

SCHOOL PERFORMANCE FACT SHEET
CALENDAR YEARS 2012 & 2013

Completion Rates (includes data for the two calendar years prior to reporting)

Media Arts and Design Program with concentrations in Game Art and Design, Graphic Design, Multimedia Arts and Design, Visual Effects and Digital Video - 4 year program- On-Time Completion Rates

Calendar Year	Number of Students Who Began Program¹	Students Available for Graduation²	Graduates³	Completion Rate⁴
2012	71	71	2	3%
2013	101	100	8	8%

¹“Number of Students Who Began Program” is the number of students who began the program who are scheduled to complete the program within the reporting calendar year.

²“Students available for graduation” is the number of students who began program minus the number of “Students unavailable for graduation,” which means those students who have died, been incarcerated, or called to active military duty.

³“Graduates” is the number of students who completed the program within 100% of the published program length.

⁴“Completion Rate” is the number of Graduates divided by the Number of Students Available for Graduation.

Students Completing After Published Program Length- 101%-150% Completion Rates

Calendar Year	Number of Students Who Began Program¹	Students Available for Graduation²	Graduates³	Completion Rate⁴
2012	122	121	33	27%
2013	33	33	4	12%

¹“Number of Students Who Began Program” is the number of students who began the program who are scheduled to complete the program within the reporting calendar year.

²“Students available for graduation” is the number of students who began program minus the number of “Students unavailable for graduation,” which means those students who have died, been incarcerated, or called to active military duty.

³“Graduates” is the number of students who completed the program within 101-150% of the published program length.

⁴“Completion Rate” is the number of Graduates divided by the Number of Students Available for Graduation.

Initials: _____ Date: _____ I have read and understand the above completion rates.

Placement Rates (includes data for the two calendar years prior to reporting)

Media Arts and Design Program with concentrations in Game Art and Design, Graphic Design, Multimedia Arts and Design, Visual Effects and Digital Video- 4 year program

Calendar Year	Number of Students Who Began Program ¹	Number of Graduates ²	Graduates Available for Employment ³	Graduates Employed in the Field ⁴	Placement Rate Employed in the Field ⁵	Graduates Employed in the Field an average of less than 32 hours per week	Graduates Employed in the Field at least 32 hours per week
2012	71	2	2	2	100%	2	0
2013	101	8	8	6	75%	6	0

¹“Number of Students Who Began Program” means the number of students who began the program who are scheduled to complete the program within the reporting calendar year.

²“Number of Graduates” is the number of students who have completed the program within 100% of the published program length.

³“Graduates available for employment” means the number of graduates minus the number of graduates unavailable for employment. “Graduates unavailable for employment” means the graduates who, after graduation, die, become incarcerated, are called to active military duty, are international students that leave the United States or do not have a visa allowing employment in the United States, or are continuing their education in an accredited or bureau-approved postsecondary institution.

⁴“Graduates employed in the field” Graduates, who are gainfully employed, in a single position, for which the institution represents, the program prepares graduates, within six months after the student completes, the applicable educational program.

⁵“Placement Rate is calculated by dividing the number of graduates gainfully employed in the field by the number of graduates available for employment.

Initials: _____ Date: _____ I have read and understand the above placement information.

Licensure Rates- not applicable

Salary and Wage Information

Media Arts and Design Program with concentrations in Game Art and Design, Graphic Design, Multimedia Arts and Design, Visual Effects and Digital Video- 4 year program

Calendar Year	Grads Avail for Employment ¹	Grads Employed in Field ²	Annual Salary and Wages Reported Graduates Employed in the Field ³			
			\$20,001 to \$25,000	\$25,001 to \$30,000	\$30,001 to \$35,000	Students not Reporting Salary
2012	2	2	1			1
2013	8	6	1	1	1	3

¹“Graduates available for employment” means the number of graduates minus the number of graduates unavailable for employment. Graduates unavailable for employment means graduates who, after graduation, die, become incarcerated, are called to active military duty, are international students that leave the United States or do not have a visa allowing employment in the United States, or are continuing their education in an accredited or bureau-approved postsecondary institution.

²“Graduates employed in the field” Graduates, who are gainfully employed, in a single position, for which the institution represents, the program prepares graduates, within six months after the student completes, the applicable educational program.

³Salary is as reported by the student. Not all graduates reported salary.

United States Department of Education (USDE) Financial Aid Program Participation

Three-year Cohort Default Rate As Published by the USDE	Percentage of Enrolled Students Receiving Federal Student Loans
7.9%	91%

Initials: _____ Date: _____ I have read and understand the above USDE financial aid program participation information.

If you have any questions about how the data reflected on the above charts was gathered or if you want a list of employment positions determined to be within the field for any specific program for which statistics are reported above, please speak with an Admissions Representative.

This fact sheet is filed with the Bureau for Private Postsecondary Education. Regardless of any information you may have relating to completion rates, placement rates, starting salaries, or license exam passage rates, this fact sheet contains the information as calculated pursuant to state law.

Any questions a student may have regarding this fact sheet that have not been satisfactorily answered by the institution may be directed to the Bureau for Private Postsecondary Education at 2535 Capitol Oaks Drive, Suite 400, Sacramento, CA 95833, www.bppe.ca.gov, toll-free telephone number (888) 370-7589 or by fax (916) 263-1897.

I have read and understand this School Performance Fact Sheet. The School Performance Fact Sheet was reviewed and discussed with a school official prior to signing an enrollment agreement.

Student Name - Print

Student Signature

Date

School Official

Date