General Assembly's Catalog

Texas Campuses

January 1, 2022 – December 31, 2022

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Our Story

General Assembly (GA) is a leader in education and career transformation, specializing in today's most in-demand skills: data science, digital marketing, software engineering, design, and product management. The leading source for training, staffing, and career transitions, we foster a flourishing community of professionals pursuing careers they love. What began as a co-working space in 2011 has since grown into a global learning experience with campuses all over the world and over 50,000 graduates worldwide. We offer full- and part-time programs, in-person and online

Mission and Objectives

Our mission is to foster a global community of individuals empowered to pursue the work they love. Our vision is to bridge the gap between job seekers and companies needing talent with relevant skills. We do so by:

- Delivering best-in-class, practical education in technology, business, data, and design.
- Providing access to opportunities that build skills, confidence, and freedom in one's career.
- Growing a worldwide network of entrepreneurs, practitioners, and participants who are invested in one another's success.

Governance

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

Approvals

General Assembly is Approved and Regulated by the Texas Workforce Commission, Career Schools and Colleges, Austin, Texas. Additional disclosures required by the Texas Workforce Commission are attached as Appendix B. General Assembly is not accredited and does not participate in federal or state financial aid programs.

School Address

Headquarters: 915 Broadway, 3rd Floor, New York, NY 10010

Facilities and Equipment

General Assembly's facilities meet ADA accessibility standards. All campuses are equipped with dedicated classrooms, student lounge space, private conference rooms for group work and one-on-one meetings with instructional staff and on-floor restrooms.

Equipment at each campus includes desks, chairs, tables, projectors, projector screens, iMac 24-inch monitors, video camera, TVs, audio equipment, whiteboards, HDMI cables, DVI <> HDMI adapters, and couches.

Holidays

A class calendar with holiday closures will be made available to students during the enrollment process. General Assembly is closed to observe the following holidays:

Students in non-flex programs holidays		Students in flex* programs holidays	
Date	Holiday	Date	Holiday

January 17, 2022	Martin Luther King, Jr. Day	January 15, 2022	Martin Luther King, Jr. Day Observation
February 21 2022	President's Day	February 19, 2022	President's Day Observation
May 30, 2022	Memorial Day	May 28, 2022	Memorial Day Observation
June 20, 2022	Juneteenth	June 18, 2022	Juneteenth Observation
July 4, 2022	Fourth of July	July 2, 2022	Fourth of July Observation
September 5, 2022	Labor Day	September 3, 2022	Labor Day Observation
November 11, 2022	Veteran's Day	November 12, 2022	Veteran's Day
November 23, 2022	Day before Thanksgiving	November 23, 2022	Day before Thanksgiving
November 24, 2022	Thanksgiving	November 24, 2022	Day after Thanksgiving
November 25, 2022	Day after Thanksgiving	November 26, 2022	Thanksgiving Observation
December 26, 2022	Christmas Day Observed	December 24, 2022	Christmas Eve
December 27, 2022	December Holiday	December 27, 2022	December Holiday
December 28, 2022	December Holiday	December 28, 2022	December Holiday
December 29 2022	December Holiday	December 29, 2022	December Holiday
December 30, 2022	December Holiday	December 31, 2022	New Year's Eve
December 31, 2022	New Year's Eve		

* Flex programs are part-time immersive courses.

Hours & Class Schedule

Class Hours

Monday–Friday, 9 a.m.–9 p.m.
Saturday–Sunday, 9 a.m.–5 p.m.

Administration Hours

Monday–Friday, 9 a.m.–6 p.m.

Enrollment Period

Courses are offered on a rolling basis, and enrollment is open. For all courses, the admissions deadline is 24 hours prior to the first class. The only exception is in the case of reenrollment. If an admitted student requests to enroll in a different session before the course begins, approval may be granted pending availability.

Class Schedule

Immersive course hours run from 9 a.m. to 5:30 p.m. with an hour break for lunch. Part-time courses run 1–2 days a week, and course hours run 2–6 hours a day. For all courses, a 10-minute break is provided for every three hours of course instruction. One hour of instructional time is defined as a 60-minute period.

Courses Offered

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

General Assembly offers the following courses. Availability at each location may vary. General Assembly provides a student/instructor ratio to sufficiently support the number of students enrolled and maintain quality of instruction. Class sizes vary based on facilities of individual campuses.

Courses Offered	Course Length (Instructional Hours)	Course offered in the following formats	
Immersive Courses		Part-time	Full-time
Data Science Immersive Remote	480 hours / 12 weeks or 24 weeks	X	X
Software Engineering Immersive	480 hours / 12 weeks or 24 weeks	X	X
Software Engineering Immersive Remote	420 hours / 12 weeks or 24 weeks	X	X
User Experience Design Immersive	480 hours / 12 weeks or 24 weeks	X	X
User Experience Design Immersive Remote	480 hours / 12 weeks or 24 weeks	X	X
Non-Immersive Courses		In-person	Online
Cybersecurity for Developers	40 hours / 1 or 10 weeks	X	X
Data Analytics	40 hours / 1 or 10 weeks	X	X
Data Science	60 hours / 10 weeks	X	X
Digital Marketing	40 hours / 1 or 10 weeks	X	X
Front-End Web Development	60 hours / 10 weeks	X	X
JavaScript Development	60 hours / 10 weeks	X	X
Product Management	40 hours / 1 or 10 weeks	X	X
Python Programming	40 hours / 1 or 10 weeks	X	X
React Development	40 hours / 1 or 10 weeks	X	X
User Experience Design	40 hours / 1 or 10 weeks	X	X

Visual Design	32 hours / 1 or 8 weeks	X	X

Admissions Policy and Procedure

Entrance Requirements and Enrollment Dates

Admission into any General Assembly course requires that the student have a high school diploma or equivalent (General Education Diploma — GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education. General Assembly does not admit ability-to-benefit students.

International Students and English Language Services

General Assembly does not offer visa services to prospective students from other countries or English language services. General Assembly also does not vouch for student status or any associated charges. General Assembly does not offer English as a Second Language instruction. All instruction occurs in English. English language proficiency is documented by the admissions interview, receipt of prior education documentation, as stated in the Admissions Policy and receipt of Test of English as a Foreign Language (TOEFL) examination score of an 80 or higher for the Internet-based test and 550 or higher for the paper-based test.

Course-Specific Admissions Requirements

Admissions decisions are also based on the following:

Course	Course-Specific Admissions Requirements
Cybersecurity for Developers & Cybersecurity for Developers Remote	JavaScript programming experience and some experience with SQL and building web applications.
Data Science & Data Science Remote	Basic statistics experience and familiarity with programming fundamentals and Python programming language.
Data Science Immersive Remote	Basic computer literacy, basic statistics experience, familiarity with programming fundamentals and python programming, and completion of a diagnostic assessment.
JavaScript Development & JavaScript Development Remote	Exposure to HTML, CSS, and JavaScript.
React Development & React Development Remote	Familiarity with HTML, Document Object Model (DOM), and JavaScript.
Software Engineering Immersive & Software Engineering Immersive Remote	Basic HTML, CSS, and JavaScript e xperience and completion of a diagnostic assessment.
User Experience Design Immersive & User Experience Design Immersive Remote	Completion of a diagnostic assessment.

Required Equipment

All General Assembly students are required to have access to a laptop with an up-to-date operating system and wireless Internet capability to bring to each class session. For most courses, Mac laptops are preferred but not required, as instructors will be using Mac laptops and may not be able to provide as much support with certain technical issues to students using PCs. Immersive remote students are also required to have an external monitor in addition to their laptop.

To run all of the programs necessary for these courses, we require Immersive students to be able to run Mac OS X 10.8 Mountain Lion. Mac is built on a UNIX kernel, which means that it shares many similarities with Linux. We will allow the use of Linux only if students have previous experience with it and they are able to provide their own IT

support. We do not support the use of Windows laptops, as Windows does not run in a UNIX environment. There is no one "ideal" developer environment, and many skilled developers have different opinions on whether Windows, Mac OS, or Linux is more efficient. However, because of the difference between these environments, it's important for us to maintain a consistent level of support in the classroom. Our experience shows that, when students use differing environments, the overall pace of the course is affected.

Admissions Procedure

Each General Assembly program requires an admissions application, and all candidates are interviewed. If applicable to the chosen course, students may also complete a diagnostic assessment and/or pre-admit work before enrollment decisions are made. Once students have completed all requisite steps in the admissions process, students receive confirmation of admission from an admissions representative. Each prospective student must provide documentation of prior education as outlined in the admissions policy for their course of interest and, as applicable, documentation of course-specific admissions requirements. Upon acceptance, an admissions representative will send students a public link on the GA website where students can review the catalog. In order to enroll, students must sign an Enrollment Agreement. A copy of the completed enrollment agreement and a copy of the school catalog will be sent to the student upon enrollment.

Pre-Admit Work Requirements

Pre-course assignments are required for the following programs:

- Data Analytics
- Digital Marketing
- Data Science
- Data Science Immersive Remote
- Front-End Web Development
- JavaScript Development
- Product Management
- Python Programming
- React Development
- Software Engineering Immersive
- Software Engineering Immersive Remote
- User Experience Design
- User Experience Design Immersive

Pre-admit work is up to 80 hours of preparatory assignments to introduce students to many of the topics they will touch upon during the course. Completion is mandatory and ensures a baseline level of knowledge among students in a cohort. Mastery of each subject is not expected, but we hope students are excited and inspired to dig further. If a student is unable to complete the pre-admit work prior to the first day of the course and seeks to cancel their enrollment, they should refer to the Cancellation Policy.

Admissions Deadline

For all courses, the admissions deadline is twenty-four hours prior to the first class meeting. The only exception is in the case of re-enrollment. If an admitted student requests to enroll in a different session before the course begins, approval may be granted pending availability.

Foreign Transcript Evaluation

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

Admission Denials

Applicants seeking admission to General Assembly are required to submit accurate and complete information requested during the admissions process. Applicants who fail to do so shall be denied admission. Any applicant or student found to have falsified information on an admissions document or to have given false information relating to admissions to General Assembly will be denied admission or expelled if already in attendance.

General Assembly reserves the right to deny admission or readmission to any applicant or student who is disruptive to the educational environment. If an applicant or student violates General Assembly's code of conduct, including but not limited to engaging in threatening, abusive, or dangerous behavior towards any staff member, student, or other member of the General Assembly community, such applicant or student may be prohibited from enrollment

in another course and may be subject to other discipline. In the event a student is denied admission due to violation of code of conduct, General Assembly will notify the student in writing of the prohibited act and the penalty. Applicants who receive a negative admissions decision for code of conduct violations must wait at least one year to reapply.

Transfer of Credit

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

Course Descriptions and Objectives

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

Cybersecurity for Developers (Seminar) – not offered in 2022

Subject hours: 40 hours / 1 or 10 weeks

Prerequisites: High school diploma or equivalent (General Education Diploma — GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education.

Course description: This course introduces students to core concepts in web security. By the end of the program, they will be able to implement security features on the front- or back-end to safeguard user information and protect against common modes of attack, including forgery and injection.

Unit 1: Intro to Cybersecurity for Web Applications (9 hours)
Topics covered include: cybersecurity, application security, front-end versus back-end responsibilities, third-party applications/libraries/frameworks, introduction to CORS and other (security) HTTP headers.

Unit 2: Front-End Security (16 hours)
Topics covered include: client XSS demonstration (“JavaScript injection”), cookie hijacking, HTML injection, CSRF, IFrames, and clickjacking.

Unit 3: Back-End Security (15 hours)
Topics covered include: SQL injection, data encryption and permissions, shell injection, encryption basics, database permissions, and shell injection prevention.

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

- Learn about some of the most common ways that web applications are left vulnerable to attack.
- Add input validation to a web front-end in order to sanitize data for the back end.
- Define security policies to protect against cross-site scripting (XSS) and cross-site request forgery (CSRF).
- Implement a secure cookie policy on the front-end.
- Learn about how injection attacks work on the front- and back-ends.
- Use encryption, authentication, and structured authorization to protect sensitive user data.
- Implement OAuth and single sign-on (SSO).

Data Analytics (Seminar)

Subject hours: 40 hours / 1 or 10 weeks

Prerequisites: High school diploma or equivalent (General Education Diploma — GED) or a diploma from an

institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education.

Course description: Data is now an integral part of every organization. To be successful in today's data-driven world, every employee should know how to analyze data, interpret it, and make defensible recommendations. In this course, students will learn how to use data to guide and inform their organization when making critical business decisions.

Unit 1: Interpretation (10 hours)
Practice using Excel to conduct basic data cleaning, aggregation, analysis, and visualization.

Unit 2: Querying and Organizing Data in SQL (18 hours)
Use SQL to conduct advanced data querying, cleaning, and aggregation.

Unit 3: Visualization (12 hours)
Leverage Tableau to visualize and map data, and connect data across Excel, SQL, and Tableau.

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

- Explain the value of data.
- Utilize statistics to describe a data set and validate its analysis.
- Clean data sets using Excel's core functionality.
- Analyze data sets using visualizations and PivotTables in Excel.
- Create basic SQL queries from databases.
- Create a local SQL database.
- Import data into a local SQL database.
- Create complex queries using JOINs and other advanced SQL functionality.
- Aggregate and analyze data using efficient SQL queries.
- Build completing and clear visualizations in Tableau.
- Deliver effective presentations with data.

Data Science (Seminar)

Subject hours: 60 hours / 10 weeks

Prerequisites: High school diploma or equivalent (General Education Diploma — GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education.

Course description: This course offers a practical introduction to the interdisciplinary field of data science and machine learning, which exist at the intersection of computer science, statistics, and business. Students learn to use the programming language to help acquire, parse, and model data. A significant portion of the course will involve hands-on training in fundamental modeling techniques and machine learning algorithms to build robust predictive models of real-world data and test their validity.

Unit 1: Data Foundations (8 hours)
Discover the fundamentals of evidential science by executing basic functions in Python.

Unit 2: Working With Data (10 hours)
Practice exploratory data analysis for cleaning and aggregating data, and understand the basic statistical testing values of your data.

Unit 3: Data Science Modeling (10 hours)
Branch from traditional statistics into machine learning and explore supervised learning techniques including classification and regression.

Unit 4: Data Science Applications (12 hours)

Learn and implement core machine learning models to evaluate complex problems.

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

- Perform exploratory data analysis with powerful programmatic tools, Python, and command line.
- Build and refine machine learning models to predict patterns from data sets.
- Learn the language of data scientists to contribute as part of a data science team.
- Communicate data-driven insights to a non-technical audience.

Data Science Immersive Remote (Program)

Subject hours: 480 hours / full-time, 12 weeks or part-time, 12 weeks

Prerequisites: High school diploma or equivalent (General Education Diploma — GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education and strong mathematical foundation, basic familiarity with programming concepts.

Course description: In this course, students apply statistics, programming, data analytics, and modeling skills in different real-world contexts, mastering the skills they need to launch a data science career. Data Scientist careers involve taking large data sets and analyzing them using different types of models and algorithms to gain insights and predict trends.

Course Outline

Subject	Subject Title	Lecture	Lab*	Ext	Total
Unit 1	Fundamentals	20	20		40
Unit 2	Exploratory Data Analysis	16	24		40
Unit 3	Classical Statistical Modeling	65	35		100
Unit 4	Machine Learning Models	120	100		220
Unit 5	Advanced Topics and Trends	20	60		80
TOTAL		241	239		480

*Instructor-led lab consists of working on unit projects to apply what is learned during lecture to build a portfolio.

There is no additional charge for pre-work.

Unit 1: Fundamentals
Subject Hours: 40 (20 lecture hours, 20 lab hours)
Prerequisites: Prescribed pre-work (there is no additional charge for pre-work)
Subject Description: Get acquainted with essential data science tools and techniques, working in a programming environment to gather, organize, and share projects and data with Git and UNIX.

Unit 2: Exploratory Data Analysis
Subject Hours: 40 (16 lecture hours, 24 lab hours)
Prerequisites: Unit 1
Subject Description: Perform exploratory data analysis. Generate visual and statistical analyses, using Python and its associated libraries and tools to approach problems in fields like finance, marketing, and public policy.

Unit 3: Classical Statistical Modeling
Subject Hours: 100 (65 lecture hours, 35 lab hours)
Prerequisites: Unit 2
Subject Description: Explore effective study design and model evaluation and optimization, implementing linear and logistic regression, and classification models. Collect and connect external data to add nuance to your models using web scraping and APIs.

Unit 4: Machine Learning Models
Subject Hours: 220 (120 lecture hours, 100 lab hours)
Prerequisites: Unit 3
Subject Description: Build machine learning models. Explore the differences between supervised and unsupervised learning via clustering, natural language processing, and neural networks.

Unit 5: Advanced Topics and Trends
Subject Hours: 80 (20 lecture hours, 60 lab hours)
Prerequisites: Unit 4
Subject Description: Dive deeper into recommender systems, neural networks, and computer vision models, implementing what you've learned to productize models.

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

- Collect, extract, query, clean, and aggregate data for analysis.
- Perform visual and statistical analysis on data using Python and its associated libraries and tools.
- Build, implement, and evaluate data science problems using appropriate machine learning models and algorithms.
- Communicate findings through data visualization, creating clear and reproducible reports to stakeholders.
- Identify big data problems and understand how distributed systems and parallel computing technologies are solving these challenges.
- Apply question, modeling, and validation problem-solving processes to data sets from various industries to gain insight into real-world problems and solutions.

Digital Marketing (Seminar)

Subject hours: 40 hours / 1 or 10 weeks

Prerequisites: High school diploma or equivalent (General Education Diploma — GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education and strong mathematical foundation, basic familiarity with programming concepts.

Course description: The course provides students with a solid foundation in marketing fundamentals — from segmenting a market to developing customer insight — and combines it with hands-on training in creating engaging content, as well as paid and unpaid tactics for acquiring and retaining users.

Unit 1: Objective-First Marketing (4 hours)
Topics covered include: the Objective-First Framework, developing a campaign strategy, and single-, multi-, and omni-channel marketing.

Unit 2: Customer Insights (4 hours)
Topics covered include: customer personas and empathy maps.

Unit 3: Social Media (4 hours)
Topics covered include: ad campaigns, target customer groups, and performance analysis.

Unit 4: Paid Search (4 hours)
Topics covered include: optimal bidding types for paid search campaigns.

Unit 5: SEO and Content Strategy (4 hours)
Topics covered include: keyword search and content strategy.

Unit 6: Google Analytics (4 hours)
Topics covered include: audience, acquisition, behavior, and conversion.

Unit 7: Measurement (4 hours)
Topics covered include: attribution in optimization and the pros and cons of different models.

Unit 8: Testing (4 hours)
Topics covered include: A/B tests for Facebook, AdWords, and websites.

Unit 9: Email Marketing (4 hours)
Topics covered include: ESP and CRM data and personalized email campaigns.

Unit 10: Digital Advertising (4 hours)
Topics covered include: data collection, cookies, and ads.

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

- Use a full arsenal of digital marketing tools, including Google AdWords, Facebook, and Google Analytics.
- Design and execute comprehensive marketing plans across a variety of modern digital channels — social, search, email, paid advertising, etc.
- Analyze the success of digital marketing campaigns using Google Analytics.

Front-End Web Development (Seminar)

Subject hours: 60 hours / 10 weeks

Prerequisites: High school diploma or equivalent (General Education Diploma — GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education and strong mathematical foundation, basic familiarity with programming concepts.

Course description: This course introduces students to the basics of programming for the web using HTML, CSS, and JavaScript. Designed for beginners, it teaches students how to build the visual and interactive components of a website. Students will learn how to create the structural foundation of a site (HTML), style it (CSS), and add logic to control its behavior (JavaScript) through the core languages that make up the web. They will also gain an understanding of how the web works and how to customize their sites using their own designs and ideas.

Unit 1: HTML and CSS Basics (15 hours)
An introduction to building static webpages using HTML and CSS.

Unit 2: Responsive Design (15 hours)
Use modern CSS frameworks to create webpages for different devices.

Unit 3: Adding Interactivity with JavaScript (15 hours)
Learn the basics of JavaScript programming and design interactive user interfaces.

Unit 4: Advanced Concepts (15 hours)
Build websites and program interactive solutions using HTML, CSS, and JavaScript best practices.

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

- Explain how the web works.

- Create the structure and style of a website using HTML and CSS.
- Apply interactivity to a site using programming fundamentals in JavaScript.
- Host a website on a server.
- Communicate the basic technical vocabulary with front-end web developers.

JavaScript Development (Seminar)

Subject hours: 60 hours / 10 weeks

Prerequisites: High school diploma or equivalent (General Education Diploma — GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education and strong mathematical foundation, basic familiarity with programming concepts.

Course description: JavaScript Development teaches students a set of intermediate front-end development skills using JavaScript, jQuery, Git and GitHub, and the command line. For their final project, students will build a modern, single-page web application that utilizes industry best practices.

Unit 1: Fundamentals of JavaScript (15 hours)
Learn the fundamentals of JavaScript and object-oriented programming by working with JavaScript on the command line.

Unit 2: The Browser and APIs (15 hours)
Use JavaScript to interact with web browsers, the DOM, and APIs.

Unit 3: Persisting Data and Advanced Topics (15 hours)
Understand advanced programming topics and persist user data via a back-end service provider.

Unit 4: Building and Deploying Your App (15 hours)
Work on your final project and learn how to deploy your app to the web.

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

- Work with JavaScript, jQuery, web browsers, and the DOM.
- Learn the fundamentals of JavaScript frameworks and libraries.
- Apply essential principles of object-oriented programming and learn how they apply to other object-oriented programming languages.
- Consume data from APIs and persist data using a back-end-as-a-service provider, such as Parse or Firebase.
- Build a modern, single-page application using common design patterns.

Product Management (Seminar)

Subject hours: 40 hours / 10 weeks or 1 week

Prerequisites: High school diploma or equivalent (General Education Diploma — GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education and strong mathematical foundation, basic familiarity with programming concepts.

Course description: Product managers understand their users, their market, and their organizations better than anyone, allowing them to create products and features that succeed in the real world. In this course, students will explore the different processes and skills required to guide product development from ideation through execution and iteration in an Agile development environment.

Unit 1: Introduction to Product Management (4 hours)
Discover the role of product management and its varied responsibilities during each phase of the product development cycle.

Unit 2: Product Discovery Process (8 hours)
Understand business needs, the market and competitive landscape, and user needs to identify opportunities.

Unit 3: Defining Product Features (8 hours)
Validate assumptions with prototypes from the UX team, prioritize features based on value to the business and plan upcoming work using a roadmap, epics, and user stories.

Unit 4: Agile with Developers (8 hours)
Get to know various development methodologies and common Agile terminology while working hand-in-hand with the development team.

Unit 5: Continuous Discovery (4 hours)
Gather customer insights on an ongoing basis and use data to manage the health of your product.

Unit 6: Stakeholder Management (6 hours)
Develop communication strategies for dealing with different stakeholders.

Unit 7: Presentation (2 hours)
Present your final project and discuss how you can grow in your current role or a new product management role.

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

- Clearly define the role of a product manager.
- Effectively determine key risks and assumptions surrounding a given product in order to prioritize research and discovery work.
- Navigate the customer development process by conducting effective user interviews and developing user personas.
- Prioritize features based on criteria, such as business goals, level of effort, and impact on the user.
- Implement agile best practices to manage team workflow and continuously deliver value to users.
- Gather user feedback via MVPs, interviews, experiments, and testing in order to validate hypotheses.
- Speak fluently with developers, designers and other stakeholders regarding priorities, requirements, and workflows.
- Measure a product's success and track its life cycle using metrics and OKRs.
- Act as a squad leader to drive collaboration and productivity on a product team.

Python Programming (Seminar)

Subject hours: 40 hours / 1 or 10 weeks

Prerequisites: High school diploma or equivalent (General Education Diploma — GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education and strong mathematical foundation, basic familiarity with programming concepts.

Course Description: This course introduces students to programming in Python. Students learn programming fundamentals and build an application in this project-based, hands-on course to apply their knowledge to special topics like data analysis or web applications. Students will leave able to confidently code in Python, having created their own custom web applications.

Unit 1: Programming and Python Fundamentals (4 hours)
Topics covered include: an introduction to programming with variables.

Unit 2: Control Flow (6 hours)
Topics covered include: control flow introduction, logical comparison, Boolean conditionals, lists and list

operations, for and while loops, and functions and functional arguments.

Unit 3: Object-Oriented Programming Introduction (4 hours)
Topics covered include: an introduction to object-oriented programming, dictionaries, sets, classes and class instance variables, and inheritance.

Unit 4: Common Python Troubleshooting (2 hours)
Topics covered include: variable scope, debugging principles and techniques, and intermediate variables.

Unit 5: Intermediate Python (8 hours)
Topics covered include: an introduction to intermediate Python, file I/O, user input, code abstraction (itertools, list comprehensions), modules and libraries, and APIs.

Unit 6: Special Topic: Introduction to Web Applications or Data Science (8 hours)
Data science topics covered include: an introduction to Python for data science, Pandas introduction, data visualization, plotting with Pandas, and Pandas best practices.
Web application topics covered include: an introduction to Python for web development, Flask, Flask routing, Flask templates, and Flask requests.

Unit 7: Python Project (8 hours)
Topics covered include: Review/Q&A, building a project in class, and a course summary.

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

- Understand and apply programming fundamentals and Python basics.
- Build a Python program and incorporate increasing complexity.
- Explain the basics of object-oriented programming.
- Troubleshoot Python code.
- Add scripting, modules, and APIs to Python programs.

React Development (Seminar)

Subject hours: 40hours / 1 or 10 weeks

Prerequisites: High school diploma or equivalent (General Education Diploma — GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education and strong mathematical foundation, basic familiarity with programming concepts.

Course description: This course provides students with the skills needed to develop applications using React. The course begins with basics of React, such as components, JSX, props, and state to build a basic functioning app. Students will dive into more fundamental concepts like unidirectional flow to truly understand how React works.

Unit 1: Key React Concepts (7 hours)
Explore React fundamentals, rendering components, and passing props.

Unit 2: React State (7 hours)
Differentiate between props and state, create and change state in a component, describe the flow of methods in a component, identify the triggers for rerendering of a component, contrast class components with functional components, define unidirectional flow, and diagram data in a component hierarchy.

Unit 3: Underlying Concepts (3 hours)

Rewrite class components into functional components, define the main categories of the component life cycle, identify general methods in each category of the component life cycle, and contrast imperative and declarative programming.

Unit 4: APIs and Heroku (3 hours)
Describe what an API is and why we might use one, call APIs using fetch() and API keys, describe Heroku, deploy an app on Heroku, and set up a CORS proxy on Heroku.

Unit 5: React Router (4 hours)
Compare historical and modern browser history mechanics, define routing, describe React Router's main features and history, use React Router to map URLs to components, and leverage React Router to create links to different components.

Unit 6: Applied Practice (16 hours)
Build a Tic Tac Toe game, confidently find and apply features from documentation, and create an ATM application.

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

- Build a functioning web application with React.
- Create multi-page web applications using React Router.
- Call upon an application programming interface (API) in a react application.
- Host a React app on Heroku to share with the world.

Software Engineering Immersive (Program)

Subject hours: 480 hours / full-time, 12 weeks or part-time, 12 weeks

Prerequisites: High school diploma or equivalent (General Education Diploma — GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education and strong mathematical foundation, basic familiarity with programming concepts.

Course description: This in-person course provides students with a breadth of software engineering skills, enabling them to build full-stack web applications, and embark on a path toward a software engineering career. Students graduate with a solid base of fundamental computer science and programming knowledge, experience with specific languages and frameworks that are popular today, and a flexible outlook that is comfortable and eager to tackle new technologies in a fast-moving and ever-changing industry.

Course Outline

Subject	Subject Title	Lecture	Lab*	Ext	Total
Unit 1	Front End Development	48	112		160
Unit 2	Full Stack Development	38.5	81.5		120
Unit 3	Front End Frameworks	32.5	71.5		104
Unit 4	API's and Full Stack Development	17.5	78.5		96
TOTAL		136.5	343.5		480

*Instructor-led lab consists of working on unit projects to apply what is learned during lecture to build a portfolio.

This is no additional charge for pre-work.

Unit 1: Front End Development

Subject Hours: 160 hours (48 lecture hours, 112 lab hours)

Prerequisites: Prescribed pre-work (there is no additional charge for pre-work)

Subject Description: Discover what it takes to build the web you want to see through hands-on training in the essentials of front-end development. Explore core programming concepts that are applicable in any language, and find out what day-to-day life as a professional developer is like.

Unit 2: Full Stack Development

Subject Hours: 120 hours (38.5 lecture hours, 81.5 lab hours)

Prerequisites: Unit 1

Subject Description: Learn to build full-stack web applications, deepening your knowledge of client-facing and server-side development. Expand your repertoire of programming languages and start coding collaboratively.

Unit 3: Front End Frameworks

Subject Hours: 104 hours (32.5 lecture hours, 71.5 lab hours)

Prerequisites: Unit 2

Subject Description: Hone your programming skills by learning to build full-stack applications that leverage the capabilities of third-party APIs and single page applications. Through pair programming and group collaboration, you'll gain hands-on experience executing a real-world workflow

Unit 4: API's and Full Stack Development

Subject Hours: 96 hours (17.5 lecture hours, 78.5 lab hours)

Prerequisites: Unit 3

Subject Description: Gain expertise with the modern web development tools and frameworks you'll use on the job as a software engineer. Get creative with a cumulative final project, building a full-stack application using technology you choose.

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

- Coding webpages using Hypertext Markup Language (HTML), Cascading Style Sheets (CSS), and JavaScript
- Programming fundamentals and software engineering best practices.
- Version control and collaborative software development with Git and GitHub.
- Developing full-stack applications with in-demand technologies such as Ruby on Rails, Python with Django, and Express with Node.js.
- Building full-stack applications by leveraging common design and architectural patterns like model–view–controller (MVC) and Representational State Transfer (REST).
- Safely modeling and storing data in SQL and NoSQL databases.
- Consuming and integrating third-party application programming interfaces (APIs) in an application.
- Front-end web application development with modern JavaScript frameworks such as React.
- Deploying applications to the web via cloud-based hosting
- Implementing common data structures encountered in technical interview situations, such as Linked Lists and Trees.
- Solving algorithm challenges and analyzing the computational complexity of algorithms using Big O notation.

Software Engineering Immersive Remote (Program)

Subject hours: 420 hours / full-time, 12 weeks or part-time, 12 weeks

Prerequisites: High school diploma or equivalent (General Education Diploma — GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of

Education and strong mathematical foundation, basic familiarity with programming concepts.

Course description: This online course provides students with a breadth of software engineering skills, enabling them to build full-stack web applications, and embark on a path toward a software engineering career. Students graduate with a solid base of fundamental computer science and programming knowledge, experience with specific languages and frameworks that are popular today, and a flexible outlook that is comfortable and eager to tackle new technologies in a fast-moving and ever-changing industry.

Course Outline

Subject	Subject Title	Lecture	Lab*	Ext	Total
Unit 1	Front End Development	42	98		140
Unit 2	Full Stack Development	34	71		105
Unit 3	Front End Frameworks	28	62		90
Unit 4	API's and Full Stack Development	15	70		85
TOTAL		119	301		420

*Instructor-led lab consists of working on unit projects to apply what is learned during lecture to build a portfolio.

This is no additional charge for pre-work.

Unit 1: Front End Development
Subject Hours: 140 hours (42 lecture hours, 98 lab hours)
Prerequisites: Prescribed pre-work (there is no additional charge for pre-work)
Subject Description: Discover what it takes to build the web you want to see through hands-on training in the essentials of front-end development. Explore core programming concepts that are applicable in any language, and find out what day-to-day life as a professional developer is like.

Unit 2: Full Stack Development
Subject Hours: 105 hours (34 lecture hours, 71 lab hours)
Prerequisites: Unit 1
Subject Description: Learn to build full-stack web applications, deepening your knowledge of client-facing and server-side development. Expand your repertoire of programming languages and start coding collaboratively.

Unit 3: Front End Frameworks
Subject Hours: 90 hours (28 lecture hours, 62 lab hours)
Prerequisites: Unit 2
Subject Description: Hone your programming skills by learning to build full-stack applications that leverage the capabilities of third- party APIs and single page applications. Through pair programming and group collaboration, you'll gain hands-on experience executing a real-world workflow.

Unit 4: API's and Full Stack Development
Subject Hours: 85 hours (15 lecture hours, 70 lab hours)
Prerequisites: Unit 3
Subject Description: Gain expertise with the modern web development tools and frameworks you'll use on the job as a software engineer. Get creative with a cumulative final project, building a full-stack application using technology you choose.

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

- Coding webpages using Hypertext Markup Language (HTML), Cascading Style Sheets (CSS), and JavaScript
- Programming fundamentals and software engineering best practices.
- Version control and collaborative software development with Git and GitHub.
- Developing full-stack applications with in-demand technologies such as Ruby on Rails, Python with Django, and Express with Node.js.
- Building full-stack applications by leveraging common design and architectural patterns like model–view–controller (MVC) and Representational State Transfer (REST).
- Safely modeling and storing data in SQL and NoSQL databases.
- Consuming and integrating third-party application programming interfaces (APIs) in an application.
- Front-end web application development with modern JavaScript frameworks such as React.
- Deploying applications to the web via cloud-based hosting.
- Implementing common data structures encountered in technical interview situations, such as Linked Lists and Trees.
- Solving algorithm challenges and analyzing the computational complexity of algorithms using Big O notation.

User Experience Design (Seminar)

Subject hours: 40 hours / 1 or 10 weeks

Prerequisites: High school diploma or equivalent (General Education Diploma — GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education and strong mathematical foundation, basic familiarity with programming concepts.

Course description: Learn the tools and techniques to design products that are equal parts useful, functional, and delightful. Focusing on both theoretical frameworks and practical applications, students in this course will develop a portfolio project of their choosing — receiving expert feedback along the way.

Unit 1: Introduction to UX Design & User Research (4 hours)
Get acquainted with the course and expectations. Discuss the discipline of UX design and the design process. Explain why user research is important in the UX design process and describe various user research methods.

Unit 2: Insights and Personas & Sketching (4 hours)
Explain the importance and purpose of synthesizing research in UX design and use affinity mapping to identify insights and actionable steps. Explain the purpose of ideation and sketching in the UX process and practice techniques to rapidly sketch and provide peer-to-peer critique.

Unit 3: Feature Prioritization & Maps and Flows (4 hours)
Practice using the 2x2 matrix and the MoSCoW method to prioritize features and determine which features to include in an MVP. Conduct a task analysis, explain the value of storyboards, journey maps, and user flows in the UX process, and practice documenting and creating user flows based on relevant scenarios.

Unit 4: Wireframing & Wireframes to Prototypes (4 hours)
Connect user flows to wireframes using wireflows, explain what wireframes are and why they're useful in the design process. Explain the purpose prototypes serve in the design process and connect digital wireframes to create an interactive prototype.

Unit 5: Usability Testing & Project Demo and Critique (4 hours)
Explain the purpose of usability testing and practice planning and conducting a usability test. Explain why critiques are beneficial to the design process and apply best practices for giving and receiving feedback during a critique.

Unit 6: Visual Design & Design Systems and Patterns (4 hours)
Explain how visual design impacts the user experience, identify key visual elements for improving a layout, and apply visual design tools such as typography, color, and imagery to wireframes and prototypes. Explain the impact of design systems and pattern libraries on businesses, users, and design and identify patterns used in existing products.

Unit 7: Leveling Up Testing and Usability Advanced User Research (4 hours)
Determine the appropriate research method and deliverable based on audience and time available and conduct additional usability tests to improve a prototype.

Unit 8: Design for Behavior and Emotion (4 hours)
Define decision fatigue and simplicity in design, use the Hook Model to create value-based behavior change and explain the importance of eliciting emotion from users.

Unit 9 Your Personal Brand as a Designer & Your Portfolio and Career (4 hours)
Analyze brand personalities and create the artifacts of a personal brand. Describe what portfolios are and their purpose in the industry and outline a case study to support a portfolio.

Unit 10: Final Presentations (4 hours)
Present the decision-making process of your design work and provide and receive feedback and suggestions for improvement.

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

- Discover how to identify, ideate, articulate, and develop design solutions for UX challenges.
- Describe how UX designers work with product managers, developers, and visual designers.
- Explore the current UX design landscape through relevant, real-world examples.
- Develop and document personas, journey maps, user flows, and annotated wireframes.
- Utilize industry-standard tools to propose and refine design decisions.

User Experience Design Immersive (Program)

Subject hours: 480 hours / full-time, 12 weeks or part-time, 12 weeks

Prerequisites: High school diploma or equivalent (General Education Diploma — GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education and strong mathematical foundation, basic familiarity with programming concepts.

Course description: This course is designed to have students living and breathing user experience design. Made up of sessions delivered by top practitioners, portfolio-building workshops, and events that immerse students in the UX community, UXDI was made for those who are seriously looking to enter the world of user experience. Students will be prepared to think like designers and approach problems strategically to create the next generation of great apps, websites, and digital products.

Course Outline

Subject	Subject Title	Lecture	Lab*	Ext	Total
Unit 1	UX Foundations	28	52		80
Unit 2	UI Foundations	30	50		80
Unit 3	Design Iteration and Development	26	54		80

Unit 4	Working with a Product Team	30	50		80
Unit 5	UX in the Real World	24	96		120
Unit 6	UX Career Planning	13	27		40
TOTAL		151	329		480

*Instructor-led lab consists of working on unit projects to apply what is learned during lecture to build a portfolio.

There is no additional charge for pre-work.

Unit 1: UX Foundations
Subject Hours: 80 hours (28 lecture hours, 52 lab hours)
Prerequisites: Prescribed pre-work (there is no additional charge for pre-work)
Subject Description: Build foundational knowledge of UX methodology. Explore the full range of the design process, from research to testing, including design thinking and rapid prototyping as key concepts.

Unit 2: UI Foundations
Subject Hours: 80 hours (30 lecture hours, 50 lab hours)
Prerequisites: Unit 1: UX Foundations
Subject Description: Explore how to bring delight and function to users through combining the worlds of UX and UI. Design screens, pages and visual elements that enable users to interact with products in an intuitive way

Unit 3: Design Iteration and Development
Subject Hours: 80 hours (26 lecture hours, 54 lab hours)
Prerequisites: Unit 2: UI Foundations
Subject Description: Dive deeper into core UX methodology to compound your learning. Expand and apply the entire design process of user research, ideation, prototyping, interaction design, interface design, and usability testing.

Unit 4: Working with a Product Team
Subject Hours: 80 hours (30 lecture hours, 50 lab hours)
Prerequisites: Unit 3: Design Iteration and Development
Subject Description: Learn how to work in an agile development environment, simulating the handoff points between product managers and developers. Build on interpersonal skills in creative confidence and conversational storytelling to develop your portfolio and get industry ready.

Unit 5: UX in the Real World
Subject Hours: 120 hours (24 lecture hours, 96 lab hours)
Prerequisites: Unit 4: Working with a Product Team
Subject Description: Translate the culmination of your design skills into a professional client engagement. Students work with real-world clients to deliver UX research and designs for an app, website, or product in a three-week design sprint.

Unit 6: UX Career Planning
Subject Hours: 40 hours (13 lecture hours, 27 lab hours)
Prerequisites: Unit 5: UX in the Real World
Subject Description: Get yourself industry ready and take your designs to the next level. Explore the basics of service design, design operations and design leadership to advise stakeholders on how to change operating procedures and workflows to deliver on new product experiences. Explore the traits that make you unique as a designer and continue preparation for starting your UX Career.
By the end of this course, students will be able to:

- Identify and implement the most effective methods of user research to gain a deeper understanding of what users want and need.
- Leverage the tenets of information architecture to organize content for the greatest user benefit.
- Use interaction design techniques to craft a dynamic digital product that behaves intuitively.
- Apply the fundamentals of visual design to bring delight and function to users.
- Conduct usability testing to make product experiences more accessible for diverse user populations and environments.
- Utilize the fundamentals of HTML and CSS to create a webpage and have a better understanding of working with developers.
- Produce design documentation to articulate design decisions to clients and stakeholders.
- Use industry-standard digital design tools to generate wireframes and prototypes.
- Evaluate business requirements and technical constraints, and employ product management techniques to design products that can be successfully launched.
- Work within a design system and team of fellow designers and programmers to solve business challenges and address user needs, creating polished, functional products and prototypes.
- Understand the basics of service design to advise stakeholders on how to change operating procedures and workflows to deliver on new product experiences.

User Experience Design Immersive Remote (Program)

Subject hours: 480 hours / full-time, 12 weeks or part-time, 12 weeks

Prerequisites: High school diploma or equivalent (General Education Diploma — GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education and strong mathematical foundation, basic familiarity with programming concepts.

Course Description: This online course is designed to have students living and breathing user experience design. Made up of sessions delivered by top practitioners, portfolio-building workshops, and events that immerse students in the UX community, UXDI was made for those who are seriously looking to enter the world of user experience. Students will be prepared to think like designers and approach problems strategically in order to create the next generation of great apps, websites, and digital products.

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TOTAL		151	329		480

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Prerequisites: Unit 1: UX Foundations
Subject Description: Explore how to bring delight and function to users through combining the worlds of UX and UI. Design screens, pages and visual elements that enable users to interact with products in an intuitive way

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

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- Leverage the tenets of information architecture to organize content for the greatest user benefit.
- Use interaction design techniques to craft a dynamic digital product that behaves intuitively.
- Apply the fundamentals of visual design to bring delight and function to users.
- Conduct usability testing to make product experiences more accessible for diverse user populations and environments.
- Utilize the fundamentals of HTML and CSS to create a webpage and have a better understanding of working with developers.
- Produce design documentation to articulate design decisions to clients and stakeholders.
- Use industry-standard digital design tools to generate wireframes and prototypes.

- Evaluate business requirements and technical constraints and employ product management techniques to design products that can be successfully launched.
- Work within a design system and team of fellow designers and programmers to solve business challenges and address user needs, creating polished, functional products and prototypes.
- Understand the basics of service design to advise stakeholders on how to change operating procedures and workflows to deliver on new product experiences.

Visual Design (Seminar)

Subject hours: 32 hours / 1 or 8 weeks

Prerequisites: High school diploma or equivalent (General Education Diploma — GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education and strong mathematical foundation, basic familiarity with programming concepts.

Course description: This course helps students explore the art and science of visual communication and the process of creating beautiful digital products. Create a production ready composition for a responsive webpage, conveying your vision through typography, layout, and color. Students will learn to give and receive design critique and implement feedback to improve designs.

Unit 1: Introduction to Visual Design & Brand and User Research (4 hours)
Discuss the discipline of visual design and the design process, explain the overall purpose of design research, and develop a persona based on brand and user research.

Unit 2: From Research to Moodboards & Content Strategy (4 hours)
Conduct a comparative analysis to make a design recommendation and create an inventory to identify and prioritize brand content.

Unit 3: Layout and Responsive Grids and UI Patterns (4 hours)
Identify the anatomy of a webpage, practice sketching low-fidelity wireframes on paper and identify UI design patterns on mobile and desktop screens.

Unit 4: Introduction to Typography & Typography Decisions (4 hours)
Discuss the importance of typography in visual design, define key terms related to typography and create high-fidelity wireframes.

Unit 5: Introduction to Imagery & Incorporating Imagery (4 hours)
Describe the impact of imagery in any design, identify how to use photography, illustrations, and icons most effectively and practice sourcing and exporting images.

Unit 6: Introduction to Color Theory & Applying color (4 hours)
Explain color theory and its related vocabulary, make appropriate color choices for a brand or product, and explain accessibility considerations for selecting and applying colors.

Unit 7: Topic Session (4 hours)
Possible topics include motion design, interaction design, and design ethics.

Unit 8: Final Presentations (4 hours)
Present the decision-making process of your design work, and provide and receive feedback and suggestions for improvement.

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

- Take on challenging design problems, come up with creative solutions, and mock them up in production-ready detail.
- Apply the fundamentals of layout, typography, and color theory to create a landing page that you can use

as a portfolio piece.

- Use industry-standard tools to design high-fidelity compositions.
- Use the technical vocabulary required to communicate with visual and user interface designers.

Academic Policies

Homework

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

Hours

Course length is measured in hours. One hour of instructional time is defined as a 60-minute period.

Standards of Progress

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

- Receive a passing grade on 80% of all homework assignments. Homework is graded on the basis of completion. To receive a passing grade on a homework assignment, students must complete 100% of the minimum tasks specified in that assignment.
- Maintain consistent attendance as outlined in the Attendance section below. A passing grade in attendance will be given to students with no more absences than the amount allowed, which varies by program.
- Receive a passing grade on all course projects and complete any assigned assessments as applicable. Students are informally evaluated by instructors every two weeks. Students are formally evaluated for progress toward completion at the following point, at which they will receive a written progress report:

Course Length	Evaluation Point
32 hours / 1 week	16 hours / .5 week
32 hours / 8 weeks	16 hours/ 4 weeks
40 hours / 1 week	20 hours / .5 weeks
40 hours / 10 weeks	20 hours / 5 weeks
60 hours / 10 weeks	30 hours / 5 weeks
420 hours / 12 weeks	210 hours / 6 weeks
420 hours / 24 weeks	210 hours / 12 weeks
480 hours / 12 weeks	240 hours / 6 weeks
480 hours / 24 weeks	240 hours / 12 weeks

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

Grading System

Students are graded on an academic grading system. Incomplete grades are final.

Grade	Definition
4.0	Exceeds expectations
3.0	Meets expectations
2.0	Does not meet expectations
1.0	Incomplete

Probation

For Immersive courses, the following shall apply:

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

For part-time courses, the following shall apply:

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

Attendance

Attendance is taken by instructors fifteen minutes after class begins and fifteen minutes prior to class ending. Any student who arrives to class more than fifteen minutes late will be marked tardy, and any student who is not present fifteen minutes prior to class ending will be marked early departure. Three late arrivals and/or early departures will constitute one absence.

A class meeting is defined as the instructional hours provided on one calendar day. Students who miss more than the excused absence policies outlined below may be withdrawn.

Immersive Course Attendance Policy

With prior approval from General Assembly, students in full-time, non-flex immersive programs are permitted to miss up to three excused class meetings. Students in part-time, flex immersive programs are permitted to miss up to twenty-four instructional hours in total. Students receiving G.I. Bill® benefits who miss more than three class meetings will be terminated from the G.I. Bill® program. This change in student enrollment status will be reported to the Department of Veterans Affairs (VA) within 30 days of the veteran's last date of attendance.

Non-immersive Course Attendance Policy

With prior approval from General Assembly, students in part-time, non-accelerated courses are permitted to miss up to three excused class meetings. Students in weekend classes are permitted to miss one excused class meeting. Students in accelerated, one-week courses must attend every class.

Excused Absences

Examples of excused absences include but are not limited to student illness, death/critical illness of a family member or a significant other, critical life emergency, and religious observance. General Assembly may allow a greater number of excused absences in exceptional circumstances. Unexcused absences are not permitted except in exceptional circumstances. Examples of mitigating circumstances are:

- An illness or death in the student's immediate family
- An unavoidable change in the student's conditions of employment
- An unavoidable geographical transfer resulting from the student's employment

- Immediate family or financial obligations beyond the control of the student that require him or her to suspend pursuit of the program of education to obtain employment
- Unanticipated active military service, including active duty for training.
- Unanticipated difficulties with childcare arrangements the student has made for the period during which he or she is attending classes.

General Assembly does not provide an interruption option.

Religious Accommodation Policy

General Assembly 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 session or requirement. Students requesting a religious accommodation should make the request, in writing, to their instructor and student services team with as much advance notice as possible. As a student, you are responsible for making up any work that you miss but you will be allowed to do so without penalty, provided if you do so within the terms of your arrangement with your instructor.

Leave of Absence Policy

A leave of absence is a temporary interruption in a student's study. Non-immersive programs are too short to make a leave of absence practical. For immersive programs, a leave of absence is only granted in extenuating circumstances, such as an accident, prolonged illness, maternity leave, or the death of a relative. The campus manager is expected to review the student's request, preferably in person with the student requesting the leave. All leaves of absence must be requested and approved in writing. If the student fails to return on the agreed upon date, the student will be dismissed, and a refund calculation performed. Experience has shown that most students do not return from a leave of absence.

Transfer Policy

Admission to a General Assembly program is non-transferable. Students who wish to change programs must elect to withdraw from their current program and then reapply for and enroll in the course of their choosing. Should a student elect to withdraw and then reapply for enrollment in another course more than one time, campus manager approval is required for acceptance.

Make-Up Work

Students who miss coursework because of an absence that was approved prior to its occurrence are responsible for making up missed coursework by the last scheduled day of their course in order to receive a passing grade. Students are encouraged to attend weekly office hours and schedule timely one-on-one meetings with instructors to review missed content. In-person classes are generally not taped, archived, or offered on alternative schedules for students who miss classes.

Assignment & Project Extensions

Under extenuating circumstances, instructors may grant an extension on a project or allow a student to re-submit a project. Any resubmissions or extensions granted must be made in writing between the student and the instructor and local student experience team.

Certificates of Completion

A certificate of completion is issued within seven days of the end of the course to each student who has successfully fulfilled General Assembly's requirements of obtaining a passing grade.

Tuition must be paid in full by the end of the course to receive a certificate of completion, unless other arrangements have been made with your admissions representative before the course starts. S=

Student Rights

Students have the right to equal opportunity education and an educational experience free from discrimination or harassment based on sex, gender identity and/or expression, race, color, religion, ancestry, national origin, marital status, veteran or military status, sexual orientation, medical condition, genetic information, or the presence of any sensory, mental, or physical disability, or the use of a trained guide dog or service animal by a person with a disability, or other categories protected by law of the states in which we operate.

Students have the right to view their own academic records.

Students have the right to cancel or withdraw from their course, per General Assembly's Cancellation, Withdrawal, and Refund Policy.

Students have the right to file a grievance, per General Assembly's Grievance Procedure.

Student Conduct and Dismissal

General Assembly is a community of learners that exists based on shared values and principles. All General Assembly community members are expected to uphold and abide by certain standards of conduct that form the basis of the Student Code of Conduct. General Assembly reserves the right to impose a variety of disciplinary actions, including expulsion, on any student whose behavior violates the Code of Conduct outlined in Appendix D. To clarify, school officials will determine in their sole discretion if the Code of Conduct has been violated, regardless of whether that conduct also involves an alleged or proven violation of law.

Student Services

Academic Advising & Counseling

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

Housing

General Assembly does not provide student housing.

Library

Enrolled students will have unrestricted access to a digital library of course-specific learning resources and tools, available 24 hours per day, 7 days per week via our learning management platform. This also includes access to all of the curriculum, support materials, and online community relevant to a student's program of study. All resources included in the platform are available to students without additional charge while enrolled.

Employment Assistance

The General Assembly Outcomes team is dedicated to seeing Immersive students take control of their career aspirations and goals. Our Outcomes team helps students communicate their skills, make valuable connections, and identify ideal career opportunities. Designed to teach job-search strategy, Outcomes programming is interwoven into our Immersive courses. Job search support is also available to all graduates of full-time programs who choose to opt-in to it by meeting the requirements outlined below.

To become a qualified job-seeker, a student must:

- Meet all graduation requirements of the Immersive program and be in good academic standing with the Instructional team.
- Have participated in the in-course Outcomes sessions and one-on-one coaching during your Immersive to qualify for job-seeking support.
- Elect to participate in Outcomes post course.
- Become qualified and active within one week of graduating.

- Submit (and have approved by your career coach) the tools needed for your job search.

Becoming a qualified job-seeker grants initial support from the Outcomes team, but students must meet the weekly and monthly requirements to retain their status. Immediately following course completion, graduates should plan to spend at least twenty-five hours a week on the job search.

General Assembly cannot and does not guarantee employment or salary. Student completion and job placement information for certain courses are provided in the enrollment agreement.

Student Records

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

Students may view their own academic records. Students who seek to view their own records should contact the campus manager. General Assembly will take reasonable steps to protect the privacy of personal information contained in student records.

Grievance Procedure

Internal Grievance Procedure

General Assembly has a complaint mechanism to address concerns promptly, fairly, and constructively in order to achieve the highest level of quality. This process is intended to settle disputes through mediation and reasoned discussion. It is not intended to supplant the student conduct process or the administrative rules of General Assembly. No student will be subject to unfair action and/or treatment by any General Assembly official as a result of the initiation of a complaint.

Students can make a formal grievance by submitting a written complaint to our Student Success team. General Assembly will begin a conversation with the student within seven business days of receipt of the written complaint. If the concerns cannot be resolved, students may submit a written complaint to the campus manager who will attempt to resolve all complaints within 30 days. The campus manager's decision is final.

External Grievance Procedure

Unresolved grievances may be directed to career.schools@twc.state.tx.us or sent to:

Texas Workforce Commission, Career Schools and Colleges
Room 226T
101 East 15th St.
Austin, Texas 78778-0001

(512) 936-3100
texasworkforce.org/careerschools

Cancellation, Withdrawal & Refund Policy

General Assembly's Right to Cancel

1. General Assembly reserves the right to cancel or postpone a course date or to change a course location at any time. Except in cases of force majeure, students will be entitled, at their discretion, to attend the course at the proposed later date or to receive a full refund of any course fees they have already paid to attend the course on the original date and/or location.
2. General Assembly reserves the right to cancel an enrollment based on conduct violations prior to course

start date. If a student displays threatening, abusive, or dangerous behavior toward any of our staff or personnel, then GA reserves the right to refuse to allow the student to continue taking the course. In such circumstances, a student will not be entitled to a refund of any fees paid except as mandated by the state's refund policy, and GA reserves the right to prevent the student from taking any course in the future if we feel that is necessary for the protection of our staff or personnel.

3. General Assembly reserves the right to cancel an enrollment if a student has failed to complete the pre-work required for course participation.
4. General Assembly reserves the right to cancel an enrollment or disenroll a student for delinquent past-due balances.

Student's Right to Cancel

1. Cancellation is effective when the student provides a written notice of cancellation at the address of attendance stated on their enrollment agreement. This can be done by email or by hand delivery. The written notice of cancellation, if sent by mail, is effective when deposited in the mail properly addressed with proper postage. The notification is effective when General Assembly receives notice or the date the notice is mailed, whichever is sooner.
2. The written notice of cancellation need not take any particular form and however expressed; it is effective if it shows that the student no longer wishes to be bound by the Enrollment Agreement.
3. In-person, part-time courses (non-immersive) only: Students have the right to cancel their course of instruction, without any penalty or obligation, through attendance at the first class session (the course start date) or the seventh calendar day after enrollment (the execution date of this agreement), whichever is later. If the Enrollment Agreement is canceled, the school will refund the student any money they paid, less a registration or application fee, within 30 days after the notice of cancellation is received.
4. Immersive (residence) and part-time remote courses only: A full refund will be made to any student who cancels the enrollment contract within 72 hours (until midnight of the third day excluding Saturdays, Sundays, and legal holidays) after the Enrollment Agreement is signed. A full refund will also be made to any student who cancels enrollment within the student's first three scheduled class days, except that the school may retain not more than $100 in any administrative fees charged, as well as items of extra expense that are necessary for the portion of the program attended and stated separately in the Enrollment Agreement.

Withdrawal

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

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

- The student notifies General Assembly in writing of the student's withdrawal or as of the last date of attendance, whichever is later. The failure of a student to immediately notify General Assembly in writing of the student's intent to withdraw may delay any applicable refund of tuition to the student.
- General Assembly terminates the student's enrollment for failure to maintain satisfactory progress; failure to abide by the rules and regulations; absences in excess of maximum set forth by General Assembly; and/ or failure to meet financial obligations to General Assembly. In these cases, the official termination date of enrollment shall be the student's last day in class. If a student has been withdrawn for failure to maintain satisfactory progress or for violations of General Assembly's Attendance Policy, the student can only be readmitted with the approval of the regional director into a future instance of the course after final grades have been issued for the original course.
- The student has failed to attend class for three class meetings without prior approval.

Students who withdraw due to an emergency, such as personal or family illness or national service, may be reenrolled into another General Assembly course following approval by the campus manager.

Refund Policy

Immersive and Part-Time (Residence) Refunds

Refund computations will be based on scheduled course time of class attendance through the last date of attendance. Leaves of absence, suspensions, and school holidays will not be counted as part of the scheduled class attendance.

1. The effective date of termination for refund purposes will be the earliest of the following:
    - The last date of attendance if the student is terminated by the school.
    - The date of receipt of written notice from the student.
    - Ten school days following the last date of attendance.

2. If tuition and fees are collected in advance of entrance, and if after expiration of the 72 hour cancellation privilege the student does not enter school, not more than $100 in any administrative fees charged shall be retained by the school for the entire residence program or synchronous distance education course.

3. If a student enters a residence or synchronous distance education program and withdraws or is otherwise terminated after the cancellation period, the school or college may retain not more than $100 in any administrative fees charged for the entire program. The minimum refund of the remaining tuition and fees will be the pro rata portion of tuition, fees, and other charges that the number of hours remaining in the portion of the course or program for which the student has been charged after the effective date of termination bears to the total number of hours in the portion of the course or program for which the student has been charged, except that a student may not collect a refund if the student has completed 75% or more of the total number of hours in the portion of the program for which the student has been charged on the effective date of termination.*

4. Refunds for items of extra expense to the student, such as books, tools, or other supplies are to be handled separately from refund of tuition and other academic fees. The student will not be required to purchase instructional supplies, books, and tools until such time as these materials are required. Once these materials are purchased, no refund will be made. For full refunds, the school can withhold costs for these types of items from the refund as long as they were necessary for the portion of the program attended and separately stated in the Enrollment Agreement. Any such items not required for the portion of the program attended must be included in the refund.

5. A student who withdraws for a reason unrelated to the student's academic status after the 75% completion mark and requests a grade at the time of withdrawal shall be given a grade of "incomplete" and permitted to reenroll in the course or program during the 12-month period following the date the student withdrew without payment of additional tuition for that portion of the course or program.

* A full or partial refund may also be due in other circumstances of program deficiencies or violations of requirements for career schools and colleges.

In-Person Part-Time Courses (Non-Immersive) Refunds

1. Refund computations will be based on the period of enrollment computed on basis of course time (clock hours).

2. The effective date of termination for refund purposes will be the earliest of the following:
    - The last date of attendance.
    - The date of receipt of written notice from the student.

3. If tuition and fees are collected in advance of entrance and the student does not enter school, no more than $100 shall be retained by the school.
4. If the student fails to enter the seminar, withdraws, or is discontinued at any time before completion of the seminar, the student will be refunded the pro rata portion of tuition, fees, and other charges that the number of class hours remaining in the seminar after the effective date of termination bears to the total number of class hours in the seminar.

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

All Courses

1. A full refund* of all tuition and fees is due and refundable in each of the following cases:
    - An enrollee is not accepted by the school.
    - If the course of instruction is discontinued by the school and this prevents the student from completing the course.
    - If the student's enrollment was procured as a result of any misrepresentation in advertising, promotional materials of the school, or representations by the owner or representatives of the school.
2. The payment of refunds will be totally completed such that the refund instrument has been negotiated or credited into the proper account(s) within 30 days after the effective date of termination.

* A full or partial refund may also be due in other circumstances of program deficiencies or violations of requirements for career schools and colleges.

Refund Policy for Active Military Service
A student at the school or college who withdraws from the school or college as a result of the student being called to active duty in a military service of the United States or the Texas National Guard may elect one of the following options for each program in which the student is enrolled:

- If tuition and fees are collected in advance of the withdrawal, a pro rata refund of any tuition, fees, or other charges paid by the student for the program and a cancellation of any unpaid tuition, fees, or other charges owed by the student for the portion of the program the student does not complete following withdrawal.
- A grade of incomplete with the designation "withdrawn-military" for the courses in the program, other than courses for which the student has previously received a grade on the student's transcript, and the right to reenroll in the program, or a substantially equivalent program if that program is no longer available, not later than the first anniversary of the date the student is discharged from active military duty without payment of additional tuition, fees, or other charges for the program other than any previously unpaid balance of the original tuition, fees, and charges for books for the program.
- The assignment of an appropriate final grade or credit for the courses in the program, but only if the instructor or instructors of the program determine that the student has:
    - Satisfactorily completed at least 90% of the required coursework for the program.
    - Demonstrated sufficient mastery of the program material to receive credit for completing the program.

Tuition and Fees

Payment Policy

Unless otherwise agreed to in a private lending or financing agreement and as approved by General Assembly, all students pay an upfront payment of $250 upon 24 hours of enrollment. Students are required to pay the

remaining full balance at least seven days prior to the course start date or upon enrollment, whichever is later.

Students are allowed to request a payment plan unless a student is enrolled in a 1-week course. These payment plans must be approved by General Assembly during enrollment. If a student is partially paying for a course and a third party is paying the remainder of the course, students can request to participate in a payment plan for their portion of course costs, which, if approved by General Assembly, will be documented in a payment schedule.

Payment in full is a graduation requirement and certificates of completion will be withheld until full balance is paid. If a student holds an outstanding balance after the course end date, a one-time $75 late fee will be applied and a 1.5% interest charge on the total due will be applied each month thereafter. Students will incur a $25 fee for declined transactions or returned checks.

General Assembly may, in its sole discretion, refer a student's account to a collection agency without further notice to the student in the event the student is in default in any payment due. To the extent permitted by applicable law, the student agrees to pay all costs incurred by General Assembly in collecting the balance due.

Payment Plan	Upfront Payment (Registration and Fee)	Payment Installments and Schedule
1/2 Payment Option	All students pay an upfront payment of $250 upon 24 hours of enrollment.	1/2 due seven days before course start date 1/2 due a month after previous invoice date
1/3 Payment Option (Not available to students enrolled in courses less than 10 weeks in length.)	All students pay an upfront payment of $250 upon 24 hours of enrollment.	1/3 due 7 days before course start date 1/3 due a month** after previous invoice date 1/3 due a month** after previous invoice date
1/4 Payment Option (Not available to students enrolled in courses less than 10 weeks in length.)	All students pay 1/4 of the total tuition (which includes the $250 due upon enrollment charge) within 24 hours of enrollment.	1/4 due 7 days after course start date 1/4 due three weeks after previous invoice date 1/4 due three weeks after previous invoice date

Students enrolled in 1-week courses are not eligible for any payment plans.

Enrolling after the initial installment due date will require payment of any tuition due at the time of enrollment.

Third-Party Sponsor Payment Policy

A third-party sponsor payment form must be completed to provide authorization for General Assembly to bill a student's third party for all or part of their educational expenses.

The following terms and conditions apply to the student for third-party sponsor payment:

- Third-party sponsor payments are not conditional on student performance in or completion of a course. It is the student's responsibility to provide their third-party sponsor the correct information concerning tuition and fees and any other information needed by the third-party sponsor. This is especially true if there are any changes to any charges after the original authorization form is submitted.
- Third-party sponsorship does not relieve a student from any financial responsibility. The student is ultimately responsible for their educational costs. If a third-party sponsorship amount is changed or cancelled, for any reason, the student is responsible for unpaid amounts due to General Assembly. Future sponsorships are not allowed until current sponsorships are paid in full. A student cannot enroll in future courses or receive a certificate of completion until all charges on their account are paid in full.

- Students will be assessed a late-fee (as outlined above) if they fail to make timely payments for all charges not covered by their third-party.

Income Share Agreement Policy

Students in select programs may meet the eligibility criteria and elect to participate in a deferred tuition arrangement (also referred to as an income share agreement or "ISA"), whereby the student agrees to enroll in the program and to pay tuition plus an additional charge upon completion of the course after finding a job.

An ISA requires a student to pay a fixed percentage of earned income each month for a fixed period of time, with the total payment capped at the tuition for the program plus, for those students whose earnings are sufficiently high, additional amounts (as with finance charges for loans, these extra amounts generally defray administrative costs and the risk of non-payment). Monthly payments are recalculated when earned income changes, based on information provided by the graduate, such as an updated pay stub. During any months that earned income is below a certain threshold, the graduate will be placed in a deferment status and will not make payments.

Each ISA has a payment term, which includes a grace period following completion of the program. Students electing to participate in an ISA have the option of prepaying the ISA in full at any time by paying an amount equal to the payment cap less all previous monthly payments and plus any outstanding fees, even if the time that the student was allotted to pay tuition after completion of his or her program has not yet expired.

A student's monthly payments end upon the earliest to occur of: (i) the date the required number of monthly payments are made; (ii) the date the graduate has paid the amount of the payment cap; or (iii) after the end of the payment term, which may be extended by any deferments for up to 48 months. If a student withdraws from their program, they will still be responsible for their ISA payments (based on a prorated amount and subject to General Assembly's refund policy).

The full terms and conditions of a student's deferred tuition arrangement will be set forth in an ISA signed by the student and General Assembly.

Tuition and Fees

Texas Students

Course	Registration Fee* (Non-Refundable)	Tuition	Total Cost**
Cybersecurity for Developers & Cybersecurity for Developers Remote	$100	$3,850	$3,950
Data Analytics & Data Analytics Remote	$100	$3,850	$3,950
Digital Marketing & Digital Marketing Remote	$100	$3,850	$3,950
Data Science & Data Science Remote	$100	$3,850	$3,950
Data Science Immersive Remote	$100	$15,850	$15,950
Front-End Web Development & Front-End Web Development Remote	$100	$3,850	$3,950
JavaScript Development & JavaScript Development Remote	$100	$3,850	$3,950
Product Management & Product Management Remote	$100	$3,850	$3,950
Python Programming & Python Programming Remote	$100	$3,850	$3,950

React Development & React Development Remote	$100	$3,850	$3,950
Software Engineering Immersive & Software Engineering Immersive Remote	$100	$15,850	$15,950
User Experience Design & User Experience Design Remote	$100	$3,850	$3,950
User Experience Design Immersive & User Experience Design Immersive Remote	$100	$15,850	$15,950
Visual Design & Visual Design Remote	$100	$2,700	$2,800

Financial Assistance

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

Loans

If a student receives a loan to pay for the educational program, the student will have the responsibility to repay the full amount of the loan plus interest, less the amount of any refund. General Assembly does not offer institutional loans to its students. If the student receives federal student financial aid funds, the student is entitled to a refund of the money not paid from federal financial aid funds.

Legal Considerations

Terms of Service & Privacy Policy

By signing this agreement, you agree to General Assembly's Terms of Service at https://generalassemb.ly/terms_of_service and Privacy Policy at https://generalassemb.ly/privacy_policy.

Force Majeure

General Assembly's duties and obligations under this enrollment agreement may be suspended indefinitely without notice during all periods in which the school is closed due to any force majeure events, including, but not limited to: earthquake, fire, flooding, war, governmental action, act of terrorism, epidemic, pandemic, state of emergency, or any other event beyond General Assembly's control.

General Assembly has developed a contingency instruction plan to deliver remote instruction as soon as is safe under the circumstances. If such a force majeure event occurs, General Assembly's duties and obligations in this Enrollment Agreement may be postponed for a period of time until the General Assembly can deliver its contingency course instruction or until such time as General Assembly, in its sole discretion, may safely reopen.

In the event that General Assembly is closed for a period of time or must deliver coursework remotely due to an event under this clause, you agree that General Assembly is under no obligation to cancel, waive, or refund, any portion of tuition that is owed or paid to General Assembly.

Consumer Information

As a prospective student, you are encouraged to review this catalog prior to signing an Enrollment Agreement. Students will be provided with a public link (https://generalassemb.ly/regulatory-information) to the General Assembly website where they can download a PDF version of the catalog before receiving an Enrollment Agreement. The catalog will remain available at this link.

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

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

Appendix A: Ownership, Management, and Faculty

Board of Directors

Lisa Lewin Sergio Picarelli Phillipp Lustenberger

Ownership

General Assembly is owned by General Assembly Space, Inc., a wholly owned subsidiary of Adecco, Inc.

Campus Leadership

Fatema Zerin, Washington, D.C.
Madison Edmiston, Seattle
Jordan Freeman, Atlanta
Ryan Brodsky, Denver
Benjamin Grimmig, Salt Lake City
Emma Law, San Francisco & Los Angeles
Kristan Saloky, Austin
Maurice Franklyn, New York

Management

Lisa Lewin, MBA, Chief Executive Officer
Philipp Lustenberger, MBA, Chief Financial Officer
Christen Bollig, MBA, Senior Vice President Consumer Operations
Ed Shiplee, BSc, Interim Head of Admissions

Duties

General Assembly is governed by a board of directors.

The chief executive officer has overall responsibility to implement strategic goals and objectives of the organization. The chief executive officer develops and implements all strategic planning in accordance with the institution's mission and objectives to provide the highest quality of education and services.
The president is responsible for the management of campus education across all of General Assembly's campuses. The campus managers supervise campus operations.

Faculty

See Appendix B.

Appendix B: Texas Faculty

Texas Campus				
Instructor	Course	Degree	Institution	Years Experience
Shari Bare	User Experience Design Immersive	Master of Arts, communication	University of Alabama	9 years
J Beightol	Data Science Immersive Remote	Davidson College	Bachelor of Arts	9 years
Philip Cannata	Data Analytics	Ph.D.	University of Notre Dame	30+ years
Dan Corbin	Product Management	Bachelor of Arts, political science	University of Mary Washington	3 years
Riley Dallas	Software Engineering Immersive Remote	Bachelor of Business Administration	Texas A&M University	9 years
Rachel Denton	Digital Marketing	Master of Science, environmental engineering	University of Texas, Austin	6 years
Celia Fryer	Data Analytics	Bachelor of Business Administration	University of Texas, Arlington	10 years
Gregory Godreau	Data Science Immersive Remote	Bachelor of Science, mechanical engineering	Rensselaer Polytechnic Institute	10 years
Nate Jefree	Digital Marketing	Master of Business Administration	Duke University	11 years
Shahzad Khan	Software Engineering Immersive	Master of Public Administration and Political Science	University of Houston	4 years
Alex McCarthy	Product Management	Bachelor of Science, chemical engineering	Texas A&M University	15 years
Mike Myles	User Experience Design	Bachelor of Arts, electrical engineering	Fairfield University	8 years
Alex O'Neal	User Experience Design Immersive	Bachelor of Science	Texas Women's University	15 years
Jared Rogers	User Experience Design Immersive	Bachelor of Arts, design and visual communication	University of Northern Iowa	5 years
Daniel Scott	Software Engineering Immersive	Bachelor of Science, Business	University of Phoenix	5 years
Tyler Lane	Software Engineering Immersive	Bachelor of Science, Computer Science	Eckerd College	5 years

Appendix C: Tuition Discount & Scholarship Chart

Tuition Discount	Description	Eligibility Criteria	Application Instructions
Alumni Discount	Alumni can receive a 15% discount on future part-time or full-time courses.	Apply for a different, additional General Assembly program after graduating from one in the past.	Provide a copy of your certificate of completion to an Admissions representative.
Prepay Discount*	$450 for full-time courses $250 for part-time courses	Students must select a paid-in-full plan and pay their tuition and fees by the earlier of: a) Two weeks from when the EA is sent. b) Two weeks prior to the course start date.	Select the paid-in-full plan and speak with an Admissions representative.
Veterans Discount	10% off any part-time or full-time course.	Members of the United States Armed Forces, National Guard, and Reserves.	Submit one military document verifying your status (copy of DD214, copy of current military ID, or .mil or .gov email address) to an Admissions representative.
Community Tuition Discount	20% off any part-time or full-time course.	Nomination by a member of General Assembly's full-time staff or program faculty.	Referral by a GA employee or teacher to an Admissions representative.
Break the Glass Discount	$1500 off one of the following courses: - Software Engineering Immersive - Software Engineering Immersive Remote - Data Science Immersive	Students must: -Be 18 or older -Self-identify as a woman, trans, or genderqueer person -Have annual income of less than $40k / year -Have been admitted to one of the following immersive courses: Software Engineering Immersive, Software Engineering Immersive Remote, or Data Science Immersive	There is no additional application for this discount. Students must simply self-identify gender identity and annual income on the existing admissions survey.
Part-time Regular Staff Discount	First year of employment: 20% off part-time or full-time courses After 1 year of employment: 1 free part-time remote course	Part-time Regular Staff are eligible for this discount within the tenure guidelines outlined to the left. An individual's performance and work must be consistent and one's enrollment cannot disrupt work schedule.	Employment verified through employee's manager.
Full-Time Regular Employee Discount	Part-time courses are free. Departing employees who have been at GA for more than 6 months and are leaving in good standing may also apply the cost of a part-time course to a full-time course (pending signature of a separation agreement).	Full-time regular staff (including instructors) are eligible for this discount after 3 months of employment at GA, or at manager's request/ approval.	Employment verified through employee's manager.

Active Instructors and Expert Network Members Discount	20% off part-time and full-time courses.	Eligibility includes any individual teaching a class, workshop, or course for GA (does not include Distinguished Faculty Members or FT Regular Employee instructors). The instructor must be in good standing, have an active employment paperwork on file, and go through standard admissions process. Discount is contingent on course availability and completion of pre-work.	Instructor must have the discount approved by their manager.
Distinguished Faculty Member Discount	Part-time courses are free. Distinguished faculty who have been members for more than 6 months and are in good standing may also apply the cost of a part-time course to a full-time course (pending approval of program manager).	Distinguished Faculty Members (regardless of employment classification) are eligible for this discount. They must be in good standing and go through the standard admissions process. Discount is contingent on course availability and completion of pre-work.	Employment and discount verified through Manager.
Diversity Discount	$1,500 toward tuition for Software Engineering Immersive, Data Analytics Immersive, Data Science Immersive or User Experience Design Immersive	To qualify, students must be 18 years old or older with annual income less than $40K and self identify as a woman, transgender, genderqueer, nonconforming or nonbinary	Students must self-identify gender identity and income during the admissions process by email to their admissions representative.
Military Discount	$1,500 toward tuition for Software Engineering Immersive, Data Analytics Immersive, Data Science Immersive or User Experience Design Immersive	To qualify, students must be 18 years old or older and an active military member or veteran or partner of an active military member or veteran	Students must send documentation verifying their military or veteran status or the military or veteran status of their partner to their admissions representative
Accessibility Discount	$1,000 toward tuition for Software Engineering Immersive, Data Analytics Immersive, Data Science Immersive or User Experience Design Immersive	To qualify, students must be 18 years old or older and in the recent 12 months, the student's annual income must be less than $40K. Students must also enroll in General Assembly courses scheduled to begin between 10/15/22 & 01/31/23 and the discount is limited to 25 students per month across all courses.	Students must report their annual income to their admissions representative by email
Merit Discount	$1,000 toward tuition for Software Engineering Immersive, Data Analytics Immersive, Data Science Immersive or User Experience Design Immersive	To qualify, students must be 18 years old or older and must have completed a coding course or a course in data analytics, data science or user experience design in the recent 12 months. Students must also enroll in General Assembly courses scheduled to begin between 10/15/22 & 01/31/23 and the discount is limited to 15 students per month across all courses.	Students must submit documentation of course completion to their admissions representative by email
**Tuition discounts cannot be combined			
* For Washington, D.C. students, final payment is not due until seven days after the course start date. For Utah students enrolled in 24-week courses, pre-payments of full tuition paid by the end of the first day of class is capped at $5,000, with the balance due by week 17.			

Appendix D: Student Code of Conduct & Prohibited Behavior

General Assembly is a community of learners that exists on the basis of shared values and principles. All General Assembly community members are expected to uphold and abide by certain standards of conduct that form the basis of the Student Code of Conduct.

The philosophy and approach to student conduct is educational, focusing on student learning through individual growth and personal responsibility. The Student Code of Conduct applies to all individual students and all General Assembly-recognized student organizations.

For the purpose of applying the Code of Conduct, an individual is considered a student when an offer of admission has been extended. Therefore, if a student violates the Code of Conduct before a course begins, General Assembly reserves the right to apply the Code of Conduct to that behavior. If a student is still an active member of the community and participating in Outcomes programming, General Assembly also reserves the right to apply the Code of Conduct to active alumni behavior. Additionally, a student who has permanently withdrawn or graduated may still be held accountable to the Code of Conduct for behavior that occurred before the withdrawal or graduation, even if the information was not brought to the General Assembly's attention before the withdrawal or graduation occurred.

The Code of Conduct may also apply to behavior that occurs online, via email, Slack, Zoom, or by other electronic means. Although General Assembly does not routinely search for policy violations online, if electronically shared information comes to General Assembly's attention, that information may be evaluated as to whether it violates the Code of Conduct and/or warrants further investigation.

Visitors are expected to abide by the Code of Conduct while on property owned or operated by General Assembly or at General Assembly-sponsored or -affiliated programs and events, both in person and online.

As a General Assembly student, if your activities result in violations of law, you are responsible for your actions and any consequences imposed by authorities outside of General Assembly. When student behavior violates the law and the Code of Conduct simultaneously, General Assembly reserves the right to invoke the conduct process independent of, and in addition to, any action by civil or governmental agencies. Students who do not support the academic and ethical goals of General Assembly for themselves and their fellow students may be subject to penalties, up to and including expulsion. In general, General Assembly will attempt to resolve a situation without expulsion. Verbal warnings and written warnings may precede this final and most serious of actions. Where General Assembly deems the integrity, safety or well-being of school, students, staff, clients, visitors, and other guests is in danger then expulsion may be applied at General Assembly's discretion at any point in the process.

The Code of Conduct articulates behaviors that are prohibited or unacceptable because they do not align with the value of respect central to our community.

Prohibited behaviors include:

- Bullying: Repeated and/or severe behavior that is likely to intimidate or intentionally harm or control another person physically or emotionally, and which is not protected by freedom of expression. This includes behavior that may occur online (also known as cyberbullying), in person, by telephone, mail, or any other action, device, or method.
- Hazing: Method of initiation into or conduct of any student organization or group, whether on public or private property, which willfully or recklessly endangers the physical or mental health of any student or other person.
- Stalking: Stalking is repetitive acts and/or communications targeted at an individual that would cause a reasonable person to fear for their safety or the safety of others, or to experience substantial emotional distress. Stalking may include repeatedly following, harassing, threatening, or intimidating another by telephone, mail, electronic communication, or any other action, device, or method. Incidents where stalking

may be sex-based are subject to the definitions and procedures outlined in the Sexual Misconduct policy and Equal Opportunity, Harassment, and Non-Discrimination policy.

- Physical Harm: Intentionally or recklessly (by action or inaction) causing physical harm or endangering the health or safety of any person or group of people.
- Threatening Behaviors: Written, verbal, or physical conduct that causes a reasonable expectation of injury to the health or safety of any person or damage to any property.
- Hindering Freedom of Expression or Movement: Hindering freedom of expression or of movement of any person or group of people.
- Disruptive Behavior: Verbal, written, or physical actions that cause a disruption to the orderly operation of General Assembly, other institutions or communities, or the lives of any person or group. This includes, but is not limited to, obstruction of teaching, administration, General Assembly events and activities, and interference with student staff, law enforcement, or emergency personnel.
- Hazardous Materials: Possessing, using, or distributing explosives (including fireworks and ammunition), guns (including air, BB, paintball, facsimile weapons, and pellet guns), or other weapons or dangerous objects such as arrows, axes, machetes, nun chucks, throwing stars, or knives, including the storage of any item covered under this section in a vehicle parked on General Assembly-owned or -operated property.
- Hazardous Behavior: Intentionally or recklessly engaging in behavior that may endanger the health, well-being, or safety of any person or group of people. This includes, but is not limited to, violating public health guidelines, dangerous pranks, tampering with electrical equipment, hanging out of, or climbing from, to, or on windows, balconies, roofs, etc.
- Inappropriate Public Conduct: Deliberately and publicly exposing one's intimate body parts, urinating, or defecating in public, or engaging in public sexual activity. This includes, but is not limited to, sexual activity in any campus area and/or online.
- Interfering With the Rights of Others: Interfering with the rights of others to enter, use, or leave any facility, service, or activity to which they have been accorded access.
- Retaliation: Any intentional adverse action taken against an individual who is participating, attempting to participate, or is perceived to be participating in some way in the conduct process including, but not limited to, by making a report or participating in an investigation. Retaliation includes, but is not limited to, verbal or implied threats, physical or psychological abuse, intimidation, harassment (verbal or written), or any other action intended to create a hostile environment for the intended target of the retaliation. In addition, isolation may constitute retaliation under this policy if the target of the isolation is deprived of an educational opportunity or benefit as a result of that isolation.
- Copyright Infringement: Downloading, sharing, using, or misusing copyrighted materials, including, but not limited to, General Assembly or organizational names and images, without authorization. This includes, but is not limited to, unauthorized distribution or public posting of an instructor's original assignments or course materials.
- Destruction or Damage: Destruction, damage, or defacing of General Assembly property or the individual property of another, regardless of intention.
- Unauthorized Possession of Property: Knowingly maintaining possession of property belonging to another person or entity without authorization or permission from the owner. This includes General Assembly-owned furniture or equipment.
- Unauthorized Use of Credentials: Possessing or using an account, access code, or credentials assigned to another.
- Unauthorized Entry: Trespassing or making unauthorized entry into buildings, rooms, or property, both in person and in the online environment.
- Gambling: Gambling for money or other valuables on General Assembly property or in any General Assembly-owned or -operated building except as part of an authorized fundraising activity. Regardless of location, any gambling not permitted by law is a violation of this policy.
- Failure to Comply: Failing to comply with reasonable requests of General Assembly staff or of public health officials, law enforcement, or emergency personnel.
- Failure to Evacuate: Failing to exit immediately any building when an alarm has been activated or as directed by General Assembly or emergency personnel.

- Tampering With Safety Equipment: Tampering with, obstructing, displacing, or damaging of any fire or safety equipment including, but not limited to, alarms, alarm protectors, fire safety devices (such as smoke detectors, sprinklers, or carbon monoxide detectors), fire extinguishers, security cameras, emergency-exit signage, red window safety tabs, card-access devices, or any door-locking mechanism.
- Violation of Law: Any behavior that violates local laws that is not otherwise a violation of General Assembly policy.