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CATALOG

ARIZONA

Version 2022.1
Effective January 1, 2022 – December 31, 2022
Updated October 27, 2021

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Catalog Revisions

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/regulatory-information. A copy of the current Catalog can be requested by sending an email to regulatory@galvanize.com. Such changes will not negatively affect enrolled students.

Location of Classes

Online programs are conducted via live, in-person video conferencing scheduled during Pacific Standard Time.

Ownership

K12 Management Inc., a wholly owned subsidiary of Stride, Inc. is the sole shareholder of Galvanize, Inc. Galvanize headquarters is located at 1644 Platte Street, Denver, CO 80202. Stride, Inc. is located at 2300 Corporate Park Dr, Herndon, VA 20171. Galvanize's CEO is Ricky Hamilton.

The Campus Director of Galvanize, Phoenix is Mimi Fiorillo.

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.

Note to Prospective Students

As a prospective student, you are encouraged to review this catalog prior to signing an enrollment agreement.

Questions and Complaints

This school is licensed by the Arizona State Board for Private Postsecondary Education. In accordance with State law, if a complaint cannot be resolved after exhausting the institution's' grievance procedures, the student may file a written complaint with the Arizona State Board for Private Postsecondary Education. A complaint must be filed within three years of the student's last date of attendance.

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Arizona State Board for Private Postsecondary Education
1740 W Adams Street, Suite 3008 Phoenix AZ 85007
Phone: (602) 542-5709
Web: https://ppse.az.gov/

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INTRODUCTION TO GALVANIZE
Galvanize Mission

Galvanize offers a re-imagination of professional and technical education. Our mission is to enable the next generation of developers to gain access to practical, real-world skills that provide pathways into industry. Programs at Galvanize include the theoretical understanding of computer science 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, joining two of the strongest providers of immersive technology programs in their markets. With complementary operations Galvanize and Hack Reactor offer a diverse set of curricula 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 your 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

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PROGRAMS OFFERED

Hack Reactor Software Engineering Online Immersive

12 Weeks of programming delivered over 13 Weeks full-time, online program
Total Lecture: 49.5 hours, Total Lab: 526.5 hours
Total Contact Hours: 576 hours

Program Description

Hack Reactor Software Engineering Online (aka 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 a video conference platform. 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.

Class Schedule

Our online program is delivered in a live-online format where students are expected to be in the online classroom during all designated course hours. 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 projects, review lessons, and take a short break before entering the second half of the program. Students take a 1-hour study hall/lunch break from 12:30pm to 1:30pm daily, a dinner break from 5:30pm to 6:30pm and may take brief breaks throughout the day as needed. Students should communicate breaks with campus staff as extended breaks may count toward their total number of attendance points. 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.

Total Program Charges:
Total Tuition: $17,980.00
- Upfront Deposit: $100 (due upon execution of enrollment agreement)
  - **Includes** a nonrefundable registration fee of $100.00
- Tuition Balance: $17,880.00 (payment schedule selected in enrollment agreement)

Additional Fees: [California Programs & Residents Only]
- Nonrefundable Student Tuition Recovery Fee: $9.00**

** *Additional information provided in the Course Catalog*

Hack Reactor Software Engineering Online Immersive - Part Time

36 Week duration, Part time, online program
Total Lecture: 49.5 hours, Total Lab: 526.5 hours
Total Contact Hours: 576 hours

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Program Description
Hack Reactor Software Engineering Remote Immersive – Part Time (aka Remote Part Time, "RPT") delivers the same curriculum as our Hack Reactor Software Engineering Immersive over 38 weeks consisting of 36 weeks of instruction and 2 "solo" weeks when students get additional time for additional study or to work on projects with team support. RPT 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 the same as provided by the Full Time Remote Program.

Class schedule
Our online program is delivered in a live-online format where students are expected to be in the online classroom during all designated course hours. Students attend class two evenings per week and for 5 hours on the weekend. In addition to scheduled class time where students attend lectures, work on solo, pair and group exercises, students are also required to complete an additional 9 hours of supported learning consisting of independent study and paired collaboration during the week.

Total Program Charges:
Total Tuition: $17,980.00
- Upfront Deposit: $100 (due upon execution of enrollment agreement)
  - **Includes** a nonrefundable registration fee of $100.00
- Tuition Balance: $17,880.00 (payment schedule selected in enrollment agreement)

Additional Fees: [California Programs & Residents Only]
- Nonrefundable Student Tuition Recovery Fee: $9.00**

** *Additional information provided in the Course Catalog*

Graduation Requirements
In order to qualify for graduation and successfully complete the Software Engineering Immersive, students should meet the attendance requirements, meet the minimum technical competencies, meet the minimum soft skills competencies, and participate in the Career Services program.

- **Attendance:** Students must meet attendance requirements as outlined in the attendance policy.
- **Technical Competency:** Students must demonstrate minimum technical competency necessary for securing employment in a software engineering role as determined by the program's 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, and conducting mock interviews and phone screens with Galvanize staff.
- **Delivery of Project Work:** In order to graduate, a student must successfully complete all minimum project requirements as approved by their Campus Staff.

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Students are also required to fulfill all financial obligations prior to graduating.

Program Outline
Hack Reactor Software Engineering Online Immersive
Hack Reactor Software Engineering Online Immersive - Part Time

Course Title	Lecture Hours	Lab Hours	Total Hours
Orientation and Pre-course Review	5	12	17
Data Modeling and Classes	6	11	17
Data Structures 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, and React	2	15	17
Advanced React Concepts	2	15	17
Servers and Node	3	12.5	15.5
REST & CRUD	3	14	17
Databases	2	15	17
Authentication	1.5	14	15.5
Full-Stack Overview	0	15.5	15.5
Mini Apps I	0	34	34
Technical Assessment	0	8.5	8.5
Front-End Capstone (FEC)	6	77.5	83.5
System Design Capstone (SDC)	4	77.5	81.5
Professional Resume	1	7	8
Minimum Viable Product (MVP) - Project	0.5	23.5	24
Blue Ocean	3	77.5	80.5
Career Week / Hiring Sprint	2.5	40	42.5
Total	**49.5**	**526.5**	**576**

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FACULTY

The faculty at Galvanize are 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.

ADMISSIONS REQUIREMENTS & ENROLLMENT PROCEDURES

Each of Galvanize's immersive programs requires an application, and all candidates are interviewed before an enrollment decision is made. Galvanize welcomes qualified students and employees of any race, color, national or ethnic origin, sex, age, disability, religion, sexual orientation and gender identity. 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.

Galvanize students must be at least 18 years of age.

Students must enroll in an entire Galvanize program, and no credits from any other institutions will transfer to satisfy successful completion of any part of our programs. Galvanize does not award credit for experiential learning towards completion of course requirements and has not entered into any transfer agreement with any other college, university, or school.

Galvanize does not allow late enrollment in an Immersive. A late enrollment is defined as an enrollment after the commencement of the first day of class.

For enrollment of those eligible to receive benefits under Title 38 and Title 10, USC., students will need to supply all college transcripts upon enrollment.

International Students/Visa Requirements

While Galvanize accepts international students, Galvanize does not assist with visa requirements, including but not limited to: visa reporting requirements (SEVIS) or any charges associated with applying for or retaining a visa.

Language of Instruction

Galvanize does not offer English as a Second Language (ESL) instruction.

Our programs of study, textbooks, materials and all means of communication are delivered in English, and students are expected to be able to communicate proficiently in English or may be dismissed from the Galvanize educational program. Proficiency in this context is defined as being able to comprehensively read, write, speak and understand English in a variety of technical and non-technical contexts, to achieve a shared comprehension of program materials and objectives. It is essential to the

structure of Galvanize programs that students are able to *clearly* and *meaningfully* communicate with each other and their instructors both in writing and verbally. Applicants who do not demonstrate the required levels of proficiency may be required to provide the following acceptable documentation.

Acceptable documentation of proficiency is:

1. English Language Tests:
    a. TOFEL iBT Score of 80 or more
    b. Duolingo score of 105 or more
1. Coursework Completion (must provide transcripts or proof of completion):
    a. Graduate from a High School in the US with English Language coursework
    b. Graduate from a US accredited High School outside the US
    c. A certificate, associate, bachelor's, master's or doctoral degree from an accredited, state licensed, or ministry of education approved college or university within the past two years from an institution whose language of instruction is English

Other forms of documentation may be accepted and will be reviewed on an individual basis, please email regulatory@galvanize.com with inquiries.

Hack Reactor Software Engineering Immersive (All)
Galvanize offers several onsite and online programs in Software Engineering. The admissions requirements include completing an online application and passing a series of non-technical skills assessments testing general aptitude, typing and computer literacy.

Applicants must also demonstrate mastery of JavaScript fundamentals in a structured Technical Admissions Assessment to be accepted to the program and must pass a final Assessment after completing 60-120 hours of asynchronous, structured Pre-Course work.

DEFERMENT POLICY
Admitted students seeking to defer to a later start date before the commencement of class must submit a written request to their Enrollment Officer at least three (3) weeks prior to the scheduled program start date. Pre-start date deferment is contingent upon availability in the desired program. On or after the start date, student must follow the withdrawal and readmission policies if they wish to be admitted to a future start date.

READMISSIONS
Students who separate from a Galvanize immersive program that wish to reapply must satisfy all admissions requirements, which may include passing a technical assessment, completing precourse requirements or otherwise recertifying admissions eligibility. Students dismissed for failing to meet Satisfactory Progress requirements are ineligible for readmission for one year after their dismissal date

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Returning students are subject to the admissions requirements, tuition, fees, and program requirements in place at the time of their readmission. Readmission is not guaranteed and previous technical performance or progress, accountability, conduct and program-fit may be considered. Pending review, Galvanize may request additional documentation, apply stipulations, or require completion of remedial requirements for readmission.

ACADEMIC ACCOMODATIONS

Galvanize provides reasonable accommodations to qualified students to ensure equal access to educational opportunities. Accommodations are determined to be reasonable if they do not fundamentally alter the educational program or academic requirements that are essential to a program of study. A fundamental alteration is a modification that is so significant that it alters the essential nature of the goods, services, facilities, privileges, advantages, or accommodations offered. Reasonable accommodations may be granted in circumstances as listed below.

Disability Accommodations

Galvanize is committed to providing students with disabilities equal access and participation in our programs as specified under applicable federal law. Consistent with Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act (ADA), a disability is any physical, learning, medical, emotional, mental health condition that limits a "major life activity" such as walking, hearing, seeing, speaking, breathing, or learning. We understand that disabilities can be visible or non-visible.

Students who seek accommodations related to a disability should contact the Accommodations Team at accommodations@galvanize.com. Students requesting disability accommodations engage in a collaborative process with staff that includes disclosing the disability(ies) and providing appropriate documentation when necessary. Detailed information regarding the process for requesting an Academic Accommodation can be found at galvanize.com/regulatory-information.

Religious Accommodations

Galvanize will make good faith efforts to provide reasonable religious accommodations to students who have sincerely held religious practices or beliefs that conflict with a scheduled course/program requirement. Students requesting a religious accommodation should make the request, in writing, directly to the Galvanize Regulatory Team at accommodations@galvanize.com with as much advance notice as possible. Being absent from class or other educational responsibilities does not excuse students from keeping up with any information shared or expectations set during the missed class. Students are responsible for obtaining materials and information provided during any class missed. The student shall work with their instruction team to determine a schedule for making up missed work.

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 a member of the Galvanize Enrollment Team. After reviewing the Enrollment Agreement and agreeing to the terms, an accepted student shall sign the agreement, and Galvanize will countersign.

Payment Terms

Payment Option	Deposit	Payment Schedule	Payment method
Option 1 - Upfront	$100 due at time of signing enrollment agreement. ($100 Non-refundable Registration Fee)	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	$100 due at time of signing enrollment agreement. ($100 Non-refundable Registration Fee)	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	$100 due at time of signing enrollment agreement. ($100 Non-refundable Registration Fee)	Students who are eligible can finance full tuition through Galvanize's private lending partners, SkillsFund and Climb Credit	Lending partner disburse funds to Galvanize directly. For students electing to finance partial tuition, the tuition remainder will be due at week 7, day 1.

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. There is a $100 registration fee included with the deposit. This fee will only be refunded to a student that cancels their enrollment within 72 hours of signing their enrollment agreement.

Upfront / Direct Payment
Galvanize accepts the below methods of direct payment.
- ACH Bank Transfer
- Credit Card
- Check / Wire Transfer

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. Galvanize does not provide 1098-T tax documents and students should seek the advice of a tax professional where necessary.

VA Educational Benefits
Galvanize is eligible to receive Veteran's education benefits in select markets. Please contact vabenefits@galvanize.com with any questions or check out our Veteran's Training section for further information.

Other Third-Party Payment
Galvanize partners with several state workforce agencies and may be eligible to receive funding from your sponsor agency. Please have your agency contact reach out to us at regulatory@galvanize.com.

Scholarship Partnerships
The Galvanize Foundation, a 501(c)(3), partners with third parties and may not be available in every state. The Galvanize Foundation 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 immersive programs.

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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.

VETERANS TRAINING

For eligible individuals, we accept US Veterans with Vocational Rehabilitation benefits, commonly known as Chapter 31. Galvanize does not determine eligibility for this entitlement and complies with all regulations regarding this VA program. For more information, including VA disclosures, visit www.va.gov.

Additionally, certain programs of study at Galvanize select campus locations are approved by the appropriate state approving agency for enrollment of those eligible to receive benefits under Title 38 and Title 10, USC.

Galvanize Boulder & Denver - Colorado Office of Veterans Education and Training
Galvanize Austin - Texas Veterans Commission
Galvanize Seattle - Workforce Training and Education Coordinating Board's state approving agency (WTECB/SAA)

Galvanize does not use erroneous, deceptive, or misleading enrollment and advertising practices to recruit student Veterans.

Galvanize, as a subsidiary of Stride, Inc., is of sound financial capability to ensure it will fulfill its training commitment. Please reference Stride, Inc.'s Annual Reports for additional financial information.

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

Active Duty/Reservist whom are called to duty, may be considered for a leave of absence if he/she is required to leave the immediate area. If the period of time needed exceeds that which is allowed in the leave of absence policy, and the future professional must withdraw due to their service agreement, the re-enrolment fee shall be waived providing the future professional returns within 30 days following the end of his/her service agreement.

In compliance with VA's 85/15 Rule, Galvanize will limit student enrollment to 85% veteran enrollment per cohort. In the event that a veteran wishes to enroll in a class that has already reached the 85% cap, he or she may do that but will not be eligible for VA funding. Chapter 35 and 31 students may still enroll even if the 85% has been realized.

The evaluation of previous postsecondary education and training is mandatory and required for VA beneficiaries. For students utilizing Veterans benefits who are approved for transfer credit as a result of this evaluation, the institution will grant appropriate credit, reduce the program length proportionately, notify the student and Veterans Affairs in writing of this decision, and adjust invoicing of the VA accordingly.

VA Pending Payment Policy

In accordance with Title 38 US Code 3679 subsection (e), Galvanize adopts the following additional provisions for any students using U.S. Department of Veterans Affairs (VA) Post 9/11 G.I. Bill® (Ch. 33) or Vocational Rehabilitation and Employment (Ch. 31) benefits, while payment to the institution is pending from the VA. GI Bill® is a registered trademark of the U.S. Department of Veterans Affairs (VA). More information about education benefits offered by VA is available at the official U.S. government Web site at https://www.benefits.va.gov/gibill.

This school will not:
• Prevent the student's enrollment;
• Assess a late penalty fee to;
• Require student secure alternative or additional funding;
• Deny their access to any resources (access to classes, libraries, or other institutional facilities) available to other students who have satisfied their tuition and fee bills to the Institution.

However, to qualify for this provision, such students may be required to:
• Produce the Certificate of Eligibility by the first day of class;
• Provide written request to be certified;
• Provide additional information needed to properly certify the enrollment as described in other institutional policies

Galvanize permits any Veterans Administration covered individuals to attend classes as long as the covered individual submits a certificate of eligibility. Galvanize does not charge Veterans Administration covered individuals any late fees due to any delayed payments from the Veterans Administration.

VA EDUCATIONAL BENEFITS - PRORATED REFUND POLICY

For students utilizing veteran's benefits through the Department of Veteran's Affairs to pay for tuition, the following additional refund conditions apply. Galvanize agrees that if a veteran student fails to enter the course, withdraws, or is discontinued at any time prior to completion of the course, the unused portion of paid tuition, fees, and other charges will be refunded or the debt for such tuition, fees, and other charges will be canceled on a prorated basis, as follows:

a. Registration fee: An established registration fee in an amount not to exceed $10 need not be subject to proration. Where the established registration fee is more than $10, the amount in

excess of $10 will be subject to proration.

b. Breakage fee: Galvanize does not collect a breakage fee

c. Consumable instructional supplies: Galvanize does not charge for consumable instructional supplies

d. Books, supplies and equipment: Galvanize does not charge for books, supplies and equipment.

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

f. Prompt refund: In the event that the veteran, spouse, surviving spouse or child fails to enter the course, or withdraws, or is discontinued there from at any time prior to completion of the course, the unused portion of the tuition, fees and other charges paid by the individual shall be refunded within 30 days after such a change in status.

Refund Table for Student(s) Utilizing VA Funding

Student entitled upon withdrawal/termination	Refund
10% of program completed	90% Refunded
20% of program completed	80% Refunded
30% of program completed	70% Refunded
40% of program completed	60% Refunded
50% of program completed	50% Refunded

60% of program completed	40% Refunded
70% of program completed	30% Refunded
80% of program completed	20% Refunded
90% of program completed	10% Refunded

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

The official date of termination for refund purposes is the last date of recorded attendance. All refunds will be made within 30 days from the date of termination.

The student will receive a full refund of tuition and fees paid if the school discontinues a course/program within a period of time a student could have reasonably completed it, except that this provision shall not apply in the event the school ceases operation.

Complaints, which cannot be resolved by direct negotiation between the student and the school, may be filed with the appropriate state authorizing agency; Arizona State Board for Private Postsecondary Education.

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

Transfer of credits for prior training will be evaluated on an individual case basis and students will be required to submit official transcripts for evaluation. Credit for Prior Training is at the discretion of the enrolling school's administration.

Credits earned at Galvanize may or may not be transferable to other institutions depending upon the policies of the receiving institution. Students wishing to transfer credits outside of Galvanize, should contact the receiving institution to determine which courses and how many credits may be transferable. 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.

Galvanize does not award credit for prior or experiential learning.

CANCELLATION, TERMINATION, AND WITHDRAWAL
Student's Right to Cancel

Three-Day Cancellation
An applicant who provides written notice of cancellation within three (3) days (excluding Saturday, Sunday and Federal and State holidays) of signing an enrollment agreement is entitled to a refund of all monies paid. No later than 30 days of receiving the notice of cancellation, Galvanize shall provide a 100% refund.

Cancellations shall occur when you give written notice via email to admissions@galvanize.com stating that you no longer wish to attend the educational program.

Other Cancellations
An applicant requesting a 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 the $200.00 registration fee.

Cancellations shall occur when you give written notice via email to admissions@galvanize.com showing that you no longer wish to attend the educational program.
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 school will review the student's violation of the policy or agreement and if a dismissal is warranted, refund calculations will be based on the student's last date of attendance.

Refunds Due to Termination or Withdrawal

If a student withdraws prior to the commencement of classes, Galvanize will retain the nonrefundable registration 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 calculation is based on the official date of termination or withdrawal.

Refund upon removal or withdrawal is based on % of the clock hours attempted:	
10% or less	90%
More than 10% and less than or equal to 20%	80%
More than 20% and less than or equal to 30%	70%
More than 30% and less than or equal to 40%	60%
More than 40% and less than or equal to 50%	50%
More than 50% and less than or equal to 60%	40$
More than 60% and less than or equal to 70%	30%
More than 70% and less than or equal to 75%	25%
More than 75%	No refund

When calculating refunds, the date of a student's termination is the last day of attendance.
- When the school receives notice of the student's intention to discontinue the training program; or,
- When the student is terminated for a violation of a published school policy which provides for termination; or,
- When a student, without notice, fails to attend classes for thirty calendar days.

Withdrawal Procedures

A student who wishes to withdraw from Galvanize on or after the commencement of classes should provide written notice by emailing their instruction team through the designated email indicated in the Student Enrollment Agreement.

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.

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

The request will then be evaluated by the Program Lead 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 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

Galvanize Immersive Attendance Policy

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 events and to report to class on time. Staff record attendance at the beginning and end of each class day. Staff may record attendance at all scheduled learning events listed on the student calendar.

Our immersive programs are designed such that missing a single day of instruction is highly likely to impede a student's academic success. An absent student disrupts the cohesion of our classroom container so much that accruing two-thirds of your maximum attendance points (via tardies, early departures, or absences) will trigger an audit of the student's attendance along with a conversation about whether their learning goals can still be achieved.

Students enrolled in any of our consumer immersive programs, onsite or remote, full or part time, are allowed a maximum of fifteen attendance points. If a student exceeds the maximum of fifteen attendance points, they will be immediately dismissed from the program.

With that in mind, an absence is defined as "any attendance miss over three hours in a day" and counts as three points. "Tardies" and "Early Departures" are defined as "any attendance miss less than or equal to three hours in a day." Tardies and early departures each count as one point.

If a student believes they have extenuating circumstances that should be considered outside the normal bounds of the attendance policy, they may file one, and only one Attendance Extension Request with their Program Lead. The Immersive Program Director will evaluate each request and ultimately determine whether an extension to the attendance maximum is warranted.

SATISFACTORY PROGRESS

Hack Reactor Programs (All)

We expect students to work hard, act professionally and ask for help as needed. The program curriculum is divided into 2-day topical sprints and 3 longer form group projects. These sprints mimic the authentic coding process and incorporate collaborative exercises that help cement the concepts reviewed in lectures and assignments. The group projects require students to synthesize, apply and refine their new technical skills while learning teaming and project management strategies common within the industry.

We monitor student progress in a variety of ways, including but not limited to regular technical assessments and instructor observations. If the progress data we collect indicates that a student is struggling with the course, we work with them to provide support, guidance, and further instruction. Ultimately, however, each student must demonstrate proficiency in Technical and Soft Skills to meet the requirements for graduation and complete the course.

Evaluations are conducted throughout the program, including a midterm Summary Evaluation, and students must meet both the technical and soft skills standards outlined below to pass. Demonstrated failure to consistently and successfully meet progress standards at any point during the course will result in dismissal from the program.

Technical Skills

Technical proficiency is primarily evaluated through weekly self-assessments, the full-day Technical Assessment at the program midpoint, the work they complete on their group projects, and staff observations during real-time interactions discussing code. In addition to the course content outlined in this catalog, technical skills also include broader competencies such as the problem-solving process, effective debugging, and communication of technical concepts to others. These skills are woven throughout all aspects of the course.

Soft skills

In addition to technical proficiency, students must also demonstrate strong soft skills in order to secure a job as a software engineer. The primary soft skills we evaluate students on include self-management, collaboration and interpersonal skills, and written and verbal communication. Students are regularly graded on a *"[no] reason for concern"* basis by staff observing students as they participate in the course and collaborate with their classmates. Students with multiple "reason for concern" notes will be approached with written feedback and areas for improvement.

Summary Evaluation

The Summary Evaluation is a midterm evaluation of performance, soft skills, and technical 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 Evaluation gates participation in the second half of the course. Students who do not meet the standards of the summary evaluation will be dismissed from the program.

Assessment Frequency and Evaluation

Assessments are typically conducted weekly, however 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 our automated self-assessment review 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.

Galvanize instructional staff conduct student evaluations, considering the student's project completion, assessment performance, communication and collaboration skills, 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, they will be dismissed from the program. 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 one year after their dismissal date. 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.

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 will be dismissed from the Program and offered a prorated refund as required by law.

Hack Reactor Program Expectations (All)

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.
3. **Be good 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 work with you to provide more support and instruction. But, ultimately, your assessments are a good indicator of whether you're on track for 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 is subject to our Code of Conduct and Harassment policies.
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 drug use** - You can't use drugs during program hours -- this includes alcohol. 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-minded** - 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.
11. **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.

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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 an encrypted records management system 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 School Administrator at az.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: Social and networking events are held for students to interact with industry professionals, mentors and hiring partners, and members of the Galvanize community.

Learning Resources: Students are encouraged to utilize the industry-standard cloud-based resources available online. These include Stack Overflow and GitHub. Included in the curriculum is instruction on how to access and properly utilize these resources, which are freely accessible on the internet.

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.

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. 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.

Galvanize does not offer any programs that prepare students for any official licensure exam in the state of Arizona.

Housing

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

CODE OF CONDUCT-ALL PROGRAMS

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:

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

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

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. 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. This includes providing false information on program applications or on any financial information submitted to Galvanize.
5. Theft of any kind, including seizing, receiving, or concealing property with knowledge that it 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. Violence or threats of violence, or aggression directed towards students, staff members, or any other person within the Galvanize community.
9. Use of discriminatory language.
10. Behavior or language that demeans or excludes students or staff.
11. Illegal activity conducted or discussed on a Galvanize campus or on any platforms maintained by Galvanize.
11. 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.

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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

Violation of the Code of Conduct, Program Expectations or the Policy against Harassment may result in a written warning, but conduct deemed to be sufficiently disruptive or severe, such as harassment, violence, bullying, discrimination, or similar behavior towards another student, staff member, or community member, may result in immediate suspension or dismissal without prior notice.

School officials, in collaboration with instructors, will review each case and make a determination regarding if the behavior violated the above mentioned policies, and possible discipline up to permanent dismissal without the option for readmission.

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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 Lead to investigate the issue and allegations.
- If you do not know where to begin an informal resolution, the Program Lead 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://www.galvanize.com/regulatory-information

The complaint must contain the following information:
- Complainant's name, cohort name, mailing address, email 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 program's Director of Operations 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 staff member 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.

Nothing in this process prevents a student from contacting the Arizona State Board for Private Postsecondary Education, 1740 W. Adams Street #3008, Phoenix AZ, 85007. Phone number 602-542-5709. Website: www.azppse.gov

FACILITIES

Galvanize has six campuses located throughout the United States

San Francisco, California – 44 Tehama Street San Francisco CA 940105
Los Angeles, California - 6060 Center Drive #950 Los Angeles CA 90045
Denver Colorado – 1644 Platte Street Denver CO 80202
New York City, New York – 109 Nassau Street, 4th Floor New York, NY 10039
Austin, Texas – 119 Nueces Street Austin TX 78701
Seattle, Washington – 111 South Jackson Street Seattle WA 98104

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

The maximum class size is 30. With a student to teacher ratio of 30:1.

The normal hours of operation for the Galvanize – Phoenix location are:
- Monday through Friday from 9am to 8pm.
- Saturday from 9am to 5:30pm.

EQUIPMENT REQUIREMENTS

Hack Reactor Software Engineering Immersive (All)

The Hack Reactor SEI Immersive Programs use a custom learning management platform called Learn, which was built and maintained in-house by Technical Mentors and Core's Infrastructure Team. This helps us improve the platform 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, 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 to provide their own computers for the program. Student computers should support the below specifications. Please note that these are the basic technical specifications, as these are comparable to the equipment currently used in the engineering field.

- Processor: Intel Dual-Core i5 or equivalent (minimum)
- Memory: 8 GB RAM (minimum), 16 GB RAM (recommended)
- Storage: 50 GB available space (minimum)
- Peripherals: Working Webcam
- Operating System:
    - Highly Recommended: Mac OS X (v10.14 minimum, LTS recommended)
    - Acceptable: Windows 10 with WSL 2
        - We do not provide full instructional support for Windows users.
        - Our staff can assist with WSL2/Ubuntu related issues, but may be unable to troubleshoot Windows-specific issues.
    - Acceptable Alternative: Ubuntu Linux (LTS minimum)
        - Note that Zoom and other communication apps, webcams, and microphones may be buggy on Ubuntu, and is outside of the control of staff as they cannot support debugging these issues.

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. Students 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).

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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. Students are expected to be monitoring their Slack messages during program hours for communications from students and staff. More personal interactions, whether one-on-ones, small group sessions, or live Q&As with the entire class, are done face-to-face via Zoom where the faculty and students have an opportunity to let their personalities shine. Video chats require full participation and engagement. This holds students accountable for their own learning and allows staff to identify any gaps in a student's understanding of the course materials. We also provide remote Help Desk support 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.

PROPRIETARY MATERIALS

Any and all educational materials provided or furnished to students, electronically or otherwise, by Galvanize during the course of, or in furtherance of the student's participation in the Program ("Materials") belong to Galvanize and/or its licensors. Galvanize reserves all rights in the Materials and grants students a limited license to use the Materials during the period of their enrollment. Students understand and agree that they have no rights to any Materials, and agree that they will not reproduce or disseminate the Materials or use the Materials other than in accordance with their Student Enrollment Agreement.

RECORD RELEASE POLICY

Galvanize ensures the security and privacy of student records as set forth below and in accordance with its Privacy Policy. As such, requests from third parties may require a written release from the student in order to disclose personal information. Exceptions to the requirement of a written release include situations in which Galvanize must release record information as part of its operations and in which the requested information is an item that Galvanize has designated as releasable without written consent.

Galvanize may release record information without a written release to individuals or organizations that fall into the below categories.
- Staff, instructors, or other individuals employed by Galvanize that have a legitimate interest in the record information in order to complete functions of their jobs.
- Officials of a state or federal regulatory body in compliance with an audit or other legal requirement.
- Third party service providers with which Galvanize has contracted to provide services.
- Officials related to a health or safety emergency.

The below items have been designated as information that Galvanize may disclose at its discretion. Information outside of the below list requires a written release from the student prior to disclosure to a third party. Galvanize will not provide information in response to

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employment recommendation requests outside of the below items, regardless of if a written request is submitted.

- First name
- Last name
- The name of the Program you attended
- Program completion status
- Dates of attendance

Students may request a copy of their student record by emailing regulatory@galvanize.com. Galvanize will only release the below items to students who request a copy of their student record.

- Transcript
- Enrollment Agreement
- Completion Certificate

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.

Blue Ocean

Blue Ocean is a workplace simulation that mimics a small Agile software engineering environment. This is a greenfield group thesis project where emphasis is placed on team dynamics, Agile practices, Github workflows and modern development and deployment workflows, while introducing user acceptance and client/developer relationships. At the start of the week-long project, students join Blue Ocean Consulting and are introduced to a client who needs an application developed for them. Students must work closely with their team and with the client to ensure that the project is scoped properly and delivered on time using an Agile workflow.

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

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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 5 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.

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 develop features for a complex web application designed using a service-based architecture. Students will emulate the day-to-day work of a software engineer and learn about project management, group dynamics and collaboration, product design, software architecture design, 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 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 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.

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

Redux is 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 utilizing 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	December 31, 2021
MLK Day	January 17, 2022
President's Day	February 21, 2022
Memorial Day	May 30, 2022
Juneteenth	June 20, 2022
Independence Day	July 4, 2022
Labor Day	September 5, 2022
Veterans Day	November 11, 2022
Thanksgiving	Nov. 24 & 25, 2022
Christmas	December 26, 2022
Winter Break	Dec. 27-29, 2022

Program Name	Start Date	Break Week	End Date
Hack Reactor Software Engineering Online Immersive	Jan. 3, 2022	Feb. 12-20, 2022	April. 1, 2022
	Feb. 21, 2022	April 2-10, 2022	May 20, 2022
	April 11, 2022	May 21-29, 2022	July 8, 2022

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	May 31, 2022	July 9-17, 2022	Aug. 26, 2022
	July 18, 2022	Aug. 27-Sept. 4, 2022	Oct. 14, 2022
	Sept. 5, 2022	Oct. 15-23, 2022	Dec. 9, 2022
	Oct. 24, 2022	Dec. 3-11, 2022; Dec. 24, 2022 - Jan 1, 2023	Jan. 27, 2023
	Dec. 12, 2022	Dec. 24, 2022 - Jan 1, 2023; Jan. 28, 2022- Feb. 5, 2023	March 17, 2023
	Feb. 6, 2023	March 18-26, 2023	May 5, 2023
Hack Reactor Software Engineering Online Immersive – Part Time	Jan. 4, 2022	March 27-April 2, 2022; July 3-9, 2022	Sept. 24, 2022
	Feb. 21, 2022	May 22-28, 2022; August 21-27, 2022	Nov. 12, 2022

	April 12, 2022	July 3-9, 2022; Oct. 9-15, 2022; Nov. 20-26, 2022; Dec. 21-27, 2022	Jan. 14, 2023
	June 1, 2022	August 21-27; Nov. 20-26, 2022; Dec. 21-27, 2022	Feb. 25, 2023
	July 19, 2022	Oct. 9-15, 2022; Nov. 20-26, 2022; Dec. 21-27, 2022	April 15, 2023
	Sept. 7, 2022	Nov. 20-26, 2022; Dec. 21-27, 2022; March 5-11, 2023	June 3, 2023

	Oct. 25, 2022	Nov. 20-26, 2022; Dec. 21-27, 2022; April 23-29, 2023	July 22, 2023
	Dec. 12, 2022	Dec. 21-27, 2022; March 5-11, 2023; April 23-29, 2023	Sept. 9, 2023