CATALOG

New York
109 Nassau Street 4th Floor
New York, NY 10038

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212-658-1791
www.galvanize.com

Table of Contents

Notes

Catalog Revisions
This Galvanize Catalog, New York, 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. A copy of the current Catalog can be requested by sending an email to ny.regulatory@galvanize.com. Such changes will not negatively affect currently enrolled students.

Location of Classes
Galvanize – New York classes are offered at: 109 Nassau Street, 4th Floor, New York NY 10038.

The student to faculty ratio is 25:1.

Ownership
Galvanize is a private institution owned by Galvanize Inc., a wholly owned subsidiary of K12 Inc. The officers of Galvanize Inc. are:

Harsh Patel	CEO
Eric Toler	CFO
James Rhyu	Director
Shaun McAlmont	Director
Vincent Mathis	Director

Management
The licensed School Directors of Galvanize are Arthur Chisolm and Tyler Lambe.

Licensed Agents
The licensed agents for Galvanize are; Lizbeth Anaya Ramos, Christopher (Isto) Barton, Jen Shannon, Tyler Lambe, Camilla Cho, John Sangiolo, and Jessica Wolvington.

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 New York.

Disclosure Statement

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

Galvanize is a private institution and this school is approved to operate as a Licensed Private Career School by the Bureau for Proprietary School Supervision (BPSS). A student may contact the BPSS at any time within three years of a violation to file a complaint or to discuss any issues they may currently be having. Students can write to the New York State Education Department at 116 West 32nd Street, 5th Floor, New York, New York 10001, or call the Department at (212) 643-4760, requesting an interview for the purpose of filing a written complaint. Additional information on the process can be found at; http://www.acces.nysed.gov/bpss/student-rights

Galvanize, Inc is licensed by the New York State Education Department, Office of Adult Career and Continuing Education Services, Bureau of Proprietary School Supervision (BPSS).

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.

In 2018, Galvanize Inc. acquired Hack Reactor LLC 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.

Mission Statement

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 you job. Be a pineapple
Continuously learn, grow, and hustle

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

Data Science Immersive

13 Week duration full-time, in-person program
Total lecture: 120 hours; Total lab: 300 hours
Total contact hours: 420 hours

Program Outcomes

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 9:00AM – 5:00PM Monday through Friday for the full 12-week course. There is a scheduled break between 12:00PM and 1:00PM. Training varies on a day to day basis and consist of lectures, curated content, exercise, challenges, tests and review. 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

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 should meet the attendance requirements, meet the minimum technical competency, and participate in the Career Services 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 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 Capstone Project**: In order to attain a Complete graduation status, a student must deliver a capstone project approved by Lead Instructor.

Remote Data Science Immersive

13 Week duration full-time, on-line program
Total lecture: 120 hours; Total lab: 300 hours
Total contact hours: 420 hours

Program Description

The Data Science Immersive Online program takes the time-tested curriculum of the Data Science Immersive and makes it accessible to students everywhere. Students learn from instructors face-to-face over video conference. 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. 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.

Students will attend class via a live video conference Monday through Friday from 9am to 5pm Monday thru Friday for the entire 13 weeks of the Immersive. There is a scheduled meal break from 12:00PM to 1:00PM.

Program Outline

Data Science Immersive
Remote Data Science Immersive

Course Title	Lecture	Lab	Total
DSI 101 Software Engineering & Data Exploratory Data Analysis	12	23	35
DSI 102 Statistics and Probability	12	23	35
DSI 103 Regression	12	23	35
DSI 104 Supervised Learning	12	23	35
DSI 105 Natural Language Processing	12	23	35
DSI 106 Unsupervised Learning	12	23	35
DSI 107 Data Engineering	12	23	35
DSI 108 Case Studies	12	23	35
DSI 109 Capstone Projects	12	93	105
DSI 110 Interview Preparation	12	23	35
Total	**120**	**300**	**420**

Hack Reactor Software Engineering Immersive

12 weeks of full-time, in-person program
Total Lecture: 45.75 hours, Total Lab: 314.25 hours
Total Contact Hours: 360 hours

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

Classes and Labs are scheduled Monday – Friday from 9am to 8pm and Saturday from 9am to 5:30pm for 12 weeks. The 12 weeks are split in half by a one-week break without instruction, called "solo week" which students can use to 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 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. Projects can be completed using school facilities between scheduled classes and labs. 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.

Hack Reactor Remote Software Engineering Immersive

12 weeks of full-time, online
Total Lecture: 45.75 hours, Total Lab: 314.25 hours
Total Contact Hours: 360 hours online, live - delivered via teleconferencing platform

Program Description

Hack Reactor Remote Software Engineering Immersive takes the time-tested curriculum of the Hack Reactor Software Engineering 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.

Schedule

There are 5 instruction hours of new curriculum covered per day, consisting of live lectures and structured labs. We require students to take two meal breaks per day and encourage 2-3 additional wellness breaks per week. A great portion of our program is self -driven and successful candidates should expect to spend an 3-4 additional hours daily practicing pairing between classes and completing additional assignments.

Students are encouraged to use our facilities for pairing sessions and project group work from 8:00am to 12:00am Monday through Saturday.

Should Galvanize have an unplanned or unexpected closure, students will be alerted immediately. In the case of adverse weather conditions or an emergency, students will be informed when classes are to resume via email.

Program Outline
Hack Reactor Software Engineering Immersive
Hack Reactor Remote Software Engineering Immersive

Course Title	**Lecture**	**Lab**	**Total**
Orientation and Pre-course Review	5	5	**10**
Data Modeling and Classes	5	5	**10**
Data Structures and Complexity Analysis	3	7	**10**
Inheritance Patterns	3	7	**10**
Algorithms	3	7	**10**
Browser Apps, jQuery, and AJAX	3	7	**10**
ES6, APIs, and React	3	7	**10**
React with Redux	3	7	**10**
Servers and Node	3	7	**10**
REST & CRUD	3	7	**10**
Databases	3	7	**10**
Authentication	3	7	**10**
Full-Stack Overview	3	7	**10**
Mini Apps I	1	19	**20**
Technical Assessment	0.5	6	**6.5**
Full-Stack Hackathon	2.5	15	**17.5**
Mini Apps II	1	5	**6**
Front-End Capstone (FEC)	3	27	**30**
Front-End Capstone (FEC)	3	27	**30**
Professional Resume	1	4	**5**
System Design Capstone (SDC)	2	23	**25**
System Design Capstone (SDC)	2	28	**30**
System Design Capstone (SDC)	2	8	**10**
MVP Project	3	17	**20**
Career Week	5	25	**30**
Total	**69**	**291**	**360**

ADMISSIONS REQUIREMENTS & ENROLLMENT PROCEDURES

Each of Galvanize's immersive programs requires an application, and all candidates must pass a technical interview before an enrollment decision is made. Galvanize does not discriminate based on race, sex, religion, ethnic origin, or disability. Galvanize strongly encourages students from backgrounds underrepresented in the technology industry to apply. Galvanize collects evidence of a high school or equivalent degree or higher before enrollment in a Galvanize program. Galvanize does not accept ability to benefit students.

International Students/Visa Requirements

While Galvanize accepts international students, Galvanize does not assist with visa requirements.

Language of Instruction

Galvanize does not offer English as a Second Language instruction. Our programs of study, textbooks, materials and all means of communication are delivered in English. All applicants are interviewed prior to acceptance, if there is a question regarding English language proficiency, the student will need to provide documentation of proficiency. Acceptable documentation of proficiency is:

- TOEFL iBT – with a minimum score of 'intermediate' for each section – reading, listening, speaking and writing.
- United States Foreign Services Language Rating System – minimum rating of 3.

Data Science Immersive (All)

To be considered for this program, students must be at least 18 years old and have at a high school diploma or equivalent. 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 and online application form, a technical assessment (Python) and a Data Science Placement Analysis.

Hack Reactor Software Engineering Immersive (All)

To be considered for this program, students must be at least 18 years old and have a high school diploma or equivalent. You must be able to demonstrate your understanding of the fundamentals of JavaScript, including a deep understanding of high-order functions.

The application process includes: an online application form, the completion of an online admissions challenge (JavaScript), successfully passing a technical interview (JavaScript) and the completion of Pre-Course materials.

ACADEMIC ACCOMODATIONS

Students who seek accommodations related to a disability should contact the Licensed Director of the New York campus. Galvanize aims to provide reasonable accommodations to disabled persons who wish to participate in our educational programs.

PAYMENT INFORMATION

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 an agent of Galvanize. After reviewing the Enrollment Agreement and agreeing to the terms, an accepted student shall sign the agreement, and the Agent shall countersign.

Tuition

Total tuition for the Data Science Immersive is $17,980.
Total tuition for the Hack Reactor Software Engineering Immersive is $17,980.

In order to enroll in any Galvanize program an accepted student must pay an upfront deposit of $2000, which includes a non-refundable registration fee of $100. The $2000 deposit is due at the time of signing the student enrollment agreement. The balance of tuition ($15,980) is due based on the Payment Option chosen by the Student in their Student Enrollment Agreement.

Payment Option	Deposit	Payment Schedule	Payment Method
Option 1 – upfront	$2000 due at the time of enrollment	Tuition remainder due week 1, day 1 of the Immersive	All payments can be made online, fee free, by card or ACH payment
Option 2 – Installment	$2000 due at the time of enrollment	½ tuition balance due week 1, day 1 of the Immersive; remaining tuition balance due week 7/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 the time of enrollment	Student who are eligible can finance their full tuition (not including the $2000 deposit) through our private lending partners: Skills Fund or Climb Credit.	Lending partners transfer funds to Galvanize directly.
Option 4 – Third party tuition funding (includes VA benefits, employer-sponsorship, other grants)	$2000 due at the time of enrollment	Additional information will be required for 3rd Party payment.	Payment arrangements must be made in full before the start of the Program. Students will be liable for all unpaid tuition

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 committed to helping individuals with the aptitude, drive and determination to pursue careers in technology. We provide numerous opportunities for financial support including lending partners, sponsorships, scholarships and veteran education benefits.

Alumni Tuition discount

Alumni (graduates in good standing) of any Hack Reactor or a Galvanize Immersive – and their immediate family members are eligible for a 10% tuition discount.

Early Bird Tuition discount – Data Science Immersive (All)

Students must apply to the Data Science Immersive (online or onsite) at least 1 month before the Program start date. Students are eligible for a 10% tuition discount.

SCHOLARSHIPS

The Galvanize Foundation, a 501(c)(3), exists to make opportunities in technology available to all those with aptitude, drive and determination, not just those who went to the "right school" and got the "right degree". We award scholarships to help pay for skills training needed to enter the technology workforce. Specifically, we award scholarships to admitted Galvanize students in immersive web development and data science courses. We award scholarships to underrepresented populations in technology. We also assess financial need, and value diverse life experience and educational backgrounds. Our goal is to make immersive tech training more financially accessible for all qualified students.

The Galvanize Scholarship Fund

Education should be accessible to everyone, and to honor that commitment Galvanize is offering two full scholarships per cohort. Eligibility is open to everyone accepted to a Galvanize Immersive.

The scholarship covers the full cost of tuition to the program for our Data Science Immersive or Hack Reactor Software Engineering Immersive**,** the Hack Reactor Remote Software Engineering Immersive or the Remote Data Science Immersive

POSTPONEMENT CLAUSE

The School may decide to postpone a program start date. Postponement of a starting date requires a written agreement signed by the student and the School. The agreement will set

forth whether the postponement is for the convenience of the school or student, the deadline for the new start date, beyond which the start date will not be postponed.

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

TRANSFER OF CREDIT

Galvanize course are not credit bearing. Galvanize does not accept hours or credits from other institutions through transfer of credit, challenge examinations or experiential learning.

Licensed private career schools offer curricula measured in clock hours, not credit hours. Certificates of completion, i.e. school diplomas, are issued to students who meet clock hour requirements. The granting of college credit to students who participated in and/or completed a program at a licensed private career school is solely at the discretion of the institution of higher education that the student may opt to subsequently attend.

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

FACULTY

The faculty at Galvanize is selected for their experience in the industries for which the programs aim to prepare students for employment. They are also selected for their teaching ability, as demonstrated by an example lecture presented to current instructional staff.

Instructor	Program	Degree	Institution/Experience
Trent Going	SEI	Bachelor of Engineering in Electrical and Computer Engineering	Duke University
Sean Reed	DSI	M.A. Economics B.S. Physics	New York University Fordham University
Joseph Martin	SEI	B.A Communication & Media Studies	University of CA - Berkeley
Christopher Barton	SEI	B.A. English	UT Austin, TX.

CANCELLATION, TERMINATION, AND WITHDRAWAL

Student's Right to Cancel

Quarters Refund policy: A student who cancels within 7 days of signing an enrollment agreement but before instruction begins receives all monies returned with the exception of the non-refundable registration fee of $100.00.

To cancel your enrollment prior to the start of class – email admissions@galvanize.com

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

If a student withdraws or is terminated from the program after or on the first day of classes and has completed 60% or less of the program, the student is entitled to a pro-rated refund of monies paid. If the student withdraws or is terminated from the program after completing more than 60% of the program, the student is not entitled to a refund. Pro-rated refunds are calculated based on the number of days in the program and the number of days a student attended prior to withdrawal or termination. The refund calculation is based on the official date of termination or withdrawal.

The failure of a student to immediately notify the school director in writing of the student's intent to withdraw may delay a refund of tuition to the student pursuant to section 5002(3) of the Education Law.

Withdrawal Procedures

1. A student who wishes to withdrawal from Galvanize on or after the commencement of classes should provide written notice by emailing the lead instructor and bursar@galvanize.com
2. Upon receiving a written request from the 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 Galvanize determines that the students is not returning or the day following the expected return date, whichever is earlier
3. Galvanize will administratively withdraw a student who misses seven (7) 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 day of attendance.

4. All refunds will be provided to the student within 30 days of termination of withdrawal.

Refunds due to Termination or Withdrawal

*Refund calculation based on $17980 paid in full

Prorated Refund Chart

If termination occurs	School may retain no more than:	Student refund (less non-refundable registration fee)
Prior to or during first week	0%	100%
During the second week	18%	82%
During the third week	26%	74%
During the fourth week	35%	65%
During the fifth week	43%	57%
During the sixth week	50%	50%
During the seventh week	60%	40%
After the seventh week	100%	0%

Student Tuition Liability Chart

If termination occurs	School may retain no more than:	Student refund (less non-refundable registration fee)
Prior to or during first week	$0	$17,980
During the second week	$3,236	$14,744
During the third week	$4,675	$13,305
During the fourth week	$6,293	$11,687
During the fifth week	$7,731	$10,248
During the sixth week	$8,990	$8,990
During the seventh week	$10,788	$7,192
After the seventh week	$17,980	$0

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.

LEAVE OF ABSENCE

Upon receiving a written request from a student, Galvanize may grant a leave of absence for a maximum of seven consecutive days for acceptable and unavoidable reasons. Requests must be made in writing to the Instructor before the beginning of the requested absence period (unless unforeseen circumstances prevent the student from doing so) and must include the reasons for

the request. The faculty team will evaluate the request, and the student will be notified of the outcome of the 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 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 last date of recorded attendance.

ATTENDANCE REQUIREMENTS

Data Science Immersive (All)

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 record attendance after class begins and after lunch. Absences are considered excused if the student has 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.

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 Program Director and Lead Instructor.

Hack Reactor Immersive (All)

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 container 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 Hack Reactor Software Engineering Immersive

Program, Hack Reactor Remote Software Engineering Immersive are allowed a maximum of nine (9) attendance points.

Students who are enrolled in our Hack Reactor Extended Software Engineering Immersive Program(s) 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.

SATISFACTORY PROGRESS, PROBATION, GRADING SYSTEM

Data Science Immersive (All)

Data Science students will have regular weekly written assessments to check for understanding on the materials and skills covered in that week. A student's technical performance will be assessed and reported by the instructor on a weekly basis. Completion of academic learning modules is at the discretion of instructors such that the student is deemed capable of satisfying graduation requirements.

Students must receive 30 points or higher, cumulative average of all assessment tests.

Score	Indicator
0-10	Little/no mastery; little/no attempt to answer
11-20	Failed attempt
21-30	Some progress but insufficient mastery
31-50	Sufficient mastery with room to learn/grow
51-100	Above/Beyond sufficient mastery

This grading system allows for clear recognition of a struggling student and abundant opportunity for a successful student to explore a new concept in data science.

Probation

Students who receive fewer than 30 points, cumulative average on assessments will be placed on academic probation and required to show improvement before the following written assessment. A member of the educational team will inform students who are underperforming of their progress. If a student on probation continues to perform below this minimum level after the written assessment could be administratively withdrawn from the program.

A student who is administratively withdrawn from the program due to unsatisfactory technical competency may reapply to a subsequent program after their original program has concluded.

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 advise 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.

2.) Career Services Requirements
Data Science Immersive focuses 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 the Data Science 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.

3.) Graduation Standards
Failure to satisfy Attendance, Technical, and Career Services requirements and/or deliver an approved Capstone project can result in dismissal from the program and an inability to graduate from the program. Students that 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.

Hack Reactor Programs (All)

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 dismissed. This is largely determined by an independent evaluation of the student's technical and soft skill capabilities. Dismissed 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 able to demonstrate a clear understanding of the foundational concepts required for admission.

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.

Hack Reactor Program Expectations (All)

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
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
9. 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.
10. 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.
11. 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.
12. Follow the Code of Conduct

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.

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 for no fewer than the minimum number of years required by law. 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 of the Immersive programs will receive a certificate of completion. Graduates may request a copy of their certificate of completion by contacting the Regulatory Team at: ny.regulatory@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 makes no guarantee, expressed or implied, of future employment. While Galvanize does not guarantee any job, credential, salary, or bonus for any graduate of our 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 Developers, Programmers, and Testers and/or 15-2050 Data Scientists. 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 enrollment team for more details at: info@galvanize.com

Housing

Galvanize does not offer assistance in finding housing. Galvanize does not assist and has no responsibility to find or assist a student in finding housing.

CODE OF CONDUCT

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

1. In order to foster a challenging and safe academic environment, students must:
2. Maintain professional relationships with fellow classmates, colleagues, instructors, community members, etc.
3. Show respect to others, themselves, and to the larger Galvanize community.
4. Be able to process constructive criticism and understand that this feedback is key to their overall learning experience.
5. Understand the impact of their behavior both upon the program and the entire Galvanize community.
6. Be courteous and responsive in dealing with others.
7. Freely accept the responsibility for and consequences of their conduct.
8. 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:

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

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

Policy Against 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.

If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact Galvanize faculty or staff immediately. Galvanize faculty and staff will help students contact security or local law enforcement, provide escorts, or otherwise assist those experiencing harassment to feel safe.

Discipline

In general, the first violation of the Code of Conduct, Program Expectations or the Policy against Harassment 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.

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 by emailing: regulatory@galvanize.com

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.

External Grievance Procedure

Any person who believes he or she has been aggrieved by a violation of the New York Education Law has the right to file a written complaint with the New York State BPPS within two years of the alleged violation or within one year of receiving notification from a guarantee agency that the student has defaulted on a student loan payment. No complaint may be filed after 3 years from the date of the alleged violation. Students should make every effort to use the internal grievance procedure before filing a complaint with the BPSS.

Complaints which cannot be resolved by direct negotiation between the student and the school shall be directed to New York Bureau of Proprietary School Supervision:

New York Bureau of Proprietary School Supervision New York State Education Department
116 West 32nd Street, 5th Floor
New York NY 10001
212-643-4760
bpss@nysed.gov

Complaints may also be submitted by filling out and submitting the complaint form available at: http://www.access.nysed.gov/common/access/files/bpss/ComplaintForm.pdf

In some circumstances, students may be eligible to claim a refund from the tuition Reimbursement Fund established by the New York Bureau of Proprietary School Supervision. If a school closes while you are in attendance and prior to the completion of your educational program or you drop out of school prior to completion and file a complaint against the school with the BPSS and the BPSS determines your complaint is valid, you may be eligible to receive a tuition refund. To file a claim with the Tuition Reimbursement Fund, you must first file a complaint with the BPSS at the address above. The BPSS will assist you in the preparation of a tuition reimbursement form.

CAMPUS LOCATIONS
Galvanize has nine campuses located throughout the United States

Arizona – 515 E Grant Street Phoenix AZ 85004
California – 44 Tehama Street San Francisco CA 940105
California - 6060 Center Drive #950 Los Angeles CA 90045
Colorado – 1023 Walnut Street Boulder CO 80302
Colorado – 1644 Platte Street Denver CO 80202
New York – 109 Nassau Street, 4th Floor New York NY 10038
Texas – 119 Nueces Street Austin TX 78701
Washington – 111 South Jackson Street Seattle WA 98104

The Galvanize Administrative Office is located at 1644 Platte Street, Denver, Colorado, 80202. The front desk can be reached at (303) 749-0110.

The normal hours of operation for the Galvanize – New York location is:

- Monday through Friday from 9am to 8pm.
- Saturday from 9am to 5:30pm.

New York Facility Descriptions

The Galvanize space is handicap accessible via an elevator, however the facility does not meet ADA compliance. The space is located on the Fourth floor with administrative staff, classrooms, meeting rooms and computer labs. The floor has a kitchen area, with coffee brewing stations, dishes and cutlery, a refrigerator for food and drink storage and tables for individuals to sit and eat.

EQUIPMENT REQUIREMENTS

Galvanize Data Science (All)

Galvanize requires all Data Science Immersive students to provide themselves with a Mac or Ubuntu Linux machine with 4Gs 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.

Hack Reactor Software Engineering Immersive (All)

Hack Reactor Software Engineering Immersives use a custom learning management plateform called Learn2, which was developed and maintained in-house. If students has technical issues,

they should inform Galvanize staff and the team will assist in resolving. Having our platform managed internally allows us to handle issues quickly and 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 provided at no cost to the student.

Slack and email are the best means of communication to Galvanize 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 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 Program. If a technical issue affects your learning ability in the program staff will discuss alternatives with you. Additionally, remote 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 robust 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.

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 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 are liable for any claim, damages, or other liability.

PROPRIETARY MATERIALS

Materials provided or furnished electronically or otherwise, by Galvanize during the course of or in furtherance of student 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.

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.

INFORMATION FOR STUDENTS - STUDENT RIGHTS

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

What is the purpose of this pamphlet?

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

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

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

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

Who can file a complaint?

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

What can a student or employee complain about?

You may make complaints about the conduct of the school, advertising, standards and methods

of instruction, equipment, facilities, qualifications of teaching and management personnel, enrollment agreement, methods of collecting tuition and other charges, school license or registration, school and student records, and private school agents.

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

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

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

1. Write to the New York State Education Department at 116 West 32nd Street, 5th Floor, New York, New York 10001, or telephone the Department at (212) 643-4760, requesting an interview for the purpose of filing a written complaint. Bring all relevant documents with you to the interview, including an enrollment agreement, financial aid application, transcripts, etc. An investigator from the Department will meet with you and go through your complaint in detail.

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

3. The investigator will attempt to resolve the complaint as quickly as possible and may contact you in the future with follow-up questions. You should provide all information requested as quickly as possible; delay may affect the investigation of your complaint. When appropriate, the investigator will try to negotiate with the school informally. If the Department determines that violations of law have been committed and the school fails to take satisfactory and appropriate action, then the Department may proceed with formal disciplinary charges.

What is the Tuition Reimbursement Fund?

The Tuition Reimbursement Fund is designed to protect the financial interest of students attending non-degree proprietary schools. If a school closes while you are in attendance, prior to the completion of your educational program, then you may be eligible for a refund of all tuition expenses which you have paid. If you drop out of school prior to completion and you file

a complaint against the school with the State Education Department, you may be eligible to receive a tuition refund if the State Education Department is able to provide factual support that your complaint is valid and to determine that there was a violation of Education Law or the Commissioner's Regulations as specified in Section 126.17 of the Commissioner's Regulations. To file a claim to the Tuition Reimbursement Fund, you must first file a complaint with the State Education Department at the address included in this pamphlet. The staff of the State Education Department will assist you in the preparation of a tuition reimbursement form (a sample of this form should have been provided to you upon enrollment).

What is the tuition refund and cancellation policy?

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

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

What should students know about "private school agents?"

Private School Agents are employed by schools for the purpose of recruiting or enrolling students in the school; they are not school counselors. Private school agents cannot require a student to pay a placement or referral fee. Each school agent must be licensed by the New York State Education Department, must have an Agent identification card and must be a salaried employee of the school. School agents who cannot show an Agent Identification Card are breaking the law if they try to interest students in enrolling in a particular school or group of schools. The name(s) of the agent(s) who enrolled a student must appear on that student's enrollment agreement.

Therefore, you should write down the name of the agent who talked to you. Each student will be required to confirm the name(s) of the agent(s) when signing the enrollment agreement. A full refund shall be made to any student recruited by an unlicensed private school agent or even by a licensed agent if there is evidence that the agent made fraudulent or improper claims. To find out if you are eligible to receive a refund, you must follow the complaint procedures included in this page.

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

A grant is awarded to a student based on income eligibility, and it does not need to be repaid (for example, New York State Tuition Assistance Program (TAP) grants or Pell grants provided by the federal government).

Guaranteed student loans are low interest loans provided under the Federal Guaranteed Student Loan Program. The decision to apply for such a loan is yours-- the school cannot require that you apply for a loan. You should understand that if you pay school tuition with money loaned to you from a lender you are responsible for repaying the loan in full, with interest, in accordance with the terms of the loan agreement. A failure to repay the loan can hurt your credit rating and result in legal action against you. Even if you fail to complete your educational program, you are still responsible for repaying all of the money loaned to you.

It is your right to select a lender for a guaranteed student loan. The school cannot require you to apply to a particular lender or lending institution. However, the school can recommend a lender, but if it does, the school must also provide you with a statement about your right and ability to obtain a loan from another lender and the interest charged on these loans.

Read and understand all the information and applications for financial aid grants and loans before signing.

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

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

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

OCCUPATIONAL DATA SURVEY (OEDS) 2016-2017

Section 1.2 Curriculum Admissions, Enrollment and Graduates: Data Science Immersive

	Diploma			ATB			All
	Full-time	Part-time	Total	Full-time	Part-time	Total	Total
Part 1 Admissions Applications, and Denials July 1,2016 through June 30, 2017							
Total Applications	87	-	87	-	-	-	87
Applications Accepted	8	-	8	-	-	-	8
Applications Denied	79	-	79	-	-	-	79
Part 2 Current year Enrollment July 1, 2016 through June 30, 2017							
New Enrollment	4	-	-	-	-	-	4
Stillenrolled/continuing from previous year	-	-	-	-	-	-	-
TotalStudentsinprogram	-	-	-	-	-	-	-
Part 3 Status of 2015 -2016 Enrollment as of June 30, 2017							
Stillenrolled/continuing into next period	8	-	8	-	-	-	8
Noncompleters	-	-	-	-	-	-	-
Graduates	-	-	-	-	-	-	-

Part 4 Graduate Follow-Up		**Diploma**	**ATB**	**All**
Employed In:	Related Field	-	-	-
	Slightly Related Field	-	-	-
	Unrelated Field	-	-	-
	Military	-	-	-
Seeking employment		-	-	-
Pursuing additional education		-	-	-
Other, unavailable for employment		-	-	-
Status unknown		-	-	-
Total Graduates July1,2016-June30,2017		-	-	-

Section 3: Financial Assistance

	Number of Students		
Federal/State Financial Assistance Program	Full-time	Part-time	Total
TAP (Tuition Assistance Program)	-	-	-
GSL (Guaranteed Student Loan)	-	-	-
PELL (Basic Education Opportunity Grant)	-	-	-
SEOG (Special Education Opportunity Grant)	-	-	-
ACCES VR (Adult Career and Continuing Education Services Vocational Rehabilitation)	-	-	-
WIA (Workforce Investment Act)	-	-	-
Other Federal/ State Subsidies	-	-	-
Private Student Loans (Identify by Name of Lender)			
Lender #1: Climb Credit	1	-	1
Lender #2: Skills Fund	2	-	2
Lender #3: N/A	-	-	-
Unduplicated Count of students receiving financial assistance	3	-	3

OCCUPATIONAL DATA SURVEY (OEDS) 2017-2018

Section 1.2 Curriculum Admissions, Enrollment and Graduates: Data Science Immersive (420 hours)

		Diploma			ATB			All
		Full-time	Part-time	Total	Full-time	Part-time	Total	Total
Part 1 Admissions Applications, and Denials July 1,2017 through June 30, 2018								
Total Applications		173	-	173	-	-	-	173
Applications Accepted		45	-	45	-	-	-	45
Applications Denied		128	-	128	-	-	-	128
Part 2 Current year Enrollment July 1, 2017 through June 30, 2018								
New Enrollment		36	-	36	-	-	-	36
Still enrolled/continuing from previous year		8	-	8	-	-	-	8
Total Students in program		44	-	44	-	-	-	44
Part 3 Status of 2017 -2018 Enrollment as of June 30, 2018								
Still enrolled/continuing into next period		20	-	20	-	-	-	20
Noncompleters		9	-	9	-	-	-	9
Graduates		15	-	15	-	-	-	15
Part 4 Graduate Follow-Up		**Diploma**	**ATB**	**All**				
Employed In:	Related Field	3	-	3				
	Slightly Related Field	-	-	-				
	Unrelated Field	-	-	-				
	Military	-	-	-				
Seeking employment		8	-	8				
Pursuing additional education		-	-	-				
Other, unavailable for employment		-	-	-				
Status unknown		4	-	4				
Total Graduates July 1, 2017-June 30, 2018		15	-	15				

Section 3: Financial Assistance

	Number of Students		
Federal/State Financial Assistance Program	Full-time	Part-time	Total
TAP (Tuition Assistance Program)	-	-	-
GSL (Guaranteed Student Loan)	-	-	-
PELL (Basic Education Opportunity Grant)	-	-	-
SEOG (Special Education Opportunity Grant)	-	-	-
ACCES VR (Adult Career and Continuing Education Services Vocational Rehabilitation)	-	-	-
WIA (Workforce Investment Act)	-	-	-
Other Federal/ State Subsidies	-	-	-
Private Student Loans (Identify by Name of Lender)			
Lender #1: Climb Credit	6	-	6
Lender #2: Skills Fund	6	-	6
Lender #3: N/A	-	-	-
Unduplicated Count of students receiving financial assistance	12	-	12

COURSE DESCRIPTIONS

Algorithms
Students will learn a process for writing solutions to complex computational problems. A tool for visualizing chess board positions will support students in exploring the classic 'N-Queens' algorithms problem.

Authentication
Students will learn the basics of web security and user authentication by implementing a secure login system in a web application.

Browser apps, jQuery, and AJAX
Students will learn about HTTP, RPCs, REST, and the other mechanisms of how internet traffic is transmitted and digested. Using jQuery, students will practice getting data from a server without a page refresh by building an application that interfaces with the Parse API as a backend.

Career Week
During this week, students will learn how to search for and apply to software engineering jobs. Students will learn about the entire job-search process from cover letters and phone screens to salary negotiations and offer letter reviews, all the while finalizing their professional portfolio, practicing their interviewing skills and brushing up on fundamental computer science and problem-solving concepts most likely to be found in modern software engineering job interviews. During the latter part of the week, students will begin applying to their very first software engineering positions with the support of their fellow cohort mates, and guidance from their instructional staff.

Databases
Students will store data persistently using the languages provided by database packages, including both traditional relational models (e.g. SQL) and more recent non-relational technologies (known commonly as “NoSQL”). Students will also learn to build their own ORM, a technique for shortening the gap between in-memory programs and the Database interface.

Data Modeling and Classes
By implementing basic data structures like stacks and queues, students will 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. Students will also dive into standard code sharing patterns, including object-oriented classes and mixins, and 4 different class instantiation patterns available in JavaScript.

Data Structures and Complexity Analysis
Students will dive into advanced data structures by learning to build and implement hash tables, graphs, trees and linked lists while leveraging Big O Notation to assess and describe the computational complexity of the methods associated with each of these data structures. Students will complete this module understanding advanced data structures and be equipped to select the right data structure for solving a problem with a deep understanding of how to assess time complexity tradeoffs.

DSI 101 – Software Engineering & Exploratory Data Analysis
Software Engineering & Exploratory Data Analysis introduces students to development workflow, pair programming, and data science tools including python, SQL, pandas, matplotlib.

DSI 102 – Statistics and Probability
Statistics and Probability helps student review probability, and introduces them to Bootstrapping, Central Limit Theorem, hypothesis testing and Bayesian Statistics.

DSI 103 – Regression
Regression involves review of linear algebra and introduces cross validation, shrinkage methods, and classification.

DSI 104 – Supervised Learning
Supervised Learning offers students the opportunity to review and strengthen skills from DSI 101, DSI 102, and DSI 103, and build upon them by introducing the most popular and widely used Data Science techniques: Decision Trees, k-th Nearest Neighbor, Bagging, Random Forests, Support vector Machines, and Boosting. The week culminates in an open-ended case study.

DSI 105 – Natural Language Processing
Natural Language Processing introduces students to web-scraping with MongoDB and clustering, Text Classification with NLTK, scikit-learn, and TF-IDF.

DSI 106 – Unsupervised Learning
Unsupervised Learning introduces students to the most popular and widely used unsupervised techniques in Data Science: k-means clustering, hierarchical clustering, principal components analysis (PCA), non-negative matrix factorization (NMF), and basic recommender techniques such as collaborative filtering.

DSI 107 – Data Engineering
Data Engineering will introduce students to working with Big Data and concepts efficient computing. These include: Amazon Web Services (AWS), MapReduce, Spark, and parallel processing.

DSI 108 – Case Studies
Subject Description: Case Studies will introduce special studies in data visualization, building of web applications, and culminate the entire portion of structured curriculum in an end-to-end case study on fraud detection.

DSI 109- Capstone Projects
In Capstone Projects/Interview prep, students focus on building their cumulative projects, practice presenting their projects, participate in Hiring day, prepare for interviews, and practice. Instructors approve project proposals prior to student construction, to ensure that the project displays a cumulation of skills acquired in the program and that the project is appropriate for the job market.

DSI 110- Interview Preparation
In Interview prep week, students focus reviewing all the aforementioned curriculum, prepare for interviews, and do practice interviews.

ES6, APIs, and React
Students dive into the largest codebase yet, building a video player using the popular React library and features in the latest major version of JavaScript: ECMAScript 6. Students will learn how to think about web apps as components and gain more exposure sending AJAX requests to REST APIs by populating their applications with real data from YouTube.

Front-End Capstone (FEC)
Students will be formed into working groups and spend two weeks developing features on a complex web application designed using a micro-service architecture. Students will emulate the day-to-day work of a software engineering and learn about project management, group dynamics and collaboration, product design, software architecture design, server-side rendering and production-level systems. Students will complete this project with a thorough understanding of how front-end engineering teams work together to build complex web applications.

Full Stack Hackathon
Students will participate in a structured, group hackathon to learn the ropes of working in teams to build full-stack JavaScript web applications from scratch using technologies they've learned throughout the course.

Full Stack Overview
Students will revisit all of the technologies and concepts they've learned thus far in the course and put it all together in the form of a full-stack JavaScript web application. Students will learn how to holistically design and craft a full-stack application using the design patterns, frameworks, libraries and tools they've seen up to this point.

Inheritance Patterns
Students will learn about class inheritance and how to implement subclassing for each of the four instantiation patterns covered earlier in the course. Students will do so by writing a graphical, in-browser application that makes use of various object-oriented code sharing patterns.

Mini Apps I
Students will practice the rapid development of miniature web applications to perfect the skill of connecting together the front-end and back-end, all while learning to adapt to the time constraints commonly found during software engineering job interview processes.

Mini Apps II
Students will practice the rapid development of miniature web applications to perfect the skill of connecting together the front-end and back-end, all while learning to adapt to the time constraints commonly found during software engineering job interview processes. Mini Apps II contains a more condensed and advanced set of challenges.

Minimum Viable Product (MVP) – Project
Students will build their final project of the course by following the MVP mindset – Minimum Viable Product. Ambitious time constraints will be placed upon students to build fully functional software that meets specifications that they design. Students will apply the experiences they had from previous projects to set and meet goals, following project management standards and sound software architecture design principles.

Orientation & Precourse Review
Students will get acquainted with their fellow cohort mates and learn the structure and rules of the Hack Reactor Software Engineering Immersive at Galvanize while reviewing the Pre-Course curriculum at lightning speed. Students will revisit scopes, closures, and the keyword "this" modules.

Professional Resume
Students will learn how to write a professional resume and best present their skills and projects. By the end of this module, students will have completed the first draft of their software engineering resume that they will continue to refine with feedback from instructional staff each week until completing the course.

React with Redux
Students will refactor their previous module to implement Redux, a popular state management library, often coupled with React in larger, more complex applications. Students will gain comfortability with refactoring a codebase to use a technology that helps reduce complexity and technical debt.

REST & CRUD
Students will gain a deeper understanding of the design patterns used in server-side code by implementing an API that complies with REST principles. For the first time, students will write front-end and back-end code, learning to plug together all the usual facets of modern web applications.

Servers and Node
Students will build a custom backend in Node.js to replace the Parse API from the codebase used in a previous module. Students will learn the ropes of Node.js, routing, and how to debug server-side code effectively.

System Design Capstone (SDC)
Students will be formed into working groups and be tasked with taking a front-end project to full back-end functionality and scale. Through learning about the principles of large-scale systems design, students will explore how engineering teams prepare and launch software at scale to millions of users. By deploying stress testing, students will tweak and optimize their web applications at every identifiable bottleneck (from user page load to database query) to create high-performing software while replicating the processes of a production-grade engineering organization. Students will complete this project feeling prepared to participate and contribute to a real, world-class engineering team.

Technical Assessment
Students will undergo a day-long coding challenge that tests the skills and knowledge that they were expected to master during the first half of the course. This assessment contributes as a significant portion of the Summary Evaluation, which means failure to perform sufficiently on the Technical Assessment could result in a student being unable to proceed with the remainder of the course.

ACADEMIC CALENDAR

Galvanize observes the following Holidays:
New Year's Day – January 1, 2020
MLK Day – January 20, 2020
President's Day – February 17, 2020
Memorial Day – May 25, 2020
Independence Day – July 3, 2020
Labor Day – September 7, 2020
Thanksgiving – November 26 and November 27, 2020
Christmas – December 24 and December 25, 2020
New Year's Eve – December 31, 2020

Program Name	Start Date	End Date	New York	
			NYC-Onsite	Remote
Galvanize Data Science Immersive	Dec. 2, 2019	Mar. 6, 2020	✓	✓
	Mar. 16, 2020	Jun. 12, 2020	✓	✓
	Jun. 29, 2020	Sept. 25, 2020	✓	✓
	Oct. 5, 2020	Jan. 15, 2021	✓	✓
Hack Reactor Software Engineering Immersive;	Dec. 9, 2019	Mar.13, 2020	✓	✓
	Feb. 3, 2020	May 1, 2020	✓	✓
	Mar. 23, 2020	June 19, 2020	✓	✓
	May 11, 2020	Aug. 7, 2020	✓	✓
	June 29, 2020	Sept. 25, 2020	✓	✓
	Aug. 17, 2020	Nov. 13, 2020	✓	✓
	Oct. 5, 2020	Jan. 15, 2021	✓	✓
	Nov. 16, 2020	Feb. 26, 2021	✓	✓