Student Catalog

Version 5.0

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1. Mission and Purpose

Coding Dojo is a global technology education company dedicated to transforming lives through digital literacy and skills training.

Coding Dojo is committed to helping people who want to start their career in web development and gain the technical skills needed by providing training on the latest web technologies and platforms.

The training uses a combination of instructor-led lectures, online learning platform resources, and hands-on development of applications. This training is in the form of a boot camp which allows students to have close interaction with instructors and fellow boot camp students.

Coding Dojo aims to equip students with the foundational skills in web development and knowledge of the technical landscape to not only create opportunities for them today, but also ensure that they are self-sufficient long into the future.

2. Objectives

- To leverage modern teaching methodologies such as project-based, flip, gap, and collaborative learning to develop students' technical skills.
- To leverage our custom built learning management software, instructor-led lectures, assignments, projects, and quizzes alongside our teaching methodologies.
- To expose our students to what they will experience in the technology industry through collaborative projects, RTC software, and a fast-paced environment.
- To create a positive learning community consisting of future, present, and past students aiding each other in a collective learning effort.
- To prepare students for a new career in web development by providing them resources on job profile updates, job openings, professional networks, technical interviews and invitations to career events.

3. Admission and Enrollment Policies

A. Eligibility Requirements:

- High School diploma, GED, or equivalent via education assessment
- Proof of English proficiency (see below)
- Students under the age of 18 may require additional documentation and parental or guardian consent

All instruction and materials will be in English. A student may show English proficiency by providing proof of a high school diploma, GED or higher education transcript issued from an English speaking school. Coding Dojo does not provide English language services such as ESL. Coding Dojo does not accept Ability to Benefit students at this time.

Coding Dojo offers a free two-part assessment through Wonderlic for the Proof of Education and/or the English Proficiency requirement. Students may request this option during admissions. Students will also be notified that they have been sent an assessment invitation if the documentation provided during enrollment is not sufficient or not accepted (such as corrupted files).

The minimum accepted scores for the Wonderlic assessment are 200 for the verbal portion and 210 for the quantitative portion. If either portion of the assessment is failed, the results will not be accepted and the student will need to provide standard documentation or discontinue enrollment.

Alternatively, any student who provides a non-English proof of education but does not have such evidence of English proficiency may take the online EF SET certification or the Test of English as a Foreign Language (TOEFL) exam, or provide results if taken previously:

- EF SET: Score of 50 or better
- TOEFL Internet-based test (iBT): Score of 60 or better
- TOEFL Paper-based test (prior to Oct. 2017): Score of 530 or better
- TOEFL Revised paper-delivered test (Oct. 2017 or later): Score of 40 or better

Information about these exams is available at most U.S. consulates and overseas U.S. educational advising offices, as well as by mail and online:

TOEFL Services
P. O. Box 6151
Princeton, NJ 08541-6151 USA
E-mail: toefl@ets.org
Web: www.toefl.org

IELTS International
E-mail: ielts@ieltsintl.org
Web: www.ielts.org

B. Computer Requirements

The following are the minimum requirements for student laptops in order to take any Coding Dojo, Inc Program:

- Computer with following specifications
    - Memory: 8GB or more
    - Mac or Windows OS no more than 2 years old and **not in beta**
        - Note: if the operating system does not meet the requirements above, Coding Dojo will not be able to help troubleshoot any technical issues the student may encounter
    - x64 Processor (at minimum)
    - Privacy settings: student has user permissions to install software and access the internet
    - The following software must be installed on the computer prior to start
        - Zoom
        - A modern web browser, such as Firefox or Chrome
        - Email (must be active inbox that student regularly checks)
        - Discord
- Headset and microphone mandatory for all online programs
- Web camera recommended for online programs.
- Stable Internet: Recommended upload speeds of at least 5 Mbps, Download speeds of 25 Mbps. (To check internet speed, connect the computer being considered for the program to the internet that will be used either wirelessly or directly. Go to https://www.speakeasy.net/speedtest/ Select Start Test. If the internet speed does not meet the above, contact the internet provider).

The hands-on activities in the Cybersecurity program will require installation of 6 or more virtual machines (VMs) and to run 2-3 VMs simultaneously. Each VM may need 2-4 GB of RAM and 20-40 GB of Hard Disk storage. To ensure you are able to complete all of the hands-on activities effectively, we recommend a computer with the following:

- Memory/RAM: 16GB or more
- Disk Space: 300+ GB free space
- x64 Processor (at minimum): AMD Ryzen 5 or Intel Core i5; dual core CPU at least 2.8 GHz (recommended):AMD Ryzen 7 or Intel Core i7 or greater
- Mac or Windows OS no more than 2 years old and not in beta; If using a Mac you must have a computer with the Intel processor and **not** the M1/M2 processor due to compatibility issues which will not be supported.

Note: if the operating system does not meet the requirements above, Coding Dojo will not be able to help troubleshoot any technical issues the student may encounter.

The price of a laptop with necessary requirements is the responsibility of the student and may average from $400-$2000 depending on the make and model.

C. Onsite Admission Procedure

Software Development

Software Development Onsite Full-Time

The admission process is established as the following [Estimated time to completion: 1.5 weeks]:

1. Submit an online application
2. Schedule and complete an interview
3. The admissions team will review the application and provide a decision within one (1) week
4. Acceptance Letter is sent to qualifying applicants
5. Submit a deposit to reserve a seat in the program
6. Sign necessary student enrollment documents
7. Finalize financing
8. Complete a skills assessment. The results of the skills assessment will not affect enrollment status.
9. Complete assigned pre-work, based on the results of the skills assessment. The following options are not part of the 14-week (560hrs) approved under VA Education Benefits.
   a. Onboarding Coursework (available in the online student portal) - approx. 5 hrs. This free content is to orient and onboard incoming students.
   b. Pre-Bootcamp Coursework (asynchronous learning) - approx. 40 hrs. This free coursework is to build up the fundamental programming concepts and skills for the upcoming bootcamp. Students work through the course at their own pace.

D. Online Admission Procedure

Software Development

Software Development Online Full-Time::

1. Submit the application
2. Schedule and complete an interview
3. The admissions team will review the application and provide a decision within one (1) week
4. Acceptance Letter is sent to qualifying applicants
5. Submit a deposit to reserve a seat in the program
6. Sign necessary student enrollment documents
7. Finalize financing
8. Complete a skills assessment. The results of the skills assessment will not affect enrollment status.
9. Complete assigned onboarding pre-work.
   a. Onboarding Pre-Bootcamp Coursework (available in the online student portal) - approx. 5 hrs. This free content is to orient and

onboard incoming students.

Software Development Online Part-Time Accelerated:

1. Submit the application
2. Schedule and complete an interview
3. The admissions team will review the application and provide a decision within one (1) week
4. Acceptance Letter is sent to qualifying applicants
5. Submit a deposit to reserve a seat in the program
6. Sign necessary student enrollment documents
7. Finalize financing
8. Complete a skills assessment. The results of the skills assessment will not affect enrollment status.
9. Complete assigned onboarding pre-work.
   a. Onboarding Pre-Bootcamp Coursework (available in the online student portal) - approx. 5 hrs. This free content is to orient and onboard incoming students.

Software Development Online Part-Time Flex:

1. Submit the application
2. Schedule and complete an interview
3. The admissions team will review the application and provide a decision within one (1) week
4. Acceptance Letter is sent to qualifying applicants
5. Submit a deposit to reserve a seat in the program
6. Sign necessary student enrollment documents
7. Finalize financing
8. Complete a skills assessment. The results of the skills assessment will not affect enrollment status.
9. Complete assigned onboarding pre-work.
   a. Onboarding Pre-Bootcamp Coursework (available in the online student portal) - approx. 5 hrs. This free content is to orient and onboard incoming students.

Data Science

Data Science Online Part-Time:

1. Submit the application
2. Schedule and complete a non-technical interview
3. Acceptance Letter is sent to applied students
4. Submit a deposit to reserve a seat in the program
5. Sign necessary student enrollment documents
6. Finalize financing
7. Complete a skills assessment. The results of the skills assessment will not affect enrollment status.
8. Complete assigned pre-work

a. Python Basics Course (synchronous learning) - approx. 40 hrs. This free pre-course offering seeks to provide students a stable Python foundation prior to beginning the core Data Science content. Mentor-hosted sessions drive student learning and build accountability to ensure students are prepared to succeed in core material.

Cybersecurity

Cybersecurity Online Part-Time:

1. Submit the application
2. Schedule and complete a non-technical interview
3. The admissions team will review the application and provide a decision within one (1) week
4. Acceptance Letter is sent to qualifying applicants
5. Submit a deposit to reserve a seat in the program
6. Sign necessary student enrollment documents
7. Finalize financing
8. Complete a skills assessment. The results of the skills assessment will not affect enrollment status.
9. Complete assigned pre-work

UI/UX Design (Currently not offered)

UI/UX Design Online Part-Time:

1. Submit the application
2. Schedule and complete a non-technical interview
3. Acceptance Letter is sent to qualifying applicants
4. Submit a deposit to reserve a seat in the program
5. Sign necessary student enrollment documents
6. Finalize financing
7. Complete a skills assessment. The results of the skills assessment will not affect enrollment status.
8. Complete assigned pre-work

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Students Located Outside the U.S.

Currently, Coding Dojo can only accept international students to the online bootcamps (Part-Time or Full-Time, no visa required).

Please contact ADA@codingdojo.com for more information about the school's ability to accept students located outside the United States into the online bootcamps.

E. Enrollment Periods and Program Delays

Enrollment is on a rolling basis. This means a prospective student may apply to

Coding Dojo at any time. Once the student is accepted and the deposit is paid, the student may enroll into a cohort.

Terms begin monthly and are subject to holidays in some cases. Please refer to the website for the most current information on term schedules for a specific campus or program, or refer to Appendix D.

Cutoff for enrollment of any cohort start date is Wednesday before the first day of class, at 5pm PT. All students must complete required documentation for enrollment no later than Thursday 5pm PT before the start date. Incomplete enrollments will be pushed to the next cohort start date.

Students who have signed an Enrollment Agreement may find themselves needing to delay or push-out to a later start date. Students are permitted to delay up to two times after signing an Enrollment Agreement, and each push-out cannot exceed 30 days or until the next available cohort start date, whichever is later.

Students who need to delay starting by longer than 60 days or two cohort start dates, whichever is later, are required to cancel enrollment and re-enroll when ready to join.

F. Credit for Previous Education, Training, or Experience

Coding Dojo is unable to accept credit from other educational programs or award credit for prior experiential learning. All applicants are required to have a high school diploma, GED, or equivalent.

Coding Dojo does not accept transfers from other school programs and does not accept any academic credit(s) transferred from any other institution.

Coding Dojo does not participate in any articulation or transfer agreements with any other schools.

G. Coding Dojo Program Transfer Policy

Starting March 1, 2022, Coding Dojo may allow a student in one program (aka "Current Program") to transfer into another Coding Dojo program (aka "Desired Program"), permitting the student to carry over learning from one program to another. This policy is intended to assist students in moving into a program that is a better fit for a student's needs; it is not intended for a student to transfer cohorts within the same program.

The following eligibility requirements must be met for a student to qualify:

Student Eligibility

- If a student is actively enrolled in a Coding Dojo program (postponement or leave of absence is accepted)
  - Student must be in good financial standing for the Current Program (i.e. current on payments or appropriately covered by third party financing)

- - Student has not been found guilty of plagiarism or Academic Dishonesty
    - Student is not under review for Attendance Dismissal or Expulsion (see Section 8 - Attendance Policies and Section 9 - Academic Policies)
    - Students with a history of Academic Probation or are under review for Academic Dismissal will be reviewed and evaluated by Coding Dojo, in its discretion, as to eligibility for transfer of program
- If a student has withdrawn from a previous Coding Dojo program:
    - Student's last date of attendance in the previous program must be no greater than 12 weeks from the Desired Program start date
    - Student must be paid in full for any prorate due on the previous program
    - Student was not withdrawn due to academic or attendance dismissal or expelled
- Student must complete all required documentation for the Program Transfer process prior to the start of the Desired Program
- Student must satisfy all requirements of a standard incoming student of the Desired Program prior to acceptance into the Desired Program.
- Students using VA education benefits are not eligible to transfer.

Programming Basics Equivalence Exam
The Software Development Onsite Full-Time program does not require Programming Basics. However, it is the case that all other Software Development programs require Programming Basics to receive certification. In order to allow Onsite students to transfer to other Software Development programs, such students will be required to pass a Programming Basics equivalence exam prior to transfer, which will count as credit passed for completion of hours in this stack.

This option is reserved only for current Onsite Software Development students otherwise eligible for a program transfer. This option is not available to enrolled students in Online Software Development programs.

Program Eligibility and Limitations
- The Desired Program start date must be within 12 weeks of the last date of attendance. Longer time frames will require a drop and re-enroll.
- At minimum, the transfer request must be made to Student Experience no later than 5pm PT on the last Wednesday of a current program stack.`
- A student can only transfer once before needing to drop from Coding Dojo and re-enroll.

Stack Credit Eligibility
Students who transfer may be eligible for additional financial credit in the Desired Program based on the successful completion of stacks in the Current Program. This credit will not be eligible if the student is transferring to a program that does not share the same competencies or if the student is transferring prior to completing an eligible stack.
- Stack is required in both the Current Program and in the Desired Program, and share the same competencies
- Stack has been successfully completed in Current Program

○ Successful completion is defined as satisfactory stack progression and outlined in Section 10 - Graduation Requirements

The following matrix provides a general outline of which courses are transferable between programs. Courses that are transferable must have over 60% of competencies shared between them.

Due to the reality of curriculum revisions, some versions of a shared course may not transfer. For details, speak with a Student Experience Manager.

	Software Development Online Full-Time	Software Development Onsite Full-Time	Software Development Online Part-Time Accelerated	Software Development Online Part-Time Flex
Programming Basics	x	Equivalence exam	x	x
Web Fun	x	x	x	x
Python	x	x	x	x
JavaScript	x	x	x	
C#	x	x		
Java	x	x	x	
Projects and Algorithms			x	x

4. Tuition

Onsite Programs:

Tuition and total charges may vary from campus to campus. Please check www.codingdojo.com for the most up to date breakdown of tuition for the specific campus or program, or refer to Appendix C. Below is a typical breakdown of expected payments and fees prior to any accepted scholarships or incentives. STRF is not covered by VA Education Benefits.

1. Software Development Onsite Full-Time (Currently Not Offered):
   a. $16,395
   b. Registration Fee: $100
   c. STRF (California Only): $2.50 per $1,000
   d. Other Fees and Costs: $0[1]

Online Programs:

1. Software Development Online Full-Time:
   a. $16,895
   b. Registration Fee: $100
   c. STRF (California Only): $2.50 per $1,000
   d. Other Fees and Costs: $0[1]

2. Software Development Online Part-Time Accelerated:

   One Stack

   a. $9,895
   b. Registration Fee: $100
   c. STRF (California Only): $2.50 per $1,000
   d. Other Fees and Costs: $0[1]

   Two Stacks

   a. $13,395
   b. Registration Fee: $100
   c. STRF (California Only): $2.50 per $1,000
   d. Other Fees and Costs: $0[1]

   Three Stacks

   a. $16,895
   b. Registration Fee: $100
   c. STRF (California Only): $2.50 per $1,000

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[1] a. Students are required to provide their own laptops and software; b. Retake fees are $500 per retake for a maximum of three retakes per program. See section 4B (Retaking Courses) for more information.

<pre>   d. Other Fees and Costs: $0[1]</pre>

Add A Stack (Part-Time Accelerated only)

<pre>   a. $3900 per stack
        b. Registration Fee: $100
        c. STRF (California Only): $2.50 per $1,000
        d. Other Fees and Costs: $0[1]</pre>

3. Software Development Online Part-Time Flex:
<pre>   a. $9,895
        b. Registration Fee: $100
        c. STRF (California Only): $2.50 per $1,000
        d. Other Fees and Costs: $0[1]</pre>

4. Data Science Online Part-Time:

16-week Program

<pre>   a. $11,895
        b. Registration Fee: $100
        c. STRF (California Only): $2.50 per $1,000
        d. Other Fees and Costs: $0[1]</pre>

5. 20-week Program
<pre>   a. $13,895
        b. Registration Fee: $100
        c. STRF (California Only): $2.50 per $1,000
            Other Fees and Costs: $0[1]</pre>

Add A Stack (Data Science only)

<pre>   a. $1900 per stack
        b. Registration Fee: $100
        c. STRF (California Only): $2.50 per $1,000
        d. Other Fees and Costs: $0[1]</pre>

6. Cybersecurity Online Part-Time:

<pre>   a. $16,895
        b. Registration Fee: $100
        c. STRF (California Only): $2.50 per $1,000
        d. Other Fees and Costs: $0[1]</pre>

7. UI/UX Design Online Part-Time (Currently not offered):

<pre>   a. $13,395
        b. Registration Fee: $100
        c. STRF (California Only): $2.50 per $1,000
        d. Other Fees and Costs: $0[1]</pre>

Coding Dojo does not have fees for books, supplies, and materials. All of the teaching resources are available online and free of charge for the duration of the

program. Meals, parking, and any other expenses not specifically mentioned above are the sole responsibility of the student.

Please note that Coding Dojo does not participate in any federal or state student aid programs.

For California Students: California students of approved institutions are required to pay into the Student Tuition Recovery Fund (STRF). For further detail, refer to Appendix C.

A. Deposit and Payment

Once accepted students have viewed the catalog, and signed an enrollment agreement, a $250 deposit is due prior to the start of the program, in order to access course materials and begin onboarding and any pre-coursework. This will be applied to the outstanding balance. The deposit must be paid to Coding Dojo directly, except in cases where the full tuition will be covered by VA Education Benefits or corporate partnerships.

Standard Payment Plans

Standard payment plans are available via Mia Share for all programs. Students will receive notifications from Mia Share when their payments are due. The required deposit may be paid to Coding Dojo or be set as part of the payment plans. Payments will be an equal split of tuition, with the deposit separate if applicable. Payment must be received in order to remain in good standing.

Third Party Payments

Students who choose to utilize a third party for payments (see part 5 - Financing) should have their choice of financing be finalized prior to the first day of class. Students with incomplete financing at the end of the first program week will be required to withdraw and restart the program at the next available start date in order to allow time for financing approval.

B. Late Payments

Tuition is considered late if it is not paid in full by the student's graduation date. If tuition is not paid in full within 30 days of graduation, Coding Dojo reserves the right to accrue interest at a rate of 7% compounded monthly, unless a different rate has been agreed to by Coding Dojo in writing. If tuition is not paid in full within 6 months of graduation, the remaining balance may be sent to a third-party debt collection agency and the student's graduation status revoked.

Coding Dojo reserves the right to cancel an enrollment or withdraw a student for delinquent past-due balances. Students who finance their Coding Dojo course with VA education benefits or other third-party funding will not be canceled or dis-enrolled if tuition payments from the Department of Veterans Affairs or other third party are delayed.

C. Retaking and Voiding Courses

Students are permitted up to three (3) retakes of a stack within the program (instead of withdrawal and re-enroll), These retakes can be on the same or different stacks. Each retake, required or elective, will incur a cost of $500.

Up to two (2) of any retake fees may be waived if one of the following criteria are met:

- In the event that medical emergencies or the death of family or close friend are determined to be the reason for the need for a retake
- The retake is taken upon returning from a Leave of Absence (LOA) or postponement.
- Associate Director of Student Experience or Director of Student Experience determines the cause of the retake is a circumstance that does not neatly fall into the above items yet warrants a fee waiver to improve the likelihood of student success.

To avail of waiving the retake fees, students must duly accomplish and submit a retake fee waiver form and may request it from support@codingdojo.com.

Retakes require both the completion of an enrollment agreement amendment and payment of the retake fee (if not waived) in order to unlock the stack, unless payment arrangements have been made for the stack to be unlocked. Retake fees are due by the first day of the retake stack. The maximum allotment for extension on this payment is the second Friday of the retake stack. Students who fail to complete the required documentation and/or fail to pay the associated fee may be dismissed from the program.

Retakes are not eligible for students who are not meeting attendance requirements (any gaps must be covered by Leave of Absence or Postponement). Students must retake the course within the allotted maximum amount of time to complete the program.

Extensive or mitigating circumstances, with supplementary documentation, may determine that a student is eligible to void a stack attempt (original or retake). A student may void one (1) stack per program, at no cost to the student. Students may request to void a stack provided the following are satisfied.

- The stack is currently active
- The student is not under review for attendance dismissal
- The student has extensive or mitigating circumstances limiting their participation in the program

Examples of circumstances that constitute a valid void stack request include but are not limited to:
- written documentation of an emergency situation
- documentation signed by a licensed health professional to account for medical circumstances for the student or individual in the primary care of the

student
- Notice of death (certificate or obituary) for a close friend or relative
- Active duty military deployment or Reserve/National Guard Mobilization (see appendix E, section H)

Stacks are not eligible for retroactive voiding without review and approval by Coding Dojo. A voided stack can be combined with postponement or leave of absence requests. However, voided stacks are not eligible for stack removal.

Any additional retake policy notes that are program specific can be found under Section 6: Program Descriptions .

D. Program Changes and Program Transfers

Students who request to change their program choice to a different program (not exclusively a delay to the start) prior to the program start date may do so for the first time at no cost to the student. Students who request multiple program changes during enrollment may be held to the registration fee for any programs after the first adjustment, so long as any 100% refund window per the student's enrollment agreement is not applicable.

Program Transfers refer to program adjustments after the student has started progress in a current program. In the event that a student is approved for transferring to another Coding Dojo program, the following applies for the funding and financial responsibility of both programs. Students using VA Education Benefits are not eligible for program transfer.

Overview of Tuition and Fees:
1. Any payments already made will be first applied toward the Current Program balance.
2. Any remaining payment balance of the Current Program will be applied to the remaining balance of the Desired Program. Any stack(s) that are being transferred from the Current Program to Desired Program will be credited to reduce the Desired Program's balance.
    a. Carry over balance only applies if the balance has not been previously refunded.
3. Any stack(s) in Desired Program that is(are) not transferable from Current Program will remain on Desired Program balance.

Financial Responsibility of Student:
1. The student is responsible for payments for
    a. the prorated balance of the Current Program (in accordance with refund policy as set forth in the enrollment agreement), and
    b. the balance for the Desired Program, which is calculated as the tuition of the Desired Program less scholarships, incentives, and credit for transferred stacks as applicable (in accordance with refund policy as set forth in the enrollment agreement).

Scholarships, Incentives, and Financial Aid:
1. Students who are using third parties to cover the cost of the Current Program will need to discuss with the Records team on how to handle the coverage of any additional program costs or the loss of financing as a result of the transfer.
    a. Financing adjustments should be finalized before the start of the Desired Program
2. A student who is transferring programs may carry over any scholarships to the Desired Program.
3. Promotions may carry over, with the exception of any of the following:
    a. The Buddy System Plan, unless both students are transferring to the same Desired Program,
    b. Any promotions which have expired (e.g. Holiday promotions)
    c. Partnership Incentives that are program specific and have not been approved for transfer by the partnering business or university.
4. New scholarships and incentives for the Desired Program are applied after transfer credit during the re-enrollment portion of the transfer.

Any refunds due to the student as a result of a program transfer will be processed in accordance with the student's refund policy upon successfully starting the Desired Program or canceling during re-enrollment.

E. Scholarships

Coding Dojo may offer scholarships to students. Currently at least one company scholarship is offered based on representation in tech.

Scholarship awards will be subtracted from the final tuition payment for the chosen program, applied at enrollment. Students using their VA Education Benefits are eligible for any one (1) scholarship listed below.

Scholarships are not stackable with other scholarships unless otherwise specified. Scholarships are stackable with non-scholarship promotions.

Students are encouraged to apply online upon acceptance into the program, before signing their enrollment agreement:
https://www.codingdojo.com/scholarship-application

Diversity Scholarship - $1000
To support and cheer on those within underrepresented groups within the tech industry, including, but not limited to Black, Hispanic, Asian, Indigenous, and LGBTQIA+ communities pursuing technology careers.

Women in Tech Scholarship - $1000

For the SHEros who are breaking the glass ceiling and launching their careers in tech. This initiative is offered to support women in the technology industry, who as a demographic are highly underrepresented.

Military Heroes Scholarship - $1000
Honoring our military veterans and current service members transitioning into technology. A copy of DD 214, DD 256, or NGB 22 is required with the application.

Career Reinvention Scholarship - $1000
For experienced professionals who've hit a wall and are eager and excited to reinvent their careers in the technology industry.

Kickstart Scholarship Fund - $1000 - $1500
The kickstart fund is a needs based scholarship intended to support financially disadvantaged students. Prospective incoming students can qualify for $1000 or $1500 based on the program selected if their income is less than $40,000 per year. A recent pay stub, W2, or bank statement must be submitted for proof of eligibility.

> Software Development Online Full-Time: $1500
> Software Development Onsite Full-Time: $1500
> Software Development Online Part-Time Accelerated:
> > 1 Stack: $1000
> > 2 Stacks: $1000
> > 3 Stacks: $1500
> Software Development Online Part-Time Flex: $1000
> Data Science Online Part-Time: $1000
> Cybersecurity Online Part-Time: $1500
> UI/UX Design Online Part-Time: $1000 (Not Currently Offered)

F. Additional Incentives

Students using VA Education Benefits are eligible to the following promotions unless otherwise specified.

Buddy System Plan

Availability: Ongoing with no limitation to a time of year.

Incoming prospective students can save up to a set amount of money off their total tuition by starting any of the programs with a friend, family member, or any individual who is acquainted with said students.

The student must join with at least one fellow student who is a friend, family member, or individual who is acquainted with said student. The students must

be joining the **same program** with the same start date. The two said students must meet Coding Dojo's standard admissions requirements.

Program Details:

Software Development Onsite Full-Time: $1000 per person max
Software Development Online Full-Time: $1000 per person max
Software Development Online Part-Time Accelerated:
1 stack: $500 per person max
2 stack: $500 per person max
3 stack: $1000 per person max
Software Development Online Part-Time Flex: $500 per person max
Data Science Online Part-Time: $500 per person max
Cybersecurity Online Part-Time: $1000 per person max
UI/UX Design Online Part-Time: $500 per person max (Not Currently Offered)

- Students using VA Education Benefits - not eligible

Referral Program:

Availability: Ongoing and not limited to a time of year

Any individual can receive up to $500 as a check or gift card (various vendors available) for referring new students to the program. New students will receive a $500 reduction to their tuition for verified referrals. Referral information is automatically tracked and verified via Coding Dojo's referring platform. The referred student must meet all enrollment requirements and successfully graduate from the program for the payment to be made to the referring individual. Payment is automatically issued once the referred student enters their third stack if enrolled in the Full-Time program, or when they enter the Projects & Algorithms section of the Part-Time program.

For new students, the Referral Program incentive can be stacked with other promotions.

- Students using VA Education Benefits - not eligible

G. Post-Graduation

Students using VA Education Benefits are eligible to the following promotions unless otherwise specified.

Alumni Referral: Graduates of the program can receive up to $500 as a check or gift card (various vendors available) for referring new students to the program. New students will receive a $500 reduction to their tuition for verified referrals. Referral information is automatically tracked and verified via Coding Dojo's referring platform. The referred student must meet all enrollment requirements and successfully graduate from the program for the payment to be made to the referring individual. Payment is automatically issued once the referred student enters their third stack if enrolled in the Full-Time program, or when they enter

the Projects & Algorithms section of the Part-Time program.

For new students, the Alumni Referral incentive can be stacked with other promotions.

- Students using VA Education Benefits - not eligible

Alumni Pass: All students, regardless of program, can access their course materials for 6 months following graduation. This is considered free post-program access. The pre-coursework for all program types (Data Science, Software Development, and Cybersecurity) will open for all graduates under this free access.

After 6 months, a student can purchase the Alumni Pass for continued access to their materials for $49.99/mo or $499.00/year.

The Alumni Pass also gives access to the following stacks in Software Development programs, if not already opened during the program:

- Programming Basics
- Web Fundamentals
- Python
- Java
- Javascript/MERN
- C#/.NET
- Lamp
- Ruby on Rails
- iOS
- Android

The alumni pass is only refundable if the request to refund is made within one week of the purchase of a monthly subscription, or within 30 days of the purchase of an annual subscription. Requests outside of these timeframes or for other reasons will be reviewed by Coding Dojo on a case by case basis.

Alumni Program Incentive:

Graduates of any program that presents a Certificate of Achievement can receive an incentive of $500 for joining a new program, provided the course topic is different from their original course. This does not apply to an "add on" stack for Part Time Accelerated or Data Science.

Different opportunities for funding exist - talk to an admission advisor or campus staff to learn more.

H. Quarterly Promotions

Every year Coding Dojo runs promotions throughout the four quarters of the year. These promotions will either have a limited time of availability or be available on

an ongoing basis, until further discussion and a decision takes place internally to discontinue a promotion. Students using VA Education Benefits are eligible to the following promotions unless otherwise specified.

The following planned promotions for this upcoming year include, but are not limited to:

Open House Voucher

Availability: Ongoing and not limited to a time of year. This promotion is stackable with other scholarships and incentives.

Attendees of the virtual Open Houses for the Software Development bootcamp are provided a promotion code to save $100 off their final tuition for the Onsite Full-Time bootcamp, Online Full-Time Bootcamp, Part-Time Accelerated Bootcamp, or the Part-Time Flex Bootcamp. Attendees of open houses for Data Science, Cybersecurity, and UI/UX Design will also receive a code to save $100 for their respective programs.

I. Approval of Incentives, Promotions, and Scholarships

All incentives, promotions, and scholarships are only applicable to a student's program if the requirements for said adjustments are met and submitted to Coding Dojo staff for approval prior to the student's program start date, unless otherwise stated in the incentive, promotion, or scholarship.

5. Financing

Students have the option to either pay tuition in full prior to the start of class, set up a 0% interest installment plan, or finance tuition through a Coding Dojo financing partner. If a student chooses to take out a loan to finance the program, that student is not obligated to choose any lender associated with Coding Dojo, and Coding Dojo receives no benefit if partners are selected. If a student chooses to pursue financing, keep in mind that there may be multiple other options available. Coding Dojo encourages students to explore all financing options fully before working with any lender. Please see section 4B: Late Payments for policy on delinquent program dues.

Student loans must be repaid with interest, and taking out a loan is a big decision. Before entering into a student loan, students should ensure that they have read and fully understand both the loan terms and repayment obligations.

Workforce and Worker Retraining Programs
Where possible, Coding Dojo will work with state programs to help students with covering tuition. Please check with an admissions advisor to find out if a campus participates in any of these programs and whether the student qualifies.

6. Program Descriptions

A. Definition of Course Time

Course time is measured by course hour, which is defined as not less than 50 minutes or more than 60 minutes of: class, lecture, recitation, faculty-supervised laboratory, shop training, or internship.

B. Software Development Onsite Programs:

Software Development Onsite Full-Time (Currently Not Offered)

Typical Program Length: 14 Weeks

Total Course Hours for Software Development Onsite Full-Time: 560 (210 lecture, 350 lab/hands-on) This does not include the expected additional 40-60 hours of outside class work per week. This does not include any retakes.

Program Overview
In the Software Development Onsite Full-Time program, students master the fundamental building blocks of web and software development. Students learn the basics of how the web works, front-end development, back-end development, and database development; thus, making them highly valuable as an entry-level software developer. Beginning with an introduction to web fundamentals, students learn basic HTML, CSS, and JavaScript to design and manipulate user interfaces. Then, students explore a set of popular back-end languages and technologies to master the request-response cycle to manage and manipulate data. By the end of the program, students will have gained the necessary skills to become an entry-level developer.

Courses (see Appendix for course descriptions)
- Programming Basics - Optional
- Web Fundamentals - Required
- Python - Required
- A selection of 2 of the following courses, contingent on location availability
    - Java - see website for location availability
    - JavaScript - see website for location availability
    - C# / .NET - see website for location availability

Certificate or Diploma: Certificate of Achievement
Upon completing the program requirements and meeting graduation requirements, students receive a Certificate of Achievement for the Software Development Onsite Full-Time Program. The certificate indicates the student will be able to:
- Function as an entry-level developer by practicing coding techniques and communicating technical aspects of a project.

- Seek entry-level employment in various fields of technology including, but not limited to, web development, software development, software engineering, web design, quality assurance and testing.

C. Software Development Online Programs

Software Development Online Full-Time

Typical Program Length: 16 Weeks

Total Course Hours for Software Development Online Full-Time: 640 (240 lecture, 400 lab/hands-on) This does not include the expected additional 40-60 hours of outside class work per week. This does not include any retakes.

Program Overview
In the Software Development Online Full-Time program, students master the fundamental building blocks of web and software development. Students learn the same skills as onsite they learn the basics of how the web works, front-end development, back-end development, and database development; thus, making them highly valuable as an entry-level software developer. Beginning with an introduction to web fundamentals, students learn basic HTML, CSS, and JavaScript to design and manipulate user interfaces. Then, students explore a set of popular back-end languages and technologies to master the request-response cycle to manage and manipulate data. By the end of the program, students will have gained the necessary skills to become an entry-level developer.

Courses (see Appendix for course descriptions)
- Programming Basics - Required(starting Q1 2023)
- Web Fundamentals - Required
- Python - Required
- Javascript - Required
- Students may select either Java or C# / .NET - Required

Note: A student cannot change from Java to C# (or from C# to Java) if the student has program progress in one of the two stacks.

Certificate or Diploma: Certificate of Achievement
Upon completing the program requirements and meeting graduation requirements, students receive a Certificate of Achievement for the Software Development Online Full-Time Program. The certificate indicates, the student will be able to:
- Function as an entry-level developer by practicing coding techniques and communicating technical aspects of a project.
- Seek entry-level employment in various fields of technology including, but not limited to, web development, software development, software engineering, web design, quality assurance and testing.

Software Development Online Part-Time Accelerated

Typical Program Length: 18 Weeks, 26 Weeks, or 34 Weeks

Option 1: Total Course Hours for Software Development Online Part-Time Accelerated 1 Stack bundle: 360 hrs (52 lecture, 308 lab). This does not include the expected additional few hours of outside class work per week.

Option 2: Total Course Hours for Software Development Online Part-Time Accelerated 2 Stack bundle: 520 hrs (76 lecture, 444 lab). This does not include the expected additional few hours of outside class work per week.

Option 3: Total Course Hours for Software Development Online Part-Time Accelerated 3 Stack bundle: 680 hrs (100 lecture, 580 lab). This does not include the expected additional few hours of outside class work per week.

Notes:
Should a student purchase the 1 or 2 stack option and decide to add onto their program, students have the option to purchase additional stacks. Additional stacks add $4000 per stack to the cost of the program and are not eligible for scholarships or incentives. Students are encouraged to ask about bundling prior to the start of the Projects and Algorithms stack.

Students that purchased the 2 or 3 stack option may also choose to remove bundles from their program. Stacks may only be removed if the student has no attendance or activity in the stack and must be requested prior to the stack start date. Removed stacks will reduce the cost of the program and may result in a refund or third party adjustment.

Program Overview
In the Software Development Online Part-Time Accelerated program, students master the fundamental building blocks of web and software development. Students learn the basics of how the web works, front-end development, back-end development, and database development; thus, making them highly valuable as an entry-level software developer. Students select either one, two, or three stack bundles as their program of study. Beginning with an introduction to web fundamentals, students learn basic HTML, CSS, and JavaScript to design and manipulate user interfaces. Then, based on the number of stacks they selected, students explore one, two, or three popular back-end languages and technologies to master the request-response cycle to manage and manipulate data. By the end of the program, students will have gained the necessary skills to become an entry-level developer.

This program is Ideal for students interested in web development who cannot attend the onsite program.

Courses (see Appendix for course descriptions)

- Programming Basics - Required(starting Q1 2023)
- Web Fundamentals - Required
- A selection of the following based on stack bundle option (minimum 1 required)
    - Python
    - JavaScript
    - Java
- Projects and Algorithms - Required

Certificate or Diploma: Certificate of Achievement

Upon completing the program requirements and meeting graduation requirements, students receive a Certificate of Achievement for the Software Development Online Part-Time Accelerated Program. The certificate indicates, the student will be able to:
- Function as an entry-level developer by practicing coding techniques and communicating technical aspects of a project.
- Seek entry-level employment in various fields of technology including, but not limited to, web development, software development, software engineering, web design, quality assurance and testing.

Software Development Online Part-Time Flex

Typical Program Length: 30 Weeks

Total Course Hours for Software Development Part-Time Flex: 300 (60 lecture, 240 lab/hands-on). This does not include retakes.

Retake Policy:

Due to program duration, students who prove competency prior to week nine of the 16-week stack may be allowed to begin their retake on week nine (9). Competency will be determined as follows:

- Maintaining "Satisfactory Progress" or "Good Standing" by keeping a minimum of 90% core assignment completion at all formal program status checks for weeks 1-8 (final check on Monday week 9).
- Instructor grading of the week 8 core assignment for proficiency in week 1 through week 8 content. This grading is based on the same grading scale as utilized for exams.

Attendance and assignment tracking for cases of "partial" retakes will resume on the first day of their retake. Attendance and assignment completion for the first 8 weeks will carry over and count towards the total graduation requirements for the 16 week stack.

Program Overview

The Software Development Online Part-Time Flex program is a flexible alternative that provides online access to Web Fundamentals, one full stack, and Projects and

Algorithms.

In the Software Development Online Part-Time Flex program, students master the fundamental building blocks of web and software development. Students learn the basics of how the web works, front-end development, back-end development, and database development; thus, making them highly valuable as an entry-level software developer. Beginning with an introduction to web fundamentals, students learn basic HTML, CSS, and JavaScript to design and manipulate user interfaces. Then, students explore one popular back-end language and technology to master the request-response cycle to manage and manipulate data. By the end of the program, students will have gained the necessary skills to become an entry-level developer.

Ideal for students interested in web development who cannot attend the dedicated hours necessary for Full-Time or Part-Time Accelerated.

Courses (see Appendix for course descriptions)
- Programming Basics - Required(starting Q2 2023)
- Web Fundamentals - Required
- Python - Required
- Projects and Algorithms - Required

Certificate or Diploma: Certificate of Achievement
Upon completing the program requirements and meeting graduation requirements, students receive a Certificate of Achievement for the Software Development Online Part-Time Flex Program. The certificate indicates, the student will be able to:
- Function as an entry-level developer by practicing coding techniques and communicating technical aspects of a project.
- Seek entry-level employment in various fields of technology including, but not limited to, web development.

D. Data Science Online Part-Time

Program Length: 16 Weeks-20 Weeks

Total Course Hours for Data Science Online Part-Time 16 week program: 320 hrs (48 lecture, 272 lab/hands-on). This does not include retakes.

Total Course Hours for Data Science Online Part-Time 20 week program: 400 hrs (60 lecture, 340 lab/hands-on). This does not include retakes.

Retake policy:
Depending on the cohort availability or frequency retakes may not be available, instead there could be an opportunity for a restart or program pause until the next available stack.

Program Overview
The Data Science Online Part-Time program helps to turn data beginners into data

pros by teaching a job-applicable balance between practice and theory. Coding Dojo's "Learn by Doing" training will give students hands-on experience in today's most in-demand Data Science technologies and methodologies, from data cleaning all the way to advanced machine learning concepts. Students may extend their program duration by 4 weeks through participation in Data Visualization.

Courses (see Appendix for course descriptions)

- Data Science Fundamentals - Required
- Machine Learning - Required
- Advanced Machine Learning - Required
- Data Enrichment - Required
- Data Visualization (Required for 20 week program only)

Certificate or Diploma: Certificate of Achievement

Attendance and Graduation:

- 90% core assignment completion
- 80% attendance in each stack throughout the program
- Successful passing of all exams to graduate

Upon completing the program requirements and meeting graduation requirements, students receive a Certificate of Achievement for the Data Science Online Part-Time Program.

- Learn the end-to-end data science process including data prep, data analysis, visualization, as well as use cases for both machine learning and deep learning algorithms
- An understanding the importance of machine learning and future growth of the industry
- Learn how to retrieve and manipulate data using Python and SQL
- A deep understanding of the strengths and weaknesses of different Machine Learning algorithms
- A work applicable understanding of the Data Science process and how to use the methodologies and tools to solve real-world problems in business and academia
- Walk away with a portfolio to showcase to prospective employers

E. Cybersecurity Online Part-Time

Program Length: 24 Weeks
Total Course Hours for Cybersecurity Online Part-Time: 480 (96 lecture, 384 lab). This does not include the expected additional hours of outside class work per week.

Retake policy:
Depending on the cohort availability or frequency retakes may not be available, instead there could be an opportunity for a restart or program pause until the next available stack.

Program Overview

Within the Cybersecurity Online Part-Time program, students learn the skills necessary to assist in the identification, assessment, and reporting of technology and information security risks. The program also provides students with the knowledge necessary to determine information system vulnerabilities and residual risks based on the analysis of technical artifacts, interviews, and evaluations of IT systems.

The course covers the leading approaches to managing cybersecurity, including 'defense in depth' and the National Institute of Standards and Technology (NIST) Cybersecurity Framework. The Cybersecurity program includes instruction towards CompTIA Security+ and CySA+ certifications. Through labs with sandboxed virtual machines, the course provides hands-on training in CEH type scenarios, defensive and offensive cybersecurity, networking, systems, web technologies, and databases. Assignments span PC and server software, application, and code with a solid technical background in computer vulnerabilities, attack vectors, exploits, and mitigation controls.

To round out the program, students conduct event and incident investigations to include computer intrusions, infections, and unauthorized access or usage and provide reports to management and recommend sound remediation and mitigation.

Graduates will receive vouchers for two CompTIA certification exams, CompTIA Security+ + and CompTIA CySA+.

Courses (see Appendix for course descriptions)

- Cybersecurity Core - Required
- Cybersecurity Intermediate - Required
- Cybersecurity Professional - Required

Attendance and Graduation:

- 90% core assignment completion
- 80% attendance in each stack throughout the program
- Successful passing of all exams to graduate

Certificate or Diploma:

Upon completing the program requirements and meeting graduation requirements, students receive a Certificate of Achievement for the Cybersecurity Online Part-Time Program.

- Assist in the identification, assessment, and reporting of technology and information security risks. Data analysis by students will produce meaningful, measured metrics from risk management programs.
- Understand leading approaches to managing cybersecurity, including 'defense in depth' and the National Institute of Standards and Technology (NIST) Cybersecurity Framework

- Hands-on training in CEH type scenarios, defensive and offensive cybersecurity, networking, systems, web technologies, and databases.
- Conduct technical analysis, suggest change control recommendations, and communicate with business customers.

F. UI/UX Design Online Part-Time (Currently Not Offered)

Program Length: 24 Weeks
Total Course Hours for UI/UX Design Online Part-Time: 480 (96 lecture, 384 lab). This does not include the expected additional hours of outside class work per week.

Retake policy:

Depending on the cohort availability or frequency retakes may not be available, instead there could be an opportunity for a restart or program pause until the next available stack.

Program Overview

The UI/UX Design Online Part-Time program is a flexible, part-time program designed for working professionals who are looking to gain design skills to level up or change their career. The coursework is structured so students get comprehensive experience in both UX and UI design processes. Instruction emphasizes research and synthesis techniques for gathering and evaluating quantitative/qualitative data, creating concepts, wireframes and prototypes for live user testing, and crafting high fidelity screens and prototypes for final evaluative tests that are portfolio ready.

Students will graduate from the program with 2 solid portfolio pieces, including a live client project, which are what recruiters and hiring managers look for in new hires.

Courses (see Appendix for course descriptions)

- Design Proficiency - Required
- Client Phase - Required
- Career Phase - Required

Attendance and Graduation:

- 90% core assignment completion
- 80% attendance in each stack throughout the program
- Successful passing of all exams to graduate

Certificate or Diploma:

Upon completing the program requirements and meeting graduation requirements, students receive a Certificate of Achievement for the UI/UX Design Online Part-Time Program.
- Learn best practices in User Experience, starting with research techniques and user interviews, through data synthesis, concept and prototype creation. Will also cover usability testing, MVP creation, wireframes and design handoffs.

- Further User Interface skills by creating moodboards, style tiles, mockups, and high fidelity screens and prototypes suitable for user testing. Create a design system for handoff that demonstrates the extensibility of final designs.
- Get the client-specific skills that are essential to working in any design environment including presenting and defending design decisions, working in a team, giving and iterating on feedback, and building design vocabulary and communication skills.
- Graduate with two solid portfolio pieces, based on real-world projects that demonstrate problem solving skills and critical thinking.

7. Schedule

A. Onsite and Online Full-Time Software Development: Hours of Operation

The business office of the Onsite Full-Time program is open Monday - Friday, 8:30am – 5:30pm Pacific Standard Time (PST) (except for holidays). Course lectures and supervised lab sessions for the Onsite Full-Time program are held Monday – Friday, 8:30am to 5:30pm PST (except for holidays). Students are encouraged to arrive early and/or stay late to work independently or in study groups.

Each campus is generally open from 8:00am to 6:00pm PST, Monday through Friday (except for holidays), with some campuses offering extended hours. Each student will have access either through a code, a key card, or some other form that protects entry or provides campus security. Students will receive more information on access during orientation for the program. Please consult with designated campus staff for more information for accessing the campus.

Coding Dojo prioritizes ensuring a safe and protected environment. However, Coding Dojo is not responsible for any personal property on or kept on the campus. Coding Dojo and staff are not liable for personal injury or for damage to or loss of personal property in or about the premises, regardless of the cause of such injury, loss, or damage, including but not limited to interruption of utilities or other casualty or failure of appliances.

Breaks (10 minutes or less) and mealtimes (one hour or less) are included in the daily schedule.

Course lectures and synchronous lab sessions for the Online Full-Time program are held Monday - Friday, 8:30am - 5:30pm Mountain Standard Time (MST).

Morning Session
Algorithms
Instruction will challenge the class to solve an algorithm in groups - drafting solutions and ideas - and present some solutions. Then, as a whole group, cohorts will collaborate and discuss. The difficulty of the algorithms will increase as students progress through the program.

Why algorithms? A strong foundation in algorithms is key to being a successful developer. Regardless of which week a student is in, algorithms will always be a core piece of the schedule. Drafting out solutions to complex algorithms in a small group setting is an essential part of daily life as a developer and a critical element of job interviews. Coding Dojo wants all students to be equipped for success.

Lectures and Discussion
Students are expected to review the discussion topics prior to the discussion session. Discussion sessions recap and clarify key learning objectives that will be implemented and solidified throughout the day. Discussion sessions typically last about 20-30 minutes and focus on heavily engaging student participation.

Student-Teacher Ratio
Coding Dojo maintains a Thirty-Five (35) to one (1) ratio of students to instructional staff for Full-Time programs. A forty-five (45) to one (1) is for the part-time programs. Instructional staff includes the Lead Instructor, Associate Instructor, and/or Teaching Assistants.

Group Activities
Some days start with an assignment to work on with classmates. The assignment will often cover a difficult aspect of the curriculum, to explore through collaboration and verbalization of concepts. Collaboration and the ability to communicate with other developers is also a key skill for any modern developer.

Afternoon Session

Tech Talks
Coding Dojo will occasionally host visitors from the local tech community to share their experience and career advice to students during the lunch hour. Visitors may include seasoned developers, hiring managers from tech companies, CTOs, startup founders, alumni, and more!

Special Sessions
Based on an Instructor's evaluation of student needs, special sessions may be held to address problematic concepts in the curriculum for groups of students.

Lab Time
Post-lecture lab hours are where most of a student's learning will take place (and most of the growing pains!). Afternoons are spent in supervised lab sessions working through course content, assignments, and projects on the new curriculum for the day. Instructional staff will be available for questions or issues as they come up.

After Hours

24/7 Access to Course Materials
Even with the instructional staff gone, students will still have full access to all the course content on the online learning platform. Without any interruptions, students can continue learning throughout the night and at home.

Online Chat Support
Coding Dojo leverages an online chat service (e.g. Discord) to encourage students to collaborate at any time of the day from anywhere. This is also a typical tool used in the industry and is a good way for students to get exposed to industry life. Students

and staff are expected to adhere to proper online communication etiquette (eg: safe for work postings, cordial language) when using these resources.

Instruction teams work hard to keep these schedules, but please note that the Instructor has discretion to vary the time or order of the day in order to most effectively present material.

B. Onsite Facilities and Equipment

The school's equipment complies with the applicable federal, state, and local ordinances and regulations, including those requirements as to fire safety, building and health. Coding Dojo's locations include accessible, safe, well-lighted and ventilated classrooms, men's and women's restrooms, and offices for the business team. Equipment in the classroom and student areas is owned by Coding Dojo and includes the following: projector, whiteboards, monitors, printers, couches, tables, TVs and chairs.

Coding Dojo provides a monitor workstation for each student, an immersive learning environment filled with like-minded students and alumni, a complimentary coffee/tea and snack bar, break areas with sofas and lounge chairs whenever possible, a kitchen to store meals, and high-speed internet.

Students are responsible for providing their own laptop and are expected to keep their equipment up-to-date and in working condition. Minimum requirements for laptops are listed above in the Computer Requirements section.

All instructional materials for coursework are provided to each student. Should additional learning materials be sought, students have access to volumes of video tutorials for studying through Coding Dojo's learning platform. Access to these materials is provided to each student upon enrollment and is available for use 24/7.

C. Online Part-Time Schedules

Students in the **Software Development Online Part-Time** programs are given various mediums to learn software development subject matter.

Discussion topics are delivered one or two times per week on the learning platform which are meant to expand a student's learning by researching an applicable topic and responding in short-answer format.

Lectures are given two or three times per week,, live over video-conferencing software. All lectures are recorded and deliver concepts the student will need to complete assignments. In any given week, a student will be responsible for completing various assignments on the current subject matter to help them reach familiarity through application building. Students are also equipped with a checklist, cohort communication tool, access to code reviews, and access to online teaching assistants in the evenings and weekends.

Students in the **Data Science, Cybersecurity, and UI/UX Design** programs are given various mediums to learn the respective subject matter.

Students will be required to attend live lectures twice a week, held at 5:00pm PT on either a Monday/Wednesday or Tuesday/Thursday schedule. All lectures are live over video-conferencing software. Lectures are recorded and deliver concepts the student will need to complete assignments.

In any given week, a student will be responsible for completing various assignments on the current subject matter to help them reach familiarity through application building. Students are also equipped with a checklist, cohort communication tool, access to code reviews, and access to online teaching assistants in the evenings and weekends.

E. TA Hours

Software Development Onsite Full-Time Program: Students are guaranteed available TA hours from 2pm to 7pm (Central and Pacific depending on region) from Monday through Friday when classes are in session.

Software Development Online Full-Time Program: Students are guaranteed available TA hours from 2pm to 7pm Mountain Standard Time from Monday through Friday when classes are in session.

Software Development Online Part-Time Programs: Students are guaranteed available TA hours Sunday through Saturday from 11am to 8pm Pacific Time when classes are in session.

Data Science, Cybersecurity, and UI/UX Design Online Part-Time Programs: Students are guaranteed available TA hours from 3pm to 8pm Pacific Time during weekdays when classes are in session. Students are also guaranteed available TA hours from 11am to 2pm Pacific Time on Saturdays and 3pm to 7pm Pacific Time on Sundays when classes are in session.

Additional hours may be available but not guaranteed.

F. Holidays

The school observes and honors the following holidays:
1. New Year's Day (if this falls on a Saturday, holiday time off will be the Thursday before; if it falls on a Sunday, holiday time off will be the Monday after)
2. Martin Luther King Jr. Day (third Monday in January)
3. Memorial Day (Last Monday in May)
4. Independence Day (July 4th or as observed federally for the calendar year)
5. Labor Day (First Monday in September)
6. Thanksgiving Day (Fourth Thursday in November)
7. Day after Thanksgiving

8. Christmas Eve (if on a Saturday, the holiday time off will be the Friday before, if day falls on a Sunday, the holiday time will be the Tuesday after Christmas)
9. Christmas Day (if this falls on a Saturday, holiday time off will be the Thursday before; if it falls on a Sunday, holiday time off will be the Monday after)

These dates are taken into consideration prior to class starting, and any make up classes necessary are already incorporated into the schedule.

If a student observes additional holidays, please contact the campus or program staff and inform them prior to enrollment so that they may take reasonable steps to accommodate the schedule.

G. Inclement Weather Policy

Campus staff or Instruction will notify students of campus closings during inclement weather. Generally, campuses follow state and local closures, but it is the responsibility of the student to confirm closures with campus staff. Instructors may choose to reschedule missed lectures with advance notice to students.

8. Attendance Policies

A. Software Development Onsite Full-Time Attendance Policy

Daily attendance is taken by Coding Dojo instructional staff. Students are required to be present for a **minimum of 80%** of class course hours for each stack. Excused absences are not counted against a student's attendance percentage, with prior approval and relevant documentation (see section C. Full-Time Excused Absence).
- 2 week stack (eg: Web Fundamentals) - 64 hours minimum required attendance
- 4 week stack (eg: Python, Java, C#, JavaScript) - 128 hours minimum required attendance

Any student who is absent for three (3) consecutive days (24 hours) without prior approval or excused absence, or absent more than 20% of each scheduled stack time at the end of the stack, whichever is less, will be withdrawn from the program.
- 2 week stack - maximum of 2 days (16 hours) or 6 cumulative sessions unexcused
- 4 week stack - maximum of 4 days (32 hours) or 12 cumulative sessions unexcused

Tardiness Policy:
- Physical Onsite Locations - students who arrive late or leave early exceeding 20 minutes will be considered as 'Absent' for the day.
- Onsite Programs Temporarily Hosted Online - students who arrive late or leave early exceeding 10 minutes will be considered as 'Absent' for the session.

B. Software Development Online Full-Time Attendance Policy

Daily attendance is taken three times a day (sessions): once during morning algorithms, once following lecture, and once in the afternoon. Students are required to be present for a **minimum of 80%** of class course hours for each stack. Excused absences are not counted against a student's attendance percentage, with prior approval and relevant documentation (see section C. Full-Time Excused Absence).

Any student who is absent for three (3) consecutive days without prior approval or excused absence, or absent more than 20% of each scheduled stack time at the end of the stack, whichever is less, will be required to withdraw from the program.

- 1 week stack[2] - maximum of 1 days of 3 cumulative sessions unexcused
- 2 week stack - maximum of 2 days or 6 cumulative sessions unexcused
- 4 week stack - maximum of 4 days or 12 cumulative sessions unexcused

Tardiness Policy:
- Students who arrive after the start of a session but less than 10 minutes will be considered as 'Late' for that session.
- Students who arrive late or leave early exceeding 10 minutes will be considered as 'Absent' for the session.
- For every 3 late sessions a student will count as being absent for 1 session.

C. Software Development Full-Time Excused Absence Policy

Instructional staff may **excuse up to 10%** of a student's attendance for special or mitigating circumstances outside the control of the student. In those cases, the circumstances must be provided, in writing, within one (1) business day of returning to class. Below are acceptable forms of documentation for excused absences:
- Documentation of physical or mental health circumstances, signed by a licensed health professional
- Documentation of Force Majeure or Mitigating Circumstances, accepted as a signed document or signed written statement (see Section 8 Part K)

Students may also request an excused absence in cases of illness, the death of a close relative, or when observing a religious holiday. Excused absences will be tracked by instructional staff and require documentation if requested retroactively. Students are permitted no more than the following excused absences based on the duration of the stack.

- 1 week stack - 1 full day (8 hours) or 3 cumulative sessions excused
- 2 week stack - 1 full day (8 hours) or 3 cumulative sessions excused
- 4 week stack - 2 full days (16 hours) or 6 cumulative sessions excused

D. Software Development Online Part-Time Attendance Policy

For the Software Development Online Part-Time programs, student attendance is monitored by participation on the Learn Platform by way of posting on discussion forums.

Every week, two discussion questions in the Part-Time Accelerated programs (one discussion question per week in Part-Time Flex) will be posted to the online forum. Students **must** log in and post to the Online Learning Platform and contribute to the

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[2] In the interest of both learning experience and the reality of force majeure and mitigating circumstances, 1 week stacks in the full-time program(s) allow for 1 excused absence and 1 unexcused absence, which is greater than 10% of stack attendance, but less than 20% total absences allowed.

online forum question in order to receive attendance credit for that question. Questions are open for one (1) week from Monday 12:00am PT through Sunday 11:59pm PT based on the Pacific Time zone. In the final week of each program stack, discussion questions are open from Monday 12:00am PT through Friday 12:00pm (noon) PT, to allow for final attendance processing.

Students are required to maintain a **minimum of 70%** attendance for each stack, as measured by the discussion participation. A student who has not logged on to the Online Learning Platform and posted on their assigned Discussion for more than five (5) consecutive assigned sessions, is considered **inactive**. In this instance, the student will face termination from the bootcamp if they are unable to be reached by Coding Dojo staff.

A student who has missed more than 30% of the required discussions (or more than the maximum discussions noted below) by the end of the stack will be required to withdraw from the program.

Part-Time Accelerated Programs
- 2 week stack[3] - 1 maximum missed discussions
- 4 week stack - 2 maximum missed discussions
- 8 week stack - 5 maximum missed discussions

Part-Time Flex Program
- 2 week stack[3] - 1 maximum missed discussions
- 4 week stack - 1 maximum missed discussions
- 8 week stack - 2 maximum missed discussions
- 16 week stack - 5 maximum missed discussions

E. Software Development Online Part-Time Excused Discussions Policy

Instructional staff may excuse up to 15% of a student's missed discussions for special or mitigating circumstances outside the control of the student. In those cases, the circumstances must be provided, in writing, to campus staff as soon as possible. Below are acceptable forms of documentation for excused absences:
- Documentation of physical or mental health circumstances, signed by a licensed health professional
- Documentation of Force Majeure or Mitigating Circumstances, accepted as a signed document or signed written statement (see Section 8 Part K)

Students may also request an excused discussion in cases of illness, the death of a close relative, or in advance of observing a religious holiday. Excused absences will be tracked by instructional staff and require documentation if requested retroactively.

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[3] In the interest of both learning experience and the reality of force majeure and mitigating circumstances, 2 week stacks in the part-time program(s) allow for 1 excused absence and 1 unexcused absence, which is greater than 10% of stack attendance.

Students who claim to miss submission of discussions due to technical issues need to email their Instructor and Student Experience Manager before 11:59pm Sunday (or before 12:00pm/noon Friday as applicable) with screenshots of the error preventing them from submitting and the response to the question(s) for the week. This is to timestamp the issue raised so that eligibility for excused discussion can be determined.

Part-Time Accelerated Programs
- 2 week stack[4] - 1 maximum excused discussions
- 4 week stack - 1 maximum excused discussions
- 8 week stack - 2 maximum excused discussions

Part-Time Flex Program
- 2 week stack[4] - 1 maximum excused discussions
- 4 week stack - 1 maximum excused discussions
- 8 week stack - 1 maximum excused discussions
- 16 week stack - 2 maximum excused discussions

F. Data Science, Cybersecurity, and UI/UX Design Online Programs Attendance Policy

For the Data Science, Cybersecurity, and UI/UX Design programs, student attendance is monitored by their participation in bi-weekly lessons conducted by the instructor. Students are required to be present for a **minimum of 80%** of class course hours for each stack. Excused absences are not counted against a student's attendance percentage, with prior approval and relevant documentation.

Any student who is absent for two (2) consecutive days (a full week of lessons) without prior approval **or** absent more than 20% of each scheduled stack time at the end of the stack may be subject to dismissal.

- 3 and 4 week stack - maximum of 1 day unexcused
- 8 week stack - maximum of 3 days unexcused
- 10 and 11 week stack - maximum of 4 days unexcused

G. Data Science, Cybersecurity, and UI/UX Design Online Programs Excused Absence Policy

Instructional staff may excuse up to 10% of a student's attendance for special or mitigating circumstances outside the control of the student. In those cases, the circumstances must be provided, in writing, to campus staff as soon as possible. Below are acceptable forms of documentation for excused absences:

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[4] In the interest of both learning experience and the reality of force majeure and mitigating circumstances, 2 week stacks in the part-time program(s) allow for 1 excused absence and 1 unexcused absence, which is greater than 10% of stack attendance.

- Documentation of physical or mental health circumstances, signed by a licensed health professional
- Documentation of Force Majeure or Mitigating Circumstances, accepted as a signed document or signed written statement (see Section 8 Part K)

Students may also request an excused absence in cases of illness, the death of a close relative, or when observing a religious holiday. Excused absences will be tracked by instructional staff and require documentation if requested retroactively. Students are permitted no more than the following excused absences based on the duration of the stack.

- 3 and 4 week stack - 1 day excused
- 8, 10, and 11 week stack - 2 days excused

H. Attendance Exemption

In the event of a system or administrative error by coding dojo, students may be granted an exemption from the attendance and/or assignment completion requirements for a stated portion of a course.
- Attendance Exemption: Student attendance during this period will be marked as excused but will not count against the normal excused limits for a course.

I. Holidays and Program Breaks

Coding Dojo observes US holidays and also holds scheduled breaks during the course of the year for internal purposes. Any holiday or break where instruction resumes in fewer than seven (7) days (including weekends) is included as part of a student's overall attendance.
- Holidays and breaks that fall in this timeframe are treated as excused absences. However, these do not count against a student's two (2) day excused absence policy, as class is not in session.

Holidays and breaks of one week or longer do not count towards attendance.

J. Retake Attendance Policy

Retakes for stacks are contingent upon meeting attendance requirements.

All program stacks that are four (4) weeks or shorter are required to meet the 80% (or 70% for Part-Time Accelerated and Part-Time Flex programs) attendance policy as noted above to be eligible to retake a failed stack.

Program stacks that are longer than four (4) weeks may be eligible to retake a stack at the half-way mark in the stack, provided the student has been in good attendance through that portion of the program and there will be no gap in attendance resulting from the retake. If a student has attended more than 50% of a longer stack, the student must meet 80% attendance to be eligible to retake (or 70% for Part-Time

Accelerated and Part-Time Flex programs).

Any program gaps should be addressed separately with the Leave of Absence and Postponement policy. Retakes restart a stack from the beginning and have the same attendance policies for the associated program.

K. Leave of Absence and Postponement

Due to the fast pace and short time span, extended leaves are disruptive to the curriculum style and can significantly hinder student success. Generally, if a student has a situation that requires them to miss more than the allotted absences, the student will be withdrawn from the program and any refunds will be processed. If the student decides to come back later and was previously in good standing, the student can enroll in the next available cohort. However, there are circumstances where a temporary leave from the program may be considered.

Communication is of utmost importance - please talk with campus staff regarding options before making any decisions to temporarily leave the program. If a student falls under an abrupt change in circumstances, it is expected that the student will make a reasonable attempt to contact staff to at least notify of ongoing concerns, ideally within 72 hours of the change in circumstances if possible (email or phone call). Failure to communicate with staff may result in the student's dismissal from the program due to falling out of compliance with the attendance policy.

Leave of Absence requests and Postponement requests may be made by emailing support@codingdojo.com for assistance. Students are permitted one Leave of Absence and one Postponement per program.

Leave of Absence

Students with proper supplementing documentation for extreme mitigating circumstances are permitted a leave of absence (LOA) period of up to eight (8) weeks. A student may utilize a leave of absence once per program. The LOA will extend from the date of request until the next start date of either the same stack or the next stack in sequence. Examples of circumstances that constitute a valid leave of absence request include but are not limited to:
- written documentation of an emergency situation
- documentation signed by a licensed health professional to account for medical circumstances for the student or individual in the primary care of the student
- Notice of death (certificate or obituary) for a close friend or relative
- Active duty military deployment or Reserve/National Guard Mobilization (see appendix E, section H)

Postponement

A student may postpone once per program for up to four (4) weeks and will need

documentation for Force Majeure or Mitigating Circumstances, accepted as a signed document or signed written statement from the student. The postponement will extend from the date of request until the next start date of either the same stack or the next stack in sequence.

Mitigating circumstances are defined as any serious circumstances beyond a student's control which may have adversely affected academic performance. Examples include but are not limited to:
- serious illness or sudden deterioration of chronic illness for the student
- serious illness of a close friend or relative
- death of a close friend or relative
- extreme family situations leading to stress
- extreme financial circumstances leading to stress (eg: loss of job)
- US Visa problems or change in immigration status
- Technical difficulties (e.g. broken computer)

Examples that do **not** constitute as mitigating circumstances include but are not limited to:
- Increases in work obligations
- Moving house (unless the student is evicted)
- Vacations, weddings, or other planned events or appointments (see excused absence policy)
- Common illnesses such as colds, flus, stomach bugs that normally would
- fall under the absence threshold
- Poor practice (e.g. no back up of electronic documents)
- Criminal conviction
- Being unaware of the dates/ times of submission deadlines or examination(s)
- Not being aware of the Attendance Policy, Academic Policy, or Code of Conduct

If the affected stack meets all the requirements to be voided, students going on a leave of absence or a postponement will have the affected stack automatically voided unless explicitly requested otherwise.

L. Program Pause

A student's program is considered to be "paused" if the student is available to attend classes, but the specific class or stack is not available from Coding Dojo. This includes but is not be limited to
- gaps in cohort availability
- student's return date from postponement or leave of absence falls in-between stack start dates
- the closest available stack for a retake has a lecture cadence that cannot be accommodated by the student (pertaining to Online Part-Time programs only)
- other circumstances that are on the side of Coding Dojo and out of the student's control

Paused status will not apply to personal preference or to program limitations accepted by a student during enrollment (eg: a student's program cannot be paused to take stacks in a certain order of preference). Paused status also cannot be used to excuse students from meeting attendance or academic requirements should the student request to retake in the middle of an ongoing stack. Students are expected to maintain attendance and academic participation until the end of the current stack or the start of the retake, whichever is less, unless the student has mitigating circumstances requiring a leave of absence or postponement.

All instances of program pauses will be reviewed by Student Support prior to clearance. In the event that the student needs a specific lecture cadence, the student will be required to provide proof of that need in order to be considered paused, such as a copy of a work schedule. The student will only be on pause until the agreed upon stack start date. Further extension may require postponement or leave of absence.

M. Student Housing

Coding Dojo does not assume responsibility for student housing, does not have dormitory facilities under its control, and does not offer student housing assistance.

9. Academic Policies

A. Academic Status Cadence

Onsite and Full-Time Online Software Development Programs - Student progress will be reviewed each Monday of a stack, with the exceptions of the first Monday of a stack and at the completion of the stack. Formal academic progress is not taken at any 1-week stack (e.g. Programming Basics) given the nature of the short stack, but instead student attendance and engagement will be reviewed the Wednesday of the 1-week stack to ensure student participation.

Online Part-Time Software Development Programs - Student progress will be reviewed starting on the third Monday (or the start of the third week) of each stack and continuing on each alternating Monday in the stack (checks every two weeks), and at the completion of the stack. Formal academic progress is not taken at any 2-week stack (e.g. Programming Basics) given the nature of the short stack, but instead student attendance and engagement will be reviewed on Monday week 2 of the stack to ensure student participation.

Data Science Online Part-Time Programs - Student progress will be reviewed each Tuesday of a stack, with the exception of the first Tuesday of the stack, and at the completion of the stack.

Cybersecurity and UI/UX Design Online Part-Time Programs - student progress will be reviewed starting on the third Tuesday (or the start of the third week) of each stack and continuing on each alternating Tuesday in the stack (checks every two weeks), and at the completion of the stack.

B. Student Standing

Each progress check will result in one of the following student standings outlined below.

A student is making **Satisfactory Progress** if the student is at or above 90% of core assignments at each progress checkpoint and/or at the end of each stack, as determined by valid assignment completion and submission through the learn platform.

- If missing one assignment would result in the student dropping below 90%, Satisfactory Progress is defined at the end of stack check only as completion of all core assignments less one (1) core assignment (e.g. a student completing a stack with 8 core assignments will be considered in good standing if 7 of 8 core assignments are completed by end of stack)

- In the event that the Learn Platform is down or the student is unable to

submit assignments on the platform, credit will be given for assignments submitted by email to Instruction as long as the date and time submitted meet standard requirements.

A student is making **Marginal Progress** if the student is between 60% and 89% of core assignments at each progress checkpoint and/or at the end of each stack.

- Students at this standing are placed on an Academic Improvement Plan.

A student is making **Unsatisfactory Progress** if the student falls at or below 59% of core assignments at each progress checkpoint and/or at the end of each stack.

- Students at this standing are placed on Academic Probation and an Academic Improvement Plan.

Assignments due for Online Full-Time checkpoints must be completed by 11:59pm MST on the day before the cadence check to be counted. (e.g. Monday checkpoints based on assignments completed through Sunday). Assignments turned in day-of will count towards the next checkpoint.

Assignments due for all other programs progress checkpoints must be completed by 11:59pm PST on the day before the cadence check to be counted (e.g. Monday checkpoints based on assignments completed through Sunday). Assignments turned in day-of will count towards the next checkpoint.

A final progress check will occur at the end of the student's program to confirm that the student has met all requirements for graduation. Students who are found to not meet graduation requirements will be informed and have their alumni status revoked.

C. Make-up Policy

Students are required to meet 90% core assignments (or all core assignments less 1) during each stack throughout the program. This is independent of student attendance or excused absences within a stack.

Students who claim to miss submission of assignments due to technical issues need to email their Instructor and Student Experience Manager before 11:59pm Sunday (or before 12:00pm/noon Friday as applicable) with screenshots of the error preventing them from submitting and the affected assignment(s) as attachments. This is to timestamp the issue raised so that eligibility for excusing Academic Probation can be determined.

A student may not make up assignments once a stack has concluded. Any retakes that result from not meeting the 90% core assignment minimum will require students to redo and resubmit previous work during the retake, as each stack attempt is independently reviewed for program progress. Only the most recent attempt in a stack is counted towards graduation requirements. (Note that partial retakes for the Part-Time Flex program is the only exception, see Section 6C).

Retakes for stacks are contingent upon meeting attendance requirements. Please see the attendance policy for more details.

Voided stacks do not count towards either attendance or academic completion for the student. Any associated academic probations with a voided stack are also voided and do not count towards the student's three (3) probation limit.

Completed stacks that are carried over as part of a Program Transfer will satisfy the attendance and academic requirements for that equivalent stack in the Desired Program - all percent completions in assignments, attendance, and applicable exams will be applied to the Desired Program.

D. Academic Improvement Plan

A student may be determined to be placed on an Academic Improvement Plan given any of the following:

- Falling below 90% core assignment completion, as determined through regular review of student progress[5].
- Submission of invalid assignments, including but not limited to:
    - Empty assignment submissions
    - Unrelated submissions (eg: Cat Pictures)
    - Assignments that are missing greater than 50% of required elements (eg: HTML/CSS assignment without CSS)
    - Plagiarized assignments directly lifting significant amounts of content or solutions provided via instructor demos or solution files

Students who are placed on an academic improvement plan are recommended to do the following until the student is determined to be making satisfactory progress:

- Schedule a 1:1 with the instructor to review progress and understanding of course material.
- Attend all scheduled appointments with Coding Dojo staff, including any additional mandatory Code Reviews.

Students who fail to meet all academic improvement plan requirements and/or fail to meet progression standards will remain on an academic improvement plan at the following progression check during the stack. Students who fail to reach satisfactory progress by the end of the stack will be placed under academic review to determine the course of action, which may include:
- Retake of stack
- Withdrawal from program

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[5] Formal academic progress is not taken at any 1-week stack in FT programs or 2-week stacks in PT programs (e.g. Programming Basics) given the nature of the short stack, but instead student attendance and engagement will be reviewed the Wednesday of the 1-week stack to ensure student participation.

- Program transfer

E. Academic Probation

A student may be determined to be under Academic Probation given any of the following:

- Falling below 60% of core assignment completion, as determined through regular review of student progress[6].
- Academic Dishonesty on assignments of any sort, including but not limited to:
  - Submission of previous assignments, presented as current assignments.
  - Plagiarized assignments directly lifting significant amounts of content or solutions from current/former students or other third party sources
  - Repeat offense of invalid assignment submissions
- Missing a code review without prior notification or a valid excusable reason

Students who are placed under academic probation are required to do the following until the student is determined to be making Marginal Progress:

- Contact their Student Experience Manager and current instructor to schedule regular updates on their academic progress.
- Schedule a 1:1 with the instructor to review progress and understanding of course material.
- Attend all scheduled appointments with Coding Dojo staff, including any additional mandatory Code Reviews.
- Participate in required algorithms, lectures and discussions

A student's status of Academic Probation may be lifted once the student returns to Marginal Progress standing (defined above) at minimum or is excused. Students may request to waive an academic probation during the time in which the academic probation is active. Requests that are presented after the following formal program status check will be reviewed on a case by case basis, as long as the stack is active. Retroactive requests for past stacks will not be considered. Probations associated with voided stacks are automatically voided.

A student is allowed one (1) excused academic probation per stack. An instance of academic probation may be excused with one of the following:
- Documentation of physical or mental health circumstances, signed by a licensed health professional
- Documentation of Force Majeure or Mitigating Circumstances, accepted as a signed document or signed written statement

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[6] Formal academic progress is not taken at any 1-week stack in FT programs or 2-week stacks in PT programs (e.g. Programming Basics) given the nature of the short stack, but instead student attendance and engagement will be reviewed the Wednesday of the 1-week stack to ensure student participation.

Students who fail to meet any of the academic probation requirements and/or fail to meet progression standards will be placed on a second instance of academic probation at the following progression check during the stack. Students who fail to reach good standing by the end of the stack will be placed under academic review to determine

- Retake of stack
- Withdrawal from program
- Program transfer

Three or more instances of unexcused academic probation on a student's record will be grounds for academic dismissal from the program.

F. Academic Dismissal and Expulsion

The following criteria will result in immediate review for Academic Dismissal:

- Three or more times on Academic Probation for any reason, including but not limited to Academic Dishonesty
- Following three (3) retakes during the program, provided the student does not meet graduation requirements

The following criteria will result in immediate expulsion review:

- Harassment or discrimination of any kind against staff or fellow students, or other egregious violation(s) of the student's Code of Conduct
- Three or more write-ups for minor Code of Conduct violations
- Academic Dishonesty on an exam
- Two or more times on Academic Probation due to Academic Dishonesty on assignments
- Any substance abuse policy violation (see Section 13 part B.)

A student will be notified via email of our need for a meeting regarding any potential review of academic dismissal or expulsion. This meeting will be the opportunity to discuss the findings with the student and for the student to discuss the circumstances and any requests for leniency.

Following this meeting, regardless of whether or not the student attends, Coding Dojo will make a determination on the provided evidence for academic dismissal or expulsion and notify the student in a follow-up email of their program status and next steps.

Students who are withdrawn via an Academic Dismissal or Expulsion are treated as a standard withdrawal and are eligible for standard refund and prorate policies based on their state's laws and their program enrollment agreement.

Students who are expelled are not eligible to reapply for a new or different program with Coding Dojo.

G. Assignment Exemption

In the event of a system or administrative error by coding dojo, students may be granted an exemption from the attendance and/or assignment completion requirements for a stated portion of a course.
- Assignment Exemption: Academic progress checks will not consider the assignments that were due during the exemption period for purposes of academic improvement or academic probation statuses.
- Students will still be required to complete 90% of core assignments including those assigned during the exemption period in order to receive credit for the course.

H. Withdrawal

A student may be deemed to have withdrawn from a program of instruction when any of the following occurs:

1. The student notifies the institution, in writing and formally sent to local campus staff via mail or email, of the student's intent to withdraw.
    a. A review of the student's concerns will be conducted prior to any student requested withdrawal.
2. The institution terminates the student's enrollment for any of the following:
    a. Failure to maintain progress standards (see Academic Policies)
    b. Failure to abide by the rules and regulations of the school
    c. Absences in excess of maximum set forth by the school
    d. Failure to meet financial obligations to the school

The date of withdrawal will be determined by the student's last date of attendance or assignment completion.

A student may appeal a decision to terminate by sending a written request to the school via Student Support at support@codingdojo.com within 14 days of the termination notice. The school will conduct an internal review of the decision and will determine whether the student should be readmitted. Should mitigating circumstances be noted as reason for appeal, supplementing documentation from the student will be required with the submission. Final decisions will be made within 30 days of the termination notice.

I. Readmission

Student Withdrawal

Students who electively withdraw from a program may apply for re-enrollment at any time by speaking to an Admissions advisor. If any pending amounts due on the original program have been paid, students may join the next available cohort start date (enrollment cut-off dates applicable). Current published tuition rates apply.

Student Dismissal

Students who have been dismissed from a program may request re-entry into a later program, unless the reason for the previous dismissal was a code of conduct violation or other form of expulsion.

- A re-entry request for dismissed students will be considered when the reasons which prompted the dismissal have been rectified and any supplementary documentation submitted to support@codingdojo.com for approval.
- The re-entering student must meet with their Student Experience Manager Manager and either an instructor or their admissions advisor and complete the Re-enrollment Plan of Action document for tackling the new program.
- Any previous amounts due on old programs must be paid prior to reenrollment.

The above steps must be completed in order to begin re-enrollment for a new program. Once completed, students may join the next available cohort start date (enrollment cut-off dates applicable). Current published tuition rates apply.

10. Graduation Requirements

A. Grading and Marking System

Belt Exams

Belt exams are used to assess a student's progress during the program. These exams are timed in order to assess if a student is able to build an application within the allotted time frame.

Grades provided for belt exams are between 1-10. Grading system:

10.0 - Perfect (100%)
9.5 - Near Perfect (95%)
9.0 - Very Good (90%)
8.5 – Good (85%)
8.0 - Pretty Good (80%)
Below 8.0 – Fail

As an example, the following Belt exams are administered for Software Development Programs.:

- White Belt - (Programming Basics) variables, conditionals, and other basic comprehension
- Yellow Belt - (Web Fundamentals) HTML, CSS, and JavaScript comprehension
- Orange Belt (Software Development Online Part-Time programs only) - Build an application with the following features or concepts: Basic CRUD operations using an MVC framework, backend validations and deploy to AWS (applies to Python, JavaScript, Java, or C#/.NET Core)
- Red Belt - [Must get 8.0+ to receive] Build an application with the following features or concepts: Basic CRUD operations using an MVC framework, backend validations, database integration and use (applies to Python, JavaScript, Java, or C#/.NET Core)
- Black Belt - [Must get 9.5+ to receive] All Red Belt features and concepts, in addition to advanced topics that could potentially include, but are not limited to, deployment, AJAX, Advanced SQL, and other technology-specific advanced topics.

Criteria for Grading Belt Exams

1. Exams are submitted within the time allotments set by instruction.
   a. Software Development Full-Time programs: 5 hours
   b. Software Development Part-Time programs: 24 hours
   c. Data Science, Cybersecurity, and UI/UX Design programs: 24 hours

       d.   Additional allotments may be made for students with approved accommodations.
2. Required functionalities rendered on the application. Requirements are specified per exam.
3. Completion of requirements aside from the application (e.g. database).
4. Exam completed within the specified timeframe.
5. Exam requirements are based on the methods and processes taught in the program. Students using outside methods are expected to either clear the process with instruction in advance and/or be able to sufficiently explain the process if reviewed.
6. Outside methods not approved by instruction will be considered invalid, and the student will be required to retake the exam as long as time permits.

Belt exams are mandatory for each student to assess the level of skills they have acquired during the program.

Students are allowed to retake the belt exam up to two (2) times if they fail on their initial attempt, prior to the start of the next course. All exam attempts must be started before the exam cut-off on the final Wednesday of the program stack, unless the cut-off date is otherwise stated by Instruction or the student has pre-approved accommodations.

Assignments and Projects

Weekly, instructors assess the student's progress on the learning outcomes via an Assignment Review (sometimes called a Code Review in the software development programs), wherein the instructor hosts a small group discussion where students present and explain their application of learning outcomes on a specific key assignment. Instructors use rubrics to provide feedback to students on their learning, as well as real-time commentary to help students develop their skills.

Completion and Credentials

Successful completion of the program results in the award of a Certificate of Achievement.

Completion is based on program attendance, Belt Exam scores (as needed), and completion of assignments.

Program Attendance
- Students must meet 80% attendance or minimum attendance requirements as outlined under the Attendance Policies section for each program stack.

Belt Exams
- Students must get an 8.0 (or 80%) or higher on the stack's belt exam to

progress to the next stack.
- Students are permitted to retake an exam specific to their stack up to two (2) times by stack evaluation date.

Completion of Assignments
- Students must complete at least 90% or more of the stack's core assignments
- Students must upload their assignments through the online learning platform.
- Assignments will be given a grade of either "Pass" or "Fail".
- Incomplete and Invalid assignments will be given a "Fail" grade

Important Note:
Students will have an opportunity to retake Belt Exams (up to two (2) more times) prior to the end of the stack should they not pass on the initial take, but please note that should a student not pass by the time the stack is ready to move on the student will either be withdrawn, or subject to a $500 fee for a retake of the stack. Not all stacks are offered monthly, therefore it is necessary to schedule the retake with campus staff in advance.

B. Evaluation for Graduation Eligibility

Students will receive regular progress reports that communicate their attendance and progress in each stack of the program under the Academic Policies previously outlined. A final review of the student's program progress will be completed at the end of the program to determine that the student is eligible for graduation.

To qualify for graduation, students must meet the following criteria:

Software Development Onsite Full-Time Program
- Tuition paid in full or validated coverage by third party*
- Meet the following Completion criteria:
  - Complete 90% or more of core assignments in each stack**
  - At or greater than 80% attendance in each stack**
  - Excused absences are not counted against a student's attendance percentage, with prior approval and relevant documentation (see Attendance Policies section C), a maximum of 10% excused absences is allotted.
- Receive a Yellow Belt in Web Fundamentals
- Receive a Red Belt (or better) in Python
- Receive a Red Belt or better in at least 1 additional stack and meet completion requirements in the other stack.

Software Development Online Full-Time Program
- Tuition paid in full or validated coverage by third party*
- Meet the following criteria:
  - Complete 90% or more of core assignments in each stack**

- - At or greater than 80% attendance in each stack**
  - Excused absences are not counted against a student's attendance percentage, with prior approval and relevant documentation (see Attendance Policies section C), a maximum of 10% excused absences is allotted.
- Receive a White Belt in Programming Basics (starting February 2023)
- Receive a Yellow Belt in Web Fundamentals
- Receive a Red Belt (or better) in Python
- Receive a Red Belt or better in at least 1 additional stack and meet completion requirements in the other stack.

Software Development Online Part-Time Accelerated Program
- Tuition paid in full or validated coverage by third party*
- Meet the following Completion criteria:
  - Complete 90% or more of core assignments in each stack**
  - At or greater than 70% discussion questions in each stack (80% required for stacks completed prior to 12/1/2022)**
  - Excused absences are not counted against a student's attendance percentage, with prior approval and relevant documentation (see Attendance Policies section E.), a maximum of 10% excused absences is allotted.
- Receive a White Belt in Programming Basics (starting March 2023)
- Receive a Yellow Belt in Web Fundamentals
- Receive a Orange Belt (or better) in First Full Stack
- Meet Completion criteria in any bundled stacks
- Completion of Projects & Algorithms

Software Development Online Part-Time Flex Program
- Tuition paid in full or validated coverage by third party*
- Meet the following Completion criteria:
  - Complete 90% or more of core assignments in each stack**
  - At or greater than 70% discussion questions in each stack (80% required for stacks completed prior to 12/1/2022)**
  - Excused absences are not counted against a student's attendance percentage, with prior approval and relevant documentation (see Attendance Policies section E), a maximum of 10% excused absences is allotted.
- Receive a White Belt in Programming Basics (starting March 2023)
- Receive a Yellow Belt in Web Fundamentals
- Receive a Orange Belt (or better) in Python
- Completion of Projects & Algorithms

Data Science Online Part-Time Program
- Tuition paid in full or validated coverage by third party*
- Meet the following Completion criteria:
  - Complete 90% or more of core assignments in each stack**
  - At or greater than 80% attendance in each stack**

- Excused absences are not counted against a student's attendance percentage, with prior approval and relevant documentation (see Attendance Policies section G); a maximum of 10% excused absences is allotted.
- Grade of 8.0 or higher on all program exams or projects

Cybersecurity Online Part-Time Program
- Tuition paid in full or validated coverage by third party*
- Meet the following Completion criteria:
  - Complete 90% or more of core assignments in each stack**
  - At or greater than 80% attendance in each stack**
  - Excused absences are not counted against a student's attendance percentage, with prior approval and relevant documentation (see Attendance Policies section G); a maximum of 10% excused absences is allotted.
- Grade of 8.0 or higher on all program exams or projects

UI/UX Design Online Part-Time Program (Currently not offered)
- Tuition paid in full or validated coverage by third party*
- Meet the following Completion criteria:
  - Complete 90% or more of core assignments in each stack**
  - At or greater than 80% attendance in each stack**
  - Excused absences are not counted against a student's attendance percentage, with prior approval and relevant documentation (see Attendance Policies section G); a maximum of 10% excused absences is allotted.
- Grade of 8.0 or higher on all program exams or projects

* Graduation status will be revoked if the student fails to pay tuition in full within 6 months post-graduation date as expressed in section 4.B. Late Payments, or determined by an agreed upon payment schedule. Status will be reinstated upon full payment of missing tuition.

**Eligible program stack is a stack that counts toward the program's completion. If a stack is retaken, only the most recent attempt at the stack is counted toward graduation requirements. If missing one assignment would result in the student dropping below 90%, Satisfactory Progress is defined as completion of all core assignments less one (1) core assignment.

Upon successful graduation, students receive a Certificate of Achievement.

11. Career Services

Career Services is dedicated to supporting students and helping them achieve success throughout their journey at Coding Dojo. Coding Dojo isn't just training engineers - it is about shaping people to be the best version of themselves each and every day. Coding Dojo wants students to graduate confident in their abilities, knowledgeable about the industry, and career-ready.

The Career Services team is here to help students navigate the tech industry. Throughout the program studies, the team will be working with students on all aspects of a job search, including how to search for a job, interviewing and networking skills, resume reviews, LinkedIn tips, Github, and more.

Although Coding Dojo has a great track record of helping students find jobs, **Coding Dojo makes no guarantee of employment**.

Coding Dojo's Software Development Program is designed to prepare students for employment in occupations such as the following:

Full-Stack web developer, Front-End developer, Back-End developer, Web designer, Junior Software Engineer, JavaScript developer, Junior web developer, Python developer, Java developer, C# developer, Consulting, Project Management, Support Engineer, Systems Engineer, Quality Assurance Engineer, and more.

Coding Dojo's Data Science Program is designed to prepare students for employment in occupations such as the following: Entry-level data scientist, entry-level data analyst.

Coding Dojo's Cybersecurity Program is designed to prepare students for employment in occupations such as the following: Cybersecurity analyst, Security analyst, SOC analyst, Penetration Tester, Red Team Engineer, Blue Team Engineer, IT Security Advisor, Information Security Engineer, Incident Response Engineer.

Coding Dojo's UI/UX Design Program is designed to prepare students for employment in occupations such as the following: UI Designer, UX Designer, Front-End Developer, Web Designer.

A. Requirements to Qualify for Career Services.

During enrollment, students will have the option to OPT-In or OPT-Out of Career Services. Students that initially Opt-Out will be directed to sign an OPT-Out contract agreement. There are potential opportunities for these opted out students to opt back in during their training in case they change their minds, however, it will be reviewed on a case by case basis, and final decisions are at the discretion of the Career Services Department.

Students that Opt-In into Career Services will need to complete the following:

- Participate in all career services curriculum required, including any lectures and assignments. Absences, communicated in advance, should be discussed with the Career Services team to make accommodations for making up any missed assignments.

- Complete all the required assignments from the Career Services team to be able to move forward throughout each milestone. Students will get a list of milestones/assignments from Career Services throughout their training and post-graduation. Any necessary revisions requested by a Career Service Manager must be completed by the assigned due date.

- Remain active in their job search once their local Career Services team communicates that their LinkedIn, resume, GitHub profile and portfolio are approved for use, actively applying to at least 10 new positions every day. This does not include jobs supplied through representation by a recruitment firm, but direct applications sent to prospective employers.

- Be involved in networking events focusing on tech, get themselves out there, and be proactive and reach out to the Career Services team for additional support and advice.

Students are recommended to regularly communicate with their Career Services Manager regarding their job applications, interviews and updated status. The Career Services team has an open-door policy where students are welcome to utilize the Career Services Managers as much or as little as they desire.

These assignments are designed to help students achieve their career goals. Failure to complete these assignments will not impact program grades or ability to graduate with a Certificate of Achievement.

By opting into Career Services, Students acknowledge all requirements for participation in Career Services, and agree that termination of their participation in Career Services is up to the discretion of the Career Services Department should the above requirements cease to be fulfilled.

Career Services also reserves the right to terminate student participation in the event of withdrawal or expulsion from a Coding Dojo program.

12. Record Retention and Transcript Request

Student records will be maintained electronically and onsite at the administrative site for a minimum of five (5) years from the last date of attendance. Transcripts are maintained permanently.

An electronic PDF copy of a student's transcript and Certificate of Achievement is available to be emailed directly to the student upon request, free of charge. Requests should be sent to the Support Office and Custodian of Records at records@codingdojo.com.

Transcript copies may not be requested by anyone other than the Student unless Coding Dojo first receives written authorization from the Student. Students must be in good financial standing with Coding Dojo to request transcripts and certificates.

13. Legal Notices

A. Cancellation and Refund Policy

If a student has not yet started their program, or if the student has no active progress in their program, then the student may request a cancellation by reaching out to their admissions advisor or by emailing support@codingdojo.com. The student will be required to sign a Cancellation Form, which records important information and explains the refund policies. The form will be emailed to the student by a staff member, and can be returned electronically.

If a student electively wishes to withdraw from the program for any reason, the student must fill out a Special Request Form to initiate the withdrawal process with staff. The student can email support@codingdojo.com for assistance with this request. Any student that withdraws or is dismissed from the program will be required to sign a Withdrawal Form, which records important information and explains the refund policies. The form will be emailed to the student by a staff member, and can be returned electronically.

A withdrawal may be effectuated by the student's written notice or by the student's conduct, including, but not necessarily limited to, a student's lack of attendance. The refund policy for students who have completed 50 percent or less of the period of attendance shall be a pro rata refund.

When calculating refunds, the official date of a student's termination is the last day of recorded attendance:
1. When the school receives notice of the student's intention to discontinue the training program; or
2. When the student is terminated for a violation of a published school policy which provides for termination; or,
3. When a student, without notice, fails to attend classes for thirty calendar days.

All refunds must be paid within forty-five (45) calendar days of the student's official termination date.

Should a student desire to contest the prorate or refund calculated during the withdrawal process, the student has 30 days from the date the withdrawal form was provided to the student to inform support@codingdojo.com and complete the requested documentation of the refund or prorate contest.

Please reach out to an admissions advisor or support@codingdojo.com for any questions about the refund policy.

B. Student Code of Conduct

Coding Dojo is dedicated to providing a harassment-free educational experience

for everyone, regardless of gender, sexual orientation, disability, physical appearance, body size, race, or religion.

Onsite Campus Dress Code

Coding Dojo observes a dress code and grooming standards for students, staff, and instructors in order to create/encourage a focused learning environment. Coding Dojo bootcamps are built to prepare students for a career in tech, which includes professional training and how to be prepared for a professional workplace.

- Shirts and tops should be appropriate for a professional setting;
- Attire that shows undergarments is not permitted;
    - Excessively short shorts, dresses, skirts, or tops are not permitted;
- Attire with gang, drug, alcohol, or sexual paraphernalia, and/or other offensive designs or logos are not permitted;
- Dress/grooming violations will be at the reasonable discretion of the lead instructor's best judgment to determine appropriate/inappropriate attire and violations of dress code. Dress code policy will be strictly enforced;
- Corrective actions will be taken if the lead instructor determines that a student is in violation of dress/grooming standards;
- Repeated violations may result in expulsion from the program.

Unauthorized Sharing of Learn Platform Content

Students acknowledge that Coding Dojo material content found in the Learn Platform which includes student-created materials and any other work product that is in relation to the student's progression in the program are subject to the following:

- Coding Dojo prohibits students from streaming or uploading any of the learning platform content and its recorded lectures to any social media websites or streaming platforms;
- Any intention to share recorded lectures or content must be reviewed and with written approval or consent by a duly authorized representative from Coding Dojo;
- Any violation thereof would be subject to a disciplinary review by a Coding Dojo-authorized representative

Falsification of Documents

Statements made and documents provided by potential or current students of Coding Dojo must be complete and accurate. Coding Dojo does not tolerate any falsification of documentation requested. If unexplained discrepancies appear between statements or documents provided to Coding Dojo and information obtained otherwise, other than in the case of misspellings and other such inadvertent errors, Coding Dojo reserves the right to conduct its own investigation and applicants may be rejected for admission and enrolled students may be dismissed.

Harassment and Egregious Disruptive Behavior

Coding Dojo does not tolerate harassment of students or staff in any form.

Coding Dojo views harassment to include, but is not limited to, offensive verbal or written comments related to gender, sexual orientation, disability, physical appearance, body size, race, religion, sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of lectures or other events, inappropriate physical contact, and unwelcome sexual attention. Students asked to stop any harassing or disruptive behavior are expected to comply immediately. If the behavior continues, the student will be under expulsion review.

Disruptive behavior includes, but is not limited to, aggression or threats towards other students, instructors, or staff; illegal activities conducted on campus; the failure to observe classroom or campus conduct standards set forth by instructors or staff, or other behavior identified as disruptive to the learning environment of other students by instructors or staff.

Minor Behavior Infractions

Students who show disruptive behavior in communication and actions but are not so disruptive as to warrant immediate expulsion review will be given a behavioral write-up and a warning for immediate improvement. Minor behavior infractions include but are not limited to rude or demeaning communication with instruction or staff; excessive unproductive communication when addressing questions or concerns; or other behavior identified as disruptive by instruction or staff but is not explicitly disrupting the learning environment of other students.

Any student who receives three write-ups for behavior concerns without corrective action will be under expulsion review.

Academic Dishonesty

Students who exhibit academic dishonesty; including any form of plagiarism, cheating, falsification of records, or collaboration with others to defraud may be expelled from the program immediately. Academic dishonesty includes the use of AI based programming assistants for the completion of assignments or exams.

Students found willfully destroying school property; or exhibiting disruptive, insubordinate, boisterous, obscene, vulgar, or disrespectful behavior may be dismissed and prohibited from re-enrollment in another program. Students dismissed due to academic dishonesty, disruptive and/or disrespectful conduct will not be readmitted to Coding Dojo in any future programs.

If a student is being harassed, notices that someone else is being harassed, or has any other concerns, please contact a member of the staff immediately or email support@codingdojo.com

Substance Abuse Policy

Coding Dojo has a zero-tolerance policy regarding the use of alcohol, drugs, or controlled substances as it affects the environment. Use of these substances, whether on or off campus can adversely affect performance, efficiency, absenteeism and health and safety and therefore seriously impair the contribution to our school. The use, possession, or sale of illegal or controlled substances by any person on campus, including virtual campus platforms for online students, is prohibited. It is expected that everyone arrives on time, fit to perform all applicable duties and responsibilities. Anyone who is unfit to perform their duties fully and satisfactorily may create safety hazards for themselves and others. Employees and students who use, sell or are in possession of or under the influence of non-prescribed or unlawful drugs or controlled substances or alcohol while on campus or online platforms, will be subject to disciplinary action that could include immediate termination.

Everyone must comply with this policy. Should anyone be convicted of a drug-related crime they must notify the President within five days of the conviction. Appropriate action, including possible discipline and/or participation in a drug abuse assistance or rehabilitation program, may result after notice of the conviction is received. Use of physician-prescribed medications is allowed, provided that the use of such drugs does not adversely affect performance or the safety of others.

Note: Being under the influence of alcohol, or drugs, including marijuana is prohibited while attending Coding Dojo or any off-site activity associated with the school. Federal laws classify marijuana as an illegal drug, regardless of if you may have a medical marijuana card or the substance being legal within your state.

Expulsion

The following criteria will result in immediate expulsion review:

- Harassment or discrimination of any kind against staff or fellow students, or other egregious violation(s) of the student's Code of Conduct
- Three or more write-ups for minor Code of Conduct violations
- Academic Dishonesty on exam
- Two or more times on Academic Probation due to Academic Dishonesty on assignments
- Any substance abuse policy violation

C. ADA Compliance and Accommodations

Coding Dojo is committed to providing a welcoming environment for all potential

students. Students who seek accommodations related to a disability should contact admissions prior to enrollment. All of Coding Dojo's campuses and facilities meet the Americans With Disabilities Act ("ADA") accessibility standards. All campuses are equipped with dedicated classrooms, student lounge space, private conference rooms for group work and 1:1 meetings with instructional staff, on-floor restrooms, daytime storage for student belongings, and kitchen access.

Equipment at each campus includes, but is not limited to: Desks, chairs, tables, projectors, projector screens, white boards, couches and Wi-Fi.

Reasonable accommodations will be made on exams and other educational activities based.

Students may request accommodation upon enrollment and/or at the beginning of the first week of their current stack. Students must submit the following information:

- Provide a letterhead or other form of documentation from a qualified professional containing the following information:
    - Identify students legal name and date of birth
    - List the disabilities and/or diagnosis
    - Describe the current status of the disability and its impact on the student
    - Signature and date of completion of the document by the qualified professional

In addition to documentation, students must submit an accommodation request form to support@codingdojo.com. The accommodation request form can be found in the enrollment application under the Terms labeled as *accommodation form*. It can also be requested from support@codingdojo.com if it is not completed during enrollment.

Coding Dojo reserves the right to deny a students request for accommodations if these criteria are not met:
- Student does not supply necessary documentation
- Student makes requests post academic probations, attendance/ discussion warnings, failure of exams and/or dismissals
- Student makes request outside the enrollment and/or at the beginning of the first week of their current stack

D. Equal Opportunity

Coding Dojo is an equal opportunity organization and does not discriminate based on sex, race, color, religion, ancestry, national origin, disability, medical condition, marital status, sexual orientation, or other categories protected by law of the states in which Coding Dojo operates. Coding Dojo strictly prohibits and does not tolerate sexual harassment or other unlawful harassment (including verbal, physical, or visual conduct) based on protected status. Coding Dojo will conduct its courses, services

and activities consistent with applicable federal, state and local laws and regulations.

Coding Dojo will make good faith efforts to provide reasonable religious accommodations to students who have sincerely held religious practices or beliefs that conflict with a scheduled course/program requirement. Students requesting a religious accommodation should make the request, in writing, directly to their instructor and email to support@codingdojo.com with as much advance notice as possible. Being absent from class or other educational responsibilities does not excuse students from keeping up with any information shared or expectations set during the missed class. Students are responsible for obtaining materials and information provided during any class missed. The student shall work with the instructor to determine a schedule for making up missed work.

Possible religious accommodations may include:
- Rescheduling of an exam or giving a make-up exam for the student
- Altering the time of student's presentation
- Allowing extra-credit assignments to substitute for missed class work
- Arranging for an increased flexibility in assignment due dates

Student Grievances
Should a complaint/grievance arise, the following steps can be taken. If at any point the student is not satisfied with the result, proceed to the next step in the following order:

1. Make an appointment to discuss the matter with the Instructor.
2. If the matter cannot be resolved between the student and instructor, the student should document the concern in writing and make an appointment to discuss the matter with the Lead Instructor or Student Experience Manager by emailing support@codingdojo.com.
   a. The formal written concern must state the issue and desired outcome, and should include any documentation that supports the concern.
3. Coding Dojo will review the written statement and any supporting documentation, gather facts, and endeavor to provide a written response to the student within fourteen (14) business days; this decision is final.

A student has the option at any time to submit a complaint to the appropriate state regulatory agency for their state. Please see Appendix C for state specific grievance procedures that apply to a specific campus.

E. Information Sharing

When necessary, Coding Dojo staff may share information regarding student academic records and progress with one another as approved by the Family Education and Privacy Rights Act. Coding Dojo will not share student information with third parties unless provided with a written consent from the student and/or is required by legal authorities.

14. Change of Student's Personal Information

Any change of name, address, telephone number, email or other pertinent information must be reported to Instruction or Campus Staff as soon as possible.

15. Notices

Coding Dojo is part of Colorado Technical University, which is accredited by the Higher Learning Commission (hlcommission.org), an institutional accreditation agency recognized by the U.S. Department of Education.

Colorado Technical University's authorization to award degrees has been granted by the State of Colorado, Department of Higher Education, Colorado Commission on Higher Education: 1600 Broadway, Suite 2200 Denver, CO80202. Main: (303) 862-3001 https://highered.colorado.gov/filing-student-complaint.

Appendix A - Governance

CEO - Richard Wang
President - Kiana Pan
VP of Operations - Christopher Chung
VP of Marketing & Sales - Kyle Petzinger
VP of Content & Curriculum - Todd Enders
VP of Instruction- Speros Misirlakis
Chief Learning Officer - Jessi Chartier
General Counsel - Joe Sutton
Director of Human Resources - Lei Pakalani
Director of PR & Communications - Luke Lappala
Director of Admissions - DaReasha Gesling
Director of Student Experience - Mario Quinteros
Director of Partnerships & Recruitment - Erika Underwood
Director of Career Services - Maribel Carrasco
Head of Data Analytics - Rajan Selvan
Head of Performance Marketing - Brandon Kinney
Head of Strategy - Kaitlyn Brown

Appendix B - Program Descriptions

A. Software Development Onsite Full-Time Course (Currently Not Offered)

Descriptions and Objectives

Course Title	Length	Lecture Hours	Lab Hours	Total Course Hours	Expected Outside Hours
Programming Basics (optional)	1 week	15	25	40	30
Required courses (stacks)					
Web Fundamentals	2 weeks	30	50	80	60
Python	4 weeks	60	100	160	120
Two of the following courses (stacks), depending on campus location:					
JavaScript	4 weeks	60	100	160	120
Java	4 weeks	60	100	160	120
C#/.NET Core	4 weeks	60	100	160	120
Total Required	**14 weeks**	**210**	**350**	**560**	**420**

*Please note that not all courses are available at all locations. Please check the course listing on the website to see which courses are being offered for a specific location.

The Software Development Onsite Full-Time Program is 14 weeks

The Software Development Onsite Full-Time Program is 14 weeks With express pre-approval from staff, and subject to the retake policy, students have a maximum time of 26 active weeks to complete the program, not including valid leave of absence, postponement, or void stack. If a student is unable to complete the

program within 26 active weeks of enrollment, the student will be placed in review for Academic Dismissal. A student who is withdrawn under such circumstances must re-enroll to receive a Certificate of Achievement. This may not be the case for students using VA Education Benefits (please refer to Appendix E, section K for specifics on progress standards

Programming Basics (optional)

Length: 1 week
40 Course Hours (15 Lecture, 25 Lab)

Prerequisite: None

Course Description
The Programming Basics course is designed to help students gain the skills necessary to be comfortable working in the fast-paced learning environment of a coding bootcamp. During this course, students learn basic computer literacy skills, such as how to install and navigate basic programming tools. Students apply algorithmic thinking to make predictions of common programming skills, such as variables, arrays, conditionals, functions, and loops. Additionally, students experience the rigor and intensity of the bootcamp, strengthening their cognitive processing stamina, resiliency, and other behavioral skills necessary for a bootcamp. By the end of the course, students will walk away with the basic computer literacy, algorithmic foundations, and learning stamina needed to find success in a bootcamp.

Performance Objectives
- Complete basic computer tasks, such as archiving a file, installing software, and joining an online meeting.
- Execute conditionals, functions, and loops involving collection data types
- Navigate the usage of a IDE/Text Editor using tools and standard formatting practices
- Explain the most common data types/concepts in programming (such as strings and integers)
- Improve learning skills to better prepare for demands of bootcamp

Technologies
- Basic JavaScript

Web Fundamentals

Length: 2 weeks
80 Course Hours (30 Lecture, 50 Lab)

Prerequisite: None

Course Description:
Students in the Web Fundamentals course learn the basics of front-end development. This introduces students to HTML, CSS, and JavaScript. Additionally, students learn common tools of the industry, such as terminal and a common integrated development environment (i.e. IDE, such as Visual Studio code). Upon completion of this course, students will be able to build out basic static web pages with JavaScript interactivity.

Performance Objectives:
- Analysis and recreation of web page layouts in HTML and CSS.
- Separation of web page assets into separate files/directories for HTML, CSS, JS and static files (images, etc).
- Enabling webpage interactivity through incorporation of JS-based libraries such as jQuery.
- Interact with External APIs using JavaScript and jQuery
- Rudimentary source control mechanics.
- Basics of computer algorithms in JavaScript.

Technologies / Languages / Frameworks / Libraries:
- HTML and HTML5
- CSS and CSS3
- HTTP Request Response
- Git/GitHub
- JavaScript

Skills:
- Basic Algorithms
- Responsive Web Design
- Code Version Control

Python

Length: 4 weeks
160 Course Hours (60 Lecture, 100 Lab)

Prerequisite: Web Fundamentals

Course Description:
This course introduces students to Python full-stack programming and associated technologies. Upon completion of this subject, students will have Python Language Familiarity, OOP knowledge, the request/response cycle using a modern framework (e.g. Flask) and know how to structure and manipulate a database. They will also have a foundational understanding of MVC architecture.

Performance Objectives:
- Basics of procedural Python.
- Object-oriented programming in Python.
- Creation of a model-view-controller framework using a microframework.
- Creation of a login/registration system in Python.
- Creation of multi-view web applications for create/read/update/delete scenarios such as eCommerce sites.
- Beginning computer algorithms.
- Analysis of basic data requirements and construction of Entity Relationship Diagrams (ERDs).
- Creation of databases with MySQL and the basics of querying SQL databases.

Technologies / Languages / Frameworks / Libraries:
- Python
- MySQL
- Flask

Skills:
- OOP & MVC Framework
- ERD/Database Design
- Web Security (basics)
- Object Relational Mapper

JavaScript

Length: 4 weeks
160 Course Hours (60 Lecture, 100 Lab)

Prerequisite: Web Fundamentals AND Python

Course Description
This course introduces students to JavaScript full-stack programming and associated technologies. Upon completion of this subject, students will obtain JavaScript language familiarity and be able to build web applications using common industry technologies, including a JavaScript-based database (e.g. MongoDB), a back-end framework (e.g. Express), a front-end framework (e.g React), and a server (e.g NodeJS).

Note: the specificity of database, back-end frameworks, front-end framework, and server may change based on industry needs of the location.

Performance Objectives:
- Basics of procedural JavaScript.
- Advanced object-oriented, prototype, and closure concepts in JavaScript.
- Recreation of a model-view-controller paradigm using the Express framework.
- Usage of Socket.IO to connect clients to servers, enabling push notifications.
- Usage of MongoDB and interface with node servers using Mongoose.
- Componentizing the UI layer of applications with a front-end framework.
- Creating real-time apps with socket.io, NodeJS, Front-End Framework and MongoDB.
- Advanced computer algorithms, in JavaScript.

Technologies / Languages / Frameworks / Libraries:
- Advanced JavaScript
- MongoDB
- Express
- React
- Node.js
- Socket.IO

Skills:
- OOP & MVC Framework
- Closures & Prototypes
- Creating Custom JS Libraries
- Web sockets
- NoSQL Database
- Building Real-time apps

Java

Length: 4 weeks
160 Course Hours (60 Lecture, 100 Lab)

Prerequisite: Web Fundamentals AND Python

Course Description:
This course provides students with a base knowledge in procedural programming in Java, object-oriented programming, and MVC patterns using popular Java frameworks, and build and manipulate databases (e.g. MySQL).

Performance Objectives:
- Basics of Java
- Object Oriented Programming with Java
- Usage of JSPs
- MVC Design Pattern
- Usage of Spring Data JPA to store and retrieve data
- Usage of MySQL as the database management system

Technologies / Languages / Framework / Libraries:
- Java 8
- JSP
- Spring MVC
- Spring Boot
- Spring Security
- MySQL
- (JPA) Hibernate
- ThymeLeaf
- Tomcat
- JVM

Skills:
- OOP in Java
- MVC
- ORM
- Dependency Injection and Inversion of Control
- Authentication and Authorization
- SQL
- Application Deployment

C#/.NET Core

Length: 4 weeks
160 Course Hours (60 Lecture, 100 Lab)

Prerequisite: Web Fundamentals AND Python

Course Description:
This course provides students with a base knowledge in the MVC framework .NET Core, object-oriented programming, fundamentals with C#, and build and manipulate databases (e.g. MySQL).

Performance Objectives:
- Basics of C#/strongly-typed compiled languages
- Basics of the .NET Core runtime
- C# OOP
- MVC Pattern
- SQL DB design
- A Fundamental Understanding of ORMs
- Applied OOP Concepts to make the most out of an MVC framework

Technologies / Languages / Framework / Libraries:
- C#
- .NET Core
- LINQ
- ASP.NET Core MVC
- MySQL
- Entity Framework Core
- Azure and AWS
- Identity Framework

Skills:
- Using Visual Studio Code
- Compilation and Debugging
- OOP in C#
- CRUD Operations
- MVC Framework and Design Patterns
- Web Security Basics
- Application Deployment (Azure, AWS)

B. Software Development Online Full-Time Course Descriptions and Objectives

Course Title	Length	Lecture Hours	Lab Hours	Total Course Hours	Expected Outside Hours
Required courses (stacks)					
Programming Basics	1 week**	15	25	40	30
Web Fundamentals	3 weeks**	45	75	120	90
Python	4 weeks	60	100	160	120
JavaScript	4 weeks	60	100	160	120
Java or C# / .NET	4 weeks	60	100	160	120
Total Required	**16 weeks**	**240**	**400**	**640**	**480**

**Adjusted and/or added stack course shall take effect on February 2023.

The Software Development Online Full-Time Program is 16 weeks

With express pre-approval from staff, and subject to the retake policy, students have a maximum time of 28 active weeks to complete the program, not including valid leave of absence, postponement, or void stack. If a student is unable to complete the program within 28 active weeks of enrollment, the student will be placed in review for Academic Dismissal. A student who is withdrawn under such circumstances must re-enroll to receive a Certificate of Achievement.

Programming Basics

Length: 1 week
40 Course Hours (15 Lecture, 25 Lab)

Prerequisite: None

Course Description
The Programming Basics course is designed to help students gain the skills necessary to be comfortable working in the fast-paced learning environment of a coding bootcamp. During this course, students learn basic computer literacy skills, such as how to install and navigate basic programming tools. Students apply algorithmic thinking to make predictions of common programming skills, such as variables, arrays, conditionals, functions, and loops. Additionally, students experience the rigor and intensity of the bootcamp, strengthening their cognitive processing stamina, resiliency, and other behavioral skills necessary for a bootcamp. By the end of the course, students will walk away with the basic computer literacy, algorithmic foundations, and learning stamina needed to find success in a bootcamp.

Performance Objectives
- Complete basic computer tasks, such as archiving a file, installing software, and joining an online meeting.
- Execute conditionals, functions, and loops involving collection data types
- Navigate the usage of a IDE/Text Editor using tools and standard formatting practices
- Explain the most common data types/concepts in programming (such as strings and integers)
- Improve learning skills to better prepare for demands of bootcamp

Technologies
- Basic JavaScript

Web Fundamentals

Length: 3 weeks
120 Course Hours (45 Lecture, 75 Lab)

Prerequisite: None

Course Description:
Students in the Web Fundamentals course learn the basics of front-end development. This introduces students to HTML, CSS, and JavaScript. Additionally, students learn common tools of the industry, such as terminal and a common integrated development environment (i.e. IDE, such as Visual Studio code). Upon completion of this course, students will be able to build out basic static web pages with JavaScript interactivity.

Performance Objectives:
- Analysis and recreation of web page layouts in HTML and CSS.
- Separation of web page assets into separate files/directories for HTML, CSS, JS and static files (images, etc).
- Enabling webpage interactivity through incorporation of JS-based libraries such as jQuery.
- Interact with External APIs using JavaScript and jQuery
- Rudimentary source control mechanics.
- Basics of computer algorithms in JavaScript.

Technologies / Languages / Frameworks / Libraries:
- HTML and HTML5
- CSS and CSS3
- HTTP Request Response
- Git/GitHub
- JavaScript

Skills:
- Basic Algorithms
- Responsive Web Design
- Code Version Control

Python

Length: 4 weeks
160 Course Hours (60 Lecture, 100 Lab)

Prerequisite: Web Fundamentals

Course Description:
This course introduces students to Python full-stack programming and associated technologies. Upon completion of this subject, students will have Python Language Familiarity, OOP knowledge, the request/response cycle using a modern framework (e.g. Flask) and know how to structure and manipulate a database. They will also have a foundational understanding of MVC architecture.

Performance Objectives:
- Basics of procedural Python.
- Object-oriented programming in Python.
- Creation of a model-view-controller framework using a microframework.
- Creation of a login/registration system in Python.
- Creation of multi-view web applications for create/read/update/delete scenarios such as eCommerce sites.
- Beginning computer algorithms.
- Analysis of basic data requirements and construction of Entity Relationship Diagrams (ERDs).
- Creation of databases with MySQL and the basics of querying SQL databases.

Technologies / Languages / Frameworks / Libraries:
- Python
- MySQL
- Flask

Skills:
- OOP & MVC Framework
- ERD/Database Design
- Web Security (basics)
- Object Relational Mapper

JavaScript

Length: 4 weeks
160 Course Hours (60 Lecture, 100 Lab)

Prerequisite: Web Fundamentals AND Python

Course Description
This course introduces students to JavaScript full-stack programming and associated technologies. Upon completion of this subject, students will obtain JavaScript language familiarity and be able to build web applications using common industry technologies, including a JavaScript-based database (e.g. MongoDB), a back-end framework (e.g. Express), a front-end framework (e.g React), and a server (e.g NodeJS).

Note: the specificity of database, back-end frameworks, front-end framework, and server may change based on industry needs of the location.

Performance Objectives:
- Basics of procedural JavaScript.
- Advanced object-oriented, prototype, and closure concepts in JavaScript.
- Recreation of a model-view-controller paradigm using the Express framework.
- Usage of Socket.IO to connect clients to servers, enabling push notifications.
- Usage of MongoDB and interface with node servers using Mongoose.
- Componentizing the UI layer of applications with a front-end framework.
- Creating real-time apps with socket.io, NodeJS, Front-End Framework and MongoDB.
- Advanced computer algorithms, in JavaScript.

Technologies / Languages / Frameworks / Libraries:
- Advanced JavaScript
- MongoDB
- Express
- React
- Node.js
- Socket.IO

Skills:
- OOP & MVC Framework
- Closures & Prototypes
- Creating Custom JS Libraries
- Web sockets
- NoSQL Database
- Building Real-time apps

Java

Length: 4 weeks
160 Course Hours (60 Lecture, 100 Lab)

Prerequisite: Web Fundamentals AND Python

Course Description:
This course provides students with a base knowledge in procedural programming in Java, object-oriented programming, and MVC patterns using popular Java frameworks, and build and manipulate databases (e.g. MySQL).

Performance Objectives:
- Basics of Java
- Object Oriented Programming with Java
- Usage of JSPs
- MVC Design Pattern
- Usage of Spring Data JPA to store and retrieve data
- Usage of MySQL as the database management system

Technologies / Languages / Framework / Libraries:
- Java 8
- JSP
- Spring MVC
- Spring Boot
- Spring Security
- MySQL
- (JPA) Hibernate
- ThymeLeaf
- Tomcat
- JVM

Skills:
- OOP in Java
- MVC
- ORM
- Dependency Injection and Inversion of Control
- Authentication and Authorization
- SQL
- Application Deployment

C#/.NET Core

Length: 4 weeks
160 Course Hours (60 Lecture, 100 Lab)

Prerequisite: Web Fundamentals AND Python

Course Description:
This course provides students with a base knowledge in the MVC framework .NET Core, object-oriented programming, fundamentals with C#, and build and manipulate databases (e.g. MySQL).

Performance Objectives:
- Basics of C#/strongly-typed compiled languages
- Basics of the .NET Core runtime
- C# OOP
- MVC Pattern
- SQL DB design
- A Fundamental Understanding of ORMs
- Applied OOP Concepts to make the most out of an MVC framework

Technologies / Languages / Framework / Libraries:
- C#
- .NET Core
- LINQ
- ASP.NET Core MVC
- MySQL
- Entity Framework Core
- AWS
- Identity Framework

Skills:
- Using Visual Studio Code
- Compilation and Debugging
- OOP in C#
- CRUD Operations
- MVC Framework and Design Patterns
- Web Security Basics
- Application Deployment (AWS)

C. Software Development Online Part-Time Accelerated Course Descriptions and Objectives

Course Title	Length	Lecture Hours	Lab Hours	Total Course Hours	Expected Outside Hours
Required courses (stacks)					
Programming Basics	2 weeks**	4	36	40	15
Web Fundamentals	4 weeks	12	68	80	*30*
Python	8 weeks	24	136	160	*60*
Projects & Algorithms	4 weeks	12	68	80	*20*
Total	**18 weeks**	**52**	**308**	**360**	**125**
Based on stack bundle selected, students can add the following courses (stacks)					
JavaScript	8 weeks	24	136	160	*60*
Java	8 weeks	24	136	160	*60*

Online Part-Time has the same program and course objectives, just over a longer period of time to allow for students to work at a more flexible pace.

*Please note that specific course offerings are subject to change due to industry demand, however the course offerings **will** be chosen from the listed stacks.

**Adjusted and/or added stack course shall take effect on March 2023.

The Software Development Online Part-Time Accelerated Program is 18 to 34 weeks, depending on the number of bundled stacks.

With express pre-approval from staff, and subject to the retake policy, students have a maximum time to complete the program, not including valid leave of absence,

postponement, or void stack. See below for a breakdown based on bundling options.

- One stack - 42 active weeks
- Two stacks - 50 active weeks
- Three stacks - 58 active weeks

A student may use up to three (3) retakes before hitting the maximum number of weeks permitted in the list above. If a student is unable to complete the program within the aforementioned active weeks of enrollment, the student will be placed in review for Academic Dismissal. A student who is withdrawn under such circumstances must re-enroll to receive a Certificate of Achievement.

Programming Basics

Length: 2 weeks
40 Course Hours (4 Lecture, 36 Lab)

Prerequisite: None

Course Description
The Programming Basics course is designed to help students gain the skills necessary to be comfortable working in the fast-paced learning environment of a coding bootcamp. During this course, students learn basic computer literacy skills, such as how to install and navigate basic programming tools. Students apply algorithmic thinking to make predictions of common programming skills, such as variables, arrays, conditionals, functions, and loops. Additionally, students experience the rigor and intensity of the bootcamp, strengthening their cognitive processing stamina, resiliency, and other behavioral skills necessary for a bootcamp. By the end of the course, students will walk away with the basic computer literacy, algorithmic foundations, and learning stamina needed to find success in a bootcamp.

Performance Objectives
- Complete basic computer tasks, such as archiving a file, installing software, and joining an online meeting.
- Execute conditionals, functions, and loops involving collection data types
- Navigate the usage of a IDE/Text Editor using tools and standard formatting practices
- Explain the most common data types/concepts in programming (such as strings and integers)
- Improve learning skills to better prepare for demands of bootcamp

Technologies
- Basic JavaScript

Web Fundamentals

Length: 4 weeks
Course Hours: 80 (12 lecture, 68 lab)

Prerequisite: None

Course Description:
Students in the Web Fundamentals course learn the basics of front-end development. This introduces students to HTML, CSS, and JavaScript. Additionally, students learn common tools of the industry, such as terminal and a common integrated development environment (i.e. IDE, such as Visual Studio code). Upon completion of this course, students will be able to build out basic static web pages with JavaScript interactivity.

Performance Objectives:
- Analysis and recreation of web page layouts in HTML and CSS.
- Separation of web page assets into separate files/directories for HTML, CSS, JS and static files (images, etc).
- Enabling webpage interactivity through incorporation of JS-based libraries such as jQuery.
- Interact with External APIs using JavaScript and jQuery
- Rudimentary source control mechanics.
- Basics of computer algorithms in JavaScript.

Technologies / Languages / Frameworks / Libraries:
- HTML and HTML5
- CSS and CSS3
- HTTP Request Response
- Git/GitHub
- JavaScript

Skills:
- Basic Algorithms
- Responsive Web Design
- Code Version Control

Python

Length: 8 Weeks
Course Hours: 160 hours (24 lecture, 136 lab)

Prerequisite: Web Fundamentals

Course Description:
This subject introduces students to Python full-stack programming and associated technologies. Upon completion of this subject, students will have Python Language Familiarity, OOP knowledge, and know how to operate MySQL. They will also have experience with popular frameworks such as Django and/or Flask.

Performance Objectives:
- Basics of procedural Python, and creation of command line utilities.
- Object-oriented programming concepts, and OOP in Python.
- Creation of a model-view-controller framework using the Flask microframework.
- Creation of a login/registration system in Python
- Creation of multi-view web applications for create/read/update/delete scenarios such as eCommerce sites.
- Analysis of basic data requirements and construction of Entity Relationship Diagrams (ERDs).
- Creation of databases with MySQL and the basics of querying SQL databases.

Technologies / Languages / Frameworks / Libraries:
- Python
- MySQL
- Flask
- Django

Skills:
- OOP & MVC Framework
- ERD/Database Design
- Web Security (basics)
- Object Relational Mapper (Django)

JavaScript

Length: 8 Weeks
Course Hours: 160 hours (24 lecture, 136 lab)

Prerequisite: Web Fundamentals

Course Description: This subject introduces students to JavaScript full-stack programming and associated technologies. Upon completion of this subject, students will have JavaScript language familiarity, and be able to build webapps using MongoDB, Express, React, and NodeJS.

Performance Objectives:
- Basics of procedural JavaScript.
- Recreation of a model-view-controller paradigm using the Express framework.
- Usage of Socket.IO to connect clients to servers, enabling push notifications.
- Usage of MongoDB and interface with node servers using Mongoose.
- Componentizing the UI layer of applications with a front-end framework.
- Creating real-time apps with socket.io, NodeJS, Front-End Framework and MongoDB.
- Interact with External APIs using JavaScript

Technologies / Languages / Frameworks / Libraries:
- Advanced JavaScript
- MongoDB
- Express
- React
- Node.js
- Socket.IO

Skills:
- OOP & MVC Framework
- Web sockets
- NoSQL Database (Mongo)

Java

Length: 8 Weeks
Course Hours: 160 hours (24 lecture, 136 lab)

Prerequisite: Web Fundamentals

Course Description:
This course provides students with a base knowledge in procedural programming in Java, object-oriented programming, and further MVC patterns using popular Java frameworks . Java is a statically-typed, high-level programming language that revolutionized the way languages have been developed since its release. It did this by providing complete support for cross-platform execution through its JVM system. Due to this, it has been widely adopted by a majority of companies and institutions in the industry going strong for 20+ years.

Performance Objectives:
- Basics of Java
- Object Oriented Programming with Java
- Usage of JSPs
- MVC Design Pattern
- Usage of Spring Data JPA to store and retrieve data
- Usage of MySQL as the database management system

Technologies / Languages / Framework / Libraries:
- Java 8
- JSP
- Spring MVC
- Spring Boot
- Spring Security
- MySQL
- (JPA) Hibernate
- ThymeLeaf
- Tomcat
- JVM

Skills:
- OOP in Java
- MVC
- ORM
- Dependency Injection and Inversion of Control
- Authentication and Authorization
- SQL
- Application Deployment

Projects & Algorithms

Length: 4 Weeks
Course Hours: 80 hours (12 lecture, 68 lab)

Course Description:
Specifically for the Online Part-Time programs, this course is designed to showcase a student's skills gained from the prior bootcamp courses, by facilitating two capstone projects: one solo project and one group project. Lecture time will be dedicated to guiding students through the process of designing/planning their projects using Agile development principles, as well as an emphasis on Git and GitHub. Additionally, students in this course will be guided through a series of Algorithm and Data Structure challenges to best prepare them for technical interviewing as well as to provide them with a fundamental understanding of programming and problem solving principles.

Performance Objectives:
- Applied git and GitHub skills geared towards collaboration
- Algorithm/Data Structure series:
    - Arrays
    - String
    - Singly Linked Lists
    - Recursion
    - Binary Search Trees

D. Software Development Online Part-Time Flex Course Descriptions and Objectives

Course Title	Length	Lecture Hours	Lab Hours	Total Course Hours	Expected Outside Hours
Required courses (stacks)					
Programming Basics	2 weeks**	4	16	20	10
Web Fundamentals	8 weeks	16	64	80	40
Python	16 weeks	32	128	160	80
Projects & Algorithms	4 weeks	8	32	40	20
Total	**30 weeks**	**60**	**240**	**300**	**150**

Online Flex has an abbreviated curriculum over a longer period of time to allow for students to work at a more flexible pace.

*Please note that specific course offerings are subject to change due to industry demand, however the course offerings **will** be chosen from the listed stacks.

**Adjusted and/or added stack course shall take effect on March 2023.

The Software Development Online Part-Time Flex Program is 30 weeks.

With express pre-approval from staff, and subject to the retake policy, students have a maximum time of 78 active weeks to complete the program, not including valid leave of absence, postponement, or void stack. A student may use up both retakes before hitting the 78 weeks permitted. If a student is unable to complete the program within the 78 active weeks of enrollment, the student will be placed in review for Academic Dismissal. A student who is withdrawn under such circumstances must re-enroll to receive a Certificate of Achievement.

Due to program duration, students who prove competency prior to week nine of the 16-week stack may be allowed to begin their retake on week nine (9). Competency will be determined as follows:

- Maintaining "Satisfactory Progress" or "Good Standing" by keeping a minimum of 90% core assignment completion at all formal program status checks for weeks 1-8 (final check on Monday week 9).
- Instructor grading of the week 8 core assignment for proficiency in week 1 through week 8 content.

Attendance and assignment tracking for cases of "partial" retakes will resume on the first day of their retake. Attendance and assignment completion for the first 8 weeks will carry over and count towards the total graduation requirements for the 16 week stack.

Programming Basics

Length: 2 week
20 Course Hours (4 Lecture, 16 Lab)

Prerequisite: None

Course Description
The Programming Basics course is designed to help students gain the skills necessary to be comfortable working in the fast-paced learning environment of a coding bootcamp. During this course, students learn basic computer literacy skills, such as how to install and navigate b4+asic programming tools. Students apply algorithmic thinking to make predictions of common programming skills, such as variables, arrays, conditionals, functions, and loops. Additionally, students experience the rigor and intensity of the bootcamp, strengthening their cognitive processing stamina, resiliency, and other behavioral skills necessary for a bootcamp. By the end of the course, students will walk away with the basic computer literacy, algorithmic foundations, and learning stamina needed to find success in a bootcamp.

Performance Objectives
- Complete basic computer tasks, such as archiving a file, installing software, and joining an online meeting.
- Execute conditionals, functions, and loops involving collection data types
- Navigate the usage of a IDE/Text Editor using tools and standard formatting practices
- Explain the most common data types/concepts in programming (such as strings and integers)
- Improve learning skills to better prepare for demands of bootcamp

Technologies
- Basic JavaScript

Web Fundamentals

Length: 8 weeks
Course Hours: 80 hours (16 lecture, 64 lab)

Prerequisite: None

Course Description:
Students in the Web Fundamentals course learn the basics of front-end development. This introduces students to HTML, CSS, and JavaScript. Additionally, students learn common tools of the industry, such as terminal and a common integrated development environment (i.e. IDE, such as Visual Studio code). Upon completion of this course, students will be able to build out basic static web pages with JavaScript interactivity.

Performance Objectives:
- Analysis and recreation of web page layouts in HTML and CSS.
- Separation of web page assets into separate files/directories for HTML, CSS, JS and static files (images, etc).
- Enabling webpage interactivity through incorporation of JS-based libraries such as jQuery.
- Interact with External APIs using JavaScript and jQuery
- Rudimentary source control mechanics.
- Basics of computer algorithms in JavaScript.

Technologies / Languages / Frameworks / Libraries:
- HTML and HTML5
- CSS and CSS3
- HTTP Request Response
- Git/GitHub
- JavaScript

Skills:
- Basic Algorithms
- Responsive Web Design
- Code Version Control

Python

Length: 16 weeks
Course Hours: 160 hrs (32 lecture, 128 lab)

Prerequisite: Web Fundamentals

Course Description:
This subject introduces students to Python full-stack programming and associated technologies. Upon completion of this subject, students will have Python Language Familiarity, OOP knowledge, and know how to operate MySQL. They will also have experience with popular frameworks such as Django and/or Flask.

Performance Objectives:
- Basics of procedural Python, and creation of command line utilities.
- Object-oriented programming concepts, and OOP in Python.
- Creation of a model-view-controller framework using the Flask microframework.
- Creation of a login/registration system in Python
- Creation of multi-view web applications for create/read/update/delete scenarios such as eCommerce sites.
- Analysis of basic data requirements and construction of Entity Relationship Diagrams (ERDs).
- Creation of databases with MySQL and the basics of querying SQL databases.

Technologies / Languages / Frameworks / Libraries:
- Python
- MySQL
- Flask
- Django

Skills:
- OOP & MVC Framework
- ERD/Database Design
- Web Security (basics)
- Object Relational Mapper (Django)

Projects & Algorithms

Length: 4 Weeks
Course Hours: 40 hours (8 lecture, 32 lab)

Course Description:
Specifically for the Online Part-Time programs, this course is designed to showcase a student's skills gained from the prior bootcamp courses, by facilitating one capstone project: either one solo project or one group project. Lecture time will be dedicated to guiding students through the process of designing/planning their projects using Agile development principles, as well as an emphasis on Git and GitHub. Additionally, students in this course will be guided through a series of Algorithm and Data Structure challenges to best prepare them for technical interviewing as well as to provide them with a fundamental understanding of programming and problem solving principles.

Performance Objectives:
- Applied git and GitHub skills geared towards collaboration
- Algorithm/Data Structure series:
    - Arrays
    - Strings
    - Singly Linked Lists
    - Recursion
    - Binary Search Trees

E. Data Science Online Part-Time Course Descriptions and Objectives

Course Title	Length	Lecture Hours	Lab Hours	Total Course Hours	Expected Outside Hours
Python Basics (optional)	2 weeks	6	34	40	n/a
Required courses (stacks)					
Data Science Fundamentals	4 weeks	12	68	80	n/a
Machine Learning	4 weeks	12	68	80	n/a
Advanced Machine Learning	4 weeks	12	68	80	n/a
Data Enrichment	4 weeks	12	68	80	n/a
Total	**16 weeks**	**48**	**272**	**320**	**n/a**
Optionally, students can add the following course (stack)					
Data Visualization	4 weeks	12	68	80	n/a

16 week program: 320 Course Hours (48 Lecture, 288 Lab)
20 week program: 400 Course Hours (60 Lecture, 340 Lab)
Prerequisite: None

Course Description:
This bootcamp is a deep dive into the fundamentals of data science and machine learning in Python. Throughout the course, students will gain a comprehensive understanding of the entire data science process from end-to-end, including data prep, data analysis and visualization, as well as how to properly apply machine learning algorithms to various situations or tasks. Students will also walk away with a portfolio of projects showcasing data science acumen to prospective employers.

With express pre-approval from staff, and subject to the retake policy, students have a maximum time to complete the program, not including valid leave of absence, postponement, or void stack, as noted below.

- 16 week program - 28 active weeks
- 20 week program - 32 active weeks

A student may use up all three (3) retakes before hitting the active weeks permitted. If a student is unable to complete the program within the set active weeks of enrollment, the student will be placed in review for Academic Dismissal. A student who is withdrawn under such circumstances must re-enroll to receive a Certificate of Achievement. Retake availability is dependent on future course offerings within the active weeks permitted.

Performance Objectives:
- Learn the end-to-end data science process including data prep, data analysis, visualization, as well as use cases for both machine learning and deep learning algorithms
- An understanding the importance of machine learning and future growth of the industry
- Learn how to retrieve and manipulate data using Python and SQL
- A deep understanding of the strengths and weaknesses of different Machine Learning algorithms
- A work applicable understanding of the Data Science process and how to use the methodologies and tools to solve real-world problems in business and academia
- Walk away with a portfolio to showcase to prospective employers

Technologies / Languages / Frameworks / Libraries:
- Python
- SQL
- NumPy
- Pandas
- Folium
- Matplotlib
- Seaborn
- Google Colaboratory
- SciPy
- Scikit-Learn
- XGBoost
- LightGBM
- SQL
- SQLAlchemy
- SQLite
- Keras
- Tensor Flow
- Tableau (20 Week)
- SHAP (20 Week)

- LIME (20 Week)
- Prophet (20 Week)

Skills:
- Load, clean, manipulate data in Python
- Statistics
- Understanding of Machine Learning
- Training algorithms
- Logistic regression algorithms
- Unsupervised learning
- Clustering
- Dimensionality Reduction
- Gradient boosting algorithms
- Kaggle competitions
- Database use
- Deep learning frameworks (neural networks)
- Visualize Data in Tableau (20 Week)

F. Cybersecurity Online Part-Time Course Descriptions and Objectives

Course Title	Length	Lecture Hours	Lab Hours	Total Course Hours	Expected Outside Hours
Required courses (stacks)					
Cybersecurity Core	8 weeks	32	128	160	n/a
Cybersecurity Intermediate	8 weeks	32	128	160	n/a
Cybersecurity Professional	8 weeks	32	128	160	n/a
Total	**24 weeks**	**96**	**384**	**480**	**n/a**

480 Course Hours (96 Lecture, 384 Lab)
Prerequisites: Knowledge of Python; 1-3 years of IT experience recommended but not required. Entrance exam for admittance no longer required for the 11/30/21 cohort and forward.

Course Description:
Within the Cybersecurity program, students will learn the skills necessary to assist in the identification, assessment, and reporting of technology and information security risks. The program will also provide students with the knowledge necessary to determine information system vulnerabilities and residual risks based on the analysis of technical artifacts, interviews, and evaluations of IT systems.

The course will also cover the leading approaches to managing cybersecurity, including 'defense in depth' and the National Institute of Standards and Technology (NIST) Cybersecurity Framework. The Cybersecurity program includes instruction towards CompTIA Security+ and CySA+ certifications. Through labs with sandboxed virtual machines, the course provides hands-on training in CEH type scenarios, defensive and offensive cybersecurity, networking, systems, web technologies, and databases. Assignments will span PC and server software, application, and code with a solid technical background in computer vulnerabilities, attack vectors, exploits, and mitigation controls.

To round out the program, students will conduct event and incident investigations to include computer intrusions, infections, and unauthorized access or usage and

provide reports to management and recommend sound remediation and mitigation.

With express pre-approval from staff, and subject to the retake policy, students have a maximum time of 48 active weeks to complete the program, not including valid leave of absence, postponement, or void stack. A student may use up all three (3) retakes before hitting the 48 weeks permitted. If a student is unable to complete the program within the 48 active weeks of enrollment, the student will be placed in review for Academic Dismissal. A student who is withdrawn under such circumstances must re-enroll to receive a Certificate of Achievement. Retake availability is dependent on future course offerings within the 40 weeks permitted.

Performance Objectives:
- Assist in the identification, assessment, and reporting of technology and information security risks. Data analysis by students will produce meaningful, measured metrics from risk management programs.
- Understand leading approaches to managing cybersecurity, including 'defense in depth' and the National Institute of Standards and Technology (NIST) Cybersecurity Framework
- Hands-on training in CEH type scenarios, defensive and offensive cybersecurity, networking, systems, web technologies, and databases.
- Conduct technical analysis, suggest change control recommendations, and communicate with business customers

Technologies / Languages / Frameworks / Libraries:
- Linux
- Kali Linux
- Windows
- VPN
- SSH Server
- VMs
- Metasploit
- Windows Active Directory
- SOHO Networks
- Nmap
- Wireshark
- Powershell
- IPv4
- TCP/IP
- SIEM Principles
- String search
- Script
- Attack Vectors
- Tcpdump

Skills:
- Hardware security
- Operating system security

- Network configuration
- Data Security
- Linux
- Identify threats and vulnerabilities, network risks, application attacks
- Firewall configuration
- Secure network design
- Intrusion detection
- Endpoint protection
- Identify network risks
- Mitigation & Recovery
- Vulnerability Management
- Cloud Infrastructure
- DoS attacks
- Honeypot solutions
- Impact analysis
- Incident response

Cybersecurity Core

Length: 8 Weeks

Course Hours: 160 (32 lecture, 128 lab)

Prerequisites: Pre-bootcamp (1 week)

Course Description: Students learn the skills necessary to assist in the identification, assessment, and reporting of technology and information security risks. The program also provides students with the knowledge necessary to determine information system vulnerabilities and residual risks based on the analysis of technical artifacts, interviews, and evaluations of IT systems.

The course covers the leading approaches to managing cybersecurity, including 'defense in depth' and the National Institute of Standards and Technology (NIST) Cybersecurity Framework. The Cybersecurity program includes instruction towards CompTIA Security+ certifications. Through labs with sandboxed virtual machines, defensive and offensive cybersecurity, networking, and systems. Assignments span PC and server software, application, and code with a solid technical background in computer vulnerabilities, attack vectors, exploits, and mitigation controls.

Performance Objectives:

- Apply cybersecurity operational tools to enable and support security operations center functioning.
- Apply required processes to respond to cybersecurity incidents.Implement cybersecurity policies, procedures, and user education.
- Perform assessments to determine system vulnerabilities.
- Assess threats by applying third-party intelligence.
- Determine user access controls.
- Reconstruct cybersecurity events while preserving evidence.
- Construct a disaster recovery and business continuity plan.

Technologies / Languages / Frameworks:

- Virtualization
- Password Cracking
- Network Intrusion Detection System (NIDS)
- Docker
- Github Repository Use
- Scheduled Backups
- Forensic Analysis
- Network Analysis
- Endpoint Protection
- SSH
- Firewall

- Command Line
- Web Certificates
- PKI

Skills:

- Endpoint Protection
- Intro to Malicious Code
- Data Backup
- File Integrity
- Intro to Malicious Code
- Logs
- Threats
- Network architecture
- Malware
- Social Engineering
- Intro to Compliance
- Security Standards

Cybersecurity Intermediate

Length: 8 Weeks

Course Hours: 160 (32 lecture, 128 lab)

Prerequisites: Cybersecurity Core

Course Description: students learn the skills necessary to assist in the identification, assessment, and reporting of technology and information security risks. The program also provides students with the knowledge necessary to determine information system vulnerabilities and residual risks based on the analysis of technical artifacts, interviews, and evaluations of IT systems.

The course covers the leading approaches to managing cybersecurity, including 'defense in depth' and the National Institute of Standards and Technology (NIST) Cybersecurity Framework. The Cybersecurity program includes instruction towards CompTIA CySA+ certification. Through labs with sandboxed virtual machines, the course provides hands-on training on defensive cybersecurity, networking, systems, web technologies, and databases. Assignments span PC and server software, application, and code with a solid technical background in computer vulnerabilities, attack vectors, exploits, and mitigation controls.

To round out the program, students conduct event and incident investigations to include computer intrusions, infections, and unauthorized access or usage and provide reports to management and recommend sound remediation and mitigation.

Performance Objectives:

- Apply required processes to respond to cybersecurity incidents.Implement cybersecurity policies, procedures, and user education.
- Perform risk analyses and recommend mitigation strategies.
- Perform assessments to determine system vulnerabilities.
- Assess threats by applying third-party intelligence.
- Apply ethical hacking techniques.
- Determine user access controls.
- Reconstruct cybersecurity events while preserving evidence.

Technologies / Languages / Frameworks:

- SIEM
- Diamond Model
- Lockheed Martin Kill chain
- Wireshark
- GitHub
-
- Autopsy

- OWASP
- Nikto
- IoC

Skills:

- Intro to Malicious Code Analysis
- Data Backup
- File Integrity
- Log analysis
- Threat analysis
- Network analysis
- Malware analysis
- SIEM administration
- Secure Network Design
- Email Security
- Social Engineering
- Compliance
- Security Standards

Cybersecurity Professional

Length: 8 Weeks

Course Hours: 160 (32 lecture, 128 lab)

Prerequisites: Cybersecurity Intermediate

Course Description: Students learn the skills necessary to assist in the identification, assessment, and reporting of technology and information security risks. The program also provides students with the knowledge necessary to determine information system vulnerabilities and residual risks based on the analysis of technical artifacts, interviews, and evaluations of IT systems.

The course covers the leading approaches to ethical hacking. Through labs with sandboxed virtual machines, the course provides hands-on training in defensive and offensive cybersecurity, networking, systems, web technologies, and databases. Assignments span PC and server software, application, and code with a solid technical background in computer vulnerabilities, attack vectors, exploits, and mitigation controls.

Performance Objectives:

- Perform assessments to determine system vulnerabilities.
- Assess threats by applying third-party intelligence.
- Implement best practices for security design and implementation criteria.
- Apply ethical hacking techniques.
- Reconstruct cybersecurity events while preserving evidence.
- Apply required processes to respond to cybersecurity incidents.Implement cybersecurity policies, procedures, and user education.

Technologies / Languages / Frameworks:

- Metasploit
- NMap
- Python
- Burp Suite
- OWASP Juice Shop
- MySQL
- GitHub Repository
- Metasploitable3
- Remnux
- GenyMotion
- Searchsploit

Skills:

- Log analysis
- Threat analysis
- Network analysis
- Malware analysis
- Web Pentesting
- SQL Injections
- Privilege escalation
- Ethical hacking

G. UI/UX Design Online Part-Time Course Descriptions and Objectives (Not Currently Offered)

Course Title	Length	Lecture Hours	Lab Hours	Total Course Hours	Expected Outside Hours
Required courses (stacks)					
Design Proficiency	11 weeks	44	176	220	n/a
Client Phase	10 weeks	40	160	200	n/a
Career Phase	3 weeks	12	48	60	n/a
Total	**24 weeks**	**96**	**384**	**480**	**n/a**

480 Course Hours (96 Lecture, 432 Lab)
Prerequisites: None

Course Description:
The UI/UX Design Online Part-Time bootcamp is a flexible, part-time program designed for working professionals who are looking to gain design skills to level up or change their career. The coursework is structured so students get comprehensive experience in both UX and UI design processes. Instruction emphasizes research and synthesis techniques for gathering and evaluating quantitative/qualitative data, creating concepts, wireframes and prototypes for live user testing, and crafting high fidelity screens and prototypes for final evaluative tests that are portfolio ready.

Students will graduate from the program with 2 portfolio pieces, including a live client project, which are what recruiters and hiring managers look for in new hires.

With express pre-approval from staff, and subject to the retake policy, students have a maximum time of 57 active weeks to complete the program, not including valid leave of absence, postponement, or void stack. A student may use up all three (3) retakes before hitting the 57 weeks permitted. If a student is unable to complete the program within the 57 active weeks of enrollment, the student will be placed in review for Academic Dismissal. A student who is withdrawn under such circumstances must re-enroll to receive a Certificate of Achievement. Retake availability is dependent on future course offerings within the 46 weeks permitted.

Performance Objectives:
- Learn best practices in User Experience, starting with research techniques and user interviews, through data synthesis, concept and prototype creation. Will also cover usability testing, MVP creation, wireframes and design handoffs.
- Further User Interface skills by creating moodboards, style tiles, mockups, and high fidelity screens and prototypes suitable for user testing. Create a design system for handoff that demonstrates the extensibility of final designs.
- Get the client-specific skills that are essential to working in any design environment including presenting and defending design decisions, working in a team, giving and iterating on feedback, and building design vocabulary and communication skills.
- Graduate with two solid portfolio pieces, based on real-world projects that demonstrate problem solving skills and critical thinking.

Technologies / Languages / Frameworks / Libraries:
- GDocs
- Miro
- Figma
- Sketch/Invision
- Otter
- Plugins
- ZeroHeight
- Keynote
- Trello
- Adobe CC (optional)

Skills:
- Design Thinking
- Research Planning
- Domain/Competitive Analysis
- Usability Testing
- Task Flows
- Feature/Value matrix
- Remote user testing
- Color
- Type
- Layout and Grids

Appendix C - State Specific Policies and Procedures

A. Colorado

Notices

Colorado Technical University dba Coding Dojo is approved and regulated by the Colorado Commission on Higher Education.

Student Grievances

Students are encouraged to follow the grievance process outlined in Section 13 Part D of this catalog in case any complaints against the institution arise.

A student or any member of the public may file a complaint about this institution with the Colorado Higher Education Department by calling (303) 862-3001 or by completing a complaint form, which can be obtained on the bureau's Internet Web site, https://cdhe.colorado.gov/complaint-procedures

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

Colorado Department of Higher Education
1600 Broadway, Suite 2200
Denver, CO 80202
Main: (303) 862-3001
Fax: (303) 996-1329

Faculty and Staff

Aaron Samples
Position: Instructor
Campus: Online
Program of Instruction: Software Development Online Part-Time Accelerated
Qualifications and Experience: Aaron first started teaching others as a fitness instructor and has provided training in a variety of other fields as his career changed industries until settling on programming. Prior to the Dojo he was self-taught and enjoyed teaching kids to code as well. One day he decided to commit to the tech field, quit his job, and joined the Coding Dojo boot camp. His willingness to proactively reach out and help was recognized and he was invited to apply for a teaching assistant role. Soon after he climbed to the position of instructor where he helps students develop the technical and communication skills needed to be a successful developer.

Andrew Lederman
Position: Instructor
Program of Instruction: Software Development Online Part-Time Accelerated
Qualifications and Experience: Andrew is a musician turned programming instructor. He has a Bachelor of Music degree in Jazz Piano Performance from NYU. When the music industry shut down in 2020, he attended Coding Dojo as a student, and developed a deep passion for computer programming. After graduating from the Python and JavaScript stacks he became a Teaching Assistant at the Dojo, and after 8 months of assisting students was asked to become a full time Instructor. Andrew loves to break down complex topics into simple ideas, and has found it deeply rewarding to move down this new career path, helping students to make similar career transformations. He currently lives in Los Angeles California where he continues to play music and is also occasionally an actor.

Brenda Hungerford
Position: Senior Practice Leader
Campus: Online
Program of Instruction: Data Science Online Part-Time
Qualifications and Experience: Brenda has Ph.D. in Curriculum and Instruction and a Masters in Data Analytics. She has a Masters in Math, Science, and Technology, and a Bachelor's in Biological Science. She has over 15 years of experience teaching in STEM fields.

Caden Wilcox
Position: Instructor
Campus: Online
Program of Instruction: Software Development Online Part-Time Accelerated
Qualifications and Experience: Caden is a trained web developer with over 3 years of experience both as a developer and mentor. Being a former student of Coding Dojo gives him insight to what it's like for the students as they go through the bootcamp.

Caden has demonstrated excellent understanding of the technologies he teaches making customized lesson plans tailored for all students

Cameron Smith
Position: Instructor
Campus: Online
Program of Instruction: Software Development Online Part-Time Accelerated
Qualification and Experience: Executive Chef and entrepreneur turned full stack web developer. For two years starting as a student of Coding Dojo and as a senior teaching assistant he has experienced developing web applications end-to-end and mentoring others as they learn. A customer focused professional eager to exploit 10+ years of leadership, instruction, creativity and mentorship to impact student experience and growth through learning.

Christopher Juarez
Position: Instructor
Campus: Online
Program of Instruction: Software Development Online Part-Time Flex
Qualifications and Experience: Chris is a trained web developer and experienced mentor with 2.5 years of development experience under his belt. As a Coding Dojo alumni and prior Teachers Assistant, Chris caters his lessons to tailor an optimal student experience.

Chris Thompson
Position: Lead Instructor
Campus: Online
Program of Instruction: Software Development Online Full-Time and Software Development Onsite Full-Time
Qualifications and Experience: Chris Thompson served in the Navy for six years before attending Olympic College, majoring in Computer Engineering. He worked in medical technology as a field engineer then as a System Admin and in QA for medical software. His free time is spent playing computer games and in martial arts. Chris has a combined 4 years and 5 months of relevant development experience.

Corey Mckeel
Position: Instructor
Program of Instruction: Software Development Online Part-Time Accelerated
Qualifications and Experience: Corey was born in Newport New, VA. His family moved around a lot growing up but usually just between Florida and Virginia. He served 5 years in the Air Force as a Security Forces member, stationed in Buchel Germany and Barksdale AFB. After separating from the Air Force, Corey attended ECPI University to earn his Bachelors Degree in Criminal Justice & Homeland Security. After Graduating, he attended the Coding Dojo Full Stack Web Development Program and really took to the content. Corey's favorite language is JavaScript and he loves to be a 'Jack of All trades' kind of programmer, dipping into as many things as he possibly can. If he doesn't know it yet, give him some time and he will. He specializes in an adaptive teaching style that focuses on explaining concepts in multiple different ways utilizing

different learning styles to accomplish the best comprehension with his students. Outside of his programming experience, Corey is an avid gamer and self proclaimed nerd of many varieties including music and anime.

Edward Im
Position: Head Instructor
Campus: San Jose CA, Burbank CA, and Online
Program of Instruction: Software Development Online Full-Time and Software Development Onsite Full-Time
Qualifications and Experience: Edward is a web developer and Coding Dojo alumni with more than a year of development experience located in Oakland, CA. With a background in education he puts into practice his passion for teaching by introducing new and complex concepts such that it can be understood by beginners as well as challenging them to further their software engineering skills. Currently holds AWS Cloud Practitioner certification. Edward has a combined 3 years and 11 months of relevant development experience.

Edgar Diaz-Guttierrez
Position: Instructor
Campus: Online
Program of Instruction: Cybersecurity Online Part-Time
Qualifications and Experience: Edgar Diaz-Gutierrez started his adventure in Coding trying to learn through Codecademie - then found it difficult and quit. Took a community college class in Intro to Programming and it was too slow and walked away feeling like there was a mindset to coding, but didn't know what to even do with any of that. He didn't feel like he was ready to do anything in the tech industry until he attended Coding Dojo as a Part-Time single-stack student. As an actor looking for a primary income and career he found Coding Dojo through research. He was hired as a TA after graduating Top of his class and worked through the ranks until becoming an Instructor. With his finger on the pulse on what it's like to be a student in the Part-Time program, he is excited and motivated to help anyone and everyone who wants to change their life and pick up coding as something fun and logical.

Heidi Chen
Position: Instructor
Campus: Online
Program of Instruction: Software Development Online Full-Time and Software Development Onsite Full-Time
Qualifications and Experience: Heidi is a software developer specializing in streamlining operations in companies who is an alumnus of the Coding Dojo program. Other than the tech side, she has over 8 years in the education field and enjoys helping students learn and fulfill their passions.

James Irving
Position: Instructor
Campus: Online

Program of Instruction: Data Science Online Part-Time

Qualifications and Experience: James received his Ph.D. in Neuroscience at the University of Maryland, where he learned to code in several languages for various aspects of his research: electrophysiology signal processing, data analysis, and hypothesis testing. He continued to develop his programming skills during his 3-year postdoctoral fellowship. His love of data analysis and programming drove him to pursue formal training in Data Science via a 5-month full-time data science boot camp. After graduation, he was immediately hired as a data science instructor and has been teaching data science for over two years.

James "Jim" Reeder

Position: Lead Instructor

Campus: Online

Program of Instruction: Software Development Online Full-Time and Software Development Onsite Full-Time

Qualifications and Experience: Jim first discovered a love for programming in the late 1990s in his high school computer lab. In college, he worked with data analytics in the physics lab and learned python. During his military service, Jim learned the power of databases and programming small utility applications to make day-to-day operations easier. After his military service, Jim joined the Coding Dojo as a student and became an instructor after completing the Bootcamp in 2020.

Jason Brady

Position: Instructor

Campus: Online

Program of Instruction: Software Development Online Part-Time Accelerated

Qualifications and Experience: Jason has been an amateur hobby programmer almost as long as he has been alive. He wrote his first program in Applesoft Basic at the age of six and has been tinkering with code ever since. During the lockdown, he finally decided the time was right to pursue it as a profession and enrolled in the full-time Coding Dojo program in May of 2020. Afterward, he was offered a position as a TA and has worked his way up into instruction. And he lived happily ever after.

John Misirlakis

Position: Associate Instructor

Campus: San Jose CA, Burbank CA, and Online

Program of Instruction: Software Development Online Full-Time and Software Development Onsite Full-Time

Qualifications and Experience: John is a tech and font enthusiast, started programming at the age of 12 with GW BASIC, C++ in high school, and later, web technologies. He diverged from Marketing when he was taking care of his family and wanted to find a solution to a problem: create an application that would log blood pressure, systolic, diastolic, and heart rate, plot them on a chart and send a pdf report to the doctor with 1 button. In 2018 he completed his studies and together with a friend, created the app "Sydi", published it on the AppStore. Since then John has been in development teams on many projects, mobile, and e-commerce. He joined Coding Dojo to enrich our tech literacy.

Jonathan Moore
Position: Instructor
Campus: Online
Program of Instruction: Software Development Online Part-Time Accelerated Program
Qualifications and Experience: Jonathan has worked as a web developer for over five years. In that time, he has worked for companies building websites for local, national, and international companies to accomplish real-world projects for real-world clients. He has also graduated from Coding Dojo's program. It was through Coding Dojo that Jonathan realized and deepened his love of technology and programming.

After coming onto Coding Dojo's instructional staff, Jonathan has found that he greatly enjoys passing on what he's learned to motivated learners. Being a former student of Coding Dojo, Jonathan understands the student experience and uses his real-world experience paired with Coding Dojo's curriculum to provide a well-rounded and well-grounded education to those who want to become full-stack programmers themselves.

Josh Johnson
Position: Lead Instructor
Campus: Online
Program of Instruction: Data Science Online Part-Time
Qualifications and Experience: Josh holds a Master's in Teaching with over 15 years of work in instruction. He has professional certificates in programming, data science, and machine learning. In addition, he graduated from Flatiron Data Science Intensive Boot Camp, where he worked as an instructor for their part-time online data science program before joining Coding Dojo.

Joshua Venegas
Position: Instructor
Campus: San Jose CA, Burbank CA
Program of Instruction: Software Development Onsite Full-Time
Qualifications and Experience: After graduating from SJSU as History Major, Josh began teaching as an ESL teacher in South Korea. Having little to no prior teaching experience, he quickly learned to keep his head above water, teaching to students grade K through 8. Upon returning to his hometown in the Bay Area, he had slowly been absorbed into the tech world through temping at tech startups. But it would only be a matter of time until he was absorbed into the heart of tech by learning to code at the Coding Dojo. Through the Coding Dojo he was able to build his own personal projects that landed him his first job at Wells Fargo. Now, having built his experience as a qualified coder, he is able to return to his first passion, teaching others a new language.

Kyle Marymee
Position: Instructor
Campus: Online

Program of Instruction: Software Development Online Full-Time and Software Development Onsite Full-Time

Qualifications and Experience: Growing up in a tech household, programming has always been a part of Kyle's life. Though having written his first program at age 9, his passion for the subject would take off 10 years later, discovering his talent by teaching himself LUA, releasing video game mods, and doing freelance work. Attending Coding Dojo with great success in late 2020, Kyle was hired by the Dojo as a TA shortly after. With his experience as a TA and having discovered a passion for teaching, Kyle was then promoted to full Instructor.

Kyle Reimers
Position: Instructor
Campus: Online
Program of Instruction: Software Development Online Part-Time Flex Program
Qualifications and Experience: Kyle is a Coast Guard veteran with over six years of troubleshooting and leadership experience. His experience as a Coding Dojo alumni, teaching assistant and senior teaching assistant provides quality insight to a productive learning environment for all types of students.

Lee Loftiss
Position: Lead Instructor
Campus: Online
Program of Instruction: Software Development Online Part-Time Accelerated
Qualifications and Experience: Lee has been a developer for over 9 years as well as teaching experience for over 13 years. He joined Coding Dojo to connect his 2 passions, for programming and teaching. Lee has a combined 13 years of relevant development experience.

Mahmood Azadpour
Position: Instructor
Campus: San Jose CA, Burbank CA, and Online
Qualifications and Experience: After his undergrad degree in electrical power system engineering, Mahmood followed his curiosity in understanding how human systems work. He studied Socioeconomics systems and electrical engineering in his graduate school. Mahmood worked as an engineer in the research and development of renewable energies. Before joining Coding-Dojo, he had taught Math and computer courses at different levels from middle school to college.
He has a long time of coding experience in hardware and system studies in Machine Language, Pascal, C++, Matlab, and Python.
His passion is problem-solving and emerging technologies. His goal is to promote human learning under the context of sustainable happiness. Mahmood has found Coding-Dojo a great match for his experiences and interests.

Matthew Schiller
Position: Instructor
Campus: Online
Program of Instruction: Cybersecurity Online Part-Time

Qualifications and Experience: Matthew is a statistics major from Diablo Valley College, he has been involved in IT for 5 years before he completed his Coding Dojo 3 Full Stack program. He worked as a TA and instructor in training for 6 months before excelling into an Instructor position. Matthew has a combined 1 years and 4 months of relevant development experience in addition to a four year Bachelor's degree in Statistics

Max Rauchman
Position: Instructor
Campus: Online
Program of Instruction: Software Development Online Full-Time
Qualifications and Experience: Max began his journey in tech through his degree in Computer Engineering & Mathematical Sciences. After working for a few years in the industry creating payroll software, Max then spent roughly one year backpacking throughout Europe & Asia, meeting numerous people who taught online while they were abroad. After returning to the states, Max decided to combine his joy of education as well as coding & join Coding Dojo to help share that passion with others.

Melissa Brooks
Position: Instructor
Campus: Online
Program of Instruction: Software Development Online Part-Time Accelerated
Qualifications and Experience: Melissa has a strong background in design, and a lifelong experience with coding. This combined with her journey as a former student and Teaching Assistant at Coding Dojo informs her instructional plan for each class. Her approach involves consideration of the students' initial skill set in order to bridge the gap between where they are now and what they need to know to find success in this industry.

Melissa Longenberger
Position: Instructor
Campus: Online
Program of Instruction: Software Development Online Part-Time Accelerated
Qualifications and Experience: Melissa started coding in 2009 right after 11 years in the Navy while she was trying to build a site for her family to watch her kids grow. Not like the drag and drop styles offered began to teach herself. After building a friend's photography website she realized that it was more than just a hobby and went to a Coding Bootcamp to learn more. While there was hired on to an internship where she was a TA at the same school. With a passion for helping others and a love of Web Development, Coding Dojo offered the chance to change the lives of students as an instructor and she hasn't looked back since. .

Michael Mazur
Position: Instructor
Campus: Online

Program of Instruction: Software Development Online Full-Time and Software Development Onsite Full-Time

Qualifications and Experience: Michael studied computer science at Kent State University, graduating with a bachelor's degree in 2018. Soon after he moved to Chicago to write software for a fresh tech startup. He primarily worked directly with a hardware developer to implement bluetooth communications with portable heart rate monitors. Afterwards, he joined the Dojo as a student to pursue web development. He was soon brought on as an instructor, and has been teaching for Coding Dojo since 2020.

Nathan Bell
Position: Instructor
Campus: Online
Program of Instruction: Software Development Online Part-Time Accelerated
Qualifications and Experience: Nathan is a full-stack developer with technical skills in Python, C#, MERN, Javascript and GDScript. He was a triple black belt graduate from Coding Dojo and has the highest possible credentials awarded in 2021. He has a diverse experience in leadership and training with over 13 years of work in his profession. He trained different personnel and has worked well to attain where he is now as an instructor.

Narciso Lobo
Position: Onsite Instructor
Campus: San Jose CA, Burbank CA, and Online
Program of Instruction: Software Development Online Full-Time and Software Development Onsite Full-Time
Qualifications and Experience: Narciso received his Bachelor of Liberal Arts followed by graduating from Coding Dojos' 3 Full Stack program in Chicago, IL. He has been a Web Development instructor since 2019 with Chicodes and most recently joined Coding Dojo to continue to teach. Narciso has a combined 20 years of relevant front-end development experience.

Neil Mosunic
Position: Head Instructor
Campus: Online
Program of Instruction: Software Development Online Full-Time and Software Development Onsite Full-Time
Qualifications and Experience: Neil has a combined 5 years and 11 months of relevant development experience.

Paul "Adrian" Barnard
Position: Instructor
Campus: Online
Program of Instruction: Software Development Online Part-Time Accelerated
Qualifications and Experience: Adrian started off with a passion for meteorology, earning a master's degree in the subject. He loves programming, mathematics, crossword puzzles, video games, and much more! Along the way, he developed a

passion for helping students, so he became a math tutor and taught many clients for over 10 years. Adrian enrolled in the full-time program at Coding Dojo in June 2020 and graduated at the top of his class in September. He then became a TA in October 2020, then an instructor in May 2021. You will not find someone with more passion for teaching and helping students than Adrian; he loves nothing more than seeing them grow and thrive.

Purvi Mahesh Kansara
Position: Associate Instructor
Campus: Online
Program of Instruction: Data science Online Part-Time
Qualifications and Experience: Purvi holds a Master's of Technology Degree in Computer Science and Engineering. She has over 10 years of experience teaching in the Computer Science & Engineering field. Teaching is her hobby and she enjoys spending time with students for teaching-learning related activities.

Reena Dangi
Position: Lead Instructor
Campus: Online
Program of Instruction: Software Development Online Part-Time Accelerated
Qualifications and Experience: Reena holds a PSM Professional Scrum Master certification, Project Management Certification by PMI, a Bachelors of Science and has been a developer for over 7 years. She is also experienced in teaching at Microsoft Teals volunteer program. She has been a great addition to the Coding Dojo Instruction team and brings a lot of experience. Reena has a combined 7 years of relevant development experience.

Richard Feingold
Position: Instructor
Campus: Online
Program of Instruction: Cybersecurity Online Part-Time
Qualifications and Experience: Richard is a seasoned cybersecurity professional who has led security programs as the Chief Information Security Officer for Mellon Financial, the Director of Data Security for Fidelity Systems Company, and the Co-chair of the Information Systems Security Center of Technical Expertise for Westinghouse Electric. He also founded and led Secure Systems Services, a group that leveraged the leading edge cybersecurity research and development at Lawrence Livermore National Laboratory to help secure organizations including the National Library of Medicine, the NIH, NOAA, and Qualcomm. In addition, he provided cybersecurity consultation, functioning as the Information Security Officer for programs in the GSA, TSA, and Treasury. Beyond his Bachelor's and Master's Degree, Richard has extensive post master's studies in Mathematics, Logic, and Computer Science at the University of Pittsburgh.

Robert Buckley
Position: Assistant Instructor
Campus: Online

Program of Instruction: Software Development Online Part-Time Flex
Qualifications and Experience: Robert Buckley is a Coding Dojo alumni recognized by staff as a stand-out student as a boot camp participant. With a knack for problem-solving and the patient demeanor required for mentorship, the Coding Dojo brought Robert on as a teachers assistant where he thrived. Student feedback surrounding Robert and student outcomes of those students that worked with Robert made it apparent that his mentorship talents should be tapped further. Robert is now a Coding Dojo instructor focusing on Web Fundamentals and Python web development.

Robert Ponce
Position:Instructor
Campus: Online
Program of Instruction: Software Development Online Part-Time Accelerated
Qualifications and Experience: Robert was born and raised in New Mexico. He attended the New Mexico Military Institute, and continued his education at Eastern New Mexico University. He obtained a Bachelors in Science with an emphasis in Molecular Biology, Microbiology, and Biotechnology with a Minor in Chemistry. His first experience with coding was during his studies when he began using custom functions in google sheets to parse through data from antibiotic resistant bacteria. This was his first experience, and would not be his last. He moved to Texas and became a teacher, where he began to use coding and his knowledge of technology to help his students learn. He decided to enroll in Coding Dojo to increase his understanding of code, and fell in love with all the technologies learned. As a teacher with 5+ years of teaching experience he now gets to teach others the joy of coding.

Robert Santos
Position: Instructor
Campus: Online
Program of Instruction: Software Development Online Full-Time and Software Development Onsite Full-Time
Qualifications and Experience: Robert Santos started his coding journey using C# in unity. Being self taught, he started looking for a good structure and foundation for coding. That is when he found Coding Dojo. After excelling in all subjects he became a TA for Coding Dojo. Through his time as a TA he found that he has a passion for teaching alongside a passion for technology, so he worked hard on becoming an instructor at Coding Dojo. After some hard work he was promoted to instruction.

Robert Yearling
Position: Instructor
Campus: Online
Program of Instruction: Software Development Online Part-Time Flex
Qualifications and Experience: Robert is a trained developer and IT professional with several years of help desk and hardware maintenance roles to provide foundation to his 1.5 years of web development experience.

Ruben Ocasio
Position: Instructor
Campus: Online
Program of Instruction: Software Development Online Full-Time and Software Development Onsite Full-Time
Qualifications and Experience: A seasoned executive with 25 years of IT strategy and full stack development experience in diverse sectors. Professional focal points include IT operations, project management, software development, budget administration, contract management, and team leadership. Prior to this role, Ruben was the Director of Information Technology with Crestline Hotels and Resorts. Under his leadership, he originated, developed, and implemented all technology infrastructure initiatives across 120 brand hotels across the nation and two corporate offices.

Shawn Allen Converse
Position: Instructor
Campus: Online
Program of Instruction: Software Development Online Full-Time and Software Development Onsite Full-Time
Qualifications and Experience: Shawn graduated from Mission College with an AS in Computer Science, he then graduated from Coding Dojos' 3 Full Stack program and completed multiple development projects. He joined Coding Dojo as a TA followed by Instruction in Training. His passion for teaching and programming is apparent and he is excelling in his new career. Shawn has a combined 2 years and 6 months of relevant development experience inclusive of his associate degree in computer information systems.

Sherlin Whaley
Position: Instructor
Campus: Online
Program of Instruction: Data Science Online Part-Time
Qualifications and Experience: Sherlin holds a Bachelor's of Science Degree in Electrical and Computer Engineering. She is certified in Data Science and is currently pursuing her Master's Degree in Data Science. She has been teaching in a STEM field for over 14 years.

Spencer Rauch
Position: Instructor
Campus: Online
Program of Instruction: Software Development Online Full-Time and Software Development Onsite Full-Time
Qualifications and Experience: Spencer has long held a passion for computers and technology; growing up at a time when the internet was new and exciting, he was exposed to web development in its early stages. This passion was given new fire when he enrolled at the Coding Dojo. There he fell in love with the culture, so when graduation came, Spencer stuck around and became a TA. Finding alignment with the company's mission, he excelled and was eventually promoted to instruction.

Thomas Wexler
Position: Instructor
Campus: Online
Program of Instruction: Software Development Online Part-Time Accelerated
Qualifications and Experience: Tom began his professional career as an Adjunct Professor after graduating with a degree in education. After teaching at multiple levels, he fell in love with Web Development and started building web pages professionally. Hearing great things about Coding Dojo's JavaScript part-time program, he enrolled and grew to love the course load and company as a whole. The decision to turn down the industry and continue on with the Dojo as an Instructor was an easy one. Tom loves making sure his students get the concepts down and will go above and beyond to ensure their success.

Tyler Maxwell
Position: Instructor
Campus: San Jose CA, Burbank CA, and Online
Program of Instruction: Software Development Online Full-Time and Software Development Onsite Full-Time
Qualifications and Experience: Tyler Maxwell has an eclectic background in both education and law enforcement. After earning a Bachelor's degree in Philosophy with an emphasis in formal logic from UCLA, He worked as a Los Angeles County Deputy Sheriff for eight years. He transitioned to a career in secondary education and has over 10 years of experience as an educator. Tyler is a self-taught developer and obsessive tinkerer. He is passionate about everything digital and has extensive experience teaching technological concepts and making them accessible. His experience includes working as a lead instructor for the Girls Who Code summer immersion program and several years experience creating and delivering instructional content with other coding boot camps. Tyler has close to four years of relevant experience in both web development and web development specific education.

Tyler Thibault
Position: Associate Instructor
Campus: Online
Program of Instruction: Software Development Online Full-Time and Software Development Onsite Full-Time
Qualifications and Experience: Tyler started his coding journey many years ago during his military service back in 2010. As a hobby, he learned how to create in python. As he continued his learning journey becoming a grade school teacher he never lost the desire to create on the computer. He continued to grow in his programming, learning JavaScript and google app script. Going through multiple boot camps Tyler's love for coding continues to grow and his desire for seeing others achieve the same success drives his passion for education.

Winter Perrone
Position: Instructor

Campus: Online
Program of Instruction: Software Development Online Full-Time
Qualifications and Experience: Winter know's first hand the uplifting power of learning to code, and striving for positive changes through struggle. Quickly worked up the ranks within Amazon from a warehouse worker up to a corporate Business Analyst through proving her capabilities with technology and finding a passion for code with Python and Amazon's extensive database structure across NA and Canada. Attending Coding Dojo to expand her knowledge in programming, she found herself having a passion for teaching others as she helped classmates throughout her attendance. Quickly hired with Coding Dojo, these qualities were more fine tuned and now she can pursue this new passion for both developing with code, as well as developing the talent in those who want to improve their lives through code and Coding Dojo.

Zach Pieper
Position: Lead Instructor
Campus: Online
Program of Instruction: Software Development Online Part-Time Accelerated
Qualifications and Experience: With over seven years of retail experience and a background in education, Zach moved from Buffalo to Dallas in 2018 to sharpen his computer programming skills at Coding Dojo. Now, Zach combines his degrees in Education and Computer Information Systems with his Coding Dojo knowledge in order to support the dreams of others. Zach also enjoys ice skating and his Nintendo Switch. Zach has a combined 3 years and 5 months of relevant development experience in addition to four years of college in education and computer science.

Chris Bautista
Position: Director of SDA Programs
Campus: Program of Instruction: SDA Programs
Qualifications and Experience: Chris is a developer with over (3) years experience in computer programming, graduate from Enderun Colleges with a Bachelors of Science in Business Administration Entrepreneurship, and Coding Dojo alumni. He has experience in various size companies and working as an independent contractor. He uses his background and expertise to deliver passion and knowledge to fellow individuals with an interest in the growing field of technology. Chris has a combined 8 years of relevant development experience.

Kevin Udink
Position: Director of PT Software Development
Campus: San Jose CA, Burbank CA, and Online
Program of Instruction: Software Development Online Part-Time Accelerated
Qualifications and Experience: Kevin has been a programmer for nearly 15 years, his experience spans from development, to team lead. He holds a Bachelor of Science in Computer Science and graduated from Coding Dojos 3 Full Stack program before joining the Coding Dojo instruction team. Kevin has a combined 15 years of relevant development experience in addition to a bachelor's degree in computer science

Michael Taylor
Position: Director of Special Programs
Campus: San Jose CA, Burbank CA, and Online
Qualifications and Experience: Michael is a web developer and Coding Dojo alumni with one (1) year of development experience located in Chicago, IL. With a background in journalism and communication-focused roles, Michael specializes in communicating abstract coding concepts to true beginners. Michael attended Coding Dojo in Spring of 2019. Michael has a combined 2 years and 9 months of relevant development experience.

Anne Jurack
Position: Director of FT East Region
Campus: San Jose CA, Burbank CA, and Online
Program of instruction: Software Development Online Full-Time and Software Development Onsite Full-Time
Qualifications and Experience: Anne started her development journey as a teaching assistant for digital multimedia design, where she discovered a passion for programming and instruction. She finished her BS in Interactive Media Development at DePaul University while doing full stack freelance and children's programming education. Before Coding Dojo, she worked for 3 years in a project-based development team helping create E-Learning modules, web applications, virtual reality experiences, and more. Anne's specialties include HTML, CSS, JavaScript, Python, and C#. Anne has a combined 8 years of relevant development experience.

Todd Enders
Position: VP of Content & Curriculum
Campus: San Jose CA, Burbank CA, and Online
Qualifications and Experience: Todd is a developer with ten (10) years experience in the field of programming. Todd graduated from University of Washington Seattle with a Bachelor of Science in Atmospheric Science where he studied object oriented programming and advanced mathematics. He went on to receive his Master of Science in Computing from Oxford Brookes University in Oxford, UK in 2015. Todd was selected as a student representative for the MSc Computing cohort while attending Oxford Brookes. He has worked with data and networking since he was a Field Tech for Earth Networks in 2007, and went on to intern with Ricardo-AEA where he did MATLAB and GIS programming. Todd has a combined 5 years and 7 months of relevant development experience.

Speros Misirlakis
Position: VP of Instruction
Campus: San Jose CA, Burbank CA, and OnlineWashington DC, Dallas TX, Tulsa OK, Boise ID, and Online
Qualifications and Experience: Speros has over 6 years of experience as a developer, scrum master and team leader. He received his BA in Business Administration from Northern Arizona University, M.B.A. with an emphasis in Finance from Grand Canyon University's Ken Blanchard College of Business, followed by graduating from Coding Dojos' 3 Full Stack program. He trained as a TA and Instructor in Training for 8

months before progressing into an Instructor role at Coding Dojo, followed by Head Instruction, and Head of Curriculum. Speros has a combined 6 years and 9 months of relevant development experience.

Appendix D - 2023 Class Schedules

Software Development Onsite Full-Time (14 week program)	Start Dates	End Dates
January cohort	---	---
February cohort	---	---
March cohort	---	---
April cohort	---	---
May cohort	---	---
June cohort	---	---
July cohort	---	---
August cohort	---	---
September cohort	---	---
October cohort	---	---
November cohort	---	---
December cohort	---	---

Software Development Online Full-Time (14*/16 week program)	Start Dates	End Dates
January cohort	1/23/23*	4/28/23
February cohort	2/6/23	5/26/23
March cohort	3/6/23	6/30/23
April cohort	4/3/23	7/28/23
May cohort	5/1/23	8/25/23
June cohort	6/5/23	9/22/23
July cohort	7/3/23	10/20/23
August cohort	7/31/23	11/17/23
September cohort	8/28/23	12/22/23
October cohort	9/25/23	2/2/24
November cohort	10/23/23	3/1/24
December cohort	11/27/23	3/29/24

Software Development Online Part-Time Accelerated (16*/18 week program)	Start Dates	End Dates
January cohort	1/9/23*	4/28/23
February cohort	2/6/23*	5/26/23
	3/6/23*	6/30/23
March cohort	3/20/23	7/28/23
April cohort	4/17/23	8/25/23
May cohort	5/15/23	9/22/23
June cohort	6/19/23	10/20/23
July cohort	7/17/23	11/17/23
August cohort	8/14/23	12/22/23
September cohort	9/11/23	2/2/24
October cohort	10/9/23	3/1/24
November cohort	11/6/23	3/29/24
December cohort	12/11/23	4/26/24

Software Development Online Part-Time Accelerated (24*/26 week program)	Start Dates	End Dates
January cohort	1/9/23*	6/30/23
February cohort	2/6/23*	7/28/23
	3/6/23*	8/25/23
March cohort	3/20/23	9/22/23
April cohort	4/17/23	10/20/23
May cohort	5/15/23	11/17/23
June cohort	6/19/23	12/22/23
July cohort	7/17/23	2/2/24
August cohort	8/14/23	3/1/24
September cohort	9/11/23	3/29/24
October cohort	10/9/23	4/26/24
November cohort	11/6/23	5/24/24
December cohort	12/11/23	6/28/24

Software Development Online	Start Dates	End Dates

Software Development Online Part-Time Accelerated (32*/34 week program)		
January cohort	1/9/23*	8/25/23
February cohort	2/6/23*	9/22/23
	3/6/23*	10/20/23
March cohort	3/20/23	11/17/23
April cohort	4/17/23	12/22/23
May cohort	5/15/23	2/2/24
June cohort	6/19/23	3/1/24
July cohort	7/17/23	3/29/24
August cohort	8/14/23	4/26/24
September cohort	9/11/23	5/24/24
October cohort	10/9/23	6/28/24
November cohort	11/6/23	7/26/24
December cohort	12/11/23	8/23/24

Software Development Online Part-Time Flex (28*/30 week program)	Start Dates	End Dates
January cohort	1/9/23*	7/28/23
February cohort	2/6/23*	8/25/23
	3/6/23*	9/22/23
March cohort	3/20/23	10/20/23
April cohort	4/17/23	11/17/23
May cohort	5/15/23	12/22/23
June cohort	6/19/23	2/2/24
July cohort	7/17/23	3/1/24
August cohort	8/14/23	3/29/24
September cohort	9/11/23	4/26/24
October cohort	10/9/23	5/24/24
November cohort	11/6/23	6/28/24
December cohort	12/11/23	7/26/24

Data Science Online Part-Time	Start Dates	End Dates

(16 week program)		
January cohort	1/30/23	5/19/23
February cohort	2/27/23	6/23/23
March cohort	3/27/23	7/21/23
April cohort	04/24/23	08/18/23
May cohort	05/22/23	09/15/23
June cohort	06/26/23	10/13/23
July cohort	07/24/23	11/10/23
August cohort	08/21/23	12/15/23
September cohort	09/18/23	01/26/24
October cohort	10/16/23	02/23/24
November cohort	11/13/23	03/22/24
December cohort	12/18/23	04/19/24

Data Science Online Part-Time (20 week program)	Start Dates	End Dates
January cohort	1/30/23	6/23/23
February cohort	2/27/23	7/21/23
March cohort	3/27/23	08/18/23
April cohort	04/24/23	09/15/23
May cohort	05/22/23	10/13/23
June cohort	06/26/23	11/10/23
July cohort	07/24/23	12/15/23
August cohort	08/21/23	01/26/24
September cohort	09/18/23	02/23/24
October cohort	10/16/23	03/22/24
November cohort	11/13/23	04/19/24
December cohort	12/18/23	05/17/24

Cybersecurity Online Part-Time	Start Dates	End Dates
January cohort	1/30/23	7/21/23
February cohort	2/27/23	08/18/23
March cohort	3/27/23	09/15/23

April cohort	04/24/23	10/13/23
May cohort	05/22/23	11/10/23
June cohort	06/26/23	12/15/23
July cohort	07/24/23	01/26/24
August cohort	08/21/23	02/23/23
September cohort	09/18/23	03/22/24
October cohort	10/16/23	04/19/24
November cohort	11/13/23	05/17/24
December cohort	12/18/23	06/21/24

UI/UX Design Online Part-Time	Start Dates	End Dates
January cohort	---	---
February cohort	---	---
March cohort	---	---
April cohort	---	---
May cohort	---	---
June cohort	---	---
July cohort	---	---
August cohort	---	---
September cohort	---	---
October cohort	---	---
November cohort	---	---
December cohort	---	---

Appendix E - Veterans Information Bulletin

The Veterans Services Team welcomes you! We are eager to assist you in gaining training and education to start an exciting career in web development. We remain committed to ensuring that you have a rewarding educational experience at "The Dojo". Listed below are the points of contact for Veteran Services and VA benefits issues:

Veterans Services Team

Onsite Campus Veteran Benefits Specialists & SCOs:

> San Jose: Clayton Yeakley - cyeakley@codingdojo.com
> Burbank:

VA Compliance Consultant

> Jason Garcia - jgarcia@codingdojo.com

VA Compliance Manager:

Students wishing to enroll using their VA funding, please contact our Veteran Services Team at vetadmissions@codingdojo.com.

A. Title 38 US Code 3679(e)

In accordance with Title 38 US Code 3679(e), Coding Dojo adopts the following additional provisions for any students using U.S. Department of Veterans Affairs education benefits (VA beneficiary), while payment to the institution is pending from VA. Coding Dojo **will not**:

- Prevent enrollment;
- Assess a late penalty fee;
- Require alternative or additional funding;
- Deny access to any resources (access to classes, libraries, or other institutional facilities) available to other students who have satisfied their tuition and fee bills to the institution.

However, to qualify for this provision, VA beneficiaries may be required to:

- Provide their VA Certificate of Eligibility (COE) by the first day of class;
- Provide a written request to be certified;
- Provide additional information needed to properly certify the enrollment as described in other institutional policies.

Based on VA beneficiaries' benefits chapter and/or coverage percentage, Coding Dojo may also require additional payment for the amount that is the difference

between the amount of the student's financial obligation and the amount of the VA education benefit disbursement.

B. VA Beneficiary Enrollment

Coding Dojo's Onsite Software Development program (excluding the optional Pre-Bootcamp Coursework and Programming Basics) is the only program approved for the training of Veterans and other eligible persons under the provisions of Title 38, United States Code (U.S.C.) at the following campuses:
- San Jose
- Burbank

The Department of Veteran Affairs imposes several enrollment limitations that could affect VA beneficiaries' class start date. Coding Dojo is required to monitor the Veteran student population at all times, if the Veteran population reaches the VA's limitations, we are unable to enroll any VA students in that campus. In this case, Coding Dojo will make every effort to schedule students in a future class that works for them. In the event that a VA beneficiary wishes to enroll at a campus that has already reached VA's limitations they may do so with private funding; they will not be eligible for VA tuition and housing.

VA beneficiary students who are attending Coding Dojo are entitled to the same tuition, fees, scholarships, promotions and incentives as non-VA beneficiary students (see Section 4. Tuition).

Coding Dojo School Certifying Officials are required to keep VA informed of the enrollment status of VA beneficiaries within 30 days of any change by:
- Submitting Enrollment Certification (VA Form 22-1999) to report required enrollment information;
- Submitting Notice of Change in Students' Status (VA Form 22-1999b) to report changes to enrollment information (e.g. taking a Leave of Absence, met attendance requirements, etc);
- Monitoring students' grades to ensure satisfactory progress is being made;
- Monitoring student's attendance to ensure they meet attendance requirements;
- Reporting when students' are terminated due to unsatisfactory progress or attendance;
- Monitoring students' conduct and reporting when students are dismissed due to violations.

All VA Beneficiaries are required to provide a Certificate of Eligibility prior to the first day of class. Any additional VA documentation required for enrollment, including but not limited to VA Forms 22-1995 and 22-1990, must be submitted to vetadmissions@codingdojo.com prior to the first day of class (outlined in section N. below).

If Coding Dojo can not verify VA benefits eligibility and entitlement; service members, Veterans, and/or dependents are responsible to cover any and all costs related to services rendered by Coding Dojo. These costs include but are not limited to tuition and fees.

While Coding Dojo is unable to accept/award credit for previous education, it is evaluated for suitability in the program. All applicants are required to have a high school diploma, GED, or equivalent. **VA requires that we collect, review, and document prior education of all VA beneficiaries.**

VA Beneficiary students are not required to pay the $250 deposit prior to the start of the program, as this is covered by VA education benefits. Thus VA beneficiaries will be given access to pre course materials once they have signed their Enrollment Agreement.

C. Chapter 33 Students

Chapter 33 students must verify their enrollment status each month for enrollment periods which begin on or after August 1st to continue to receive their monthly housing allowance (MHA) and/or kicker payments. If a beneficiary fails to verify for two consecutive months, VA will withhold any additional MHA payments until verified by the student. The requirement for the student to verify their enrollment status means **VA cannot accept statements from the school to verify the enrollment**, as the current process for monthly certification for other education benefits allows

Chapter 33 tuition is paid directly to Coding Dojo on behalf of the student and prorated based on the students benefit level. Tuition for students receiving Chapter 33 benefits is certified to the VA at the actual net cost of tuition and fees after the application of any waivers, scholarships, promotions, or school assistance is applied.

Example	80% Benefit Level	100% Benefit Level
Tuition	$16,495	$16,495
Less Military Heroes Scholarship	- $1000	- $1000
Amount Certified to VA	= $15,245	=$14,745
Tuition Paid by VA	$12,196	$14,745
Remaining Tuition Due	$3,049	$0

D. Chapters 30, 1606, and 35

Students receiving Chapters 30 and 1606 benefits must verify their enrollment monthly in the VA's Web Automated Verification of Enrollment (WAVE) or Interactive Voice Response (IVR) systems. Access VA's enrollment Verification systems at:

- WAVE - https://www.gibill.va.gov/wave/index.do
- IVR - 1-877-823-2378

Chapter 35 students will receive a monthly verification form (VA Form 22-8979) to certify their attendance. These requirements do not apply to students receiving Chapters 33.

E. Chapter 31 Students

Students receiving Chapter 31, Veteran Readiness and Employment (VR&E, formerly known as Vocational Rehabilitation) benefits must provide their VR&E Counselors' contact information (name and email) at least two weeks prior to the intended start date.

If the student believes that they are eligible for Chapter 31 benefits but has not applied, they may do so at the link below.
- https://www.ebenefits.va.gov/ebenefits/about/feature?feature=vocational-rehabilitation-and-employment

Funding will be provided directly to the school by the VA after the VR&E Counselor has obtained the proper information and forms that they require of the school. The student will receive a housing allowance from the VA. For any questions having to do with the housing allowance payments students are to contact their VR&E Counselor.

Any academic changes that happen during your time with Coding Dojo will also be reported to your VR&E Counselor and VA. These include and are not limited to, retakes, academic probation, academic dishonesty and expulsion.

F. Scholarships, Incentives, and Promotions

Various scholarships, incentives, and promotions are available to help reduce your tuition costs (outlined in Section 4. D); you are highly encouraged to apply to those that pertain to you. Please note that some of our scholarships, incentives, and promotions require supporting documentation and/or an essay to be awarded. Your admissions advisor and Veteran Services team is available to assist you with the application process.

Scholarships are not stackable, however incentives and promotions are. **Scholarships, incentives, and promotions awarded to VA beneficiary students**

will be deducted prior to tuition being Certified to the VA (See paragraph C above). .

G. VA Beneficiary Retake Policy

Students receiving VA benefits must maintain satisfactory academic progress in their program of study. Students receiving VA benefits are held to the same criteria for maintaining satisfactory academic progress as all other students attending Coding Dojo. (See Section 9B: Student Standing)

Students are permitted up to three (3) retakes of a stack within the program (instead of withdrawal and re-enroll), These retakes can be on the same or different stacks. Each retake, required or elective, will incur a cost of $500. In the event that mitigating circumstances are determined to be the reason for the need of a retake, up to two (2)) of the retake fees may be waived.

Retakes are not eligible for students who are not meeting attendance requirements (any gaps must be covered by Leave of Absence or Postponement). Students must retake the course within the allotted maximum amount of time to complete the program.

Extensive or mitigating circumstances may determine that a student is eligible to void a stack attempt (original or retake). A student may void one (1) stack per program, at no cost to the student. Students may request to void a stack provided the following are satisfied.

- The stack is currently active
- The student is not under review for attendance dismissal
- The student has extensive or mitigating circumstances limiting their participation in the program

Stacks are not eligible for retroactive voiding without review for eligibility by Coding Dojo.

Retake charges are **not** covered by the VA and will be required to be paid by the student.

Coding Dojo is only approved by the U.S. Department of Veterans Affairs for the Software Development Onsite Full-Time program. Veterans attending the Software Development Onsite Full-Time program who find that the full-time program is not the right program for them are given the option to change to a part-time program during the Web Fundamentals stack only. However, VA beneficiaries choosing to change programs will not receive VA education benefits and must seek additional funding for the desired program.

H. Leave of Absence and Postponement

Military service members that are called to active duty during the program are permitted a Leave of Absence (LOA) of up to eight (8) weeks. Students must submit a

written request and include official supporting documentation to vetadmissions@codingdojo.com. Examples of supporting documentation include mobilization orders or a letter from the student's commander. Upon return, the student will restart at the beginning of the stack they were in when the leave of absence started or the next stack in sequence.

All students may have one LOA and one postponement (up to four (4) weeks) per program if mitigating circumstances apply. See section 8-I for full policy.

VA beneficiary students who fail to return from an approved LOA or postponement without notice will be dismissed from the program. Veteran Services will report the last date of attendance to VA as the date last attended before the start of the LOA or postponement. Please note that this is likely to affect VA education benefits and may result in a debt owed to VA and/or to the school.

I. VA Refund Policy

If an enrolled VA beneficiary fails to enter the program, withdraws, or is dismissed prior to completing the course, Coding Dojo will refund the unused or pro rata portion of the tuition and fees, paid on their behalf, directly to the VA in accordance with applicable regulations. Any portion of tuition and fees paid by the student will be refunded according to the state specific refund regulations.

VA beneficiary students will be responsible for covering any outstanding tuition/fees owed to the school after repayment has been made to the VA, in accordance with the state specific refund policy.

Example: A student's Enrollment Agreement states Coding Dojo is entitled to 50% of tuition if the student withdraws between 25% and 50% of the program. The VA beneficiary withdraws at 40% through the program. The school will repay the VA the prorated amount for 60% of the tuition, leaving 10% for the student to repay directly to the school.

J. VA Expulsion

Coding Dojo reserves the right to keep a portion of or the whole tuition when students are expelled from a program, determined by the refund policy provided in the student's enrollment agreement. Please note, this will likely result in a debt to the VA and/or to the school. Furthermore, students who are expelled are not eligible to reapply for a new or different program with Coding Dojo. Refer to Section 9F for the entire expulsion policy.

K. Satisfactory Academic Progress and Attendance

Academic and Attendance policies are found in their entirety in Sections 8 and 9 of the Coding Dojo Student Catalog.

All students receiving funding from VA are required to meet the same criteria of academic progress and attendance as non VA funded students. Below outlines how academic progress and attendance relates to the eligibility of VA education benefits:

- VA beneficiaries students who fail to maintain satisfactory academic progress and/or meet attendance standards may lose eligibility to receive Veterans education benefits for this program.

- Evaluation Checkpoints: Coding Dojo will evaluate students' academic standings every Monday other than the first Monday of a new stack.

- Satisfactory Progress: Students who have completed 90% or more of core assignments at each Evaluation Checkpoint. Students meeting Satisfactory Progress standards are eligible for continued receipt of VA education benefits.

- Marginal Progress: Students who have completed between 60% and 89% of required assignments at each Evaluation Checkpoint. Students exhibiting Marginal Progress are eligible for continued receipt of VA education benefits. Students with Marginal Progress will be placed on an Academic Improvement Plan until the student has met the Satisfactory Progress Standards at a following checkpoint or by the end of the stack, whichever comes first.

- Unsatisfactory Progress: Students who do not complete 60% or more of Core assignments at each Evaluation Checkpoint will be placed on Academic Probation. Students exhibiting Unsatisfactory Progress will become ineligible for continued receipt of VA education benefits after 3 cumulative instances of Academic Probation throughout the entirety of the program, and/or upon meeting dismissal criteria.

- Academic Probation: Students on academic probation are afforded up to three consecutive Evaluation Checkpoints to remediate previous and current assignments requirements / meet satisfactory progress standards. Students on Academic Probation must adhere to the requirements set forth in the main catalog (Section 9E: Academic Probation) as well as meet Satisfactory Progress standards to be considered in Good Standing. Students on academic probation for 3 or more cumulative evaluation checkpoints are subject to dismissal from the program.

- Stack Failure: Students who fail to complete 90% of core assignments by the end of each stack must retake that stack at the first available opportunity for that stack. Students are afforded 2 stack retakes throughout the duration of the program. Students who fail 3 stacks will become ineligible for continued receipt of VA education benefits and be dismissed from the program.

- Attendance: Students are required to be present for a **minimum of 80%** of class hours for each stack. Students are allowed up to 10% excused absences, which are not counted against a student's attendance percentage, with prior

approval and relevant documentation (see below). Below is a break down of what is allowed per stack:
- 2 week stack (Web Fundamentals)
    - Excused Absence- max 1 full day or 3 cumulative sessions
    - Unexcused Absence - max of 2 days or 3 cumulative sessions
- 4 week stack
    - Excused Absence- max 2 full days or 6 cumulative sessions
    - Unexcused Absence- max of 4 days or 12 cumulative sessions

Any student who is absent for three (3) consecutive days without prior approval or excused absence, or absent more than 20% of each scheduled stack time at the end of the stack, whichever is less, will be withdrawn from the program.

Students who fail to meet the attendance requirements as laid out above will become ineligible for continued receipt of VA education benefits and be dismissed from the program.

Relevant documentation that support excused absences include but are not limited to:
- Letter from a licensed medical provider
- Official military correspondence
- Documented medical appointment slip
- Dated immunization record
- Documented legal proceedings
- Signed Statement of Mitigating Circumstances (computer or internet failure, inclement weather, loss of power, etc)
    - Form can be found on students LEARN platform or provided by instruction and support staff

- VA Beneficiary Students: The Department of Veterans Affairs will be notified immediately of VA funded students who fail to meet satisfactory progress standards for three or more evaluation checkpoints and/or fail to meet attendance requirements. This notification would terminate the students certification through the VA and end any and all education benefits through attendance at the Coding Dojo.

- Readmittance After Dismissal: Students who are dismissed for failure to meet Satisfactory Academic Progress or attendance policies may return to the Coding Dojo after they have provided documented proof that the cause of their inability to maintain standards has been addressed and is no longer a factor. VA Beneficiaries are subject to the potential for only being partially covered due to students' previous time in the program. Any tuition not covered by VA funding must be provided by the student. Students who are expelled are ineligible to reapply for a new or different program with Coding Dojo.

L. Student Tuition Recovery Fund (California only)

Effective February 8th, 2021 all California institutions are required to collect Student Tuition Recovery Funds (STRF). The current assessment is $2.50 per $1,000 of institutional charges payable to the state of California. The amount is calculated after all scholarships and incentives are applied.

Example: Tuition: $15,496 x $2.50 = Non Refundable STRF Fee $37.50

M. Useful VA Education Links

- About VA Education Benefits - www.va.gov/education/about-gi-bill-benefits/
- VA Education Benefits Eligibility - www.va.gov/education/eligibility/
- VA Education Benefits Comparison Tool - www.va.gov/gi-bill-comparison-tool
- Applying for VA Education Benefits - www.va.gov/education/how-to-apply/
- Applying for Veteran Readiness & Employment (Chapter 31) - www.va.gov/careers-employment/vocational-rehabilitation/how-to-apply/
- VA Educational and career counseling (Chapter 36) - https://www.va.gov/careers-employment/education-and-career-counseling/
- VA Education Benefits for Survivors and Dependents - www.va.gov/education/survivor-dependent-benefits/
- Other VA Education Benefits - www.va.gov/education/other-va-education-benefits/
- Change VA Direct Deposit Information
- - www.va.gov/education/change-gi-bill-benefits/
- VA Education Rates - www.benefits.va.gov/GIBILL/resources/benefits_resources/rate_tables.asp#ch33
- VA Education Debt and Overpayment - www.benefits.va.gov/gibill/resources/education_resources/debt_info.asp
- Web Automated Verification of Enrollment (WAVE) (Chapter 30 and 1606) - https://www.gibill.va.gov/wave/index.do
- VA Education Help Portal (Ask a Question) - https://gibill.custhelp.va.gov/

N. VA Education Benefits Certification Checklist

VA Education Benefits Certification Checklist
This checklist outlines the documentation that you must provide before the Veteran Services Team can report and certify your enrollment to VA. To ensure timely delivery of your VA benefits complete, sign, and provide the checklist/documentation below to: vetadmissions@codingdojo.com

Apply for VA Benefits	
	Veterans using Veteran Benefits for the first time, or changing from one Veteran Benefit to another (e.g., Ch30 to Ch33) submit VA Form 22-1990 to VA https://www.va.gov/education/apply-for-education-benefits/application/1990/introduction and provide a screenshot.
	Veterans who have used Veteran Benefits before submit VA Form 22-1995 to VA https://www.va.gov/education/apply-for-education-benefits/application/1995/introduction and provide a screenshot.
	Dependents using Veteran Benefits for the first time submit VA Form 22-5490 to VA https://www.va.gov/education/apply-for-education-benefits/application/5490/introduction and provide a screenshot.
	Dependents who have used Veteran Benefits before submit VA Form 22-5495 to VA https://www.va.gov/education/apply-for-education-benefits/application/5495/introduction and provide a screenshot.
	Post 9/11 GI Bill ® (Chapter 33) students obtain a copy of your Certificate of Eligibility (COE) or Screenshot of your GI Bill ® eligibility available here: https://www.va.gov/education/gi-bill/post-9-11/ch-33-benefit/ and provide.

Additional Documentation	
	Provide a copy of all prior postsecondary education/training and military transcripts including high school diploma, GED, college transcripts (unofficial), Joint Service Transcript, Community College of the Air Force transcript, etc.
	Provide a copy of DD Form 214, DD 256, or NGB 22 (for Military Retraining Scholarship application).
	Provide other documentation specific to scholarship and promotions applied for (e.g., recent pay stub for "Fresh Start Fund Scholarship" promotion).

I certify that I, _____have provided the applicable documentation above to the Coding Dojo Veteran Services Team. **Additionally, I have received, read, and understand all policy and provisions outlined in the school's Veteran Information Bulletin and Student Catalog.**

_____   _____

VA Beneficiary Applicant Signature   Date

"GI Bill® is a registered trademark of the U.S. Department of Veterans Affairs (VA). For more information see the GI Bill Trademark terms of use".

O. GI Bill® Trademark Attribution Statement

GI Bill® is a registered trademark of the U.S. Department of Veterans Affairs (VA). More information about education benefits offered by VA is available at the official U.S. government Web site at https://www.benefits.va.gov/gibill.

REIMBURSEMENT TO VETERANS AND ELIGIBLE PERSONS For information or for resolution of specific payment problems, the veteran should call the DVA nationwide toll-free number at 1-888-GIBILL-1 (888-442-4551).

P. Tuition Charge Per Stack

Web Fundamentals - $5645.00 (Includes administration and registration fees. All incentives are applied to the first stack to ensure VA is last payer).

Python - $3750
Java - $3750
JavaScript (MERN)- $3750

Per California Regulations students are responsible to pay the STRF of $2.50 per every $1000 of tuition. VA does not allow for certification of this additional charge. The amount is calculated after all incentives and scholarships have been applied (e.g. $14,145 after all incentives; 14 x $2.50=$35.00.