



# CATALOG

NEW YORK

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August 1, 2018 – March 31, 2019

(212) 658-1791  
[www.galvanize.com](http://www.galvanize.com)



303 Spring Street, Floor 2, New York, NY 10013  
(212) 658-1791

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## NOTES

This Galvanize Catalog, New York, is updated at least annually, but Galvanize reserves the right to revise it more frequently at its discretion. The most recent edition of the Catalog is the one posted on the Galvanize website, which can be downloaded at [www.galvanize.com](http://www.galvanize.com). A copy of the current Catalog can also be requested by sending an email to [info@galvanize.com](mailto:info@galvanize.com) or by calling the school at (212) 658-1791.

### Ownership

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

### Governance

Galvanize is governed by a Board of Directors made up of Alfonso Rosabal (CEO/Officer), Dessa Bokides (CFO, COO/Officer), Daniel Pianko (Director, Galvanize, Inc.), Denise O'Leary (Director, Galvanize, Inc.), Jerry Miller (Director, Galvanize, Inc.), Tyler Newton (Director, Galvanize, Inc.), and Paul Mariani (Director, Galvanize, Inc.).

### Management

The Galvanize NYC campus is managed by Licensed Director Michael Huffstetler and Licensed Director Jennifer Shannon.

### Licensed Agents

Galvanize Registered Agents are Thomas Bell, Benito Labra, Erin Melton, Amy Saylor, and Michael Huffstetler.

### Approvals

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

Galvanize is not accredited.

### Disclosure Statement

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



recommended that the student check with the school director to determine if there are any changes in the courses/curricula offered or the teaching personnel listed in the catalog.

## INTRODUCTION TO GALVANIZE

### Galvanize Mission

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

### History

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

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.

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

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



### 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.

## FACILITIES

All classes are taught at:  
303 Spring Street, Floor 2  
New York, NY, 10013  
[info@galvanize.com](mailto:info@galvanize.com)  
212-658-1791

The administrative headquarters are located at:  
1062 Delaware Street,  
Denver, CO 80204  
[info@galvanize.com](mailto:info@galvanize.com)  
720-468-0776

Galvanize's facility meets ADA accessibility standards. Galvanize is equipped with dedicated classrooms, student lounge space, private conference rooms for group work and 1:1 meetings with teachers, restrooms, and a full kitchen.

Provided equipment includes: Desks, chairs, tables, projectors, projector screens, pairing workstations, outfitted with Mac mini computers, monitors, keyboards, mice, and whiteboards.

## PROGRAMS OFFERED

Programs offered at the New York campus are the Web Development Immersive, Data Science Immersive (Full-Time), and Data Science Intensive (Part-Time).

### Web Development Immersive

18 Week duration full-time, in-person program, 539 clock hours



303 Spring Street, Floor 2, New York, NY 10013  
(212) 658-1791

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

#### **Program Outcomes:**

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

#### **Class Schedule:**

Hours: 9:00 AM – 5:00 PM

Students are expected to be at Galvanize for Web Development instruction from 9AM– 5PM Monday through Friday with a break between 12:00 PM and 1:00 PM for the full 18-week course duration, excluding holidays and break weeks, for a total of 539 clock hours. This program is taught in four modules organized into five weeks of instruction and one break week. Certain schedules may differ slightly to account for Federal Holidays. Students can see their specific course schedule on the Academic Calendar at the end of this Catalog.

Training varies on a day-to-day basis and consists of lectures, curated content, exercises, challenges, tests and reviews. There are weekly evening events which students are strongly encouraged to attend. A class calendar with holiday closures and break weeks is available at the end of this catalog. When an unexpected closure occurs due to extraordinary conditions such as inclement weather, students will be notified as soon as possible via email.

#### **Program Description:**

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

#### **Graduation Requirements:**

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

- **Attendance:** Students are required to attend at least 85% of total class hours all-inclusive (excused and unexcused absences combined.) Students must not exceed 6 unexcused absences throughout the course, or 5% of total class time.



- **Technical Competency:** Students are required to meet and maintain at least a 2.8 cumulative score on all mastery skills as outlined by the Web Development academic team.
- **Career Services Program:** Students are required to complete all relevant activities in the Career Services Program which could include tasks such as completing a resume and online profile, conducting mock interviews and phone screens with Galvanize staff and delivering a capstone project proposal to the Principal Instructor.
- **Delivery of the Capstone Project:** In order to attain a Complete graduation status, a student must deliver a capstone project approved by Principal Instructor.

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

**Course Outline:**

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

**Total Charges:\***

Tuition: \$20,900.00\*

Non-refundable registration fee: \$100.00

Total Tuition: \$21,000.00

*\*A down payment of \$1,500 is required to secure a seat in the program.*

**Data Science Immersive (Full-Time)**

13 Week duration full-time, in-person program, 420 clock hours

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

**Program Outcome:**

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

**Class Schedule (Full-Time):**

Hours: 9:00 AM – 5:00 PM

Students are expected to be at Galvanize for Data Science instruction from 9 AM to 5 PM Monday - Friday with a break between 12:00 PM and 1:00 PM for the full 13-week duration course, for a total of 420 clock hours. Training varies on a day-to-day basis and consists of lectures, curated





content, exercises, challenges, tests and reviews. There are weekly evening events which students are strongly encouraged to attend. A class calendar with holiday closures and break weeks is available at the end of this catalog. When an unexpected closure occurs due to extraordinary conditions such as inclement weather, students will be notified as soon as possible via email.

#### Program Description:

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

#### Graduation Requirements:

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

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

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

#### Course Outline:

Subject #	Subject Title	Course Time, Hours Lect/Lab/Total
DSI 101	Software Engineering & Exploratory Data Analysis	12/23/35
DSI 102	Statistics and Probability	12/23/35
DSI 103	Regression	12/23/35
DSI 104	Supervised Learning	12/23/35
DSI 105	Natural Language Processing	12/23/35



DSI 106	Unsupervised Learning	12/23/35
DSI 107	Data Engineering	12/23/35
DSI 108	Case Studies	12/23/35
DSI 109	Capstone Projects	12/93/105
DSI 110	Interview Preparation	12/23/35

**Total Charges:\***

Tuition: \$15,900.00

Non-refundable registration fee: \$100.00

Total Tuition: \$16,000.00\*\*

*\*A down payment of \$1,500 is required to secure a seat in the program.*

**Data Science Intensive (Part-Time)**

26 Week duration part-time, in-person program, 340 clock hours

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

**Program Outcome:**

The Data Science Intensive (Part-Time) prepares students to become data scientists. There are no license requirements for general work in this career field.

**Class Schedule (Part-Time):**

Hours: Monday, Wednesday, 6:30 PM – 9:30 PM

Saturday, 10:00 AM – 6:00 PM

Students are expected to be at Galvanize for Data Science instruction from 6:30 PM to 9:30 PM Monday and Wednesday and 10:00 AM – 6:00 PM with a break between 12:00 PM and 6:00 PM for the full course, for a total of 340 clock hours. Training varies on a day-to-day basis and consists of lectures, curated content, exercises, challenges, tests and reviews. There are weekly evening events which students are strongly encouraged to attend. A class calendar with holiday closures and break weeks is available at the end of this catalog. 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 Data Science Intensive (Part-Time) program is designed for individuals who have most of the skills needed to obtain a position as a data scientist. The curriculum spans statistical analysis of data, software engineering, machine learning, and data engineering management. The tools and techniques that we teach are the ones that industry partners regularly tell us are most important in making decisions about hiring.



### Graduation Requirements:

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

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

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

### Course Outline:

Subject #	Subject Title	Course Time, Hours Lect/Lab/Total
DSI 101	Software Engineering & Exploratory Data Analysis	12/19/31
DSI 102	Statistics and Probability	12/19/31
DSI 103	Regression	12/19/31
DSI 104	Supervised Learning	12/19/31
DSI 105	Natural Language Processing	12/19/31
DSI 106	Unsupervised Learning	12/19/31
DSI 107	Data Engineering	12/19/31
DSI 108	Case Studies/Special Topics	12/19/31
DSI 109	Capstone Projects	12/61/73
DSI 110	Interview Preparation	0/19/19

### Total Charges:\*

Tuition: \$15,900.00

Non-refundable registration fee: \$100.00

Total Tuition: \$16,000.00\*\*

*\*A down payment of \$1,500 is required to secure a seat in the program.*



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## ADMISSIONS REQUIREMENTS & ENROLLMENT PROCEDURES

Admissions into any Galvanize Immersive course requires that the student be at least 18 years of age and have a high school diploma or equivalent, or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education. Galvanize does not admit ability-to-benefit students.

Galvanize does not discriminate based on race, sex, religion, ethnic origin, or disability. Galvanize encourages students from backgrounds underrepresented in the technology industry are to apply to Galvanize. While Galvanize does accept international students, Galvanize does not assist with visa requirements.

### Web Development Immersive:

In addition to the above requirements, admissions are based on proven motivation, interviews and completion of optional tutorials. Galvanize looks for candidates with a demonstrated interest in technology fields and an understanding of general tools and practices used in the industry.

The application process includes:

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

Equipment Requirement:

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.

### Data Science Immersive (Full-Time) and Data Science Intensive (Part-Time):

In addition to the above requirements, a prospective student must have at least three (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.

The application process includes:

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



#### Equipment Requirement:

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.

## FINANCIAL INFORMATION

The following financial assistance is available to students. Registered Agent, Benito Labra, is available to assist students in obtaining information on financing their program.

### Loans

Galvanize does not participate in federal or state financial aid programs and does not provide institutional financing. Galvanize does provide a variety of financing options through independent, private funding sources. Current lending partners, Climb and SkillsFund, can finance all of tuition, less the initial deposit.

If a student receives a loan to pay for the educational program, the student will have the responsibility to repay the full amount of the loan plus interest, less the amount of any refund. Galvanize is unable to offer international loans at this time.

### 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 tuition discounts for qualified students whose successful completion of the program furthers this mission.

(see Tuition Discount chart on next page)



### Tuition Discounts

	Referral	Early Bird	Underrepresented in Tech	Completed another Bootcamp	2018 Anniversary Discount
<b>Tuition Discount Amount</b>	10% for Immersive programs	10% for Immersive programs	15% for Immersive programs	10% for Immersive programs	20% for WDI Students
<b>Eligibility Criteria</b>	Any applicant referred by a current student or alumni	Applied at least 2 months and signed Enrollment Agreement at least one month prior to course start	Admitted students who meet various diversity criteria including, but not limited to: Female Veteran Racial/Ethnic Minority LGBTQI	All students who provide proof of graduating from another boot camp comparable to Galvanize in length and objective	All students enrolled in the Web Development Immersive program in 2018
<b>Application Instructions</b>	Reflect name of current student or alumni on Application form	See above	Indicate Female, Veteran, or Racial/Ethnic Minority, LGBTQI on Application form	Provide Agent with Certificate of Completion	Apply to a program beginning in 2018



## Payment Options

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

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 seat in the program. Seats are available on a first come first serve basis based on payment of deposit. There is a non-refundable registration fee of \$100 that will not be returned to you in the event of cancellation.

## CREDIT FOR PRIOR LEARNING

Galvanize does not award credit for any previous education or training.

## 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.

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

## LANGUAGE OF INSTRUCTION

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

## FACULTY

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

Instructor	Course	Degrees	Experience
Natalie Hunt	DSI	<i>B.S. Computational Biochemistry/University of Texas</i>	4 years' experience in Data Science (industry & education)
Jennifer Shannon	WDI	<i>M.P.S. Interactive Telecommunications/New York University</i> <i>B.S. Physics/Columbia University</i>	10 years experience in Web Development (industry)
Sean Reed	DSI	<i>M.A. Economics/New York University</i> <i>B.S. Physics/Fordham University</i>	3 years' experience in Data Science (industry & education)





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

## CANCELLATION, TERMINATION, AND WITHDRAWAL

### REFUND POLICY

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

Thereafter, a student will be liable for:

- The non-refundable registration fee (\$100.00) plus,
- Tuition liability as of the student's last date of physical attendance. Tuition liability is divided by the number of quarters in the program. Total tuition liability is limited to the quarter during which the student withdrew or was terminated and any previous quarters completed.

<i>First Quarter</i> <i>If termination occurs, the school may keep:</i>	
Prior to or during the first week	0%
During the second week	25%
During the third week	50%
During the fourth week	75%
After the fourth week	100%
<i>Subsequent Quarters</i> <i>If termination occurs, the school may keep:</i>	
During the first week	25%
During the second week	50%
During the third week	75%
After the third week	100%

### TUITION LIABILITY

Weekly Tuition Liability Chart for the Web Development Immersive:

Tuition: \$20,900.00



<i>Quarter 1 (based on \$20,900.00 paid in full, 50% (\$10,450.00) applied to each Quarter)</i>		
<i>If Termination Occurs:</i>	<i>Percent Refunded</i>	<i>Money Refunded</i>
Prior to or during the first week	100%	\$10,450.00
During the second week	75%	\$7,837.50
During the third week	50%	\$5,225.00
During the fourth week	25%	\$2,612.50
After the fourth week	0%	\$0.00
<i>Quarter 2 (based on \$20,900.00 paid in full, 50% (\$10,450.00) applied to each Quarter)</i>		
<i>If Termination Occurs:</i>	<i>Percent Refunded</i>	<i>Money Refunded</i>
Prior to or during the first week	75%	\$7,837.50
During the second week	50%	\$5,225.00
During the third week	25%	\$2,612.50
After the third week	0%	\$0.00

Weekly Tuition Liability Chart for the Data Science Immersive (Full-Time):

Tuition: \$15,900.00

<i>Quarter 1 (based on \$15,900.00 paid in full)</i>		
<i>If Termination Occurs:</i>	<i>Percent Refunded</i>	<i>Money Refunded</i>
Prior to or during the first week	100%	\$15,900.00
During the second week	75%	\$11,925.00
During the third week	50%	\$7,950.00
During the fourth week	25%	\$3,975.00
After the fourth week	0%	\$0.00

Weekly Tuition Liability Chart for the Data Science Intensive (Part-Time):

Tuition: \$15,900.00

<i>Quarter 1 (based on \$15,900.00 paid in full, 33.3% (\$5,300.00) applied to each Quarter)</i>		
<i>If Termination Occurs:</i>	<i>Percent Refunded</i>	<i>Money Refunded</i>
Prior to or during the first week	100%	\$5,300.00



During the second week	75%	\$3,975.00
During the third week	50%	\$2,650.00
During the fourth week	25%	\$1,325.50
After the fourth week	0%	\$0.00
<i>Subsequent Quarters (based on \$15,900.00 paid in full, 33.3% (\$5,300.00) applied to each Quarter)</i>		
<i>If Termination Occurs:</i>	<i>Percent Refunded</i>	<i>Money Refunded</i>
Prior to or during the first week	75%	\$3,975.00
During the second week	50%	\$3,975.00
During the third week	25%	\$2,650.00
After the third week	0%	\$0.00



## 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 Principal Instructor and [bursar@galvanize.com](mailto:bursar@galvanize.com). The failure of a student to immediately notify the school director in writing of the student's intent to withdraw may delay a refund of tuition to the student pursuant to Section 5002(3) of the New York Education Law.
2. 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.
3. All refunds will be provided to the student within 30 days of termination or withdrawal.

## 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.

The Code of Conduct can be found on page 20 of this Catalog.

## DEFERMENT POLICY

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

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

## 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 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.



## LEAVES OF ABSENCE

Upon receiving a written request from a student, Galvanize may grant a Leave of Absence (LOA) for one time only for a minimum of 7 consecutive days and a maximum of 30 consecutive days for acceptable and unavoidable reasons and only in extenuating circumstances. Galvanize may grant an extension to the LOA for a maximum of 30 days at the discretion of the School Director.

A request for a LOA must be made in writing to the Principal 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 School Director, and the student will be notified of the outcome of the LOA request by email.

Any student who is granted a LOA for more than 30 days will be assessed on retention upon arrival to determine where the student shall resume study, and a new completion date will be established. If the student fails to return after the expiration of the LOA, the student will be withdrawn from the program, and a refund calculation will be performed. 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

The classroom instructor maintains the Attendance Roster. The Attendance Roster is kept at the school at all times. In the event a substitute instructor is used, the substitute instructor must initial the day's attendance.

Students are required to attend at least 85% of total class hours all-inclusive (excused and unexcused absences combined.)

A Galvanize classroom instructor records attendance every morning on paper 15 minutes after class starts, and 15 prior to class ending. Attendance is monitored by the Registrar, who issues warning based on the following schedule:

### 18-WEEK PROGRAM (WEB DEVELOPMENT IMMERSIVE)

- If unexcused absent a **first, second, and third time**, the student will be issued an email warning and the absence will also be recorded on the Attendance Roster.
- If unexcused absent a **fourth and fifth time**, the student will be contacted by telephone and issued an email warning and the absence will also be recorded on the Attendance Roster.



- After a student has received **six unexcused absences** the student is subject to automatic administrative dismissal at the discretion of the School Director and Principal Instructor.

### **13-WEEK PROGRAM (DATA SCIENCE IMMERSIVE, Full-Time)**

- If unexcused absent a **first and second time**, the student will be contacted by telephone and issued an email warning and the absence will also be recorded on the Attendance Roster.
- After a student has received **three unexcused absences** the student is subject to automatic administrative dismissal at the discretion of the School Director and Principal Instructor.
- 

### **26-WEEK PROGRAM (DATA SCIENCE INTENSIVE, Part-Time)**

- If unexcused absent a **first, second, and third time**, the student will be contacted by telephone and issued an email warning and the absence will also be recorded on the Attendance Roster.
- If unexcused absent a **fourth and fifth time**, the student will be contacted by telephone and issued an email warning and the absence will also be recorded on the Attendance Roster.
- After a student has received **six unexcused absences** the student is subject to automatic administrative dismissal at the discretion of the School Director and Principal Instructor.

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's total instructional hours**. Any student who is absent more than 15% of the program's total instructional hours and does not maintain satisfactory progress as described below will be placed on academic probation or dismissed, at the discretion of the School Director and Principal Instructor.

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.



## **MEASURES TAKEN WHEN A STUDENT DROPS**

If absent three times consecutively without notifying the school, the student may be considered dropped. Galvanize will contact the student by telephone and in writing and formally advise the student of this status. Results will be recorded on the Attendance Records.

If appropriate, the student will be informed that a leave of absence status is available. The student will also be informed that the tuition paid will remain valid, unless there has been a significant financial or educational change to the program, in which case, extra tuition will be charged. Galvanize will then request that the student respond in writing and provide reasons for withdrawal. The results will be recorded in the Attendance Records.

## **SATISFACTORY PROGRESS**

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

Students must complete class projects and homework and contribute to group projects as assigned. Galvanize grades are directly determined on the rubrics described below, and feedback following formal assessments are distributed electronically to students by instructors. Students who fail to demonstrate satisfactory progress may be placed on academic probation. During academic probation, the instructor team will counsel students who do not show adequate progress in class and/or during assessments, and an individualized Performance Improvement Plan will be discussed and created with the student. Completion of academic learning modules is at the discretion of instructors such that the student is deemed capable of satisfying graduation requirements.

## **WEB DEVELOPMENT IMMERSIVE**

Web Development Immersive students will receive regular feedback on a weekly basis via Learn, the Galvanize Mastery Tracker ([learn.galvanize.com](https://learn.galvanize.com).)

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

At end of each five-week module, students will have a one-on-one in person performance review with the instructor. Those students who have received an average of less than 2.8 on the grading rubric for standards will be placed on academic probation and required to show improvement before the following quarterly review. If a student on probation continues to perform below this minimum level and fails to maintain attendance for at least 85% of the instructional hours during



the probationary period during the next module they will be automatically withdrawn from the program.

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

### **DATA SCIENCE IMMERSIVE (Full-Time) and DATA SCIENCE INTENSIVE (Part-Time)**

Data Science Immersive and Intensive students will have regular weekly written assessments to check for understanding on the material and skills covered that week. A student's technical performance will be assessed and reported by the instructor on a weekly basis. Students must receive **30 points or higher cumulative average** of all assessment tests. 0-10 indicates little/no mastery, or little/no attempt to answer. 11-20 indicates a failed attempt. 21-30 indicates some progress but insufficient mastery, 31-50 indicates sufficient mastery with room to learn/grow, and 51-100 indicates above and beyond sufficient mastery.

### **2.) Career Services Requirements**

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

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

### **3.) Graduation Standards**

Failure to satisfy Attendance, Technical, Career Services standards and/or deliver an approved Capstone Project can result in dismissal from the program and an inability to graduate from the program. Students who are not on track to graduate may be issued a verbal or written warning. Students must achieve a cumulative average of 2.0 to graduate from the program. Students who do not make progress towards meeting Graduation Requirements after appropriate intervention will be dismissed and will not graduate from the program





## JOB PLACEMENT STATISTICS

This program is new. Therefore, the number of students who graduate, the number of students who are placed, or the starting salary you can earn after finishing the educational program are unknown at this time. Information regarding general salary and placement statistics may be available from government sources or from the institution, but is not equivalent to actual performance data.

## INTERNATIONAL STUDENTS

Galvanize does accept international students into its Immersive programs, but offers modified services dependent on the student's visa status. Please see below for more information:

### VISA SERVICES

Galvanize does **not** provide visa sponsorship to students and does **not** provide guidance or support on a student's visa status. Students are encouraged to seek outside legal counsel concerning visa issues.

### CAREER SERVICES CURRICULUM

International students will have the same access to the Career Services Curriculum during the program as non-international students; including, resume review, sample interview questions, and mock interviews with instructors. All students will be required to complete the Career Services Curriculum Requirements (See Student Catalog: Capstone Projects and Interview Preparation) in order to qualify for graduation.

### JOB PLACEMENT

International students take sole responsibility to find appropriate employment following the program in the country in which they have legal status. Galvanize cannot assist in placing students in jobs outside of the United States.

## STUDENT RECORDS

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

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



## STUDENT SERVICES

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

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

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

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

## CAREER SERVICES & EMPLOYMENT OPPORTUNITIES

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

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

## HOUSING

Galvanize does not provide student housing.

## CODE OF CONDUCT

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

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

- Maintain professional relationships with fellow classmates, colleagues, instructors, community members, etc.
- Show respect to others, themselves, and to the larger Galvanize community.



- Be able to process constructive criticism and understand that this feedback is key to their overall learning experience.
- Understand the impact of their behavior both upon the program and the entire Galvanize community - Be courteous and responsive in dealing with others.
- Freely accept the responsibility for and consequences of their conduct.
- Communicate professionally if there are issues regarding conduct of themselves or others.

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

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

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

## Discipline

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

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

## Policy Against Discrimination and Harassment

Galvanize welcomes qualified students and employees of any race, color, national or ethnic origin, sex, age, disability, religion, sexual orientation and gender identity to all the rights,



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

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

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

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

## GRIEVANCES

### Internal Grievance Procedure

#### 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 supervisor, course producer, or Program Director/Licensed Agent (Mike Huffstetler; Jennifer Shannon) to investigate the issue and allegations.
- If you do not know where to begin an informal resolution, the Program Director/Licensed Agent (Mike Huffstetler; Jennifer Shannon) will help you identify the appropriate office or individual.

#### Stage 2: Formal Complaint

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

The complaint must contain the following information:



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

### Stage 3: Formal Complaint Resolution Process

Upon submission, the Program Director/Licensed Agent (Mike Huffstetler; Jennifer Shannon) 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 Program Director/Licensed Agent (Mike Huffstetler; Jennifer Shannon) 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 Program Director/Licensed Agent (Mike Huffstetler; Jennifer Shannon), the student may appeal with the Licensed School Director.

### Stage 4: Appeal

Appeals to the Licensed School Director must be received within 5 working days following communication to the Complainant of the resolution. The Licensed School Director 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 Licensed School Director will advise the complainant if that timeline will not be met due to extenuating circumstances. The Licensed School Director will issue a written determination of the appeal that shall be provided to the complainant and the impacted faculty or other individual. The Licensed School Director's determination shall be final.

### External Grievance Procedure

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



grievance procedure before filing a complaint with BPSS. The contact information for BPSS is: New York Bureau of Proprietary School Supervision, New York State Education Department, 116 West 32nd Street, 5th floor, New York, NY 10001; 212-643-4760; [bpss@nysed.gov](mailto:bpss@nysed.gov). Complaints may also be submitted by filling out and submitting the complaint form available at: <http://www.acces.nysed.gov/common/acces/files/bpss/ComplaintForm.pdf>.

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

## INTELLECTUAL PROPERTY

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

## MEDIA AND PUBLICITY RELEASE

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



## ***Information for Students*** **Student Rights**

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

### **What is the purpose of this pamphlet?**

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

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

In addition, staff members of the Bureau of Proprietary School Supervision are often in the school buildings monitoring the educational programs being offered. The interest of the New York State Education

Department is to ensure that the educational program being offered meets your needs and that your financial investment is protected.

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

### **Who can file a complaint?**

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

### **What can a student or employee complain about?**

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





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

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

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

- 1) Write to the New York State Education Department at 116 West 32nd Street, 5th Floor, New York, New York 10001, or telephone the Department at (212) 643-4760, requesting an interview for the purpose of filing a written complaint. Bring all relevant documents with you to the interview, including an enrollment agreement, financial aid application, transcripts, etc. An investigator from the Department will meet with you and go through your complaint in detail.
- 2) If you cannot come for an interview, send a letter or call the office to request a complaint form. You must complete and sign this form and mail it to the office. Please include with it copies of all relevant documents. You should keep the originals. You must file a complaint within two years after the alleged illegal conduct took place. The Bureau cannot investigate any complaint made more than two years after the date of the

occurrence.

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

### **What is the Tuition Reimbursement Fund?**

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





been provided to you upon enrollment).

### **What is the tuition refund and cancellation policy?**

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

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

### **What should students know about "private school agents?"**

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

out if you are eligible to receive a refund, you must follow the complaint procedures included in this page.

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

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

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

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



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

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

Contact the New York State Education Department at:

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

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



## ACADEMIC CALENDAR

New Years Day, 01/01/2018

MLK Day, 01/15/2018

President's Day, 02/19/2018

Memorial Day, 05/28/2018

Independence Day, 07/04/2018

Labor Day, 09/03/2018

Thanksgiving Day, 11/22/2018

Day After Thanksgiving, 11/23/2018

Christmas Eve, 12/24/2018

Christmas Day, 12/25/2018

Day After Christmas, 12/26/2018

New Year's Eve, 12/31/2018

New Year's Day 01/01/2019

President's Day 02/18/2019



## Part Time Courses

### Data Science Fundamentals: Intro to Python (Personal Enrichment)

**Class schedule:** Length 36 hours, 2 times per week, 3-hour sessions

**Program Outcomes:** This part time course introduces attendees to the subject matter. It is avocational and is not intended to lead to employment. There are no graduation requirements.

**Program Description:** This program is designed to give individuals an understanding of how to program in Python, so they are better prepared to learn Data Science. The curriculum spans coding fundamentals to object-oriented programming in Python to using Python data science libraries like Pandas and NumPy to an introduction to statistical modeling with Python using SciKit Learn.

**Prerequisites:** None

**Cost:** \$1000

### HTML & CSS for Beginners (Online, Personal Enrichment)

**Class schedule:** Length 40 hours, 3 possible tracks: 4 weeks- 10 hours/week; 8 weeks - 5 hours/week; 12 weeks- 3.3 hours/week

**Program Outcomes:** This part time course introduces attendees to the subject matter. It is avocational and is not intended to lead to employment. There are no graduation requirements.

**Program Description:** This course is designed to teach individuals the basics of multipage web development using HTML and CSS, culminating with applying the newfound skill set to code and publish a webpage. This Galvanize part-time flex course combines the best of both worlds. Online coursework lets students proceed through the curriculum at their own pace, while weekly in person studio sessions give students the option to meet with an instructor to get help when needed.

**Prerequisites:** None

**Cost:** \$400.00

### Cognitive Builder Course (Online, Personal Enrichment)

**Class schedule:** Length 30 hours, 5 weeks Week 1 - 2 hours Week 2 - 8 hours Week 3 - 8 hours Week 4 - 6 hours Week 5 - 6 hours

**Program Outcomes:** This part time course introduces attendees to the subject matter. It is avocational and is not intended to lead to employment. There are no graduation requirements.

**Program Description:** This course is suggested for software developers with basic experience seeking personal enrichment in Python and who are curious about machine learning and artificial intelligence.

**Cost:** \$750.00



## React

**Class schedule:** 15 Hours; 5 weeks, 3 hours/week

**Program Outcomes:** This part time course introduces attendees to the subject matter. It is avocational and is not intended to lead to employment. There are no graduation requirements.

**Program Description:** This course is a deep dive on React JS, one of the most popular libraries for building seamless user interfaces. The fast rendering speed and functional approach make React a great choice if you're looking to speed up your workflow with JavaScript. This course is geared towards attendees with intermediate to advanced experience in JavaScript. This Galvanize part-time flex course combines the best of both worlds. Online coursework lets students proceed through the curriculum at their own pace, while weekly in-person sessions give students the option to meet with an instructor to get help when needed.

**Prerequisites:** Attendees will be most successful with intermediate to advanced experience in JavaScript and be proficient using HTML/CSS.

**Cost:** \$1000.00



## Addendum 1

Information listed below is only applicable to the following Immersives:

Hack Reactor Software Engineering Immersive

### Job Placement Services

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

### Standards for Student Achievement

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

### Technical Skills

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

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

### Soft skills

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

### Summary Evaluation

The Summary Evaluation is a midterm evaluation of proficiency in the course, largely centered around the question "Would Galvanize hire this person onto one of our teams?" The Summary Evaluation takes into

consideration technical proficiency, ability to successfully collaborate with pairs and groups, as well as student engagement with classroom requirements and expectations. The Summary Assessment gates participation in the second half of the course.

### Assessment Frequency and Evaluation

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

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

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

### Program Expectations

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

1. Be on time - We need to start promptly. This means being ready to *start* on time, not just being present in the classroom container.
2. Be present - Because of our condensed schedule, missing a day is going to put you far behind. We understand that in some rare circumstances someone might need to miss a day, but we request that you let us know ahead of time when possible and have a really compelling reason. An absent member disrupts the cohesion of our classroom container so much that if a student misses more than 2 days during the course, we will discuss with the student whether learning goals can still be achieved. In some cases, absence may lead to withdrawal from the program.
3. Be good students - This is a serious course for serious students. We need you to work hard and ask for help when you need it. We use assessments to monitor progress and, if you cannot pass the assessments, we will do everything we can to give you more support and instruction. But, ultimately, your assessments will determine whether you progress to graduation or not. If you cannot pass the assessments, you may be withdrawn from the program.
4. Be respectful - We are going to be around each other for many very intense weeks. It is therefore really important that we go out of our way to make each other comfortable. Belittling, aggressive, sexist, racist, or discriminatory language has no place in our learning environment.

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

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

### Academic Intervention and Dismissal Policy

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

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

### Attendance Policy

Hack Reactor's program is immersive, so missing a single day of instruction is highly likely to impede a student's academic success. We understand that absence is sometimes unavoidable, but we request that students let us know ahead of time when possible and have a really compelling reason. An absent student disrupts the cohesion of our classroom 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 Onsite Hack Reactor Software Engineering Immersive Program, Online Hack Reactor Software Engineering Immersive, or Part-Time Hack Reactor Software Engineering Immersive Program are allowed a maximum of nine (9) attendance points.

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

### Leave-of-Absence Policy

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

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

### Software and Accessibility

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

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

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

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

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

### Meaningful communication

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

### Time and feedback

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

## PROGRAMS OFFERED

### Hack Reactor Software Engineering Immersive

Hack Reactor is an advanced Javascript immersive educational program that produces exceptional full stack software engineers with a skill set built for top engineering teams. During 12 weeks of instruction, students acquire the skills necessary to gain employment in the software engineering field. During their time at Hack Reactor, students learn JavaScript, computer science fundamentals, and engineering best practices. The curriculum is intended for students who dedicate many hours to self-study before beginning the rigorous application process for Hack Reactor. The program is designed for students who understand the basics and have demonstrated their programming abilities during the application process.

The Program is comprised of 360 hours of lab and lectures focusing on building autonomous, fully capable software engineers. Every unit in our curriculum has been pored over numerous times to optimize it for power and efficiency. Topics include Data Modeling and Classes, Data Structures and Complexity Analysis, Inheritance Patterns and Algorithms, Browser apps and animation, MVC and Backbone, API's and ES6, React, Server-side techniques, Database Development, Angular and several large-scale collaborative projects. There are also several skill development sprints covering

job-search skills and other career preparation topics. Before the first day in class, students must complete 100 hours of pre-course work to brush up on programming fundamentals. The first half of the course is often described as “drinking from a firehose” because of how much information it entails. In the second half, students use their new skills to build projects, while learning new technologies. By the end students will be autonomous engineers, capable of tackling unique, unfamiliar problems and building complex applications.

Our program teaches students programming fundamentals, how to use industry tools (Git, Backbone, Rails, Unix, and TDD testing frameworks), and provides a support network beginning with the application process. This support extends into helping students with negotiation techniques that garner higher salaries, better benefits, and greater career satisfaction. We judge student outcomes by both performance on technical interviews and job search success rate within three months of completing the program.

#### Course Outline:

Course Title	Lecture	Lab	Total
Orientation and Pre-Course Review	5	6	11
Data Modeling and Classes	6	5	11
Data Structure and Complexity Analysis	3	5	8
Inheritance Patterns	2	8	10
Algorithms	1.5	8.5	10
Browser apps, jQuery, and AJAX	1.5	8.5	10
ES6, APIs, React, and React – Redux	4	16	20

Servers and Node	1	9	10
Server-side Techniques	1.5	9	10.5
Databases	2	7.5	9.5
Authentication and Full Stack Development	1.5	8.5	10
Mini-Apps	0	20	20
Full-Stack Overview	0	10	10
Technical Assessment	0	8.5	8.5
Front End Capstone (FEC) Phase	5	46.5	51.5
Professional resume Sprint & FEC Presentation	.75	7.25	8
System Design Capstone (SDC) Project	7	7.5	82.5
MVP Project	.5	12	12.5
Mini-Apps Part 2	1	16	17
Hiring Sprint	2.5	27.5	30
<b>Total</b>	<b>45.75</b>	<b>314.25</b>	<b>360</b>

### Total Charges:

Tuition: \$17,980.00

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

Total Tuition Charges: \$17,980.00

### Cohort Start Dates

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

### Hours

Program Schedule: Campus hours of operation are from 9:00 am to 8:00 pm on Mon. - Fri. and 9:00 am to 5:30 pm on Saturday 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.

There are 5 instruction-hours of new curriculum covered per day, consisting of live lectures and

structured labs. We require students to take two meal breaks per day and encourage an additional 2-3 wellness breaks per week. A great portion of our Program is self-driven and successful candidates should expect to spend 3-4 additional hours daily practicing pairing between classes and completing additional assignments.

Students are encouraged to use our facilities for pairing sessions and project group work from 8:00 am - 12:00 am Monday through Saturday. Sunday access can be arranged for students in need of a workspace.

Should the school have an unplanned or unexpected closure, students will be alerted immediately. In the case of adverse weather conditions (i.e. snow days) or an emergency students shall be informed when classes are to resume via email.

## Addendum 2

### Page 4 Galvanize Mission

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

### Page 4 Approvals

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



### 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 Programs Offered

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

### Page 6 Facilities

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

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

## Page 15 Payment options

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

<b><i>Payment Option</i></b>	<b><i>Deposit</i></b>	<b><i>Payment Schedule</i></b>	<b><i>Payment method</i></b>
Option 1 - Upfront*	\$2000 due at time of signing enrollment agreement	Tuition remainder due the first day of class (week 1, day 1).	All payments can be made online, fee free, by card or ACH payment.
Option 2 - Installment	\$2000 due at time of signing enrollment agreement	½ tuition, less deposit, due the first day of class (week 1, day 1)  Tuition remainder due at week 5, day 1.	All payments can be made online, fee free, by card or ACH payment.
Option 3 – Full or Partial Tuition Loan Finance	\$2000 due at time of signing enrollment agreement	Students who are eligible can finance full tuition through Galvanize's private lending partners, SkillsFund and Climb Credit <b>AND</b> Students must confirm financing application (application number) for any loan prior to the first day of class (week 1, day 1)	Lending partner transfers funds to Galvanize directly.  <b><u>For students electing to finance partial tuition</u></b> , the tuition remainder will be due at week 5, day 1.

## Page 6 Facilities

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

Monday – Friday from 9am to 8pm

Saturday from 9am to 5:30pm

## Page 30 Intellectual Property

### PROPRIETARY MATERIALS:

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

## Addendum 3

### Immersive Name Changes

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

Page 6 Program Offered  
Page 7 Program Outcomes/Class Schedule/Program Description/Graduation requirements  
Page 8 Program Offered  
Page 8 Program Outcomes/Class Schedule  
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## Addendum 4

### Page 13 and 14 Discounts

As of January 1, 2019, Galvanize will no longer offer discounts as part of our tuition assistance package.

Alumni of Hack Reactor or Galvanize (and their immediate family) immersive are eligible for a 10% discount.



## Addendum 5

### Academic Calendar

Galvanize observes the following Holidays:

New Year's Day – January 1, 2019

MLK Day – January 21, 2019

President's Day – February 18, 2019

Memorial Day – May 27, 2019

Independence Day – July 4, 2019

Labor Day – September 2, 2019

Thanksgiving – November 28 and November 29, 2019 Christmas – December 25 and December 26, 2019

New Year's Eve – December 31, 2020

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
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. 13, 2019	✓			✓				✓	

	April 22, 2019	July 12, 2019	✓			✓			✓	✓	✓
	May 6, 2019	July 25, 2019									
	July 22, 2019	Oct. 11, 2019	✓	✓	✓	✓	✓		✓	✓	✓
	Aug. 19, 2019	Nov. 7, 2019									
	Oct 14, 2019	Jab 3, 2020	✓	✓	✓	✓	✓		✓	✓	✓
	Dec. 2, 2019	Feb. 20, 2020				✓				✓	
<b>Galvanize Data Science for Working Professionals</b>	Jan. 22, 2019	July 9, 2019								✓	
	May 6, 2019	Nov. 14, 2019					✓		✓		
	Aug. 19, 2019	Feb. 3, 2020									✓
<b>Hack Reactor Software Engineering Immersive Hack Reactor Software Engineering Online Immersive</b>	Jan. 2, 2019	Mar 29, 2019		✓	✓				✓		✓
	Feb. 19, 2019	May 17, 2019	✓	✓	✓	✓		✓	✓	✓	✓
	Apr. 8, 2019	July 6, 2019	✓	✓	✓	✓		✓	✓	✓	✓
	May 28, 2019	Aug. 23, 2019	✓		✓	✓		✓	✓	✓	✓
	July 15, 2019	Oct. 11, 2019	✓		✓	✓		✓	✓	✓	✓

	Sept. 3, 2019	Dec. 6, 2019	✓		✓	✓		✓	✓	✓	✓
	Oct. 21, 2019	Jan. 24, 2020	✓		✓	✓		✓	✓	✓	✓
	Dec. 9, 2019	Mar. 13, 2020	✓		✓	✓		✓	✓	✓	✓
<b>Hack Reactor Extended Software Engineering Immersive Hack; Reactor Extended Software Engineering Online Immersive</b>	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	✓	✓	✓	✓		✓		✓	✓