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CATALOG

CALIFORNIA

Version 2022.1
Effective January 1, 2022 – December 31, 2022
Updated November 8, 2021

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

_____

Curtis Schlak
Chief Academic Officer

415-805-1888
www.galvanize.com

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Catalog Revisions
This Galvanize Catalog, California, is updated at least annually, but Galvanize reserves the right to revise it more frequently at its discretion. The most recent edition of the Catalog is the one posted on the Galvanize website, which can be downloaded at www.galvanize.com/regulatory-information. A copy of the current Catalog can be requested by sending an email to regulatory@galvanize.com or by calling the school at 415-805-1888. Such changes will not negatively affect currently enrolled students.

Location of Classes
All California in-person classes are conducted at our 44 Tehama Street, San Francisco, CA 94015 location or our branch locations at 1221 2nd St #400, Santa Monica, CA 90401.

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

Accreditation
Galvanize is not accredited by an accrediting agency recognized by the United States Department of Education and is not eligible to participate in federal student financial assistance programs.

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

Galvanize is a private institution approved to operate by the California Bureau of Private Postsecondary Education and is in compliance with the standards as set forth in the CEC and 5, CCR.

Mandatory Bankruptcy Statement
Galvanize does not have a pending petition in bankruptcy, is not operating as a debtor in possession, has not filed a petition within the preceding five years, and has not had a petition in bankruptcy field against it within the preceding five years that resulted in reorganization under Chapter 11 of the United States Bankruptcy Code.

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Note to Prospective Students

As a prospective student, you are encouraged to review this catalog prior to signing an enrollment agreement. You are also encouraged to review the School Performance Fact Sheet, which must be provided to you prior to signing an enrollment agreement.

Questions and Complaints

Any questions a student may have regarding this catalog that have not been satisfactorily answered by the institution may be directed to the:

Bureau for Private Postsecondary Education
1747 N. Market Blvd. Ste 225
Sacramento, CA 95834.
or
Bureau for Private Postsecondary Education
PO Box 980818
West Sacramento CA 95798-0818
phone: 1-888-370-7589 fax: 916-263-1897
phone 916-431-6959 fax: 916-263-1897
www.bppe.ca.gov

A student or any member of the public may file a complaint about this institution with the Bureau for Private Postsecondary Education by calling 1-888-370-7589 or by completing a complaint form, which can be obtained on the bureau's internet Web Site: www.bppe.ca.gov.

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INTRODUCTION TO GALVANIZE
Galvanize Mission

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

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

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

Galvanize Educational Objectives
- Providing theoretical and practical learning based on industry needs and student feedback
- Cultivating an environment of student immersion and collaboration
- Employing qualified faculty who offer students personalized attention and professional expertise

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PROGRAMS OFFERED

Hack Reactor Software Engineering Immersive ("SEI")

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

Program Description

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

Program Outcomes

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

Class Schedule

Students will attend class Monday – Friday from 9am to 8pm and Saturday from 9am to 5:30pm for 12 weeks. The 12 weeks are split by one week without instruction, called "solo week," so students can work on projects, review lessons, and take a small break before entering the second half of the program. Students take a 1-hour study hall/lunch break from 12:30pm to 1:30pm daily, a dinner break from 5:30pm to 6:30pm and may take brief breaks throughout the day as needed. Students should communicate breaks with campus staff as extended breaks may count toward their total number of attendance points. Every other day, students are given an extended lunch break. During this time, they are encouraged to exercise and overall, regain a healthy work/life balance.

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

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

** *Additional information provided in the Course Catalog*

Hack Reactor Software Engineering Online Immersive

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

Program Description

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

Class Schedule

Our online program is delivered in a live-online format where students are expected to be in the online classroom during all designated course hours. Students will attend class Monday – Friday from 9am to 8pm and Saturday from 9am to 5:30pm for 12 weeks. The 12 weeks are split by one week without instruction, called "solo week", so students can work on projects, review lessons, and take a short break before entering the second half of the program. Students take a 1-hour study hall/lunch break from 12:30pm to 1:30pm daily, a dinner break from 5:30pm to 6:30pm and may take brief breaks throughout the day as needed. Students should communicate breaks with campus staff as extended breaks may count toward their total number of attendance points. Every other day, students are given an extended lunch break. During this time, they are encouraged to exercise and overall, regain a healthy work/life balance.

Total Charges

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

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

** *Additional information provided in the Course Catalog*

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Hack Reactor Software Engineering Online Immersive - Part Time

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

Program Description

Hack Reactor Software Engineering Remote Immersive – Part Time (aka Remote Part Time, "RPT") delivers the same curriculum as our Hack Reactor Software Engineering Immersive over 38 weeks consisting of 36 weeks of instruction and 2 "solo" weeks when students get additional time for additional study or to work on projects with team support. RPT students have access to the Help Desk and messenger services and all other software tools necessary for taking the course as stated above. Both curriculum and support are the same as provided by the Full Time Remote Program.

Class schedule

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

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

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

** *Additional information provided in the Course Catalog*

Graduation Requirements

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

- **Attendance:** Students must meet attendance requirements as outlined in the attendance policy.

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- **Technical Competency:** Students must demonstrate minimum technical competency necessary for securing employment in a software engineering role as determined by the program's academic team.
- **Career Services Program:** Students are required to complete all relevant activities in the Career Services Program which could include tasks such as completing a resume and online profile, and conducting mock interviews and phone screens with Galvanize staff.
- **Delivery of Project Work:** In order to graduate, a student must successfully complete all minimum project requirements as approved by their Campus Staff.

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

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

Course Title	Lecture Hours	Lab Hours	Total Hours
Orientation and Pre-course Review	5	12	**17**
Data Modeling and Classes	6	11	**17**
Data Structures and Complexity Analysis	3	12.5	**15.5**
Inheritance Patterns	2	15	**17**
Algorithms	1.5	15.5	**17**
Browser Apps, jQuery, and AJAX	1.5	14	**15.5**
ES6, APIs, and React	2	15	**17**
Advanced React Concepts	2	15	**17**
Servers and Node	3	12.5	**15.5**
REST & CRUD	3	14	**17**
Databases	2	15	**17**
Authentication	1.5	14	**15.5**
Full-Stack Overview	0	15.5	**15.5**
Mini Apps I	0	34	**34**
Technical Assessment	0	8.5	**8.5**
Front-End Capstone (FEC)	6	77.5	**83.5**
System Design Capstone (SDC)	4	77.5	**81.5**
Professional Resume	1	7	**8**
Minimum Viable Product (MVP) - Project	0.5	23.5	**24**

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Blue Ocean	3	77.5	**80.5**
Career Week / Hiring Sprint	2.5	40	**42.5**
Total	**49.5**	**526.5**	**576**

Hack Reactor Software Engineering with JavaScript and Python

19 Weeks of Full-Time instruction, online program
Total lecture: 167 hours; Total lab: 607 hours
Total contact hours: 774 hours

Program Description:
Hack Reactor Software Engineering with JavaScript and Python is based on a compelling combination of computer science and industry tools so that students can thrive in the software industry. These include JavaScript, Python, Django, React, Continuous Integration and Delivery, and cloud technologies. Students learn from instructors face-to-face over video conference software. Students program with classmates throughout the course, so they have the opportunity to solve problems individually and with others. The program is an online experience with classes taking place with the aid of no-cost video conferencing and screen sharing software.

Program Outcomes
Students progress through the material of the course, building up their understanding and practice through increasingly robust mental models. By the time they graduate, students become autonomous engineers, capable of tackling unique problems, and building complex applications. We have developed the immersive program to help support students in achieving this end goal. 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
Our online program is delivered in a live-online format where students are expected to be in the online classroom during all designated course hours. Students are expected to attend class from 9:00AM – 7:00PM Monday through Thursday and 10 pre-scheduled Fridays from 9:00am-7:00pm for the 19-week course duration. Students take a 45-minute lunch break from 1pm - 1:45pm daily and a 15-minute afternoon break from 4:45pm-5pm.

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

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

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** Additional information provided in the Course Catalog

Graduation Requirements

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

- Attendance: Students must meet attendance requirements as outlined in the attendance policy.
- Technical Competency: Students must demonstrate minimum technical competency necessary for securing employment in a software engineering role as determined by the program's academic team.
- Career Services Program: Students are required to complete all relevant activities in the Career Services Program which could include tasks such as completing a resume and online profile, and conducting mock interviews and phone screens with Galvanize staff.
- Delivery of Project Work: In order to graduate, a student must successfully complete all minimum project requirements as approved by their instructional staff.

In order to graduate, students are also required to fulfill all financial obligations.

Program Outline

Hack Reactor Software Engineering with JavaScript and Python

Module 1 – Full-Stack Architecture	Lecture Hours	Lab Hours	Total Hours
Module and develop environment orientation	4	5	9
Built-in structured values and basic algorithms	12	24	36
Security and REST introduction	12	24	36
Custom types and structured exception handling	15	30	45
Object-oriented programming and domain modeling	12	24	36
Project Alpha	8	64	72
Summative Assessment 1	1	8	9
Module 2 – Distributed Applications			
Module 2 orientation	1	0	1
Data access patterns	9	26	35
React and front-end state management	12	33	45

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Microservices and system design	12	33	45
Custom application protocols and WebSockets	10	26	36
Project Beta	8	64	72
Summative Assessment 2	1	8	9
Module 3 – Data-Intensive Applications			
Module 3 orientation	1	0	1
Data storage patterns	9	35	44
Formal data structures and algorithms	8	28	36
Real-world deployments and securing networks	18	63	81
Project Gamma	8	64	72
Summative Assessment 3	1	8	9
Career Week / Hiring Sprint	**5**	**40**	**45**
Total Hours	**167**	**607**	**774**

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FACULTY

Name	Program	Education
Rebecca Phares	Software Engineering Immersive	B.A. Asian Studies, B.A. Studio Art | Furman University CELTA
Destiny Walker	Software Engineering Immersive	B.A. Political Science | ASU
Yasamin Pourrostami	Software Engineering Immersive	B.A. Spanish Language and Literature |Allameh Tabataba'i University M.A Educational Psychology/School Counselling | California State University, Northridge
Eric Do	Software Engineering Immersive	B.A. Economics | UCSD
Arthur Coddington	Software Engineering Immersive	B.A Psychology | Princeton PCC Certified Coach for International Coach Federation
Sophie Leroi	Software Engineering Immersive	B.A. and M.A. English and French as a Foreign Language, Paris Sorbonne Practitioner Diploma in Coaching, AoEC, London
Hailey Foster	Software Engineering Immersive	B.A. Cellular and Molecular Neuroscience | Scripps College M.A Secondary Education and Teaching | University of Southern California Software Engineering Hack Reactor SEI
Annah Patterson	Software Engineering Immersive	B.A. Psychology with minor in child development | City University of New York Hack Reactor SEI
Lena Johnson	Software Engineering with JavaScript and Python	B.S. Psychology | Montana State University M.S. Information Systems | University of Utah M.S. Experimental Psychology | Montana State University - Bozeman

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Nicole Unsworth	Software Engineering Immersive	B.A. Human Communication and Psychology | University of San Diego M.A. Marriage and Family Therapy | Alliant International University
Magee Mooney	Software Engineering Immersive	Hack Reactor SEI B.A. Mathematics, with Minor Computer Science, San Francisco State University
Leslie Pajuelo	Software Engineering Immersive	B.S. Earth Science National University. Hack Reactor SEI
Julian Yuen	Software Engineering Immersive	B.S. Computer Science & Engineering | Massachusetts Institute of Technology
Alex Jacobs	Software Engineering Immersive	BA (Chinese) Grinnell College Certified Music Practitioner, Music for Healing and Transition Program Hack Reactor SEI
Kevin Ong	Software Engineering Immersive	B.S. Chemical Engineering | University of California Berkeley Software Engineering Immersive | Hack Reactor
Joshua Elder	Software Engineering Immersive	BS Computer Science | Western Governors University Software Engineering Immersive | Hack Reactor
Robert Lopez	Software Engineering Immersive	JD | Stanford Law School BA | Mathematics, Political Economy and Psychology Software Engineering Immersive | Hack Reactor
Jess Mason	Software Engineering Immersive	BS Literary Studies | University of Texas Software Engineering Immersive | Hack Reactor
Jonathan Lewis	Software Engineering Immersive	BA Electronic Media | California State University Software Engineering Immersive | Hack Reactor
Josh Hertz	Software Engineering Immersive	BA Sociology | University of California Software Engineering Immersive | Hack Reactor

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Marah Butler	Software Engineering Immersive	MA Education | University of Colorado BS Marketing | Indiana State University
Joseph Martin	Software Engineering Immersive	BA Communication and Media Studies | University of California Software Engineering Immersive | Hack Reactor
Kimberly Kost	Software Engineering Immersive	BA Music Education | Louisiana State University Software Engineering Immersive | Hack Reactor
Tom Chandler	Software Engineering Immersive	BS Theater | Skidmore College Software Engineering Immersive | Hack Reactor
Ashley Bussell	Software Engineering Immersive	BS Sociology | University of Kentucky
Julia Nething	Software Engineering Immersive	BS Peace, War, and Defense| University of North Carolina Software Engineering Immersive | Hack Reactor
Michelle Lockett	Software Engineering Immersive	MA Social Work | Humboldt State University BA Psychology | UC Berkeley Software Engineering Immersive | Hack Reactor
Curtis Schlak	Software Engineering with JavaScript and Python	BS Mathematics, BA English | Santa Clara University MS Computer Science | University of Houston
Laura Holt	Software Engineering with JavaScript and Python	MS Global Education | Drexel University BA Hispanic Studies and Anthropology | Hamilton College
Briana Riley	Software Engineering with JavaScript and Python	BS Environmental Policy, Institutions and Behavior | Rutgers University

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ADMISSIONS REQUIREMENTS & ENROLLMENT PROCEDURES

Each of Galvanize's immersive programs requires an application, and all candidates are interviewed before an enrollment decision is made. Galvanize welcomes qualified students and employees of any race, color, national or ethnic origin, sex, age, disability, religion, sexual orientation and gender identity. Galvanize strongly encourages students from backgrounds underrepresented in the technology industry to apply.

Galvanize collects evidence of a high school or equivalent degree or higher before enrollment in a Galvanize program. Galvanize does not accept ability to benefit students.

Galvanize students must be at least 18 years of age.

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

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

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

International Students/Visa Requirements

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

Language of Instruction

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

Our programs of study, textbooks, materials and all means of communication are delivered in English, and students are expected to be able to communicate proficiently in English or may be dismissed from the Galvanize educational program. Proficiency in this context is defined as being able to comprehensively read, write, speak and understand English in a variety of technical and non-technical contexts, to achieve a shared comprehension of program materials and objectives. It is essential to the structure of Galvanize programs that students are able to *clearly* and *meaningfully* communicate with each other and their instructors both in writing and verbally. Applicants who do not demonstrate the required levels of proficiency may be required to provide the following acceptable documentation.

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Acceptable documentation of proficiency is:

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

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

Admissions and Pre-Course Requirements

Hack Reactor Software Engineering Programs
Galvanize offers several onsite and online programs in Software Engineering. The admissions requirements include completing an online application and passing a series of non-technical skills assessments testing general aptitude, typing and computer literacy. Additional program-specific requirements are listed below.

- **Hack Reactor Software Engineering Programs (Online & Onsite) – 12 Week Full Time and 36 Week Part Time**
  Applicants must also demonstrate mastery of JavaScript fundamentals in a structured Technical Admissions Assessment to be accepted to the program and must pass a final Assessment after completing 60-120 hours of asynchronous, structured Pre-Course work.

- **Hack Reactor Software Engineering with JavaScript and Python – 19 Week Full Time**
  Applicants must also complete a non-technical admissions interview with a member of our program team.

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. On or after the start date, student must follow the withdrawal and readmission policies if they wish to be admitted to a future start date.

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READMISSIONS POLICY

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

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

ACADEMIC ACCOMODATIONS

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

Disability Accommodations

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

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

Religious Accommodations
Galvanize will make good faith efforts to provide reasonable religious accommodations to students who have sincerely held religious practices or beliefs that conflict with a scheduled course/program requirement. Students requesting a religious accommodation should make the

request, in writing, directly to the Galvanize Accommodations Team at accommodations@galvanize.com with as much advance notice as possible. Being absent from class or other educational responsibilities does not excuse students from keeping up with any information shared or expectations set during the missed class. Students are responsible for obtaining materials and information provided during any class missed. The student shall work with their instruction team to determine a schedule for making up missed work.

PAYMENT INFORMATION

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

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

Tuition

Total tuition for all immersive programs is $17,980. In order to enroll in any Galvanize program an accepted student must pay an upfront deposit of $100, which includes a non-refundable registration fee of $100. The $100 deposit is due at the time of signing the student enrollment agreement. Unless otherwise specified in your enrollment agreement, the balance of tuition ($17,880) is due by close of business on the cohort start date, which is the first day of classes. $9 is currently being collected for STRF (a non-refundable charge). The estimated schedule of total charges, including institutional and non-institutional charges, is equal to the total tuition outlined above.

The total tuition for the Professional Development programs is $1,600 for 4-week programs and $1,800 for 6-week programs. Unless otherwise specified in your enrollment agreement, the balance of tuition is due by close of business on the cohort start date, which is the first day of class. $1.00 is currently being collected for STRF (a non-refundable charge). The estimated schedule of total charges, including institutional and non-institutional charges, is equal to the total tuition outlined above.

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Payment Methods

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

Loans
If the student obtains a loan to pay for an education program, the student will have the responsibility to repay the full amount of the loan plus interest, less the amount of any refund.

Galvanize is not eligible to participate in federal student financial assistance programs. If a student receives federal student financial aid funds, the student is entitled to a refund of the money's not paid from federal financial aid funds.

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

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

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

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

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

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The scholarship covers the full cost of tuition to the program for our immersive programs**.**

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

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

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

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

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

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

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

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

In compliance with VA's 85/15 Rule, Galvanize will limit student enrollment to 85% veteran

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enrollment per cohort. In the event that a veteran wishes to enroll in a class that has already reached the 85% cap, he or she may not use VA funding for that cohort. Chapter 35 and 31 students may still enroll even if the 85% has been realized.

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

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

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

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

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

VA EDUCATIONAL BENEFITS - PRORATED REFUND POLICY
For students utilizing veteran's benefits through the Department of Veteran's Affairs to pay for tuition, the following additional refund conditions apply. Galvanize agrees that if a veteran student fails to enter the course, withdraws, or is discontinued at any time prior to completion of the course, the unused portion of paid tuition, fees, and other charges will be refunded or

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the debt for such tuition, fees, and other charges will be canceled on a prorated basis, as follows:

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

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

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

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

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

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

Refund Table for Student(s) Utilizing VA Funding

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

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50% of program completed	50% Refunded
60% of program completed	40% Refunded
70% of program completed	30% Refunded
80% of program completed	20% Refunded
90% of program completed	10% Refunded

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

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

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

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

POSTPONEMENT CLAUSE

The School may decide to postpone a program start date. Postponement of a starting date requires a written agreement signed by the student and the School. The agreement will set forth whether the postponement is for the convenience of the school or student, the deadline for the new start date, beyond which the start date will not be postponed.

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

PRIOR CREDIT EARNED

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

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Galvanize does not award credit for experiential learning.

TRANSFERABILITY OF CREDITS

NOTICE CONCERNING TRANSFERABILITY OF CREDITS AND CREDENTIALS EARNED AT OUR INSTITUTION
The transferability of credits you earn at Galvanize is at the complete discretion of an institution to which you may seek to transfer. Acceptance of the certificate you earn in the educational program is also at the complete discretion of the institution to which you may seek to transfer. If the certificate that you earn at this institution are not accepted at the institution to which you seek to transfer, you may be required to repeat some or all of your coursework at that institution. For this reason, you should make certain that your attendance at this institution will meet your educational goals. This may include contacting an institution to which you may seek to transfer after attending Galvanize to determine if your certificate will transfer.

Galvanize does not guarantee the transferability of its credits/certificates to any other institution.

STUDENT TUITION RECOVERY FUND (STRF)

The State of California established the Student Tuition Recovery Fund (STRF) to relieve or mitigate economic loss suffered by a student in an educational program at a qualifying institution, who is or was a California resident while enrolled, or was enrolled in a residency program, if the student enrolled in the institution, prepaid tuition, and suffered an economic loss. Unless relieved of the obligation to do so, you must pay the state-imposed assessment for the STRF, or it must be paid on your behalf, if you are a student in an educational program, who is a California resident, or are enrolled in a residency program, and prepay all or part of your tuition.

You are not eligible for protection from the STRF and you are not required to pay the STRF assessment, if you are not a California resident, or are not enrolled in a residency program.

It is important that you keep copies of your enrollment agreement, financial aid documents, receipts, or any other information that documents the amount paid to the school. Questions regarding the STRF may be directed to the Bureau for Private Postsecondary Education, 1747 North Market Blvd., Suite 225, Sacramento, CA 95834 (916) 574-8900 or (888) 370-7589.

To be eligible for STRF, you must be a California resident or are enrolled in a residency program, prepaid tuition, paid or deemed to have paid the STRF assessment, and suffered an economic loss as a result of any of the following:
1. The institution, a location of the institution, or an educational program offered by the institution was closed or discontinued, and you did not choose to participate in a teach-

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out plan approved by the Bureau or did not complete a chosen teach-out plan approved by the Bureau.

2. You were enrolled at an institution or a location of the institution within the 120 day period before the closure of the institution or location of the institution, or were enrolled in an educational program within the 120 day period before the program was discontinued.

3. You were enrolled at an institution or a location of the institution more than 120 days before the closure of the institution or location of the institution, in an educational program offered by the institution as to which the Bureau determined there was a significant decline in the quality or value of the program more than 120 days before closure.

4. The institution has been ordered to pay a refund by the Bureau but has failed to do so.

5. The institution has failed to pay or reimburse loan proceeds under a federal student loan program as required by law, or has failed to pay or reimburse proceeds received by the institution in excess of tuition and other costs.

6. You have been awarded restitution, a refund, or other monetary award by an arbitrator or court, based on a violation of this chapter by an institution or representative of an institution, but have been unable to collect the award from the institution.

7. You sought legal counsel that resulted in the cancellation of one or more of your student loans and have an invoice for services rendered and evidence of the cancellation of the student loan or loans.

To qualify for STRF reimbursement, the application must be received within four (4) years from the date of the action or event that made the student eligible for recovery from STRF.

A student whose loan is revived by a loan holder or debt collector after a period of noncollection may, at any time, file a written application for recovery from STRF for the debt that would have otherwise been eligible for recovery. If it has been more than four (4) years since the action or event that made the student eligible, the student must have filed a written application for recovery within the original four (4) year period, unless the period has been extended by another act of law.

However, no claim can be paid to any student without a social security number or a taxpayer identification number.

CANCELLATION, TERMINATION, AND WITHDRAWAL

Student's Right to Cancel
The student has the right to cancel the enrollment agreement and obtain a refund of all tuition and fees paid, less the $250 on refundable registration fee, through attendance at the first-class session, or the seventh day after signing the enrollment agreement, whichever is later.

Cancellation shall occur when written notice is given via email to admissions@galvanize.com, showing the student no longer wishes to be bound by the enrollment agreement.

If an applicant is denied admission, a full refund will be provided.

School's Right to Terminate

Galvanize reserves the right to terminate a student for unsatisfactory progress, failure to comply with the Galvanize Code of Conduct, nonpayment of tuition, or any other breach of the student's agreements with Galvanize. In such a case, the school will review the student's violation of the policy or agreement and if a dismissal is warranted, refund calculations will be based on the student's last date of attendance.

Refunds Due to Termination or Withdrawal

If a student withdraws or is terminated from the program after or on the first day of classes and has completed 75% or less of the program, the student is entitled to a pro-rated refund of monies paid. If the student withdraws or is terminated from the program after completing more than 75% of the program, the student is not entitled to a refund. Pro-rated refunds are calculated based on the number of days in the program and the number of days a student attended prior to withdrawal or termination. The refund calculation is based on the official date of termination or withdrawal. All refunds will be provided to the student within 30 days of termination or withdrawal.

Withdrawal Procedures

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

LEAVE OF ABSENCE

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

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

The request will then be evaluated by the Program Lead and the student will be notified of the outcome of their request by email. A student who is granted a leave-of-absence will be assessed upon their return and assigned a new completion date.

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If the student fails to return after the expiration of the leave of absence, the student will be withdrawn from the program, which includes the appropriate refund policy calculations, and the student's official withdrawal date will be the last date of recorded attendance.

ATTENDANCE REQUIREMENTS

Galvanize Immersive Attendance Policy
Regular attendance has a positive impact on a student's success in the program. Students are expected to be in class for all regularly scheduled class events and to report to class on time. Staff record attendance at the beginning and end of each class day. Staff may record attendance at all scheduled learning events listed on the student calendar.

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

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

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

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

Hack Reactor Software Engineering with JavaScript and Python Addendum
The Hack Reactor Software Engineering with JavaScript and Python program follows the same immersive attendance policy, however, students enrolled in any of our Hack Reactor Software Engineering with JavaScript and Python are allowed a maximum of twenty three (23) attendance points. If a student exceeds the maximum of twenty three attendance points they will be immediately dismissed from the program.

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SATISFACTORY PROGRESS

Hack Reactor Software Engineering Immersive Programs (All)

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

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

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

Technical Skills

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

Soft skills

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

Summary Evaluation

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

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proficiency, ability to successfully collaborate with pairs and groups, as well as student engagement with classroom requirements and expectations. The Summary Evaluation gates participation in the second half of the course. Students who do not meet the standards of the summary evaluation will be dismissed from the program.

Grading
Galvanize grades assignments and evaluations based on a 4-level (0-3 scale) as outlined below. Students who consistently achieve less than a 2 are considered at risk of being dismissed. Students who are at risk are put on a performance improvement plan and if they do not improve as agreed upon they are dismissed for underperformance.

0 = nothing to grade
1 = does not meet expectation
2 = approaches expectation
2.5 = meets expectation
3 = exceeds expectation

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

Students receive a detailed testing analysis of their code from our automated self-assessment review tool as well as individualized feedback from instruction staff throughout the program. Students receive a copy of their marks via email, with a red (X) indicating incorrect answers. Students are encouraged to schedule check-ins with technical staff as needed.

Galvanize instructional staff conduct student evaluations, considering the student's project completion, assessment performance, communication and collaboration skills, and daily attendance in real time. A student who is struggling with the technical aspects of the Program may be offered remedial instructional exercises at any point of the program.

If the student is unable to demonstrate an ability to achieve satisfactory progress thereafter, they will be dismissed from the program. This is largely determined by an independent evaluation of the student's technical and soft skill capabilities. Dismissed students are provided a refund per our refund policy and may reapply to the program one year after their dismissal date. They may be re-admitted as a new student if they are able to demonstrate a clear understanding of the foundational concepts required for admission.

Academic Intervention and Dismissal Policy
Hack Reactor is a fast-paced, rigorous and intensive program offered over a condensed period of time. If a student is unable or unwilling to meet expectations or achieve satisfactory progress

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during any portion of the program, Galvanize will conduct an evaluation of the student's assessments and soft skills and determine whether academic intervention is warranted. Intervention may include remedial coursework, increased frequency of staff counseling or an opportunity to defer to restart the program in an upcoming cohort.

Academic Intervention is discretionary and may not be available in every scenario. Under circumstances where Galvanize determines that Academic Intervention would not successfully address the student's academic deficiencies, the student will be dismissed from the Program and offered a prorated refund as required by law.

Hack Reactor Program Expectations (All)

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

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9. **Take care of yourself** - We don't want you to burn out. Raise red flags with staff early if you feel like you are struggling or overwhelmed. Take care of your body, be healthy.
10. **Take care of space (onsite immersive only)** - All of us need to be respectful of the space and make sure that we are keeping it clean and enjoyable to be in.
11. **Follow the Code of Conduct**

We look forward to a really productive and educational course! If you feel that you cannot agree to any of the above, let us know and let's talk about it.

Hack Reactor Software Engineering with JavaScript and Python

This is a course to prepare people to thrive in their first software engineering job. We expect students to work hard, act professionally, and ask for help as needed. The program curriculum is divided into topical multi-day sections grouped into three six-week modules and one one-week module. To monitor progress, we use many quizzes and peer reviews during the course, as well as projects and assessments at the end of each module. If a student does not meet acceptable scores on the module's project or the module's summative assessment, they will get a chance to retake the module once with another cohort based on our mastery learning philosophy.

Mastery Learning

This course believes in the concept called mastery learning. This means that we want students to be able to master the material before moving on. We accomplish this in two ways.

The first way is that the normal class schedule consists of nine nine-hour days every two weeks. The tenth day is a day off for the student to be able to review their work and practice those topics for which they need more practice. This allows students the time to review and practice material. It also provides a quiet day of reflection, a powerful metacognitive tool for learning.

The second way that we support our students with mastery learning concerns the projects and assessments used to measure a student's academic progress through the class. When a student shows that they have not yet mastered the material, they will be re-enrolled in the module so that they can repeat it. This allows the student the chance to re-engage with the material presented in the module so that they can gain true mastery of it.

When a student fails to get a passing score during the second attempt of a module, this indicates failure to perform sufficiently and will result in dismissal from the program.

Grading Policy

Timed Tests are graded through a coding challenge (60% of grade), multiple choice test (15% of grade), and expository exercises (25% of grade). Portions of the Timed Tests are automatically scored by a scoring system with predetermined functionality tests and code quality tests. The expository portion of the assessment is graded against a predetermined rubric and example

answer. A score of 80% on a summative assessment is necessary to continue to the next module.

Coding projects are in part automatically scored by a scoring system with predetermined functionality tests and code quality tests (80% of grade), and in part scored by qualitative assessment from the instructional staff (20% of grade). A score of 80% on a coding project is necessary to continue to the next module.

Collaboration Assessment Frequency and Evaluation
An integral part of thriving in a software engineering job is knowing how to collaborate as part of a software engineering team. This course presents material that assists students in understanding the human-to-human interactions that make for high-functioning software engineering environments.

Students are regularly graded on a "[no] reason for concern" basis by staff observing students as they collaborate, as well as feedback from peers during collaborative work sessions. Students with multiple "reason for concern" notes will be approached with a documented Performance Improvement Plan (PIP). The inability on the part of the student to achieve the outlined objectives in the PIP will result in dismissal from the program.

The Performance Improvement Plan will contain anonymized data that details the reasons for concern for the specific student, itemized actions that the student must be observed to take, and the deadline by which the student must perform those actions.

If a student does not meet the itemized actions by the deadline on the Performance Improvement Plan, then the student will be dismissed from the program.

Career Services Assignments
Throughout the course, students are regularly assigned due dates for activities to prepare them for finding a job after graduation. Students that miss a deadline will be put on a Performance Improvement Plan (PIP) with a newly-assigned due date to complete the assignment. If a student does not complete the assignment by the newly-assigned due date, then the student will be dismissed from the program.

Formative Assessment Frequency and Evaluation
At least once per day, a student will be presented with a mandatory formative assessment. A formative assessment provides students with insight into how well they have mastered the material in the course to that point. It also provides instructors a perspective on how the class is performing on a continual basis.

Formative assessments will generally take fifteen minutes or less to complete. The student will automatically receive a score on the autograded portion of the assessment. Instructors will review the students' answers to the expository and open-ended questions and write feedback

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to each student within 12 hours of the assessment. The student will be able to review the feedback provided by the instructor and review their overall score on the formative assessment.

Students can use formative assessments as a learning mechanism, as well. They will be encouraged to retake them as a study tool to encourage spaced retrieval, another powerful metacognitive tool for learning.

Summative Assessment Frequency and Evaluation

Each module ends with two types of summative assessments, the Coding Project and the Timed Test. A summative assessment is a performance gate. A student must be able to achieve a passing score to continue to the next module in the course. If a student does not achieve a passing score on a summative assessment, then the student will restart the module in compliance with the Mastery Learning rules outlined above.

The Coding Project tests the cumulative technical design and development knowledge and skills encountered in all sections up to the time of the Coding Project. The Coding Project is scored on the number of software requirements correctly implemented, the efficiency of the implementations, and the quality of the code measured through style, defect, lack of vulnerabilities, and complexity metrics.

The Timed Test is a half-day microcoding, expository, and verbal test. The Timed Test measures the understanding of the technical knowledge and skills developed during all sections up to the point of the Timed Test. The Timed Test is scored on the number of correct answers to multiple-choice questions, short-answer free-text questions, long-answer free-text questions, and identifying behavior, complexity, and style deficiencies in samples of code.

Dismissals

Dismissals from the program occur when a student fails to get a passing score on any summative assessment during the second try of a module, or when they fail to meet the actions outlined in a Performance Improvement Plan. Dismissed students are provided a refund per our refund policy and may reapply to the program one year after their dismissal date. They may be re-admitted as a new student if they are able to demonstrate a clear understanding of the foundational concepts required for admission.

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STUDENT RECORDS

Galvanize maintains student financial and academic records in digital format while students are enrolled in school. Upon completion of training, student records are merged and maintained in a digital format for no fewer than the minimum number of years required by law. Galvanize student transcripts are maintained permanently, other student records are maintained for at least five years. Student records are stored within an encrypted records management system with the highest available levels of security. Only faculty and staff members who use this information in the course of their regular duties are given access to student records.

Graduates of the Immersive programs will receive a certificate of completion. Graduates may request a copy of their certificate of completion by contacting the School Administrator at ca.regulatory@galvanize.com.

STUDENT SERVICES

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

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

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

Learning Resources: Students are encouraged to utilize the industry-standard cloud-based resources available online. These include Stack Overflow and GitHub. Included in the curriculum is instruction on how to access and properly utilize these resources, which are freely accessible on the internet. After signing their enrollment agreement, students receive an invite to join our GitHub organization via email; if they do not already have an account on GitHub, they will need to sign up for one upon opening the invite link as well. Links to the specific GitHub repositories needed for each module or sprint in the course are included within our LMS platform, Learn.

Galvanize delivers its curriculum through a proprietary cloud-hosted Learning Management System (LMS) called Learn2. All course materials, including content, exercises and assessments, are delivered through Learn, which is accessible to students through any standard web browser. Students use this platform, along with industry-specific collaboration platforms to progress through the curriculum with the supervision and support of our instructional staff. In addition, students are encouraged to leverage online resources commonly used by software engineers, which are included and incorporated into our curriculum. Galvanize provides an in-house, real-time centralized Help-Desk product that students use to signal the need for further assistance. Help Desk hours typically align with program hours, with some limited resources available after-hours.

Career Services & Employment Opportunities

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

While assisting in the job search, Galvanize makes no guarantee, expressed or implied, of future employment. Career services and job search assistance is not available for the Professional Development programs.

While Galvanize does not guarantee any job, credential, salary, or bonus for any graduate of our programs, we note that our gainfully employed graduates tend to fall under the U.S. Department of Labor Standard Occupational Classification (SOC) 15-1250 Software Developers, Programmers, and Testers.

Current law prohibits any school from guaranteeing job placement as an inducement to enroll students. Students who are not authorized to work in the United States will receive placement assistance limited to interview preparation and resume review. Please contact the enrollment team for more details at: info@galvanize.com

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

Housing

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

Galvanize San Francisco is located near many public transportation options, including bus and train stops. Students can find housing options within a commutable distance using online tools such as craigslist.com, apartments.com, and Airbnb.com. Prices start around $1,500/month.

Galvanize Los Angeles is located near bus stops, and paid parking is available in the area. Students can find housing options within a commutable distance using online tools such as craigslist.com, apartments.com, and Airbnb.com. Prices start around $1,500/Month.

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PROFESSIONAL DEVELOPMENT PROGRAMS

Information and Policies

Technical Competency

Weekly in-class and take-home assignments are provided each week but Galvanize does not assign grades. Feedback is an integral part of the course and will be provided on each submitted project-based summative assessment. The instructor team will assist students that request assistance on the lessons and assignments. **Career services are not available for these programs.**

Attendance Requirements

There are no minimum attendance requirements. Students are encouraged to attend live-online sessions and access asynchronous program content in order to successfully complete the assessments required for graduation. Asynchronous participation is tracked in the learning management system.

Graduation Requirements

In order to qualify for graduation and receive a certificate, students must submit all formative assessments (non-scored) and successfully pass a mid-program and final summary assessment with a score of 70% or higher.

Equipment

Students will need a computer with a minimum of 8Gb of RAM, administration rights on their computer, a high-speed Internet connection, and unfettered access to the World Wide Web.

Faculty

Mike Rudinsky, B.A. Accounting & Finance, University of Arizona
Curtis Schlak, B.S. Mathematics, B.A. English, Santa Clara University; M.S. Computer Science, University of Houston
Daniel Billotte, B.S. Computer Science, Arizona State University
Tyler Bettilyon, B.S. Computer Science, University of Utah

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Hack Reactor Microservices + Orchestration
6-week duration part-time, remote program

Admissions Requirements
To enter this course, an applicant must have
- A high-school diploma or equivalent
- The ability to write a three-tier database-backed Web application

Program Description
The Microservices + Orchestration program is designed for software developers that want to enrich their understanding of creating software applications with complex deployment topologies to meet massive scalability demands. With the advent of cloud computing resources, computer programmers were freed from the constraints imposed by inefficient corporate data centers. With the new resources came the freedom to establish new and innovative ways to create and deploy software. Thus, the microservices revolution began. Students will build microservice architectures from first principles to establish an in-depth understanding of the current best practices in the industry. Then, they will learn how to deploy, scale, and manage those microservices to guarantee resilience in a production environment.

Class Schedule
Six-week duration, meeting twice per week in 1½ hour sessions in a virtual classroom setting. This Part-Time Course is taught over 12 sessions: six weeks running twice per week for 1.5 hours per session. There are 42 total hours (18 optional live-online / 24 asynchronous) within the online classroom and the schedule is built around holidays, so no classes will be missed. When an unexpected closure occurs due to extraordinary conditions such as inclement weather, students will be notified as soon as possible via email and the missed Part-Time Course hours will be provided at another time.

Program Completion Competencies
The Microservices + Orchestration program provides students with modern best practices for building scalable and maintainable software applications with a service-oriented paradigm. There are no license requirements for general work in this career field. Students are provided with a certificate of completion upon completing program requirements. Completion of the program demonstrates skills and competencies in designing, developing, provisioning, and maintaining loosely coupled, tightly cohesive, horizontally scalable software systems.

Total Charges
$1,800 Includes:

Nonrefundable registration fee: $100.00

Nonrefundable Student Tuition Recovery Fee: $1**

** *Additional information provided in the catalog under the section "Student Tuition Recovery Fee"*

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Hack Reactor Methodologies + Requirements Gathering
6-week duration part-time, remote program

Admissions Requirements
To enter this course, an applicant must have
- A high-school diploma or equivalent
- Worked on a software development team of two or more people (including yourself)

Program Description
The Methodologies + Requirements Gathering program is designed for professional software developers that want a broader understanding of proven methodologies that they could use to facilitate the work of their teams. Determining what software needs to be built is still the hardest and most important part of software. Incorrect requirements are the costliest of all errors to make during the software development lifecycle. The agile software development movement was created to help streamline those processes. Students will learn the operational details of Scrum, XP, Kanban, ASD, AUP, DSDM, FDD, Kanban, Lean, Scrum, and XP. They then learn strategies and frameworks that can help them interact with customers to elicit requirements from them in the process known as knowledge mining.

Class Schedule
Six-week duration, meeting twice per week in 1½ hour sessions in a virtual classroom setting. This Part-Time Course is taught over 12 sessions: six weeks running twice per week for 1.5 hours per session. There are 42 total hours (18 optional live-online / 24 asynchronous) within the online classroom and the schedule is built around holidays, so no classes will be missed. When an unexpected closure occurs due to extraordinary conditions such as inclement weather, students will be notified as soon as possible via email and the missed Part-Time Course hours will be provided at another time.

Program Completion Competencies
The Methodologies + Requirements Gathering program provides students with practical exposure to twelve certified agile software development methodologies and frameworks to elicit functional requirements for software development projects. There are no license requirements for general work in this career field. Students are provided with a certificate of completion upon completing program requirements. Completion of the program demonstrates familiarity with using agile software development methodologies to facilitate the development of software.

Total Charges
$1,800 Includes:
> Nonrefundable registration fee: $100.00
> Nonrefundable Student Tuition Recovery Fee: $1**

** *Additional information provided in the catalog under the section "Student Tuition Recovery Fee"*

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Hack Reactor Algorithms + Data Structures
6-week duration part-time, remote program

Admissions Requirements
To enter this course, an applicant must have
- A high-school diploma or equivalent
- The ability to proficiently use a third-generation programming language

Program Description
The Algorithms + Data Structures program is designed for software developers that want insight into the design and application of algorithms and data structures to support it. Taking an algorithms-first approach, this class prepares students to identify time/space complexity of existing and their own algorithms and associated data structures. Students will learn when and how to apply these fundamentals in their day-to-day computer programming. They will review sorting and searching, then move into graph and weighted graph algorithms, combinatorial and heuristic methods, dynamic programming, intractability and approximation algorithms, and gain the ability to design their own algorithms. Students will be able to identify and find resources to solve numerical, combinatorial, polynomial, "hard", geometrical, set, and string problems.

Class Schedule
Six-week duration, meeting twice per week in 1½ hour sessions in a virtual classroom setting. This Part-Time Course is taught over 12 sessions: six weeks running twice per week for 1.5 hours per session. There are 42 total hours (18 optional live-online / 24 asynchronous) within the online classroom and the schedule is built around holidays, so no classes will be missed. When an unexpected closure occurs due to extraordinary conditions such as inclement weather, students will be notified as soon as possible via email and the missed Part-Time Course hours will be provided at another time.

Program Completion Competencies
The Algorithms + Data Structures program provides students with fundamental computer science knowledge of problem solving. There are no license requirements for general work in this career field. Students are provided with a certificate of completion upon completing program requirements. Completion of the program demonstrates skills and proficiencies with a variety of algorithms and their associated data structures used to solve programming problems and answer technical interview questions.

Total Charges
$1,800 Includes:

      Nonrefundable registration fee: $100.00

      Nonrefundable Student Tuition Recovery Fee: $1**

** *Additional information provided in the catalog under the section "Student Tuition Recovery Fee"*

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Hack Reactor Computer Architecture + IoT
6-week duration part-time, remote program

Admissions Requirements
To enter this course, an applicant must have
- A high-school diploma or equivalent
- Must be able to proficiently write software in a modern computer programming language such as C++, Java, C#, Ruby, Python, or JavaScript (Node.js) and have used a debugging tool to evaluate and inspect running programs

Program Description
The Hack Reactor Computer Architecture + IoT program is designed for software developers that want to enrich their understanding of computing by learning about the design and assembly of computing components and devices. Knowing about how a computer works from its logic gates informs a software programmer about the code that they're writing, giving deep significance to what happens between the running code and what electrons do on the silicon.

Computer architecture is the study of the hardware-software boundary. Not quite electronics and not quite software engineering, computer architecture is the magic that allows us to harness the deterministic laws of physics and electricity and create computation.

Microcontrollers are small computers. They generally expose more of the hardware interface to users, and are typically used in embedded systems. Because of the raw and exposed design, microcontrollers can more readily be attached to commodity hardware components such as LEDs, infrared sensors, motion detectors, and all kinds of cool devices.

Class Schedule
Six-week duration, meeting twice per week in 1½ hour sessions in a virtual classroom setting. This Part-Time Course is taught over 12 sessions: six weeks running twice per week for 1.5 hours per session. There are 48 total hours (18 optional live-online / 30 asynchronous) within the online classroom and the schedule is built around holidays, so no classes will be missed. When an unexpected closure occurs due to extraordinary conditions such as inclement weather, students will be notified as soon as possible via email and the missed Part-Time Course hours will be provided at another time.

Program Completion Competencies
The Hack Reactor Computer Architecture + IoT program enriches the student's understanding of computing by learning about the design and assembly of computing components and devices. There are no license requirements for general work in this career field. Students are provided with a certificate of completion upon completing program requirements. Completion of the program demonstrates skills and competencies in the comprehension of the technical documentation of microcontrollers, how to program them, and the theory behind the circuitry involved in creating them.

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Total Charges
$1,800 Includes:

        Nonrefundable registration fee: $100.00

        Nonrefundable Student Tuition Recovery Fee: $1**

** *Additional information provided in the catalog under the section "Student Tuition Recovery Fee"*

Hack Reactor Networking + Reactive Programming
4-week duration part-time, remote program

Admissions Requirements
To enter this course, an applicant must have
- A high-school diploma or equivalent
- Must be able to program in a "server-side" language like Ruby, Node.js (JavaScript), Python, C#, or Java

Program Description
The ability to understand how networking works is a big deal. Networks are what make almost all possible modern programming possible. Getting a deep understanding of all of that is a delightful and daunting task. This class provides a journey from simply knowing how to connect to WiFi to understanding how computers communicate with one another in intimate detail.

Dealing with asynchronous information that comes from possibly multiple sources over a network can overwhelm the mental model of programmers attempting to handle the disparate information sources. This can manifest itself in a variety of ways, usually in intractable code that becomes impossible to understand and, therefore, impossible to maintain. To manage that, we introduce the concept of Reactive programming, a programming paradigm with an axiom that all things are asynchronous, to just deal with it.

Class Schedule
Four-week duration, meeting twice per week in 1½ hour sessions in a virtual classroom setting. This Part-Time Course is taught over 8 sessions: four weeks running twice per week for 1.5 hours per session. There are 32 total hours (12 optional live-online / 20 asynchronous) within the online classroom and the schedule is built around holidays, so no classes will be missed. When an unexpected closure occurs due to extraordinary conditions such as inclement weather, students will be notified as soon as possible via email and the missed Part-Time Course hours will be provided at another time.

Program Completion Competencies
The Hack Reactor Networking + Reactive Programming provides students with knowledge about how computers communicate with one another across a physical network and best practices to handle those data streams. There are no license requirements for general work in

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this career field. Students are provided with a certificate of completion upon completing program requirements. Completion of the program demonstrates skills and competencies in the design and configuration of network topologies to support network-enabled software applications along with best practices for maintaining the state of a graphical user interface.

Total Charges
$1,600 Includes:
>   Nonrefundable registration fee: $100.00
>   Nonrefundable Student Tuition Recovery Fee: $1**

** *Additional information provided in the catalog under the section "Student Tuition Recovery Fee"*

DevOps + Testing
6-week duration part-time, remote program

Admissions Requirements
To enter this course, an applicant must have
- A high-school diploma or equivalent
- Must have professionally programmed for more than one year on production software

Program Description
Modern software development environments have tasked software developers to broaden their understanding of the software development lifecycle. Gone are the days of dedicated testing and sysadmin teams. Now, software developers are meant to understand the full pipeline of how code written on their computer gets into production, often being tasked with configuring the pipeline, as well. DevOps + Testing provides software developers a deep understanding of how to test software applications and how to reliably and repeatedly get their applications into production using a variety of modern tools and deployment targets.

Class Schedule
Six-week duration, meeting twice per week in 1½ hour sessions in a virtual classroom setting. This Part-Time Course is taught over 12 sessions: six weeks running twice per week for 1.5 hours per session. There are 48 total hours (18 optional live-online / 30 asynchronous) within the online classroom and the schedule is built around holidays, so no classes will be missed. When an unexpected closure occurs due to extraordinary conditions such as inclement weather, students will be notified as soon as possible via email and the missed Part-Time Course hours will be provided at another time.

Program Completion Competencies
The Hack Reactor DevOps + Testing program provides the student with a robust understanding of the modern best practices for deploying applications into production. There are no license requirements for general work in this career field. Students are provided with a certificate of completion upon completing program requirements. Completion of the program demonstrates

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skills and competencies in the implementation of automating the testing and deployment of software applications built for the Web and for the desktop.

Total Charges

$1,800 Includes:

        Nonrefundable registration fee: $100.00

        Nonrefundable Student Tuition Recovery Fee: $1**

** *Additional information provided in the catalog under the section "Student Tuition Recovery Fee"*

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CODE OF CONDUCT-ALL PROGRAMS

Students are expected to act maturely and demonstrate respect for others, for themselves, and to the larger Galvanize community. In order to foster a challenging and safe academic environment, students must:

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

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

1. Uncooperative or disrespectful behavior to your fellow classmates, colleagues, instructors, community members, and visitors to the Galvanize campus.
2. Disruptive activity that causes the obstruction of the teaching, learning, or administration of Galvanize programs.
3. Damage to, or destruction of, Galvanize property.
4. Acts of falsity including, but not limited to, cheating, plagiarism, forgery, or other forms of academic dishonesty. This includes providing false information on program applications or on any financial information submitted to Galvanize.
5. Theft of any kind, including seizing, receiving, or concealing property with knowledge that it has been stolen.
6. Using marijuana, tobacco, smoking on campus.
7. Possession of weapons, firearms, or illegal drugs at any time on school property.
8. Violence or threats of violence, or aggression directed towards students, staff members, or any other person within the Galvanize community.
9. Use of discriminatory language.
10. Behavior or language that demeans or excludes students or staff.
11. Illegal activity conducted or discussed on a Galvanize campus or on any platforms maintained by Galvanize.
11. Any other violation of published Galvanize policies, rules, regulations, or agreements, including the Galvanize Policy Against Harassment.

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

Policy Against Harassment

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

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

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

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

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

Discipline

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

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

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GRIEVANCES

Stage 1: Informal Resolution
Basic steps in the informal process include:
- Begin by discussing the matter with the instructional staff, faculty, or person responsible for the class in which the issue originated.
- If the issue is not resolved, the next contact will be the Program Lead to investigate the issue and allegations.
- If you do not know where to begin an informal resolution, the Program Lead can help you identify the appropriate office or individual.

Stage 2: Formal Complaint
If unresolved after following the appropriate informal complaint procedures, the student may choose to have the complaint "officially documented." The student completes the Student Complaint Form located at: https://www.galvanize.com/regulatory-information

The complaint must contain the following information:
- Complainant's name, cohort name, mailing address, email 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.
- All communications between the student and Galvanize regarding the formal complaint will be directed to the student's email account provided in the complaint form.

Stage 3: Formal Complaint Resolution Process
Upon submission, the program's Director of Operations or his/her designee will investigate the complaint. The Galvanize staff member will acknowledge receipt of the complaint to the complainant within 3 business days. Complaints will be investigated and resolved within 14 business days of receipt. The staff member will advise the complainant if that timeline will not be met due to extenuating circumstances. If the student is not satisfied with the resolution made by the program's Director of Operations, the student may appeal to the Regulatory Team by emailing: ca.regulatory@galvanize.com

Stage 4: Appeal
Appeals to the Regulatory Team must be received within 5 working days following communication to the Complainant of the resolution. The Regulatory Team may request additional information from the complainant and any involved Galvanize staff. Complaints will

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be investigated and resolved within 14 business days of receipt. The Regulatory Team will advise the complainant if that timeline will not be met due to extenuating circumstances, and issue a written determination of the appeal that shall be provided to the complainant and the impacted faculty or other individual. The Regulatory Team's determination shall be final.

A student or any member of the public may file a complaint about this institution with the Bureau for Private Postsecondary Education by calling 1-888-370-7589 or by completing a complaint form, which can be obtained on the bureau's internet Web Site: www.bppe.ca.gov.

FACILITIES

Galvanize has six campuses located throughout the United States

San Francisco, California – 44 Tehama Street San Francisco CA 940105
Los Angeles, California – 1221 2nd St #400, Santa Monica, CA 90401
Denver Colorado – 1644 Platte Street Denver CO 80202
New York City, New York – 109 Nassau Street, 4th Floor New York, NY 10039
Austin, Texas – 119 Nueces Street Austin TX 78701
Seattle, Washington – 111 South Jackson Street Seattle WA 98104

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

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

Facility Descriptions

San Francisco
The Galvanize Soma location is 5 floors plus a basement (actively used) and a rooftop area. There are multiple classrooms designed for student and Immersive requirements.
Each floor is lined with member companies renting space, and an atrium in the middle of each floor for assigned and unassigned co-working space. There is a café on the 1st floor and a kitchen space on each floor.

Los Angeles
The Galvanize Los Angeles location is on the 4th floor. The floor is divided into a kitchen lounge, student computer stations, lecture area, and coffee/conference rooms for private meetings. There is dedicated space for classrooms. One room has a door and can be sectioned as two teaching areas. The second area is a large, open space and will be used as a teaching area.

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EQUIPMENT REQUIREMENTS

Hack Reactor Software Engineering Immersive (All)

The Hack Reactor SEI Immersive Programs use a custom learning management platform called Learn, which was built and maintained in-house by Technical Mentors and Core's Infrastructure Team. This helps us improve the platform constantly so we're always working with a better version of the software, and student-tested improvements.

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

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

Students are required to provide their own computers for the program. Student computers should support the below specifications. Please note that these are the basic technical specifications, as these are comparable to the equipment currently used in the engineering field.

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

In order to ensure student success in the Hack Reactor Program, students must have adequate and reliable access to the internet for the duration of the program. Students must ensure that

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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).

Hack Reactor Software Engineering with JavaScript and Python

The Hack Reactor Software Engineering with JavaScript and Python program uses a Web-based, custom learning management platform called Learn, which was built and maintained in-house by Technical Mentors and Core's Infrastructure Team. This helps us improve the platform constantly so we're always working with a better version of the software, and student-tested improvements.

Other locally installed software includes Slack, Zoom, GitHub, and Visual Studio Code, each supported by their respective companies. These programs are not only well kept with glitches far and few between, but they are all available to the student at no cost.

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

Students are required to provide their own computers for the program. Student computers must run the latest version of macOS, Windows 10 Home, or Windows 10 Professional. The computer must have at least 8GB of RAM, 50GB of free hard drive space, a dual-core four-thread processor, and 2.2 GHz processor speed. The student's computer must also have a connected working microphone, speakers, and video camera. 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. Students must ensure that they are meeting the technical requirements of their Hack Reactor Program. If a technical issue affects your learning ability in the program, staff will discuss alternatives with you. Additionally, students must actively participate in the program by keeping their webcam on during class time, except in extenuating circumstances (such as inclement weather or power outages).

Meaningful communication

Slack allows staff to connect with the students via instant messaging on a real-time basis. This means that there is no lag in messages sent and received. Students are expected to be monitoring their Slack messages during program hours for communications from students and staff. More personal interactions, whether one-on-ones, small group sessions, or live Q&As with the entire class, are done face-to-face via Zoom where the faculty and students have an opportunity to let their personalities shine. Video chats require full participation and

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engagement. This holds students accountable for their own learning and allows staff to identify any gaps in a student's understanding of the course materials. We also provide remote Help Desk support that allows students to quickly receive one-on-one support from staff if they need help or have questions about an assignment or concept via video chat.

PROPRIETARY MATERIALS

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

RECORD RELEASE POLICY

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

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

The below items have been designated as information that Galvanize may disclose at its discretion. Information outside of the below list requires a written release from the student prior to disclosure to a third party. Galvanize will not provide information in response to employment recommendation requests outside of the below items, regardless of if a written request is submitted.
- First name
- Last name
- The name of the Program you attended
- Program completion status
- Dates of attendance

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

- Transcript
- Enrollment Agreement
- Completion Certificate

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COURSE DESCRIPTIONS

Hack Reactor Software Engineering Immersive (All)

Algorithms

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

Authentication

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

Blue Ocean

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

Browser Apps, jQuery, and AJAX

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

Career Week

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

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

Data Modeling and Classes
By implementing basic data structures like stacks and queues, students will learn some of the fundamentals of software engineering, including abstraction and data modeling, as well as how those tools are used in a complex application. Students will also dive into standard code sharing patterns, including object-oriented classes and mixins, and 5 different class instantiation patterns available in JavaScript.

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

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

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

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

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

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

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

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

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

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React with Redux

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

REST & CRUD

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

Servers and Node

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

System Design Capstone (SDC)

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

Technical Assessment

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

Hack Reactor Software Engineering with JavaScript and Python

Built-in Structure Values and Basic Algorithms

Almost every computation in software engineering is an algorithm. Some algorithms, like sorting and searching, are well known and studied. The feature logic for software applications are also algorithms. Combining the study of what a programming language can do with the

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study of how to do it is the secret to all modern software. This foundational section focuses on the what and how of imperative programming languages.

Career Week / Hiring Sprint
During this week, students will learn how to search for and apply to software engineering jobs. Students will learn about the entire job-search process from cover letters and phone screens to salary negotiations and offer letter reviews, all the while finalizing their professional portfolio, practicing their interviewing skills and brushing up on fundamental computer science and problem-solving concepts most likely to be found in modern software engineering job interviews. Throughout this sprint, students will be preparing to apply to software engineering positions with guidance from their instructional staff.

Custom Application Protocols and WebSockets
The WebSocket protocol introduced in 2011 created a new opportunity for Web application developers to create what appeared to be real-time applications in Web browsers. This section introduces the extensions to Web browsers and server-side technologies to handle full duplex communication between a Web client and a Web server.

Custom Types and Structures Exception Handling
Though the first two weeks of the course have been using custom types, this section formalizes the study of them with how custom types are defined, allocated, initialized, and used through the running life of a computer program. Custom types are also the foundation of a robust exception-handling strategy which must be in place to properly respond to human interaction.

Data Access Patterns
While representational state transfer was the *de facto* design standard for Web applications for many years, the deep permeation of high-speed internet for Internet users has introduced alternatives to the systems by which applications can access the data they need to power their graphical human interfaces. This section introduces the setup, configuration, and access of technologies that provide alternative data access patterns.

Data Storage Patterns
Up until this point, the only persistent data store used has been a traditional relational database management system. Modern systems design provides more flexibility to the ways in which data is persisted. This section introduces document-oriented databases and persistent data streams with the ways that they can meet the demands of rapid application development in contemporary software development efforts.

Formal Data Structures and Algorithms
A common challenge in interviews for software engineering jobs is to solve one or more algorithmic coding challenges. This section gives students strategies for identifying and solving different types of algorithmic problems encountered in software engineering interviews.

Microservices and System Design
The introduction of Infrastructure as a Service (IaaS) through cloud providers such as Microsoft Azure and Amazon Web Services allowed software engineers to reexamine the architecture of traditional Web applications. Leveraging design patterns from service-oriented architectures, a new system design model emerged, that of the microservice. This section extends the student's knowledge of domain-driven design to domain-driven architecture through the use of modern containerization and scaling tools.

Module 2 Orientation
Students will get acquainted with the goals of each section of Module 2: data access, front-end development, microservice architecture, system design, custom application protocols, and full duplex Web communication.

Module 3 Orientation
Students will get acquainted with the goals of each section of Module 3: data storage, formal data structures and algorithms, deployments, and networking

Module and Develop Environment Orientation
Students will get acquainted with their fellow cohort members and learn the structure and rules of the program. Students will set up and use their software development environment to initiate and modify a full-stack application. Students will be introduced to the performance objectives of the module.

Object-oriented Programming and Domain Modeling
Many programming languages support the object-oriented programming paradigm, a way to organize functionality and data that represents abstracted concepts from the real world. Front-end programming technologies are almost exclusively built using object-oriented principles.

Project Alpha
Students will revisit all of the technologies and concepts they've learned thus far in the course and use software requirements to put it all together in the form of a three-tier Web application with complex business logic.

Project Beta
Students will revisit all of the technologies and concepts they've learned thus far in the course and use software requirements to put it all together in the form of a three-tier Web application with complex business logic.

Project Gamma
Students will revisit all of the technologies and concepts they've learned thus far in the course and use software requirements to put it all together in the form of a three-tier Web application with complex business logic.

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React and Front-end State Management
Spurred by the introduction of Google Chrome 2008, the focus of the Web browsers shifted from HTML rendering speed to code-on-demand execution speed. Once the focus shifted, Web applications bifurcated to front-end and back-end, with React becoming the dominant front-end library after its release in 2013. This section introduces modern React development with the Redex Toolkit and the appropriate API design needed to build compelling and responsive front-end applications.

Real-world Deployments and Securing Networks
Getting production-ready applications into production is the goal of every software engineering team. Doing that reliably and consistently has created interdisciplinary roles such as DevSecOps and site reliability engineering. This section introduces the best practices for getting code from a software developer's computer into a secured production environment using automation through continuous integration and delivery, deployment, and scaling.

Security and REST Introduction
The World Wide Web is one of the most successful examples of distributed computing ever created. The fundamental design that allows for its success is the *representational state transfer* architectural pattern and, specifically, its implementation through *hypermedia as the engine of application state*. Using these patterns, students will design and implement a resource-centric Web application with a persistent data store.

Summative Assessment 1
Students take three summative assessments, each one consisting of a full-day coding challenge designed to gauge a student's comprehension and ability to work on a multi-tier Web application. In this coding challenge, students are provided a code base and a list of requirements to develop additional functionality that will demonstrate their ability to create new and modify existing code to affect the functionality of the computer application, and integrate all components together in a multi-tier Web application.

Summative Assessment 2
Students take three summative assessments, each one consisting of a full-day coding challenge designed to gauge a student's comprehension and ability to work on a multi-tier Web application. In this coding challenge, students are provided a code base and a list of requirements to develop additional functionality that will demonstrate their ability to create new and modify existing code to affect the functionality of the computer application, and integrate all components together in a multi-tier Web application.

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Summative Assessment 3
Students take three summative assessments, each one consisting of a full-day coding challenge designed to gauge a student's comprehension and ability to work on a multi-tier Web application. In this coding challenge, students are provided a code base and a list of requirements to develop additional functionality that will demonstrate their ability to create new and modify existing code to affect the functionality of the computer application, and integrate all components together in a multi-tier Web application.

ACADEMIC CALENDAR

Galvanize observes the following Holidays:

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

Program Name	Start Date	Break Week	End Date	Campus Location		
				San Francisco	Los Angeles	Remote
Hack Reactor Software Engineering Immersive; Hack Reactor Software Engineering Online Immersive	Jan. 3, 2022	Feb. 12-20, 2022	April. 1, 2022	✓	✓	✓
	Feb. 21, 2022	April 2-10, 2022	May 20, 2022	✓	✓	✓

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	April 11, 2022	May 21-29, 2022	July 8, 2022	✓	✓	✓
	May 31, 2022	July 9-17, 2022	Aug. 26, 2022	✓	✓	✓
	July 18, 2022	Aug. 27-Sept. 4, 2022	Oct. 14, 2022	✓	✓	✓
	Sept. 5, 2022	Oct. 15-23, 2022	Dec. 9, 2022	✓	✓	✓
	Oct. 24, 2022	Dec. 3-11, 2022; Dec. 24, 2022 - Jan 1, 2023	Jan. 27, 2023	✓	✓	✓
	Dec. 12, 2022	Dec. 24, 2022 - Jan 1, 2023; Jan. 28, 2022-Feb. 5, 2023	March 17, 2023	✓	✓	✓
	Feb. 6, 2023	March 18-26, 2023	May 5, 2023	✓	✓	✓
Hack Reactor Software Engineering Online Immersive – Part Time	Jan. 4, 2022	March 27-April 2, 2022; July 3-9, 2022	Sept. 24, 2022			✓
	Feb. 21, 2022	May 22-28, 2022; August 21-27, 2022	Nov. 12, 2022			✓

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	April 12, 2022	July 3-9, 2022; Oct. 9-15, 2022; Nov. 20-26, 2022; Dec. 21-27, 2022	Jan. 14, 2023			✓
	June 1, 2022	August 21-27; Nov. 20-26, 2022; Dec. 21-27, 2022	Feb. 25, 2023			✓
	July 19, 2022	Oct. 9-15, 2022; Nov. 20-26, 2022; Dec. 21-27, 2022	April 15, 2023			✓
	Sept. 7, 2022	Nov. 20-26, 2022; Dec. 21-27, 2022; March 5-11, 2023	June 3, 2023			✓
	Oct. 25, 2022	Nov. 20-26, 2022; Dec. 21-27, 2022; April 23-29, 2023	July 22, 2023			✓
	Dec. 12, 2022	Dec. 21-27, 2022; March 5-11, 2023; April 23-29, 2023	Sept. 9, 2023			✓
Hack Reactor Software Engineering with JavaScript and Python	Feb. 7, 2022	N/A	June 17, 2022			✓

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	March 21, 2022	N/A	July 29, 2022			✔
	May 2, 2022	N/A	Sept. 12, 2022			✔
	June 13, 2022	N/A	Oct. 21, 2022			✔
	July 25, 2022	N/A	Dec. 2, 2022			✔
	Sept. 6, 2022	Dec. 26- 30, 2022	Jan. 23, 2023			✔
	Oct. 17, 2022	Dec. 26- 30, 2022	March 3, 2023			✔
	Nov. 28, 2022	Dec. 26- 30, 2022	April 14, 2023			✔
	Jan. 16, 2023	N/A	May 26, 2023			✔

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