment agreement	½ tuition, less deposit, due the first day of class (week 1, day 1)  Tuition remainder due at week 5, day 1.	All payments can be made online, fee free, by card or ACH payment.

Option 3 – Full or Partial Tuition Loan Finance	\$2000 due at time of signing enrollment agreement	Students who are eligible can finance full tuition through Galvanize’s private lending partners, SkillsFund and Climb Credit AND Students must confirm financing application (application number) for any loan prior to the first day of class (week 1, day 1)	Lending partner transfers funds to Galvanize directly.  <b><u>For students electing to finance partial tuition</u></b> , the tuition remainder will be due at week 5, day 1.
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Page 16

Remove:

~~Note: Galvanize students who plan to return to their former employer and those that are not authorized to work in the United States are not subject to Career Services Participation requirements~~

Page 17

Remove:

~~Early Graduation  
Students who fulfill certain requirements.....~~

Page 22 Facilities

The normal hours of operation for the Galvanize Phoenix location are:

Monday – Friday from 9am to 8pm  
Saturday from 9am to 5:30pm

Page 23 Intellectual Property

PROPRIETARY MATERIALS:

Materials provided or furnished electronically or otherwise, by Galvanize during the course of, or in furtherance of my participation belong to Galvanize and/or its licensors. Students have no right to retain the materials and Galvanize reserves the rights to all materials. Students may reproduce, disseminate materials or use materials only during the course of or participation in an immersive program.

Page 26 Appendix 1 Standard Occupational Classification Code List

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## Addendum 3

### Immersive Name Changes

Web Development Immersive updated to Galvanize Web Development Immersive  
Data Science Immersive updated to Galvanize Data Science Immersive

Page 2 Program Offered

Page 2 Admissions Requirements

Page 6 Programs Offered

Page 7 Program Offered

Page 8 Program Description

Page 9 Admission Requirements & Enrollment Procedures

Page 16 School Cancellation Policy

Page 17 Attendance Requirements

Page 18 Grading and Probation

Page 24 Facilities