

CATALOG

Texas



January 1, 2015 – December 24, 2015



CONTENTS

03	OUR STORY
03	MISSION AND OBJECTIVES
03	GOVERNANCE AND APPROVALS
03	FACILITY AND EQUIPMENT
04	HOLIDAYS
04	HOURS
05	COURSES OFFERED
06	ADMISSION POLICY AND PROCEDURE
07	TRANSFER OF CREDIT
07	COURSE DESCRIPTIONS AND OBJECTIVES
19	ACADEMIC POLICIES
22	STUDENT SERVICES
23	GRIEVANCE PROCEDURE
24	CANCELLATION, WITHDRAWAL, AND REFUND POLICY
27	TUITION AND FEES
28	FINANCIAL ASSISTANCE
28	CONSUMER INFORMATION
29	APPENDIX A: OWNERSHIP, MANAGEMENT, AND FACULTY
30	APPENDIX B: TEXAS FACULTY

OUR STORY

Over the past two decades, the technology enabling the creation of online products has become cheaper and more effective, democratizing entrepreneurship while reshaping the job market. At the same time, design has come to play an increasingly important role in the creation of intuitive and differentiated user experiences. Business strategies and tactics have shifted to respond to an increasingly technological landscape.

Traditional educational institutions often do not offer the training necessary to enter this new workforce immediately, so the abundance of jobs in technology, design, and business can go unfilled. For students who do choose to pursue learning these skills on their own, the process can be a daunting, confusing, and lonely journey.

MISSION / OBJECTIVES

Our vision is a global community of individuals empowered to pursue work they love. Our mission is to build that community by transforming millions of thinkers into creators by:

- » Delivering best in class, practical education in technology, business, and design;
- » Providing access to opportunities that build skills, confidence, and freedom in one's career;
- » Building a global network of entrepreneurs, practitioners, and participants invested in each others success.

GOVERNANCE

General Assembly is governed by a Board of Directors.
A list of owners and Board members is attached as Appendix A.

APPROVALS

General Assembly is licensed by the Texas Workforce Commission, Career Schools and Colleges. Additional disclosures required by the Texas Workforce Commission are attached as Appendix B.

General Assembly is not accredited and does not participate in federal or state financial aid programs.

FACILITY AND EQUIPMENT

General Assembly's facilities meet ADA accessibility standards. All Campuses are equipped with dedicated classrooms, student lounge space, private conference rooms for group work and 1:1 meetings with instructional staff, on-floor restrooms, daytime storage for student belongings, and a full kitchen for Immersive student use. GA does not currently provide equipment for student use or loan. A laptop with an up-to-date operating system and wireless Internet capability is required for all of our courses.

Equipment at each campus includes: Desks, chairs, tables, projectors, projector screens, iMac 24" monitors, Macbook Airs, video camera, TVs, audio equipment, whiteboards, HDMI cables, DVI <> HDMI adapters, and couches.



HOLIDAYS

General Assembly is closed on the following federal holidays: New Year’s Day, Memorial Day, Independence Day, Labor Day, Thanksgiving Day, and Christmas Day.

Instructors may chose to reschedule class on the following dates with advance notice to students: Day After New Year’s Day, Martin Luther King Day, Presidents Day, Columbus Day, Veterans Day, Day after Thanksgiving. General Assembly’s campuses will remain open for student use on those days. Opportunities to make up any material missed will be provided.

HOURS

CLASS HOURS

Monday – Friday	8:00 am – 10:00 pm
Saturday – Sunday	9:00 am – 5:00 pm

ADMINISTRATION HOURS

Monday – Friday 9:00 am – 6:00 pm

ENROLLMENT PERIOD

Courses are offered on a rolling basis and enrollment is open. For all evening courses, the enrollment deadline is 48 hours before the first meeting of the course. For immersive courses, the enrollment deadline is 30 days before the first meeting of the course. For Web Design Circuit, the enrollment deadline is the first day of the course. General Assembly reserves the right to make exceptions and enroll students to a given course after the enrollment deadline has passed under special circumstances.

COURSES OFFERED

There are two categories of courses offered at GA: full-time immersive (program) courses and part-time (seminar) courses. GA's full-time immersive courses are designed to prepare students for a new career in their field of study. Part-time courses are designed to help students level up on a skillset and create an initial portfolio of work in their field of study. The part-time courses are not geared for career transitioning and may be designated as "avocational." In some states, avocational, or non-occupational, courses are not intended to provide instruction that will result in the student's acquisition of occupational skills for a particular job. General Assembly's courses are not designed to lead to positions in a profession requiring state licensure.

General Assembly offers the following courses. Course availability at each location may vary. The maximum class size is 25 students and the average student–teacher ratio is 8:1 for our on-campus courses. Online courses extend to 35. All on-campus courses are taught in a classroom.

Web Design Circuit is taught online and all projects are submitted and evaluated electronically. Web Design Circuit is taught over a period of twelve weeks. Students receive all lessons and materials on the first day of class. Certificates of Completion are issued within 7 days of the end of the course.

Courses Offered	Course Length	Type of Course	
		Seminar	Program
Analytics	60 hours / 10 weeks	✓	
Back-End Web Development	60 hours / 10 weeks	✓	
Business Fundamentals and Tactics	60 hours / 10 weeks	✓	
Digital Marketing	60 hours / 10 weeks	✓	
Data Science	66 hours / 11 weeks	✓	
Front-End Web Development	60 hours / 10 weeks	✓	
Mobile Development	72 hours / 12 weeks	✓	
Product Management	40 hours / 10 weeks	✓	
Product Management Immersive	400 hours / 10 weeks		✓
User Experience Design	48 hours / 12 weeks	✓	
User Experience Design Immersive	400 hours / 10 weeks		✓
Visual Design	32 hours / 8 weeks	✓	
Web Design Circuit (Online)	72 hours / 12 weeks	✓	
Web Development Immersive	480 hours / 12 weeks		✓

CLASS SCHEDULE

Immersive course hours run from 9:00 AM to 5:30 PM with an hour break for lunch. Part-time courses run from one to two days a week and course hours run from two to six hours a day. For all courses, a ten minute break is provided for every three hours of course instruction.

One hour of instructional time is defined as a sixty-minute period.

ADMISSION POLICY AND PROCEDURE

ENTRANCE REQUIREMENTS AND ENROLLMENT DATES

Admission into any General Assembly course requires that the student have:

High school diploma or equivalent (General Education Diploma – GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education. General Assembly does not admit ability-to-benefit students.

In addition, following are specific course requirements for admission:

Courses Offered	Admissions Requirements
Back-End Web Development	Exposure to HTML and CSS
Data Science	Post-secondary Statistics and Probability Exposure to Object-Oriented Programming
Web Development Immersive	Basic HTML, CSS, Javascript Exposure to Ruby on Rails

REQUIRED EQUIPMENT

Students are required to have access to a laptop to bring to each class session. The instructors will be using MACs, and so this is the preferred laptop, if you are able to obtain one. If you use a PC, the instructor may not be able to provide as much support with certain technical issues.

ADMISSIONS PROCEDURE

Our admissions process comprises 5 steps and is designed to elicit the core traits we've seen help students succeed in and after the program:

STEP 1

After you submit an application, we review it and...

STEP 2

Move forward with select applicants to a phone interview. During the phone interview we are looking to understand more about your background and you'll have the chance to ask us any questions you have. If the phone interview is successful we'll move you on to...

STEP 3

Pre-admit work (if applicable to your course choice), and...

STEP 4

Set a date to interview with alumni or instructors (if applicable to your course choice). During the interview we may ask you brain teasers, logic questions, discuss the pre-admit work you completed, or ask you to describe or demonstrate skills covered in pre-admit work assignments.

STEP 5

Once you have completed all requisite steps in the process, you will receive confirmation of your admission from your admissions representative.

Each prospective student must provide documentation of:
Prior education documentation as outlined in the Admission Policy for the course of interest and, as applicable, documentation of the following experience:

Courses Offered	Admissions Requirements
Back-End Web Development	Exposure to HTML and CSS
Data Science	Post-secondary statistics and probability experience Exposure to object-oriented programming, determined based on admissions interview
Web Development Immersive	Basic HTML, CSS, Javascript Exposure to Ruby on Rails Competency based on a diagnostic assessment issued during the admissions process

FOREIGN TRANSCRIPT EVALUATION

All foreign transcripts and degrees must be evaluated and translated to meet U.S. equivalency.

TRANSFER OF CREDIT

General Assembly courses are not credit-bearing. General Assembly does not accept hours or credit from other institutions through transfer of credit, challenge examinations, achievement tests, or experiential learning. Courses taken at General Assembly are unlikely to count as transfer credit at another institution.

COURSE DESCRIPTIONS AND OBJECTIVES

Each General Assembly course culminates in a final project, which will be evaluated. Information regarding the requirements for completion for all programs is provided under Academic Policies.

ANALYTICS (SEMINAR)

Subject Hours: 60 Hours / 10 weeks (60 hours consist of lecture time)

Prerequisites: None

Course Description: Data is now an integral part of every business. To be successful in today's business landscape, all companies need to learn how to leverage data to make critical business decisions. It is a requirement for every employee to know how to analyze data. In this course, you will learn how to use large amounts of data to help your company make those critical decisions about strategy.

This course was created for digital marketers, sales manager, analysts and anyone else looking to learn the essentials of data analysis. You'll practice collecting, cleaning and analyzing data using Excel and SQL. Additionally, you'll be able to create data dashboards and various data visualizations to communicate insights. This course will culminate in a presentation of your data analysis and insights to your classmates and instructional team.

By the end of this course students will be able to:

- » Use large data sets to make critical business decisions by collecting, cleaning and analyzing data.
- » Use industry standard tools, Excel and SQL, to perform a variety of analytics.
- » Create dashboards and presentations to communicate data driven insights.

BACK-END WEB DEVELOPMENT (SEMINAR)

Subject Hours: 60 Hours / 10 weeks (60 hours consist of lecture time)

Prerequisites: Exposure to HTML and CSS, prescribed pre-work.*

Course Description: A web developer that creates client-side web sites can only go so far without back-end logic. Creating web applications has never been simpler than with Ruby on Rails. Yukihiro Matsumoto designed the Ruby programming language with the programmer in mind and wanted it to be easy, fun and productive. Using Rails, beginners can quickly create web applications that communicate with both the front-end of a site and back-end data stores.

In this 10-week course, students will practice building Rails applications and develop their own ideas into functional web applications. This course will give aspiring entrepreneurs and career changers the confidence to speak Rails jargon, and the springboard to continue to learn about programming fundamentals.

The focus of this course is programming in Ruby and creating Rails web applications. However, other tools are necessary to execute these applications. Therefore, in addition to teaching Rails, this course also includes lessons on programming fundamentals, command line basics, Git, GitHub, and database schemas.

By the end of this course students will be able to:

- » Design and implement functional web applications using Rails
- » Practice solving problems like a developer by writing object oriented programming code with Ruby
- » Integrate third party APIs / GEMs and write the logic required to customize solutions on the web
- » Use GitHub and Heroku to share your application on the web
- » Communicate web application ideas to teammates and other stakeholders

*There is no additional charge for pre-work

BUSINESS FUNDAMENTALS AND TACTICS (SEMINAR)

Subject Hours: 60 Hours / 10 weeks (60 hours consist of lecture time)

Prerequisites: None

Course Description: Success is rarely achieved by random guessing. With frameworks for assessing problems and crafting a plan, business analysts solve problems constructively, efficiently, and with better results. This course teaches students how to deploy a strategy from start to finish—defining problems, identifying opportunities, creating, communicating, and implementing strategy, and tracking the results in a quantifiable and structured way. This scientific approach to problem solving is a valuable tool in enhancing business function, from finding opportunities for new growth, to improving operational performance.

Tackle business problems with a strategic framework and develop a plan for action. In this 10-week program, students will practice developing, communicating, and implementing strategies for solving business problems and capturing key opportunities.

By the end of this course students will be able to:

- » Create, implement, and communicate actionable business strategies
- » Tackle business problems in a structured and repeatable way
- » Lead teams and individuals to create a measurable impact Describe how the different pieces of a business (customer, financial and operational) work together and impact each other
- » Approach broad and ambiguous business problems in a logical way, without necessarily having all the information they require

DIGITAL MARKETING (SEMINAR)

Subject Hours: 60 Hours / 10 weeks (60 hours consist of lecture time)

Prerequisites: None

Course Description: The marketing landscape has changed. The question is no longer about whether or not your company needs to market itself online, but how your company can create the most impact by leveraging a range of digital marketing tools, tactics and techniques.

Whether you work for – or aspire to work for – a startup, agency or large organization, this course will rapidly provide you with the practical skills to create and manage powerful online marketing campaigns. The course provides individuals with a solid foundation in marketing fundamentals – from segmenting a market to developing customer insight – and combines it with hands-on training on developing engaging content, and paid and unpaid tactics for acquiring and retaining new users.

The course focuses on creating a balance between the qualitative aspects of developing a brand and the more quantitative aspects of marketing, such as market experimentation, statistics and analytics.

By the end of this course students will be able to:

- » Target and grow the right audience for a brand
- » Optimize a multi-channel marketing campaign using web analytics
- » Create engaging and high-impact content

DATA SCIENCE (SEMINAR)

Subject Hours: 66 Hours / 11 weeks (66 hours consist of lecture time)

Prerequisites: Post-secondary statistics and probability experience, exposure to object-oriented programming.

Course Description: Ever wonder how the Netflix recommendation engine works or how Amazon.com determines what items “you may also like”? These functionalities are designed by training a computer how to learn using the large amounts of data that exist in these systems.

The 11-week data science course is a practical introduction to the interdisciplinary field of data science and machine learning, which is at the intersection of computer science, statistics, and business. You will learn to use the programming languages, tools, and technologies to help you acquire, clean, parse, and filter your data. A significant portion of the course will be a hands-on approach to the fundamental modeling techniques and machine learning algorithms that enable you to build robust predictive models about real-world data and test their validity. You will also gain practice communicating your results and insights about how to build systems that are more intelligent and take advantage of the data that you have (think recommendations systems or targeted ads).

By the end of this course students will be able to:

- » Acquire, clean, and parse large sets of data using R and/or Python
- » Choose the appropriate modeling technique to apply to your data
- » Programmatically create predictive data models using machine learning techniques
- » Apply probability and statistics concepts to create and validate predictions about your data
- » Communicate your results to an appropriate audience

FRONT-END WEB DEVELOPMENT (SEMINAR)

Subject Hours: 60 Hours / 10 weeks (60 hours consist of lecture time)

Prerequisites: None

Course Description: This 10-week course will introduce students to the basics of programming for the web using HTML, CSS, and JavaScript. This is a beginner course that teaches students how to build the visual and interactive components of a website. Students will learn how to create the structural foundation of a site (HTML), style it (CSS), and add logic to control the behavior (JavaScript) of their website through these simple languages that make up the web.

Students will further gain an understanding of how the web works and be able to customize their sites using their own designs and ideas. You will finally be able to make that idea you've had a reality by putting it online for everyone to see.

By the end of this course students will be able to:

- » Explain how the web works
- » Create the structure and style of a website using HTML & CSS
- » Apply interactivity to a site using programming fundamentals in JavaScript
- » Host a website on a server
- » Communicate the basic technical vocabulary with front-end digital marketers

MOBILE DEVELOPMENT (SEMINAR)

Subject Hours: 72 Hours / 12 weeks (72 hours consist of lecture time)

Prerequisites: None

Course Description: Mobile applications have changed the way we do things, from hailing a taxi to ordering food. This 12-week course will introduce you to the basics of iOS app development using Apple's new programming language Swift. Designed for beginners who want to learn how to build an iOS app from scratch, you'll learn how to use gestures, interactions, persistent data, APIs, and other elements to create an interactive and innovative app. You'll also become familiar with the app development process, and developer tools such as GitHub.

By the end of this course, students should be able to

- » Build an "app store ready" application
- » Use Apple's integrated development environment, Xcode, to create new app projects and build interfaces
- » Program using Apple's new programming language Swift
- » Apply interactivity to an app with gestures such as tap, pinch and swipe
- » Know the basic technical vocabulary to communicate with iOS developers

PRODUCT MANAGEMENT (SEMINAR)

Subject Hours: 40 Hours / 10 weeks (40 hours consist of lecture time)

Prerequisites: None

Course Description: Being able to take an idea and turn it into a product that changes the way people perform a task on a day-to-day basis requires a certain discipline. Many things have to be taken into consideration: from business requirements, to user needs, and technical obstacles. That's where Product Managers come in. Product Managers are often described as the voice of the user, ensuring that every business decision or technical consideration maps back to solving a customer problem.

Product Managers understand the users, the market, and their organizations better than anyone; this allows them to create products and features that succeed in the real world. In this 10-week course, students will learn to navigate the product cycle, from evaluating users and managing a roadmap to creating an MVP and developing metrics.

By the end of this course students will be able to:

- » Clearly describe the role of a product manager
- » Effectively determine key risks and assumptions of a given product in order to test it
- » Identify different business models in order to determine which one is more effective for a given product
- » Create wireframes, MVPs, and basic prototypes in order to test assumptions
- » Utilize usability tests and other user research tactics
- » Speak fluently with developers in regards to technology and technical constraints
- » Measure a product's success and track its lifecycle

PRODUCT MANAGEMENT IMMERSIVE (PROGRAM)

Course Description: Not all great ideas turn into great products, and oftentimes, the reason why is implementation. Product managers are trained in the process of identifying problems and opportunities, and exploring them in order to build the next great product.

Product managers stand at the cross-section between business, technology, and design. They're able to establish the vision for a product, communicate it out to a broader team, and push its development forward into reality. While most product managers may not have any direct reports, they must constantly influence the direction of their product through their use of data, process, and tact.

Product Management Immersive is designed to put students in that environment every day for 10 weeks. Much like our other immersive programs, the Product Management Immersive is made up of classes delivered by top practitioners, workshops and hackathons where students will work with developers and designers, and social events that immerse students in the PM community.

Course Outline:

Subject	Subject Title	Lecture	Lab*	Ext.	Total
PMI101	Building a Minimal Viable Product	25	15		40
PMI102	Discovery and UX Design	50	30		80
PMI103	Technical Product Management	50	30		80
PMI104	Working with the Real World	50	30		80
PMI105	Working With Teams	60	60		120
TOTAL		235	165	0	400

*Lab consists of project workshop time to work with peers or meet individually with instructors

PMI101

Building a Minimal Viable Product

Subject Hours: 40 hours (25 lecture hours, 15 lab hours)

Prerequisites: None

Subject Description: In this unit, students learn how to identify a problem and solve it through a quick and iterative product development sprint by defining the minimum viable product needed to test your product hypothesis and gather feedback.

PMI102

Discovery & User Experience Design

Subject Hours: 80 hours (50 lecture hours, 30 lab hours)

Prerequisites: PMI101

Subject Description: In this unit, students learn how to create a brand new product for an existing brand in order to solve a specific business problem / need, by applying key user research methodologies and UX design principles.

PMI103

Technical Product Management

Subject Hours: 80 hours (50 lecture hours, 30 lab hours)

Prerequisites: PMI102

Subject Description: In this unit, students learn to analyze and optimize an existing feature for a real product, by analyzing data, documenting technical and functional requirements, and A/B testing.

PMI104

Working with the Real World

Subject Hours: 80 hours (50 lecture hours, 30 lab hours)

Prerequisites: PMI103

Subject Description: In this unit, students learn how to develop a unique solution for a real client through an iterative product development sprint by scoping the problem, defining project plans, and working with designers and developers.

PMI105

Working with Teams

Subject Hours: 120 hours (60 lecture hours, 60 lab hours)

Prerequisites: PMI104

Subject Description: In this unit, students work with a cross-collaborative team of designers and developers in order to bring a product concept to life by applying the entire product development process, from user research, to ideation, modeling, feature prioritization, sprint planning, and execution.

By the end of this course students will be able to:

- » Conduct customer development, market research and competitive analysis to identify new product opportunities/features
- » Build a viable business and financial model appropriate for a feature/product
- » Identify the right MVP to validate your feature/product
- » Liaise with marketing, sales, engineering and design to deliver a compelling feature/product and create effective product information, features, benefits, and competitive positioning
- » Build a product roadmap, timelines and define product release cycles
- » Define functional specifications for products, including user stories and acceptance criteria
- » Create personas and design detailed page flows and layouts; conduct user testing to evaluate designs
- » Define and establish key performance metrics that determine success of product lines. Learn to operate as a product owner and project manager in an agile scrum team
- » Create business case, prioritize and maintain product backlog on ongoing basis
- » Apply technology concepts from web architecture and databases to their decision making and conversations with technology teams

USER EXPERIENCE DESIGN (SEMINAR)

Subject Hours: 48 Hours / 12 weeks (48 hours consist of lecture time)

Prerequisites: None

Course Description: What is user experience design? In simple terms, user experience design shapes how you feel while interacting with something. You can affect it by changing the look, language and feedback of a system across platforms.

Take the experience of getting a ride, for example. There is a huge difference between how it feels to try to hail a taxi in a crowded street versus having a black car waiting to drive you around. A user experience designer's goal is to emulate the feeling of the latter through their design and technology.

Building great user experiences requires listening and empathy. In this 12-week course students learn the tools and techniques to make your digital products delightful for users.

By the end of this course students will be able to:

- » Apply user experience best practices as they think, analyze, and design to effectively solve problems.
- » Conduct effective user research and perform usability tests
- » Produce full UX documentation deliverables, including:
 - Personas
 - Competitive assessment documents

- Feature Prioritization
 - Wireframes and, potentially, a clickable prototype
- » Define all possible interactions as a person moves through the structure, functionality and appearance of software interfaces.
- » Analyze and critique the designs of others

USER EXPERIENCE DESIGN IMMERSIVE (PROGRAM)

Course Description: We are constantly surrounded by user experiences, from elevator buttons to the latest mobile app. Each and every one of these experiences has been designed, with a great deal of thought given to how we interact with objects, find information, or exchange ideas. At the same time, we're also surrounded by unique problems, struggles, and needless complexity; all of which can be solved by great design.

A User Experience Designer is able to think outside the realm of what's "possible" in order to create experiences that address the needs of customers in a way that brings them joy and delight. This requires a great deal of empathy, imagination, and skill.

User Experience Design Immersive is designed to have students living and breathing user experience design. Made up of classes delivered by top practitioners, workshops meant to build students' portfolios, and social events that immerse students into the UX community, UXDI was made for those seriously looking to enter the world of user experience.

This 10-week immersive course will prepare students to think like designers, and approach problems creatively in order to design the next generation of great apps, websites, and digital products.

Course Outline:

Subject	Subject Title	Lecture	Lab*	Ext.	Total
UXDI101	The Lean Design Process	25	15		40
UXDI102	Wireframing & Information Architecture	75	30		105
UXDI 103	Interaction & Interface Design	50	30		80
UXDI 104	Mobile & Future of UX	60	20		80
UXDI 105	Working in the Real World	55	40		95
TOTAL		265	135	0	400

*Lab consists of project workshop time to work with peers or meet individually with instructors

UXDI101

Building a Minimal Viable Product

Subject Hours: 40 hours (25 lecture hours, 15 lab hours)

Prerequisites: Prescribed pre-work*

Subject Description: In this unit, students dive into the UX design process by creating an app prototype through user research, participatory design, sketching, and testing.

UXDI102

Discovery & User Experience Design

Subject Hours: 105 hours (75 lecture hours, 30 lab hours)

Prerequisites: UXDI101

Subject Description: In this unit, students apply the building blocks of user experience design to ecommerce websites through information architecture, wireframing, prototyping, and testing.

UXDI 103

Interaction & Interface Design

Subject Hours: 80 hours (50 lecture hours, 30 lab hours)

Prerequisites: UXDI102

Subject Description: In this unit, students will build a brand new product or feature for an existing brand by applying the entire design process of user research, building personas, ideation, sketching, interaction design, interface design, and prototyping.

UXDI104

Mobile & Future of UX

Subject Hours: 80 hours (60 lecture hours, 20 lecture hours)

Prerequisites: UXDI103

Subject Description: In this unit, students will optimize a well-known product into a mobile & companion wearable app by utilizing Apple's human interface guidelines, Google's Material Design, and other mobile design patterns.

UXDI105

Working in the Real World

Subject Hours: 95 hours (55 lecture hours, 40 lab hours)

Prerequisites: UXDI104

Subject Description: Collaborate with real clients, developers, and designers in order to apply the entire UX design process to a business problem, while exercising professional design skills like feature prioritization, client management, and project planning.

By the end of this course students will be able to:

- » Identify the most effective methods of user research for any given project and how to implement it
- » Organize vast amounts of information, from articles in a magazine to items on an ecommerce site, in a way that makes sense to users
- » Design the behavior of digital products in order to support user goals
- » Communicate use of a digital tool through visual design to insure that users of that product can effectively interact with it

- » Articulate your thinking and process via words (written & verbal) and pictures (sketches, wireframes, decks)
- » Utilize business requirements and technical constraints/abilities in order to design products that can be launched successfully into the world
- » Work with a team of fellow designers, stakeholders, and programmers in order to create polished, functional, products and prototypes
- » Identify how to use specific design tools and visual design hacks
- » Translate wireframes and mockups into basic prototypes using front-end web development skills such as HTML, CSS, and JavaScript

**There is no additional charge for pre-work*

VISUAL DESIGN (SEMINAR)

Subject Hours: 32 Hours / 8 weeks (32 hours consist of lecture time)

Prerequisites: None

Course Description: This 8-week course will introduce you to the theory, skills, and tools needed to design beautiful web and mobile products. This course was created for Developers, User Experience Designers, Product Managers, Digital Marketers, and anyone else looking to learn the essentials of visual design. You'll learn how to use layout, typography, color theory, and design thinking to create various elements of an identity system including a company logo, an email marketing template, a landing page, a responsive website, a presentation template, and a mobile app.

By the end of this course, students will be able to:

- » Apply an understanding of typography, color theory, and layout to create a collection of designs
- » Use industry-standard tools such as Photoshop and Illustrator to design high-fidelity mockups
- » Think through challenging user problems, come up with creative solutions, and mock them up in production-ready detail
- » Know the technical vocabulary to communicate with UI and Visual Designers

WEB DESIGN CIRCUIT (SEMINAR)

Subject Hours: 72 Hours / 12 weeks (72 hours consist of online education)

Prerequisites: None

Course Description: This beginner-level, 12-week mentor-driven online course teaches students to build marketing collateral, such as landing pages and email.

Students will learn how to design sites that are both functional and beautiful, and layout information in a meaningful way using HTML and CSS.

The format of the course is split teaching visual design principles, and basic front-end web development.

By the end of this course students will be able to:

- » Explain how the web works
- » Learn how to critique and defend design decisions
- » Communicate the basic technical vocabulary with front-end digital marketers
- » Create the structure and style of a responsive website using HTML & CSS

- » Build a portfolio of marketing collateral students build for the mid-term and final projects

This course is not meant for individuals looking to master the front-end stack such as JavaScript and jQuery, nor is this course for those looking to build interactive and dynamic web applications using advanced programming languages. Our on campus course Front-End Web Development would be better suited for those needs.

WEB DEVELOPMENT IMMERSIVE (PROGRAM)

Course Description: A web developer that creates client-side web sites can only go so far without back-end logic. Creating web applications has never been simpler with Ruby on Rails. Yukihiro Matsumoto designed the Ruby programming language with the programmer in mind and wanted it to be easy, fun and productive. Using Rails, beginners can quickly create web applications that communicate with both the front-end of a site, and back-end data stores.

In this 12-week course, students become junior-level developers by building rails applications, developing their own ideas into functional web applications, creating a portfolio of their work, and embarking on the career path of a web developer. This course will give aspiring Ruby on Rails developers the confidence to build projects from start to finish at a professional level.

The focus of this course is learning to program in Ruby and creating Rails web applications. However, WDI as a whole focuses on teaching students how to be professional full-stack developers capable of building a scalable product with a team of developers. Therefore, in addition to teaching Rails, this course also includes lessons on computer science, JavaScript, command line basics, Git, GitHub, and database schemas.

Course Outline:

Subject	Subject Title	Lecture	Lab*	Ext.	Total
WDI101	Web Development Fundamentals	70	50		120
WDI102	JavaScript & APIs	60	60		120
WDI 103	Ruby on Rails and MVC Concepts	70	80		150
WDI 104	Computer Science Fundamentals	30	60		90
TOTAL		230	250	0	480

*Lab consists of project workshop time to work with peers or meet individually with instructors

WDI101

Web Development Fundamentals

Subject Hours: 120 hours (70 lecture hours, 50 lab hours)

Prerequisites: Prescribed pre-work*

Subject Description: Master browser technologies like HTML, CSS, Canvas, and JS and learn to layout and design quality user interfaces. Understand the basics of how web apps work, and use this knowledge to begin to explore APIs and full-stack applications.

WDI102

JavaScript & APIs

Subject Hours: 120 hours (60 lecture hours, 60 lab hours)

Prerequisites: WDI101

Subject Description: Build secure, well-documented APIs using a Node.js framework, and interact efficiently with a database. Keep developing skills in more complex JavaScript frameworks that let you add more interactivity to your app.

WDI 103

Ruby on Rails and MVC Concepts

Subject Hours: 150 hours (70 lecture hours, 80 lab hours)

Prerequisites: WDI102

Subject Description: Learn the fundamentals of Ruby on Rails and understand the MVC design patterns that underlie much of the web. Dive even deeper into JavaScript browser frameworks..

WDI 104

Computer Science Fundamentals

Subject Hours: 90 hours (30 lecture hours, 60 lab hours)

Prerequisites: WDI103

Subject Description: Tie everything together and take time to solidify the core concepts you've learned. Dive into computer science fundamentals and attend advanced sessions based on your interests.

By the end of this course students will be able to:

- » Apply push and pull commands in Github
- » Describe and experiment with various relational database solutions (i.e. Postgres, MySQL, SQL)
- » Apply CSS to HTML sites to separate content from presentation/style
- » Build custom apps by integrating routing, controllers, views, and databases using Ruby on Rails
- » Describe how the integration of JavaScript and Rails works to make your application interactive
- » Write JavaScript that allows the browser to communicate with the server without reloading the current page, to do things like validate or save form input and refresh images
- » Build functionality based on tests by applying test driven development techniques (TDD/BDD) using RSpec
- » Describe what an API is and how to retrieve data from various third party APIs
- » Create more efficient and elegant solutions to problems by applying fundamental computer science concepts to applications
- » Explore and assess the advantages of alternative database solutions (i.e. NoSQL)

- » Create more structured and maintainable code by applying JavaScript frameworks such as Backbone.js, Node.js, etc. to your applications
- » Make sure your application is secure by applying best practices to avoid site crashes and service attacks

**There is no additional charge for pre-work*

ACADEMIC POLICIES

HOMework

Students in some courses may be required to spend up to 20 hours outside of class per week working on homework/projects.

HOURS

Academic credit is measured in clock hours. One hour of instructional time is defined as a sixty-minute period.

STANDARDS OF PROGRESS

General Assembly measures student progress through frequent homework assignments and in-depth projects. Students are graded on a pass/fail basis. To receive a passing grade, students must maintain satisfactory progress as follows:

1. Receive a passing grade on 80% of all homework assignments. Homework is graded on the basis of completion. To receive a passing grade on a homework assignment, students must complete 100% of the minimum tasks specified in that assignment.
2. Maintain consistent attendance as outlined in the Attendance section below. A passing grade in attendance will be given to students with no more than two or four absences, depending on the program.
3. Receive a passing grade on all course projects. Projects are graded on an A-F scale. A grade of a D and above is passing.

Students are formally evaluated* for progress towards completion at the following point:

Course Length	Evaluation Point
32 hours / 8 weeks	16 hours / 4 weeks
40 hours / 10 weeks	20 hours / 5 weeks
48 hours / 12 weeks	24 hours / 6 weeks
60 hours / 10 weeks	30 hours / 5 weeks
66 hours / 11 weeks	33 hours / 5.5 weeks
72 hours / 12 weeks	66 hours / 6 weeks
400 hours / 10 weeks	200 hours / 5 weeks
480 hours / 12 weeks	240 hours / 6 weeks

General Assembly does not have a cumulative final test or examination required for the completion of any of the courses. A statement will be furnished to students regarding satisfactory or unsatisfactory progress.

**Students are informally evaluated by instructors every two weeks. Students in Web Design Circuit are evaluated on a per-lesson basis.*

GRADING SYSTEM

Grade	Definition
P (Pass)	Has satisfactorily met all minimum course requirements. A grade of Pass is equivalent to a grade of A-D.
F (Fail)	Has not satisfactorily met all minimum course requirements. A grade of Fail is equivalent to an F.
I (Incomplete)	An incomplete is provided if a faculty member gives an extension to a particular student to complete a course project. An extension can be granted for a maximum of 30 days from the last day of class. If a student is not able to complete his/her project within this amount of time, he/she will be given an F. A student who is obligated for the full tuition may request a grade of "incomplete" if the student withdraws for an appropriate reason unrelated to the student's academic status. The student may re-enroll in the program during the 12-month period following the date the student withdraws and complete those incomplete subjects without payment of additional tuition. Students may finish their course with re-enrollment from admissions.

PROBATION

For immersive courses, the following shall apply:

1. General Assembly shall place a student making unsatisfactory progress for the program at the end of a progress evaluation period (two weeks) on academic probation for the next progress evaluation period. If the student on academic probation achieves satisfactory progress for the subsequent progress evaluation period, but does not achieve the required grades to meet overall satisfactory progress for the program, the student may be continued on academic probation for one more progress evaluation period.
2. If a student on academic probation fails to achieve satisfactory progress for the first probationary progress evaluation period, the student's enrollment shall be terminated.
3. The enrollment of a student who fails to achieve overall satisfactory progress for the program at the end of two

successive probationary progress evaluation periods shall be terminated.

For part-time courses, the following shall apply:

General Assembly shall record a student's grades at the midpoint and end of each progress evaluation period. A student not making satisfactory progress at the midpoint shall be placed on academic probation for the remainder of the progress evaluation period. If the student does not achieve satisfactory progress by the end of the probationary period, the student's enrollment shall be terminated.

ATTENDANCE

With prior approval from General Assembly, students in full-time programs are permitted to miss up to 4 class meetings and students in part-time programs are permitted to miss up to the lesser of 2 class meetings—or 10% of the total number of course hours. A class meeting is defined as the instructional hours provided on one calendar day. Any student that has failed to attend the lesser of 4 class meetings—or 10% of the total number of course hours—without advanced approval from General Assembly may be withdrawn. Please refer to the Withdrawal Policy, below. General Assembly may allow a greater number of excused absences in its discretion.

At each GA campus, attendance is taken at every class meeting.

MAKE-UP WORK

No more than 5% of the total course time hours for a program may be made up.

Students who miss coursework due to an absence approved prior to the absence are responsible for making up missed coursework by the last day of class to receive a passing grade.

Students are encouraged to attend weekly Office Hours with their instructors, schedule timely 1:1 meetings with instructors to review missed content, and utilize the provided resources library (see "LIBRARY" section below).

General Assembly classes are generally not taped, archived, or offered on alternative schedules for students who miss classes.

COMPLETION

A Certificate of Completion is issued within 7 days of the end of the course to each student who has successfully fulfilled the General Assembly requirements of obtaining a "Pass" in a course.

STUDENT RIGHTS

1. Students have the right to equal opportunity education and non-discrimination based on sex, race, color, religion, ancestry, national origin, disability, medical condition, genetic information, marital status, sexual orientation or other categories protected by law of the states in which we operate.
2. Students have the right to view their own academic records.
3. Students have the right to cancel or withdraw from their course, per General Assembly's Cancellation, Withdrawal and Refund Policy.
4. Students have the right to file a grievance, per General Assembly's Grievance Procedure.

STUDENT CONDUCT AND DISMISSAL

General Assembly is a community of learners. Should a student be disruptive to the community, he or she may be asked to leave. Examples of disruption include, but are not limited to, aggression or threats towards other students, instructors, or staff; illegal activities conducted or discussed on or around campus; the failure to observe classroom or campus conduct standards set forth by instructors or staff; or other behavior identified as disruptive to the learning environment of other students by instructors or staff. Students may also be withdrawn for academic violations, per General Assembly's withdrawal policy below.

Students are to treat all members of the staff and other students with respect and dignity. A student who is caught cheating; willfully destroying school property; attending school under the influence of illegal drugs and/or alcohol; or exhibiting disruptive, insubordinate, boisterous, obscene, vulgar, or disrespectful behavior may be dismissed and prohibited from re-enrollment in another course. Students dismissed due to disruptive and/or disrespectful conduct will not be re-admitted to General Assembly.

Should any members of the media (including bloggers) approach you for comment about General Assembly, or your experience at GA, you must get approval from your producer before participating in any interviews or media opportunities.

EQUAL OPPORTUNITY

General Assembly is an equal opportunity organization and does not discriminate based on sex, race, color, religion, ancestry, national origin, disability, medical condition, genetic information, marital status, sexual orientation, or other categories protected by law of the states in which we operate. General Assembly will conduct its courses, services and activities consistent with applicable federal, state and local laws and regulations. Students who seek accommodations related to a disability should contact their Producer or Regional Director.

STUDENT SERVICES

ACADEMIC ADVISING

Academic advising may be initiated by school personnel or the student when the need is identified.

HOUSING

General Assembly does not provide student housing.

LIBRARY

Front Row is General Assembly's online library of archived and interactive livestream content and can be accessed digitally at library.generalassembly.ly. It features 90-minute high-quality video lessons taught by practitioners on the latest trends and tools in technology, business, and design. Upon enrollment, students receive login credentials that grant access to Front Row for the duration of their course. Materials are available 24 hours a day and accessible with an internet connection. Students have access to an internet connection at all General Assembly campuses.

EMPLOYMENT ASSISTANCE

The General Assembly Outcomes Team is dedicated to seeing full-time students take control of their career

aspirations and goals, by helping to communicate their skills, make valuable connections, and identify ideal career opportunities. Outcomes Programming is interwoven into all immersive courses and graduates of these programs will have access to continued job search support post-graduation.

Job search resources include:

- » Career development workshops & interview training: Get hands-on practice in developing the skills & resources you'll need for a successful job search.
- » Studio tours & talks with industry professionals: See the work in action!
- » Community & hiring events: Expand your professional network & engage with companies potentially looking to hire.
- » GA Profiles & Job Board: GA's online hiring platform where companies looking to hire can connect directly with job-seeking graduates.
- » 1:1 Support & Job Search Checklist: Get individualized feedback on ways to improve your job search & a step-by-step understanding of how to kickstart an effective job search.

General Assembly cannot and does not guarantee employment or salary.

Student completion and job placement information for certain campuses is provided at <https://generalassembly/regulatory-information>, in accordance with state law requirements, if any.

STUDENT RECORDS

Student transcripts and descriptions of courses offered are maintained permanently. All other school and student records will be maintained electronically for 50 years.

Students may view their own academic records. Students who seek to view their own records should contact School Director.

General Assembly will take reasonable steps to protect the privacy of personal information contained in student records.

GRIEVANCE PROCEDURE

INTERNAL GRIEVANCE PROCEDURE

When a concern occurs, the student is asked to discuss the concern directly with his/her faculty member or course Producer who will attempt to resolve the situation. If a resolution does not occur, the student, faculty member, or course Producer should provide a written description of the concern to the Regional Director who will investigate the complaint and provide a prompt written response. General Assembly attempts to resolve all complaints within 30 days. The Regional Director's decision is final.

EXTERNAL GRIEVANCE PROCEDURES

Unresolved grievances may be directed to Texas Workforce Commission, Career Schools and Colleges, Room 226T, 101 East 15th Street, Austin, Texas 78778-0001, (512) 936-3100, texasworkforce.org/careerschools.

CANCELLATION, WITHDRAWAL AND REFUND POLICY

CANCELLATION

1. Part-time courses (seminars) only, including Web Design Circuit: You have the right to cancel your course of instruction, without any penalty or obligation, through attendance at the first class session (or as defined below). If the Enrollment Agreement is cancelled, the school will refund the student any money he/she paid, less a registration or application fee specified below in the Tuition and Fees chart and course materials received by the student within 30 days after the notice of cancellation is received.
2. Immersive (residence) courses only: A full refund will be made to any student who cancels the enrollment contract within 72 hours (and until midnight of the third day excluding Saturdays, Sundays, and legal holidays) after the enrollment contract is signed. A full refund will be made to any student who cancels enrollment within the student's first three scheduled class days, except that the school may retain not more than \$100 in any administrative fees charged, as well as items of extra expense that are necessary for the portion of the program attended and stated separately on the enrollment agreement.
3. Cancellation is effective when the student provides a written notice of cancellation at the address of attendance stated on his or her enrollment agreement. This can be done by email or by hand delivery.
4. The written notice of cancellation, if sent by mail, is effective when deposited in the mail properly addressed with proper postage.
5. The written notice of cancellation need not take any particular form and, however expressed, it is effective if it shows that the student no longer wishes to be bound by the Enrollment Agreement.

WITHDRAWAL

You may withdraw from the school at any time after the cancellation period (described above) and refunds are determined in accordance with the Refund Policy stated below.

For the purpose of determining a refund under this section, a student shall be deemed to have withdrawn from a course of instruction when any of the following occurs:

- » The student notifies the institution in writing of the student's withdrawal or as of the date of the student's withdrawal, whichever is later. The notification is effective when General Assembly receives notice, or the date the notice is mailed, whichever is sooner. The failure of a student to immediately notify the school in writing of the student's intent to withdraw may delay a refund of tuition to the student pursuant to state laws.
- » The institution terminates the student's enrollment for failure to maintain satisfactory progress; failure to abide by the rules and regulations of the institution; absences in excess of maximum set forth by the institution; and/or failure to meet financial obligations to the School.
- » The student has failed to attend class for 4 class meetings without prior approval.

The official termination date of enrollment shall be the student's last day in class.

If a student has been withdrawn for failure to maintain satisfactory progress or for violations of the institution's attendance policy, the student can only be readmitted with the approval of the Regional Director into a future instance of the course after final grades have been issued for the original course. Students who withdraw due to an emergency, such as personal or family illness or national service, may be re-enrolled into another General Assembly course following approval by the Regional Director.

REFUND POLICY

All refunds will be paid within 30 days of withdrawal. Refunds will be less a registration or application fee (described in the below Tuition and Fees section) and any course materials that you have received.

If any portion of the tuition was paid from the proceeds of a loan or third party, the refund shall be sent to the lender, third party or, if applicable, to the state or federal agency that guaranteed or reinsured the loan. Any amount of the refund in excess of the unpaid balance of the loan shall be first used to repay any student financial aid programs from which the student received benefits, in proportion to the amount of the benefits received, and any remaining amount shall be paid to the student.

General Assembly does not participate in federal or state financial aid programs.

IMMERSIVE (RESIDENCE) COURSES & WEB DESIGN CIRCUIT

1. Refund computations will be based on scheduled course time of class attendance through the last date of attendance. Leaves of absence, suspensions and school holidays will not be counted as part of the scheduled class attendance.
2. The effective date of termination for refund purposes will be the earliest of the following:
 - The last day of attendance, if the student is terminated by the school;
 - The date of receipt of written notice from the student; or
 - Ten school days following the last date of attendance.
3. If tuition and fees are collected in advance of entrance, and if after expiration of the 72 hour cancellation privilege the student does not enter school, not more than \$100 in any administrative fees charged shall be retained by the school for the entire residence program or synchronous distance education course.
4. If a student enters a residence or synchronous distance education program and withdraws or is otherwise terminated after the cancellation period, the school or college may retain not more than \$100 in any administrative fees charged for the entire program. The minimum refund of the remaining tuition and fees will be the pro rata portion of tuition, fees, and other charges that the number of hours remaining in the portion of the course or program for which the student has been charged after the effective date of termination bears to the total number of hours in the portion of the course or program for which the student has been charged, except that a student may not collect a refund if the student has completed 75 percent or more of the total number of hours in the portion of the program for which the student has been charged on the effective date of termination.¹
5. Refunds for items of extra expense to the student, such as books, tools, or other supplies are to be handled separately from refund of tuition and other academic fees. The student will not be required to purchase instructional supplies, books and tools until such time as these materials are required. Once these materials are purchased, no refund will be made. For full refunds, the school can withhold costs for these types of items from the refund as long as they were necessary for the portion of the program attended and separately stated in the enrollment agreement. Any such items not required for the portion of the program attended must be included in the refund.
6. A student who withdraws for a reason unrelated to the student's academic status after the 75 percent completion mark and requests a grade at the time of withdrawal shall be given a grade of "incomplete" and permitted to re-enroll in the course or program during the 12-month period following the date the student withdrew without payment of additional tuition for that portion of the course or program.

¹More simply, the refund is based on the precise number of course time hours the student has paid for, but not yet used, at the point of termination, up to the 75%

PART TIME COURSES (SEMINARS)

1. Refund computations will be based on the period of enrollment computed on basis of course time (clock hours).
2. The effective date of termination for refund purposes will be the earliest of the following:
 - the last date of attendance; or
 - the date of receipt of written notice from the student.
3. If tuition and fees are collected in advance of entrance, and the student does not enter school, not more than \$100 shall be retained by the school.
4. If the student fails to enter the program, withdraws, or is discontinued at any time before completion of the program, the student will be refunded the pro rata portion of tuition, fees, and other charges that the number of class hours remaining in the program after the effective date of termination bears to the total number of class hours in the program.

ALL COURSES

1. A full refund of all tuition and fees is due and refundable in each of the following cases:
 - An enrollee is not accepted by the school;
 - If the course of instruction is discontinued by the school and this prevents the student from completing the course; or
 - If the student's enrollment was procured as a result of any misrepresentation in advertising, promotional materials of the school, or representations by the owner or representatives of the school.

A full or partial refund may also be due in other circumstances of program deficiencies or violations of requirements for career schools and colleges.
2. The payment of refunds will be totally completed such that the refund instrument has been negotiated or credited into the proper account(s), within 30 days after the effective date of termination.
3. **REFUND POLICY FOR STUDENTS CALLED TO ACTIVE MILITARY SERVICE.** A student of the school or college who withdraws from the school or college as a result of the student being called to active duty in a military service of the United States or the Texas National Guard may elect one of the following options for each program in which the student is enrolled:
 - If tuition and fees are collected in advance of the withdrawal, a pro rata refund of any tuition, fees, or other charges paid by the student for the program and a cancellation of any unpaid tuition, fees, or other charges owed by the student for the portion of the program the student does not complete following withdrawal;
 - A grade of incomplete with the designation "withdrawn-military" for the courses in the program, other than courses for which the student has previously received a grade on the student's transcript, and the right to re-enroll in the program, or a substantially equivalent program if that program is no longer available, not later than the first anniversary of the date the student is discharged from active military duty without payment of additional tuition, fees, or other charges for the program other than any previously unpaid balance of the original tuition, fees, and charges for books for the program; or
 - The assignment of an appropriate final grade or credit for the courses in the program, but only if the instructor or instructors of the program determine that the student has:
 - a. satisfactorily completed at least 90 percent of the required coursework for the program; and
 - b. demonstrated sufficient mastery of the program material to receive credit for completing the program.

TUITION AND FEES

Unless otherwise agreed to in a private lending agreement and as approved by General Assembly, full payment of tuition is due by the end of the course. Students must pay a tuition deposit of \$250.00 prior to the start of the course. Students are encouraged to pay up to 25% of the total course tuition within the first week and at least 50% of the total tuition by the start of the third week of instruction. General Assembly may allow exceptions to this policy in extraordinary circumstances. If you believe you have an extraordinary circumstance, please speak to an Admissions Manager.

The following additional fees (if applicable) apply to students in all states:

- » \$25.00 returned check fee
- » General Assembly may assess a 1% late fee on the amount of tuition outstanding 30 days after the end of the course.

Course	Registration / Application Fee Non-Refundable	Course Material Non-refundable Upon Receipt**	Tuition	Total Cost*
Analytics	\$100.00	\$0	\$3,400.00	\$3,500.00
Back-End Web Development	\$100.00	\$0	\$3,400.00	\$3,500.00
Business Fundamentals and Tactics	\$100.00	\$0	\$3,800.00	\$3,900.00
Digital Marketing	\$100.00	\$0	\$3,400.00	\$3,500.00
Data Science	\$100.00	\$0	\$3,900.00	\$4,000.00
Front-End Web Development	\$100.00	\$0	\$3,400.00	\$3,500.00
Mobile Development	\$100.00	\$0	\$4,400.00	\$4,500.00
Product Management	\$100.00	\$0	\$3,150.00	\$3,250.00
Product Management Immersive	\$100.00	\$0	\$10,400.00	\$10,500.00
User Experience Design	\$100.00	\$0	\$3,900.00	\$4,000.00
User Experience Design Immersive	\$100.00	\$50.00	\$9,350.00	\$9,500.00
Visual Design	\$100.00	\$0	\$2,700.00	\$2,800.00
Web Design Circuit (Online)	\$100.00	\$0	\$1,400.00	\$1,500.00
Web Development Immersive	\$100.00	\$100.00	\$11,300.00	\$11,500.00

* Charges for the period of attendance and the entire course.

**If cancellation occurs before the student completes 50 percent of the course.

FINANCIAL ASSISTANCE

General Assembly does not participate in federal or state financial aid programs and we do not provide institutional financing. We do provide information on a range of financing options through independent, private funding sources, which you can read more about at: <https://generalassemb.ly/apply/financing-your-education>.

LOANS

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. General Assembly does not offer institutional loans to its students. If the student receives federal student financial aid funds, the student is entitled to a refund of the money not paid from federal financial aid funds.

CONSUMER INFORMATION

As a prospective student, you are encouraged to review this catalog prior to signing an enrollment agreement. Students will be provided with a PDF version of the catalog before receiving an enrollment agreement. The catalog will also be made available on General Assembly's website at <https://generalassemb.ly/regulatory-information>.

General Assembly has never filed a bankruptcy petition that resulted in reorganization under Chapter 11 of the United States Bankruptcy Code (11 U.S.C. Sec. 1101 et seq.), operated as a debtor in possession or had a petition of bankruptcy filed against it under Federal law.

General Assembly does not participate in federal or state financial aid programs.

General Assembly is not accredited by an accrediting agency recognized by the United States Department of Education (USDE) and students are not eligible for federal financial aid programs.

Information about General Assembly is published in this catalog that contains a description of policies, procedures, and other information about the school. The catalog will be reviewed and updated at a minimum annually. General Assembly reserves the right to change any provision of the catalog at any time. These changes will not adversely affect currently enrolled students and will be vetted by the state regulatory agencies, as applicable. Notice of changes will be communicated in a revised catalog, an addendum or supplement to the catalog, or other written format with an effective date. Students are expected to read and be familiar with the information contained in the catalog, in any revisions, supplements and addenda to the catalog, and with all school policies. By enrolling General Assembly, the Student agrees to abide by the terms stated in the catalog and all school policies.

APPENDIX A

BOARD OF DIRECTORS

Adam Pritzker

Richard Barth

Todd Chaffee

Jason Stoffer

Jacob Schwartz

David Bradley

OWNERSHIP

The following entities own 10% or more of General Assembly:
El Farolito, LLC, Maveron Equity Partners IV, L.P., and Institutional Venture Partners.

No other persons or business entities have a 10% or more ownership interest in the school.

REGIONAL DIRECTORS

Scott Zaloom (*acting*), San Francisco

Ryan Meyer, Santa Monica

Paul Gleger, Washington, D.C.

Scott Zaloom, New York

JB Stine, Seattle

Peter Franconi, Atlanta

Jeff Culbertson, Boston

Annie Lin, Chicago

Danielle Barnes, Austin

MANAGEMENT

Jake Schwartz, Chief Executive Officer

Scott Kirkpatrick, President, Chief Operating Officer

John Zdanowski, Chief Financial Officer

Anna Lindow, Director and GM of Campus Education & Operations

Liz Simon, Associate General Counsel

Jill Maguire-Ward, Chief People Person

Sara Petry, VP Product, Chief Academic Officer

FACULTY

See Appendix B (Texas).

