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CATALOG

Colorado

Version 2018.3
Effective September 1, 2018 – June 30, 2019

720-468-0776
www.galvanize.com

I certify that this catalog to the best of my knowledge is true and correct in content and policy.

_____
Jennie Gross,
Director of Regulatory Operations

Table of Contents

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NOTES

This Galvanize Catalog, Colorado, 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 info@Galvanize.com or by calling the school at (720) 468-0776.

All Colorado classes are conducted at one of the three Colorado campus locations – Denver Golden Triangle, Denver Platte, Boulder Pearl.

Ownership

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

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 Colorado.

Galvanize is approved and regulated by the Colorado Department of Education, Private Occupational School Board

Complaints

Attempting to resolve any issue with the School first is strongly encouraged. Student Complaints may be brought to the attention of the Division of Private Occupational Schools online at http://highered.colorado.gov/dpos , 303-862-3001, or 1600 Broadway, Suite 2200, Denver, CO 80202.

Complaints or claims pursuant to §§ 23-64-121(4)(a) or 23-64-124, C.R.S, may be filed in writing with the Board within two years after the student discontinues his or her training at the school, or at any time prior to the commencement of training. Other complaints may be filed in writing with the Board within two years of the date the alleged injury and its cause were known or should have been known. Students must file all complaints in writing. No action regarding third party complaints (a student, enrollee, or parent or guardian of the student or enrollee claiming loss of tuition or fees) is required, except as required by § 23-64-121(4)(a), C.R.S.

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INTRODUCTION TO GALVANIZE

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.

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

Web Development Immersive

18 Week duration full-time, in-person program
For class start dates, please see academic calendar located at end of catalog

Program Outcomes:

The Web Development Immersive prepares students to become junior software developers. There are no license requirements for general work in this career field.

Class Schedule:

Students are expected to be at Galvanize for Web Development instruction from 9AM–5PM Monday through Friday for the full 18-week course duration, excluding holidays and break weeks. There are weekly evening events which students are strongly encouraged to attend. A class calendar with holiday closures and break weeks will be made available to students during the enrollment process. When an unexpected closure occurs due to extraordinary conditions such as inclement weather, students will be notified as soon as possible via email.

Program Description:

Galvanize's Web Development Immersive is devoted to the tools, technologies, and developer processes that current developers use. Tools and applications covered in the program adapt to evolving industry demand; training can cover Ruby, HTML, CSS, Ruby on Rails, Angular and

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BOULDER: 1023 Walnut Street, Suite 100, Boulder, CO 80302

Javascript. Students will be exposed to different development workflows and work in pairs while working through different projects.

Graduation Requirements:

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

- **Attendance:** Students are required to attend at least 85% of total class hours all-inclusive (excused and unexcused absences combined.) Students must not exceed 6 unexcused absences throughout the course, or 5% of total class time.
- **Technical Competency:** Students are required to meet and maintain at least a 2.8 cumulative score on all mastery skills as outlined by the academic team.
- **Career Services Program:** Students are required to complete all relevant activities in the Career Services Program which could include tasks such as completing a resume and online profile, conducting mock interviews and phone screens with Galvanize staff and delivering a capstone project proposal to the lead instructor.
- **Delivery of the Capstone Project**: In order to attain a Complete graduation status, a student must deliver a capstone project approved by Lead Instructor.

Students are also required to fulfill all financial obligations to Galvanize before they graduate. Credentials will be withheld until financial obligations are met.

18 Week WDI Course Outline:

Subject #	Subject Title	Course Time, Hours Lect/Lab/Ext/Total
WD 101	Front End Web Development	50/115/0/165
WD 102	Server-Side Programming	50/114/0/164
WD 103	Web Applications and Computer Science	60/80/0/140
WD 104	Capstone Project	10/60/0/70

Total Charges:

Tuition: $18,500.00
Total Tuition and Equipment Charges (possible): $18,500.00

Data Science Immersive

14 Week duration full-time, in-person program
For class start dates, please see academic calendar located at end of catalog

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

Class Schedule:
Students are expected to be at Galvanize for Data Science instruction from 9:30AM – 6:30PM Monday through Friday for the full 14 week duration course. There are weekly evening events which students are strongly encouraged to attend. A class calendar with holiday closures will be made available to students during the enrollment process. When an unexpected closure occurs due to extraordinary conditions such as inclement weather, students will be notified as soon as possible via email.

Program Description:
Galvanize's 14-week duration data science immersive program is designed for individuals who have most of the skills needed to obtain a position as a data scientist. The curriculum spans statistical analysis of data, software engineering, machine learning, and data engineering management. The tools and techniques that we teach are the ones that industry partners regularly tell us are most important in making decisions about hiring.

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

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

Students are also required to fulfill all financial obligations to Galvanize before they graduate. Credentials will be withheld until financial obligations are met.

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Course Outline:

Subject #	Subject Title	Course Time, Hours Lect/Lab/Ext/Total
DSI 101	Software Engineering & Exploratory Data Analysis	12/23/0/35
DSI 102	Statistics and Probability	12/23/0/35
DSI 103	Regression	12/23/0/35
DSI 104	Supervised Learning	12/23/0/35
DSI 105	Natural Language Processing	12/23/0/35
DSI 106	Unsupervised Learning	12/23/0/35
DSI 107	Data Engineering	12/23/0/35
DSI 108	Case Studies	12/23/0/35
DSI 109	Capstone Projects	93/0/105
DSI 110	Interview Preparation	23/0/35

Total Charges:
Tuition: $16,000.00
Total: $16,000.00

ADMISSIONS REQUIREMENTS & ENROLLMENT PROCEDURES

Each of Galvanize's full-time, immersive programs requires an application, and all candidates are interviewed before an enrollment decision is made. We do not discriminate based on race, sex, religion, ethnic origin, or disability. We strongly encourage students from backgrounds underrepresented in the technology industry to apply to Galvanize. While we accept international students, we do not assist with visa requirements. Galvanize collects evidence of a high school or equivalent degree or higher before enrollment in a Galvanize program

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

Web Development Immersive
To be considered for this program, students must be at least 18 years old and have a high school (or equivalent) degree. Admissions are based on proven motivation, based on an interview and

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BOULDER: 1023 Walnut Street, Suite 100, Boulder, CO 80302

completion of optional tutorials. We look for candidates with a demonstrated interest in technology fields and an understanding of general tools and practices used in the industry. Veterans using GI benefits will need to supply ALL college transcripts upon acceptance to the program.

Readmission (WDI only)

Students who were previously enrolled in the WDI program at a Galvanize campus within 12 months of readmission may be eligible to enter the Web Development Immersive program in WD 102. These applicants must complete the admissions application and the non-technical phone screening to be eligible to take the admissions test for multiple entry-point admission and decreased tuition. If the applicant does not achieve a passing score, they will be required to enter the program in WD 101 at the published tuition less any applicable discounts. A student may only apply to be readmitted into the same program once. Former students who were previously enrolled in the WDI program more than 12 months ago of the readmission date must reapply through the standard admission process. Any student reapplying to a different program is considered a new student and will follow the standard admission process for the chosen program.

Data Science Immersive

To be considered for this program, students must be at least 18 years old and have at least 3 years college experience in a quantitative discipline, 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. Veterans using GI benefits will need to supply ALL college transcripts upon acceptance to the program

ACADEMIC ACCOMODATIONS

Galvanize will make reasonable accommodations for person with documented disabilities. Students should notify their Program Director or admissions officer of any accommodation needs as soon as possible. All discussions will remain confidential.

LOANS AND FINANCIAL AID

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.

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TUITION ASSISTANCE

Galvanize is dedicated to the mission of de-homogenizing the tech industry and providing more opportunities to change lives for people from diverse backgrounds. Galvanize offers several discounts for qualified students whose successful completion of the program furthers this mission. Discounts are allocated with a focus on underrepresented minorities in technology including women, people of color, veterans, and those who identify as LGBT. Discounts may be combined up to, but not exceeding, a total discount of 30% off the total program tuition. All applicable discounts are applied to the enrollment agreement before commencement of the program. Additional discounts will not be applied after the enrollment agreement has been signed.

STANDARD DISCOUNTS

Ethnic/Racial Minority (15%)
Female (15%)
LGBTQI (15%)
Veteran (15%)
Early Bird (10%)
Completed Another Bootcamp (10%)
Alumni/Friends/Family Referral (10%)

VETERANS BENEFITS

As of April 20, 2018, Galvanize, Inc Denver and Platte street locations only have been approved for Veterans benefits under the Montgomery GI Bill®. Eligible programs are Web Development Immersive and Data Science Immersive.

INSTITUTIONAL PAYMENT PLANS

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

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

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Payment Terms:

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

The deposit is required to secure a seat in the program. Seats are available on a first come first serve basis, based on payment of deposit. See page 13 of this catalog for refund details in the case of a cancellation or termination.

Financial obligations are due and payable to Galvanize when incurred and are payable by the established payment deadlines. An authorized third party may be billed for tuition and fees; however, ultimate responsibility for payment remains with the student.

Students who are financially obligated to Galvanize—whether through an outstanding account balance, returned financial aid, a third party promise to pay, outstanding deferred payment, not issued an official transcript or allowed to continue in their program of study until payment is made. Graduates that are financially obligated to Galvanize are not eligible for Alumni benefits.

All delinquent student financial obligations, including those from improper withdrawal/drop procedures and the loss of previously awarded financial aid, are referred to collections and may be reported to credit bureaus.

BAD CHECKS
Returned checks constitute nonpayment. If a check is returned prior to the official drop date due to insufficient funds or stop payment, the student is dropped from all classes. A hold will be placed on the student's transcript and future registration. If a check is returned after the official

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BOULDER: 1023 Walnut Street, Suite 100, Boulder, CO 80302

drop date, the student will not be dropped from classes and will be responsible for all outstanding tuition, fees, bad check fees, and resulting collection charges. A hold will be placed on the student's transcript and future registration.

CREDIT CARD CHARGEBACKS

A Credit Card chargeback constitutes non-payment. If your credit card charge is reversed before the drop date, you may be dropped from all of your classes. A hold will be placed on your transcript and future registration. If your credit card charge is returned after the drop date, you will not be dropped from your classes. You will be responsible for all outstanding tuition, fees, delinquent accounts, credit card chargeback fees, and resulting collection charges. A hold will be placed on your transcript and future registration.

POSTPONEMENT OF START DATE

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

      a. whether the postponement is for the convenience of the school or the student; and,

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

If the course is not commenced, or the student fails to attend by the new start date set forth in the agreement, the student will be entitled to an appropriate refund of prepaid tuition and fees within 30 days of the deadline in accordance with the school's refund policy and all applicable laws and Rules concerning the Private Occupational Education Act of 1981.

TRANSFER OF CREDIT

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

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BOULDER: 1023 Walnut Street, Suite 100, Boulder, CO 80302

LANGUAGE OF INSTRUCTION

Galvanize does not offer English as a Second Language of instruction. The entire program of study, textbooks, materials, and all means of communication are delivered only in English. Applicants must be fluent in written and spoken English at the time the application is submitted. Applicants who do not use English as their primary language must demonstrate the ability to undertake a rigorous, fast-paces academic program in English. All applicants must schedule and interview with admissions personnel as part of the application process. Galvanize may consider the interview in evaluating an applicant's English proficiency. If a student wants to enroll in an immersive program, but there is a question regarding his/her English language ability, the student may submit TOEFL scores with an Intermediate (15-21) on Reading, an Intermediate (15-21) on Listening, a Fair (18-25) on Speaking, and a Fair (17-23) on Writing to assist in demonstrating proficiency.

FACULTY

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

Instructor	Course	Degrees	Experience
Alicia Key	WDI	*MS Chemistry*, University of Washington	+6 years Web Development (industry) +3 years teaching
Craig Quincy	WDI	*MA Education*, University of Washington *BA Biology*, University of Colorado-Boulder	+14 years Web Development (industry) 4 years teaching
Peter Silva	WDI	*BS Information Technology*, Rochester Institute of Technology	+4 years Web Development (industry) +1 year teaching
Sean Helvey	WDI	*MS Computer Science*, New York University *BS Business*, Cal Poly San luis Obispo	+5 years Web Development (industry)
Teddi Maull	WDI	*BA Computer Science*, Rutgers University *Certificate - Web Development*, Galvanize	+6 years Web Development (industry) 2 years teaching
Taryn Heilman	DSI	*MS Astrophysics*, University of Minnesota *BA Math*, University of North Carolina *Certificate - Data Science*, Galvanize	+3 years experience Data analysis, data science (industry)

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Brooks Patton	WDI	**BS, Anthropology and Computer Information Technology,** University of Oregon	+9 years Web Development System Administration (industry) +2.5 years teaching
Dan Levy	WDI		+10 years Web Development (industry) 1 year teaching
Chad Drummond	WDI		+10 years Web Development (industry) 2 years teaching
Peter Ostiguy	WDI	**BA, Biology,** Wartburg College **Certificate - Web Development,** Galvanize	1.5 years teaching
Matt Winzer	WDI	**Certificate - Web Development,** Galvanize	1 year teaching
James Schultz	WDI	**BS, Philosophy and Political Science,** Metropolitan State, University of Denver **Certificate - Web Development,** Galvanize	1 year teaching
Frank Burkholder	DSI	**Ph.D, Doctorate of Philosophy, Civil Engineering,** University of Colorado Boulder **Certificate- Data Science,** Galvanize **Master's Degree, Mechanical Engineering,** University of Wisconsin-Madison **Bachelor's Degree, Biology & Mechanical Engineering,** Stanford University	2.5 years teaching
Elliot Cohen	DSI	**Ph.D Environmental Engineering,** University of Colorado at Denver **Master of Science, Civil and Environmental Engineering,** University of Colorado at Denver **Bachelors of Science, Mechanical Engineering,** University of Maryland College Park	2+ years teaching

CANCELLATION, TERMINATION, AND WITHDRAWAL

STUDENT'S RIGHT TO CANCEL

Students have the right to cancel the enrollment agreement and obtain a full refund of all tuition and fees paid if the School is notified at any time prior to midnight of the third (3rd) business day after signing the enrollment agreement. Cancellation shall occur when written notice is given via email to admissions@galvanize.com, showing that the student no longer wishes to be bound by the enrollment agreement. The student is not expected to make any tuition payments until they have signed their enrollment agreement.

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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 (GENERAL)

Students who cancel their enrollment by notifying the School within three (3) business days are entitled to a full refund of all tuition and fees paid. Students who withdraw or are terminated after three (3) business days, but before commencement of classes, are entitled to a full refund of all tuition and fees paid, less the cancellation fee of $150. In the case of students who withdraw or are terminated after commencement of classes, the school will retain the cancellation fee of $150 plus a percentage of tuition and fees, which is based on the percentage of contact hours attended in the Program, as described in the table below. The refund is based on the official date of termination or withdrawal.

Refund to which a student is entitled upon termination or withdrawal:	
Within first 10% of program	90% less cancellation charge
After 10% but within first 25% of program	75% less cancellation charge
After 25% but within first 50% of program	50% less cancellation charge
After 50% but within first 75% of program	25% less cancellation charge
After 75%	NO Refund

1. The student may cancel this contract at any time prior to close of the third business day after signing the enrollment agreement.
2. The official date of termination for refund purposes is the last day of recorded attendance. All refunds will be made within 30 days from the day of termination.
3. 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 be applied in the event the school ceases operation.
4. The granting of previous credit shall not impact the refund policy.
5. Attempting to resolve any issue with the School first is strongly encouraged. Student Complaints may be brought to the attention of the Division of Private Occupational Schools online at http://highered.colorado.gov/dpos , 303-862-3001, or 1600 Broadway, Suite 2200, Denver, CO 80202.
   Complaints or claims pursuant to §§ 23-64-121(4)(a) or 23-64-124, C.R.S, may be filed in writing with the Board within two years after the student discontinues his or her training at the school, or at any time prior to the commencement of training. Other complaints may be filed in writing with the Board within two years of the date the alleged injury and its cause were known or should have been known. Students must file all complaints in writing. No action regarding third party complaints (a student, enrollee, or parent or guardian of the student or enrollee claiming loss of tuition or fees) is required, except as required by § 23-64-121(4)(a), C.R.S.

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WITHDRAWAL PROCEDURES

1. A student who wishes to withdraw from the School on or after the commencement of classes should provide written notice by emailing the lead instructor and bursar@galvanize.com.
2. Upon receiving a written request from a student, Galvanize may grant a leave of absence for acceptable and unavoidable reasons in accordance with the leave of absence policy. If the student fails to return from the leave of absence, the student's official withdrawal date will be the date the School determines that the student is not returning or the day following the expected return date, whichever is earlier.
3. The School will administratively withdraw a student who misses seven consecutive, unexcused instructional days without an approved leave of absence. In such a case, the student's official withdrawal date is the student's last date of actual attendance.
4. All refunds will be provided to the student within 30 days of termination or withdrawal.

REFUNDS DUE TO TERMINATION OR WITHDRAWAL FOR VETERANS

(In Accordance with VA Regulation 21.4255-1)

Students not accepted by the school and students who cancel the contract by notifying the school within three business days are entitled to a full refund of all tuition and fees paid. If any student withdraws after three business days, but before commencement of classes, he/she will be entitled to a full refund of all tuition and fees paid including the registration fee in excess of $10.

In the case of students withdrawing after commencement of classes, the School will retain a cancellation fee plus a percentage of the tuition and fees, which is based on the percentage of contract hours attended, as described in the table below. The refund is based on the last day of recorded attendance.

Refund to which a student is entitled upon termination or withdrawal:	
10% of program completed	90% less cancellation charge
20% of program completed	80% less cancellation charge
30% of program completed	70% less cancellation charge
40% of program completed	60% less cancellation charge
50% of program completed	50% less cancellation charge
60% of program completed	40% less cancellation charge
70% of program completed	30% less cancellation charge
80% of program completed	20% less cancellation charge
90% of program completed	10% Refunded

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

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DEFERMENT POLICY

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

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

LEAVES OF ABSENCE

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

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

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

ATTENDANCE REQUIREMENTS

Galvanize and the undersigned students recognize that regular attendance has a positive impact on a student's success in the program. Students are expected to be in class for all regularly scheduled class periods and to report to class on time. Galvanize instructors regularly communicate attendance for each course every week to support academic success and properly administer financial aid. Unexcused absence also includes partially missed days including arriving late, leaving early and taking an extended lunch leave without consulting the instructor first. Unexcused absences of **more than 5% of the program** are correlated with increased risk of not finishing a course, or not finishing with the level of proficiency required to secure gainful employment.

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

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

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

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

SATISFACTORY PROGRESS

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

WEB DEVELOPMENT IMMERSIVE

Web Development Immersive students will receive regular feedback on a weekly basis.

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

During each module, students will have a one-on-one in person performance review with the instructor. Students that are identified as not meeting technical competency within their program of study will receive a written performance improvement plan (PIP). The plan will at minimum include: a) standards identified as needing improvement, b)action plan for student to commit to in order to achieve competency, and c)timeframe for completion of activity and reassessment of competency. If a student on a PIP continues to perform below this minimum level after the next module they may be withdrawn from the program.

In order to qualify for program completion and graduation, a student must receive an average cumulative score of 2.8 for all standards.

DATA SCIENCE IMMERSIVE
Data Science Immersive students will have regular weekly written assessments to check for understanding on the material and skills covered that week. Students must receive **30% or higher** on all assessment tests. Students must also receive 30% or higher cumulative average on both types of mastery: Math and Programming. Those students who have received less than 30% average score on assessments or mastery segments (Math and Programming) will be placed on performance improvement plan (PIP) and required to show improvement before the following written assessment. An instructor will inform underperforming students of their progress. If a student on a PIP continues to perform below this minimum level after the next written assessment, the student may be administratively withdrawn from the program.

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

Graduation Standards
Failure to satisfy Attendance, Technical, and Outcomes requirements and/or deliver an

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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.

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 may request a copy of their certificate of completion or transcripts by contacting the School Administrator at bursar@galvanize.com.

Galvanize's privacy policy is located: https://www.galvanize.com/privacy

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.

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CAREER SERVICES & EMPLOYMENT OPPORTUNITIES

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

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

HOUSING

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

SCHOOL CANCELLATION POLICY

There are flex days worked into the schedule to account for unforeseen situations that could affect the regularly scheduled classes. In the event of full or partial day class cancellation due to inclement weather or other emergencies, students will be notified via internal communication channels such as email, Slack. These cancellations will employ the flex days worked into the schedule; therefore, the days will not be made up.

CODE OF CONDUCT

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

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

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

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- Communicate professionally if there are issues regarding conduct of themselves or others.

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

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

Discipline

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

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

Policy Against Discrimination and Harassment

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

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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.

The following person has been designed to handle inquiries regarding the nondiscrimination policy, sexual harassment and sexual violence policies is:
Jennie Gross
Director of Regulatory Operations Galvanize
jennie.gross@galvanize.com

GRIEVANCES

Students may file a grievance or complaint by emailing the Head of School by submitting an official note of grievance to the Student Issues & Complaint Form at:
https://galvanize.secure.force.com/apex/studentcomplaint

Students should include as much detail as possible and should include a phone number where they can be reached. Once a grievance or complaint has been submitted, the Head of School and Education Program Director will evaluate and address the concerns of the individual (in person, when possible) and arrange for any investigation or follow-up as is appropriate to the situation.

FACILITIES

Galvanize has locations in Denver, Boulder, Colorado; Seattle, Washington; San Francisco, California, Austin, Texas and New York, NY.

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The locations of our Colorado campuses are as follows:

Denver – Golden Triangle: 1062 Delaware Street, Denver, Co 80204
Denver – Platte: 1622 Platte Street, Denver, CO 80202
Boulder Pearl: 1023 Walnut Street, Suite 100, Boulder, CO 80302

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

Students in the Web Development Immersive must provide their own laptops or purchase one through the school.

The majority of readings are available electronically, and there are approximately 50 library volumes available on mathematics, statistics, probability, machine learning, data science, Javascript, Ruby on Rails, and statistical analysis.

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

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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.

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ACADEMIC CALENDAR

New Year's Day, 01/01/2018
MLK Day, 01/15/2018
President's Day, 02/19/2018
Memorial Day, 05/28/2018
Independence Day, 07/04/2018
Labor Day, 09/03/2018
Thanksgiving Day, 11/22/2018
Day After Thanksgiving, 11/23/2018
Christmas Eve, 12/24/2018
Christmas Day, 12/25/2018
Day After Christmas, 12/26/2018
New Year's Eve, 12/31/2018

Name	Campus	First Day of Class	Graduation	Last Day of Class	Solo Break(s) - No Class	Galvanize School Holidays
WEB DEVELOPMENT	Denver-Golden Triangle	1/29/2018	7/13/2018	7/13/2018	Break Week 1: 3/5/2018 – 3/9/2018 Break Week 2: 4/16/2018 – 4/20/2018 Break Week 3: 5/28/2018 – 6/1/2018	President's Day: 02/19/2018 Memorial Day: 05/28/2018
WEB DEVELOPMENT	Boulder-Walnut St.	2/5/2018	7/27/2018	7/27/2018	Break Week 1: 3/12/2018 – 3/16/2018 Break Week 2: 4/23/2018 – 4/27/2018 Break Week 3: 6/11/2018 – 6/15/2018	President's Day: 2/19/2018 Memorial Day: 5/28/2018 Independence Day: 7/4/2018

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Program	Location	Start	End		Breaks	Holidays
DATA SCIENCE	Boulder-Walnut St.	2/19/2018	4/20/2018	4/20/2018	Break Week: 3/5/2018 – 3/9/2018	President's Day: 2/19/2018
WEB DEVELOPMENT	Denver-Platte	2/20/2018	8/3/2018	8/3/2018	Break Week 1: 3/26/2018 – 3/30/2018 Break Week 2: 5/7/2018 – 5/11/2018 Break Week 3: 6/18/2018 – 6/22/2018	Memorial Day: 5/28/2018 Independence Day: 7/4/2018
DATA SCIENCE	Denver-Platte	2/20/2018	5/25/2018	5/25/2018	Break Week 1: 3/19/2018 – 3/23/2018 Break Week 2: 4/23/2018 – 4/27/2018	None
WEB DEVELOPMENT	Denver-Platte	4/23/2018	10/5/2018	10/5/2018	Break Week 1: 5/28/2018 – 6/1/2018 Break Week 2: 7/9/2018 – 7/13/2018 Break Week 3: 8/20/2018 – 8/24/2018	Independence Day: 7/4/2018 Labor Day: 9/3/2018
WEB DEVELOPMENT	Boulder-Walnut St.	2/5/2018	7/27/2018	7/27/2018	Break Week 1: 3/12/2018 – 3/16/2018 Break Week 2: 4/23/2018 – 4/27/2018 Break Week 3: 5/14/2018 – 5/18/2018 Break Week 4: 6/11/2018 – 6/15/2018	President's Day: 2/19/2018 Memorial Day: 5/28/2018 Independence Day: 7/4/2018
WEB DEVELOPMENT	Boulder-Walnut St.	4/9/2018	9/21/2018	9/21/2018	Break Week 1: 5/14/2018 – 5/18/2018 Break Week 2: 6/25/2018 – 6/29/2018 Break Week 3: 8/6/2018 – 8/10/2018	Memorial Day: 5/28/2018 Independence Day: 7/4/2018 Labor Day: 9/3/2018

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| DATA SCIENCE | Boulder-Walnut St. | 5/7/2018 | 8/10/2018 | 8/10/2018 | Break Week 1: 6/4/2018 – 6/8/2018 Break Week 2: 7/9/2018 – 7/13/2018 | Memorial Day: 5/28/2018 Independence Day: 7/4/2018 |
| DATA SCIENCE | Denver-Platte | 6/4/2018 | 9/7/2018 | 9/7/2018 | Break Week: 7/2/2018 – 7/6/2018 | None |

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Addendum 1

Information listed below is only applicable to the following Immersives:

Hack Reactor Software Engineering Immersive
Hack Reactor Software Engineering Online Immersive
Hack Reactor Software Engineering Online Immersive – Part time
Hack Reactor Extended Software Engineering Immersive
Hack Reactor Extended Software Engineering Online Immersive

Job Placement Services

Although placement assistance service is provided, the school cannot guarantee a job to any student or graduate. While Galvanize does not guarantee any job, credential, salary, or bonus for any graduate in our Hack Reactor programs, we note that our "gainfully employed" graduates tend to fall under the U.S. Department of Labor Standard Occupational Classification (SOC) 15-1250 Software and Web Developers, Programmers, and Testers. To find out more about these codes, please visit this page:
https://www.bls.gov/soc/2018/major_groups.htm#15-0000

Standards for Student Achievement

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

Technical Skills

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

The Technical Assessment is a full-day coding challenge at the halfway point of the Immersive Program and an additional coding challenge at the end of the first 5 wks of the Extended

Program. Both of these tests the knowledge and skills developed in the first half of the course. It is a significant portion of the gating Summary Evaluation, which means failure to perform sufficiently on the Technical Assessment could result in removal from the course.

Soft skills

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

Summary Evaluation

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

Assessment Frequency and Evaluation

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

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

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

to the program. They may be re-admitted as a new student if they are able to demonstrate a clear understanding of the foundational concepts required for admission.

Program Expectations

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

1. Be on time - We need to start promptly. This means being ready to *start* on time, not just being present in the classroom container.
2. Be present - Because of our condensed schedule, missing a day is going to put you far behind. We understand that in some rare circumstances someone might need to miss a day, but we request that you let us know ahead of time when possible and have a really compelling reason. An absent member disrupts the cohesion of our classroom container so much that if a student misses more than 2 days during the course, we will discuss with the student whether learning goals can still be achieved. In some cases, absence may lead to withdrawal from the program.
3. Be good students - This is a serious course for serious students. We need you to work hard and ask for help when you need it. We use assessments to monitor progress and, if you cannot pass the assessments, we will do everything we can to give you more support and instruction. But, ultimately, your assessments will determine whether you progress to graduation or not. If you cannot pass the assessments, you may be withdrawn from the program.
4. Be respectful - We are going to be around each other for many very intense weeks. It is therefore really important that we go out of our way to make each other comfortable. Belittling, aggressive, sexist, racist, or discriminatory language has no place in our learning environment.
5. Have a good attitude - At times, you may feel ahead of other students. At other times you may feel behind other students. However, we request that you keep a positive, engaged, and motivated attitude. The instructors are available to discuss any situation in which someone feels that their own or someone else's attitude is affecting their own or someone else's learning. We will do our best to help.
6. No drinking - You can't drink here, and you can't party here.
7. Guest policy (onsite immersive only) - We understand that you may want to bring friends or mentors to the space. We ask that you let us know ahead of time and check if it fits with the class schedule. Please do not invite 'drop in' guests.
8. Be open and willing - Hack Reactor is not like most educational experiences and we're going to ask that you bring an open mind and a good attitude to everything we do

together. If you're not sure why we're doing things in a certain way, please let us know, but be prepared to be on board with a plan that you don't fully understand. Trust us.

9. Take care of yourself - We don't want you to burn out. Raise red flags with staff early if you feel like you are struggling or overwhelmed. Take care of your body, be healthy.

10. Take care of space (onsite immersive only) - All of us need to be respectful of the space and make sure that we are keeping it clean and enjoyable to be in.

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

Academic Intervention and Dismissal Policy

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

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

Attendance Policy

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

Leave-of-Absence Policy

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

admissions@galvanzie.com

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

Software and Accessibility

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

Other software includes Slack, Zoom, GitHub, Google Hangouts, Floobits, Appear.in, AwwApp, and Repl.it each supported by their respective companies. These programs are not only well kept with glitches far and few between, but they are all provided at no cost to the student. Slack and email are the best means of communication to HR staff should there be any issues with Learn2, or third party software. Students primarily submit their work and assessments through GitHub, though some assignments are submitted via Google Drive. Both technologies allow staff to review and provide instant feedback on student work.

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

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

Meaningful communication

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

Time and feedback

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

Postponement
Deferment

PROGRAMS OFFERED

Hack Reactor Software Engineering Immersive

12 weeks of full-time, in-person program
Total Lecture: 45.75 hours, Total Lab: 530.25 hours
Total Contact Hours: 576 hours in-person

Program Outcomes

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

Program Description

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

Class Schedule

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

Total Charges:

Tuition: $17,980.00
Cost of Books/Supplies: n/a
Other Expenses: n/a

Total Tuition Charges: $17,980.00

Hack Reactor Software Engineering Online Immersive

12 weeks of full-time, online
Total Lecture: 45.75 hours, Total Lab: 530.25 hours
Total Contact Hours: 576 hours in-person

Program Description

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

Total Charges:

Tuition: $17,980.00
Cost of Books/Supplies: n/a
Other Expenses: n/a
Total Tuition Charges: $17,980.00

Hack Reactor Software Engineering Online Immersive - Part Time

36 Week duration, Part time, online program.

Program Description

Online Part Time ("OPT") delivers the same curriculum over 38 weeks consisting of 36 weeks of instruction and 2 "solo" weeks when students get additional time to work on solo projects with mentorship. OPT students have access to the Help Desk and messenger services and all other software tools necessary for taking the course as stated above. Both curriculum and support are identical to the remote program.

Class schedule

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

Total Charges:

Tuition: $17,980.00
Cost of Books/Supplies: n/a
Other Expenses: n/a
Total Tuition Charges: $17,980.00

Program Outline:

Course Title	Lecture	Lab	Total
Orientation and Pre-Course Review	5	12	17
Data Modeling and Classes	6	11	17
Data Structure and Complexity Analysis	3	12.5	15.5
Inheritance Patterns	2	15	17
Algorithms	1.5	15.5	17
Browser apps, jQuery, and AJAX	1.5	14	15.5
ES6, APIs, React, and React – Redux	4	30	34
Servers and Node	1	14.5	15.5
Server-side Techniques	1.5	15.5	17
Databases	2	15	17
Authentication and Full Stack Development	1.5	14	15.5
Mini-Apps	0	34	34
Full-Stack Overview	0	15.5	15.5
Technical Assessment	0	8.5	8.5
Front End Capstone (FEC) Phase	5	77.5	82.5
Professional Resume Sprint & FEC Presentation	0.75	7.25	8
System Design Capstone (SDC) Project	7	124	131
MVP Project	0.5	23.5	24
Mini-Apps Part 2	1	31	32
Hiring Sprint	2.5	40	42.5
Total	**45.75**	**530.25**	**576**

9

Hack Reactor Extended Software Engineering Immersive
Hack Reactor Extended Software Engineering Online Immersive

18 Week duration, full time, remote and in-person program.
Total Lecture: 84.75 hours, Total Lab: 692.25 hours
Total Hours: 777 hours

Program Description

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

Class Schedule

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

Course Outline:

Intro Phase	Lecture	Lab	Total
Problem Solving and Building Blocks	8.5	17	25.5
Koans	1.5	4.5	6
Underbar	12.5	39.5	52
Test Builder	2.75	11.25	14
Twiddler	3.25	15.75	19
Reading Documentation	2	11	13
Recursion	6	27	33
Project Phase	2.5	36	38.5
Junior Phase	**Lecture**	**Lab**	**Total**
Orientation and Pre-Course Review	5	12	17
Data Modeling and Classes	6	11	17
Data Structure and Complexity Analysis	3	12.5	15.5
Senior Phase	**Lecture**	**Lab**	**Total**
Inheritance Patterns	2	15	17
Algorithms	1.5	15.5	17
Browser apps, jQuery, and AJAX	1.5	14	15.5

ES6, APIs, React, and React – Redux	4	30	34
Servers and Node	1	14.5	15.5
Server-side Techniques	1.5	15.5	17
Databases	2	15	17
Authentication and Full Stack Development	1.5	14	15.5
Mini-Apps	0	34	34
Full-Stack Overview	0	15.5	15.5
Technical Assessment	0	8.5	8.5
Front End Capstone (FEC) Phase	5	77.5	82.5
Professional resume Sprint & FEC Presentation	0.75	7.25	8
System Design Capstone (SDC) Project	7	124	131
MVP Project	0.5	23.5	24
Mini-Apps Part 2	1	31	32
Hiring Sprint	2.5	40	42.5
Total	**84.75**	**692.25**	**777**

Hours

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

Course Subjects

Problem Solving and Building Blocks
This unit provides a high volume of exercises designed to drill the basics of the JavaScript language and introduce problem solving frameworks for software engineering. Students become familiar with the basic data types of JavaScript, including objects, arrays, strings, numbers and booleans; some fundamental programming patterns are also drilled, including querying simple data sets and handling edge cases. Additionally, students will be introduced to debugging and version control best practices.

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

Underbar
This unit focuses on two major aspects of functional programming in JavaScript:
the use of callback functions and understanding various modular patterns that functional programming

11

libraries like underscore are designed to facilitate. Students will write their own versions of a large number of common higher-order functions, and in the end be equipped to write code in a style that is more reusable and readable. Additionally, students will be introduced to the concepts of test-driven development and will write their own tests.

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

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

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

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

Project Phase
During the project phase, we will challenge students to create applications
utilizing the skills they have developed over the past 5 weeks. During this phase, students will have the opportunity to create two basic web applications and projects to showcase their problem-solving skills, planning, and execution of code. For their capstone assignment, students will select a project to complete and work autonomously on focused on practicing the JavaScript fundamentals covered in a real-world context.

Orientation and Pre-Course Review
Learn the structure and rules at Hack Reactor and review the Pre-Course curriculum at lightning speed. students will refresh their understanding of scopes, closures, and the keyword this module.

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

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

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

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

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

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

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

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

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

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

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

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

Full-Stack Overview
In this sprint, you will be working solo to build a fullstack app. The app will be built nearly from scratch.

13

You'll be building the client, server and the database persistence layer using MongoDB. You will also get to deploy your app to Heroku for the entire world to see.

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

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

Professional Resume Sprint & REC Presentation
Students will learn how to write a professional resume and learn how to best present student skills and projects.

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

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

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

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

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Addendum 2

Page 5 Introduction to Galvanize

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

Page 6 Program Offered

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

Page 9 Payment terms

Beginning January 1, 2019 Galvanize payment terms will be updated to reflect the following:

$2000 course deposit
Balance due by first day of class

Page 23 Facilities

The normal hours of operation for the Galvanize Colorado locations are:

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

Page 26 Appendix 1 Standard Occupational Classification Code List Removed

Addendum 3

Immersive name changes

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

Addendum 4

Academic Calendar

Program name	Start date	End date	Campus location								
			AZ	**CA**		**CO**			**NY**	**WA**	**TX**
			Phoenix	Los Angeles	San Fran-cisco	Boulder	Golden Triangle	Platte	New York	Seattle	Austin
Galvanize Data Science Immersive	Jan. 22, 2019	Apr. 19, 2019	✓	✓	✓	✓		✓	✓	✓	✓
	May 6, 2019	Aug. 2. 2019	✓	✓	✓	✓		✓	✓	✓	✓
	Aug. 19, 2019	Nov. 15, 2019	✓	✓	✓	✓		✓	✓	✓	✓
	Dec. 2, 2019	Feb. 24, 2020	✓	✓	✓	✓		✓	✓	✓	✓
Galvanize Data Analytics	Jan. 22, 2019	Apr. 11, 2019				✓				✓	
	May 6, 2019	July 25, 2019				✓				✓	
	Aug. 19, 2019	Nov. 7, 2019				✓	✓			✓	
	Dec. 2, 2019	Feb. 20, 2020				✓				✓	
Hack Reactor Software Engineering Immersive	Jan. 2, 2019	Mar. 29, 2019		✓	✓				✓		✓
	Feb. 19, 2019	May 17, 2019		✓	✓	✓		✓	✓		✓
	Apr. 8, 2019	July 5, 2019		✓	✓	✓		✓	✓		✓
	May 28, 2019	Aug. 23, 2019			✓	✓		✓	✓		✓
	July 15, 2019	Oct. 11, 2019			✓	✓		✓	✓		✓

19

Program name	Start date	End date	Campus location								
			AZ	CA		CO			NY	WA	TX
			Phoenix	Los Angeles	San Francisco	Boulder	Golden Triangle	Platte	New York	Seattle	Austin
	Sept. 2, 2019	Dec. 6, 2019			✓	✓		✓	✓		✓
	Oct. 21, 2019	Jan. 24, 2020			✓	✓		✓	✓		✓
	Dec. 9, 2019	Mar. 6, 2020			✓	✓		✓	✓		✓
Hack Reactor Extended Software Engineering Immersive	Jan. 7, 2019	May 17, 2019	✓							✓	
	Feb. 25, 2019	July 5, 2019	✓							✓	
	Apr. 15, 2019	Aug. 23, 2019	✓							✓	
	June 3, 2019	Oct. 11, 2019	✓							✓	
	July 22, 2019	Dec. 6, 2019	✓							✓	
	Sept. 9, 2019	Jan. 17, 2020	✓							✓	
	Oct. 28, 2019	Mar. 6, 2020	✓							✓	
	Dec. 9, 2019	Apr. 17, 2020	✓							✓	

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