



# CATALOG

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JULY 1ST, 2016 - JUNE 30TH, 2017



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## OUR PURPOSE

Over the past three decades, the acceleration of technology and information services has experienced exponential growth. The demand for new programming and technical jobs far outstrips the supply of talent. The Bureau of Labor Statistics predicts that there will be over 1 million computing job openings by 2024.

In Wyoming alone, there are currently 238 open computing jobs, which is 2.6x the average demand rate with only 23 computer science graduates in 2013. Only 3 high school students in Wyoming took the AP Computer Science exam in 2015. No schools in WY offered the AP Computer Science course in 2013-2014. There are fewer AP exams taken in computer science than in any other STEM subject area.

Traditional educational institutions often do not offer the training necessary to enter this new workforce immediately, so the abundance of jobs in technology, design, and business can go unfilled. These institutions can also find it difficult to quickly adapt and pivot to the ever-changing industry changes.

## OUR DOGMA

Array is a school of thinkers, doers, and creators.  
A community dedicated to the pursuit of excellence and knowledge.  
A home for those who feel they have something worth sharing with the world.

We connect the dots of the past to design the future.  
We forge raw talent to make the impossible possible.  
We become what we want to be by not remaining who we are.

Together, we are an array. A systematic collection of those who share common traits.  
Listening with our hearts, feeling with our souls, and seeing the stars makes us dream.

## MISSION/OBJECTIVES

Our vision is to build a world class coding, technology, and design school in the heart of downtown Cheyenne. A community of thinkers, doers, and entrepreneurs who share the vision and passion to create beautiful things and move our society forward. It will be our mission to transform the ordinary into the extraordinary by:

- ◆ Delivering best in class, practical education in technology, business, and design;
- ◆ Providing access to opportunities that build skills & confidence in one's career;



- ◆ Creating new opportunities for the city, state, and local businesses to fill their tech hiring needs;
- ◆ Engaging students and community in open discussions and workshops;
- ◆ Promoting the importance of Computer Science education from K-12, College, and Post Secondary education;
- ◆ Building a local network of entrepreneurs, practitioners, and participants invested in each others success.

## GOVERNANCE

Array, School of Technology and Design is governed by a Board of Directors. A list of owners and Board members is attached as Appendix A.

## APPROVALS

Array, School of Technology and Design was incorporated by the State of Wyoming as Array, Inc., on April 19th, 2016.

Array currently has a private school license for Chapter 1 Non-Degree Granting Proprietary School by the Wyoming Department of Education.

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

## FACILITY AND EQUIPMENT

All classes will be taught at our campus location in downtown Cheyenne at The Second Floor, 1607 Capitol Avenue, Suite 472, Cheyenne, WY 82001.

Array, School of Technology and Design's campus is equipped with a dedicated classroom, student lounge space, a private room for group work and 1:1 meetings with staff, restrooms, kitchen area. Array provides an Apple MacBook as part of the tuition for students in full-time programs for use during and after the program. The laptop will include an up-to-date operating systems and wireless internet capabilities that are required for all of our courses.



Equipment at the campus includes: Desks, chairs, tables, 24" iMacs, TVs, audio equipment, whiteboards, HDMI cables, DVI <-> HDMI adapters, and couches.

## HOLIDAYS

Array, School of Technology and Design is closed on the following federal holidays: New Year's Day, Memorial Day, Independence Day, Labor Day, Thanksgiving Day, and Christmas Day.

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

## HOURS

### CLASS HOURS

**Monday - Friday** 9:00am - 5:00pm  
**Saturday - Sunday** Weekend

### ADMINISTRATION HOURS

**Monday - Friday** 8:00am - 6:00pm

### COWORKING SPACE/FACILITY HOURS

**Monday - Sunday** 24 Hours / 7 days a week\*

*\* The facility's hours are determined by the owners of The Second Floor Coworking Space and any deviation from the above hours are facilitated through their management.*



## COURSES OFFERED

Array's full-time immersive courses are designed to prepare students for a new career in their field of study. Array's courses are not designed to lead to positions in a profession requiring state licensure.

Array offers the following courses. The maximum class size for full-time courses & workshops is 12 students. The student-teacher ratio is 12:1 for our courses. All courses are taught in a classroom.

Courses Offered	Course Length	Type of Course		
		Part-time	Full-time	Workshop
Full Stack Web Development	960 hours / 24 weeks		<input checked="" type="checkbox"/>	

## ADMISSION POLICY AND PROCEDURE

### ENTRANCE REQUIREMENTS

Admission into any Array, School of Technology and Design courses or workshops does not require any prior experience or diploma requirements. Prior knowledge or experience in technology is recommended but not required.

### REQUIRED EQUIPMENT

Full-time students will be required to bring their MacBooks with them to class that were issued to them at the beginning of their course. Array's courses and workshops are taught on Apple Macintosh computers. Other types of PCs and operating systems are not supported.

### FULL-TIME ADMISSIONS PROCEDURE

Our admissions process comprises of 4 steps and is designed to elicit the core traits we believe will help students succeed in and after the programs:

**STEP 1**

Complete the online Application of Interest process on our website. This application includes:

- Submitting your resume to help us understand your past
- Submitting two letters of recommendation
- Answering questions regarding your interest in our programs
- Pay the \$50 non-refundable application fee

**STEP 2**

After reviewing your Application of Interest, we will move forward with select applicants to a phone or in-person interview. During this interview, we are looking to understand more about your background and you'll have the chance to ask us any questions you may have.

At this time, you will also be asked to complete a short online class to assess your logic and problem-solving skills through an introduction to code.

And finally, you will be asked to submit a writing sample to determine effective communication of complex ideas.

**STEP 3**

If the first interview, online class, and writing sample were successful, we'll move you on to scheduling the second interview with our selection committee.

**STEP 4**

Once you have completed all the steps in the process, you will receive confirmation of your admission to Array from your Headmaster. You will be asked to enroll in a House and start time. Houses are closed when filled and are filled on a first-come-first-serve basis.

**ADMISSIONS DEADLINE**

For full-time courses, the admissions deadline is 30 days before the first meeting of the course. Array, School of Technology and Design reserves the right to make exceptions and admit students to a given course after the admission deadline has passed under special circumstances.



## FOREIGN TRANSCRIPT EVALUATION

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

## TRANSFER OF CREDIT

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

## COURSE DESCRIPTIONS AND OBJECTIVES

Each Array, School of Technology and Design course culminates in a final project, which will be evaluated. Information regarding the requirements for completion for all programs is provided under Academic Policies. All course time is comprised of lecture hours.

### FULL STACK WEB DEVELOPMENT

*FULL-TIME (960 HOURS / 24 WEEKS)*

In this 24-week course, students become junior-level developers by building web applications, developing their own ideas into functional pieces of software, understanding collaborative web development workflows, and embarking on the career path of a web developer. This course will give aspiring web developers the confidence to build projects from start to finish at a professional level in a mobile-first world.

The focus of this course is learning to program in multiple languages to create web applications. The curriculum as a whole focuses on teaching students how to be professional full stack developers capable of building scalable products with a team of developers. In addition to teaching Rails, this course also includes lessons on computer science, Ruby, JavaScript, HTML, CSS, CSS Pre-Processors, Command Line, Git, UI/UX design and principals, and database schemas.

#### **MONTH 1: The Road to Code**

The first month is all about the introduction to Array's culture, expectations, and of course – code! Learning the fundamentals of web development including HTML, CSS, and the importance of prototyping and wire-framing. From the beginning, we





will learn how to write clean code that can be understood both visually and through commenting your code. We will also explore general color and typography principals and designing responsive websites for multiple screen sizes and the "mobile-first" world.

### **MONTH 2: Using the Carpool Lane**

The second month is about understanding the basics of command line, version control, and collaborative coding. We will then explore different team collaboration tools that are used in the industry to share interactive prototypes and team communication tools that are commonly used in the industry. We end the month learning about jQuery and how it can be used to manipulate HTML data and add interactivity and animations to UX/UI designs.

### **MONTH 3: A Cup of Java(Script) To Go**

The third month is diving deep into the internet's favorite programming language – javascript. Students will learn the basics of functions, iterations, loops, and data types. They'll learn about error handling and Javascript control flow and the basic concepts of Object Oriented Programming. Then we'll end the month introducing the popular javascript framework AngularJS. We'll build multiple apps, learn what an API is and learn how to integrate them.

### **MONTH 4: We're Not in Kansas Anymore**

In the fourth month, it's all about Ruby and building a deeper understanding of Object Oriented Programming. We'll learn how to setup local IDE environments for Ruby, creating and managing virtual private servers via a DigitalOcean "droplet", and understand the fundamental Ruby syntax. We'll learn and understand the Model-View-Controller relationship and start integrating databases with simple SQL statements. We'll then learn how to extend the capabilities of Ruby through modules and mixins.

### **MONTH 5: Crossing the Rail Tracks**

In the fifth month, students will learn Ruby on Rails. Building upon everything learned from Month 4, we'll learn how to setup a local Rails development environment and utilizing Git & Capistrano to deploy development versions to live versions automatically and seamlessly. We'll discuss the file structure of a Rails app and continue to broaden our understanding of the MVC method that is heavily used in Ruby and Rails. We'll continue to dig deeper into databases and relationships. We'll end with learning about user authentication and about resources and gems. And finally, we'll take all the knowledge acquired to this point and build a website in Rails from start-to-finish.

**MONTH 6: Your Final Destination is Straight Ahead**

The final month is all about getting ready to go out into the working world and making your dent. Students will be separated into two groups and will meet with a local employer. They will learn how to assess what a client wants, talk about implementation, and begin the process acting on those requests. Students will use everything they have learned to create a finished product and present it to the client at the end of the month. During this time, students will also have weekly themes that focus around resume best practices, mock interviews, freelancing, start-ups, and effective written and oral communication.

By the end of this course students will be able to and have a working knowledge of:

- Understand how the internet works and the general cycle of website development.
- HTML & CSS syntax and structure.
- Write clean code both visually and through comments.
- Responsive web design and how to use HTML/CSS to design for multiple screen sizes.
- Color & Typography Theory for web design.
- Wire-framing using Sketch and the importance of prototyping.
- Command line and how it used.
- Workflow of a version control system and how it's used to code collaboratively.
- Team collaboration tools and communication systems commonly used in the work place.
- Creating interactive prototypes using InVision.
- jQuery and how it is used to manipulate data and add interactivity and animations to designs for practical usage in UX/UI Design.
- Javascript Fundamentals.
- Object Oriented Program (OOP) concepts.
- Coding concepts like data structures, loops, iterations, and conditionals.
- The Javascript framework, AngularJS.
- Define what an API is, how they work, and integrating them.
- Fundamental Ruby syntax
- Model-View-Controller (MVC) relationships
- Extending Ruby capabilities using modules and mixing
- SQL statements to save/retrieve data
- Ruby on Rails and its IDE
- Git and Capistrano for deployment strategies
- Relational database structure.
- User authentication systems



- Discovering and utilizing resources and gem definitions
- Use all the skills learned in a real world project.
- Collaborating effectively as a team.
- Job searching resources and resume building.
- Interview skills.
- Freelancing best practices and resources.
- Effective communication including written, oral, and public speaking.
- Work ethics and representing Array and Wyoming

## ACADEMIC POLICIES

### HOMEWORK

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

### HOURS

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

### STANDARDS OF PROGRESS

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

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

Students are formally evaluated for progress towards completion at 12 weeks into their program.



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

### GRADING SYSTEM

Grade	Definition
O (Pass)	<b>Outstanding:</b> Has significantly exceeded all minimum course requirements with an acute eye for detail and standard of excellence. A grade of Outstanding is equivalent to an A+.
P (Pass)	<b>Pass:</b> Has satisfactorily met all minimum course requirements. A grade of Pass is equivalent to a grade of A-D.
F (Fail)	<b>Fail:</b> Has not satisfactorily met all minimum course requirements. A grade of Fail is equivalent to an F.
I (Incomplete)	<b>Incomplete:</b> An incomplete is provided only if a faculty member gives an extension to a particular student to complete a course project. An extension can only be granted for a maximum of 30 days from the last day of class. If a student is not able to complete his/her project within this amount of time, he/she will be given an F.

### PROBATION

Array, School of Technology and Design does not provide a probation option. If a student is not making progress at the point of evaluation as stated above in the Standards of Progress policy, he or she is dismissed from the program.

### ATTENDANCE

With prior approval from Array, School of Technology and Design, students in full-time programs are permitted to miss up to 4 class meetings. A class meeting is defined as the instructional hours provided on one calendar day. Any student that has failed to attend 4 class meetings without advanced approval from Array may be withdrawn. Please refer to the Withdrawal Policy, below. Array may allow a greater number of excused absences in its discretion.



At our campus, attendance is taken at every class meeting by faculty fifteen minutes after class begins. Any student who arrives to class more than 15 minutes late will be marked tardy. Three late arrivals will constitute one absence.

### **MAKE-UP WORK**

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

Students are encouraged to attend weekly Office Hours with their instructors, schedule timely 1:1 meetings with instructors to review missed content.

Array, School of Technology and Design classes are generally not taped, archived, or offered on alternative schedules for students who miss classes.

### **COMPLETION**

A Letter of Completion is issued within 7 days of the end of the course to each student who has successfully fulfilled the Array, School of Technology and Design requirements of obtaining a "Pass" in a course.

### **STUDENT RIGHTS**

1. Students have the right to equal opportunity education and non-discrimination based on sex, race, color, religion, ancestry, national origin, disability, medical condition, genetic information, marital status, sexual orientation or any other legally protected class status.
2. Students have the right to view their own academic records.
3. Students have the right to cancel or withdraw from their course, per Array, School of Technology and Design's Cancellation, Withdrawal and Refund Policy.
4. Students have the right to file a grievance, per Array's Grievance Procedure.

**STUDENT CONDUCT AND DISMISSAL**

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

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

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

**EQUAL OPPORTUNITY**

Array, School of Technology and Design is an equal opportunity organization and does not discriminate based on sex, race, color, religion, ancestry, national origin, disability, medical condition, genetic information, marital status, sexual orientation, or other categories protected by law. Array will conduct its courses, services and activities consistent with applicable federal, state and local laws and regulations. Students who seek accommodations related to a disability should contact their Headmaster.



# STUDENT SERVICES

## ACADEMIC ADVISING

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

## HOUSING

Array, School of Technology and Design does not provide student housing.

## EMPLOYMENT ASSISTANCE

Array, School of Technology and Design is dedicated to seeing full-time students take control of their career aspirations and goals, by helping to communicate their skills, make valuable connections, and identify ideal career opportunities. Employment opportunities is interwoven into all immersive courses and graduates of these programs will have access to continued job search support post-graduation. Job search resources include:

- Career development workshops and interview training: Get hands-on practice in developing the skills you'll need for a successful job search.
- Studio tours and talks with industry professionals letting them see you work
- Community and Hiring Events: Expand your professional network and engage with companies potentially looking to hire.
- Array's Communication System & Job Board: Array's online hiring platform where companies looking to hire can connect directly with job-seeking graduates. Alumni access to Array's communication system for jobs and openings
- 1:1 Support & Job Search Checklist: Get individualized feedback on ways to improve your job search & a step-by-step understanding of how to kickstart an effective job search.

Array cannot and does not guarantee employment or salary.



## **STUDENT RECORDS**

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

Students may view their own academic records. Students who seek to view their own records should contact the school Headmaster.

Array, School of Technology and Design will take reasonable steps to protect the privacy of personal information contained in student records.

## **GRIEVANCE PROCEDURE**

### **INTERNAL GRIEVANCE PROCEDURE**

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

### **EXTERNAL GRIEVANCE PROCEDURE**

Complaints against Array, School of Technology and Design may be registered with the Wyoming Department of Education, Jillian Balow, Superintendent of Public Instruction, Hathaway Building, 2nd Floor, 2300 Capitol Avenue, Cheyenne, WY 82002-0050 or can print and mail the Post Secondary Student Complaint Form at <http://edu.wyoming.gov/wordpress/downloads/schools/student-complaint-form.pdf>.





## **CANCELLATION, WITHDRAWAL, AND REFUND POLICY**

### **CANCELLATION**

1. You have the right to cancel your course of instruction, without any penalty or obligation, through attendance at the first class session (or as defined below) or seven days after enrollment, whichever comes later.
2. Cancellation is effective when the student provides a written notice of cancellation at the address of attendance stated on his or her enrollment agreement. This can be done by email or by hand delivery.
3. The written notice of cancellation, if sent by mail, is effective when deposited in the mail properly addressed with proper postage.
4. The written notice of cancellation need not take any particular form and, however expressed, it is effective if it shows that the student no longer wishes to be bound by the Enrollment Contract.
5. If the Enrollment Contract is cancelled the school will refund the student any money he/she paid, less a registration or application fee specified below in the Tuition and Fees chart and course materials received by the student within 30 days after the notice of cancellation is received.

### **WITHDRAWAL**

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

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

- The student notifies the institution in writing of the student's withdrawal or as of the date of the student's withdrawal, whichever is later. The notification is effective when Array, School of Technology and Design receives notice, or the date the notice is mailed, whichever is sooner. The failure of a student to immediately notify the school in writing of the student's intent to withdraw may delay a refund of tuition to the student pursuant to state laws.



- The institution terminates the student's enrollment for failure to maintain satisfactory progress; failure to abide by the rules and regulations of the institution; absences in excess of maximum set forth by the institution; and/or failure to meet financial obligations to the School.
- The student has failed to attend class for 4 class meetings without prior approval.

The official termination date of enrollment shall be the student's last day in class. Students who withdraw due to an emergency, such as personal or family illness or national service, may be re-enrolled into another Array course following approval by the Headmaster.

**REFUND POLICY**

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

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

Refund policies are described below:

If you withdraw, you will receive a pro rata refund of tuition. Tuition liability is determined according to the following schedule:

**STUDENT TUITION LIABILITY**

<b>% of the clock hours attempted:</b>	<b>Tuition refund amount:</b>
10% or less	90%
More than 10% and less than or equal to 20%	80%
More than 20% and less than or equal to 30%	70%
More than 30% and less than or equal to 40%	60%



More than 40% and less than or equal to 50%	50%
More than 50%	No Refund Granted

## TUITION AND FEES

Unless otherwise agreed to in a private lending agreement and as approved by Array, School of Technology and Design, admitted students must pay a tuition deposit of \$1,000 is due with the signing of the enrollment agreement. The deposit will be applied towards the principal balance of the total program cost. The remaining balance of tuition options for students is as follows:

- A. The principal balance of tuition may be paid in full at anytime prior to the end of the program with no penalty or restrictions.
- B. Tuition balances can be paid through various private partners which a list can be made available to students upon request.
- C. These options are available to all students.

Array may allow exceptions to this policy in extraordinary circumstances. If you believe you have an extraordinary circumstance, please speak to the Headmaster.

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

- \$25.00 returned check fee
- Late fee (30 days after a payment is missed): 1% of the amount outstanding

Course / Workshop	Registration / Application Fee Non-Refundable	Tuition	Total Cost*
Full Stack Web Development (Full-Time)	\$50	\$15,000	\$15,050

\* CHARGES FOR THE PERIOD OF ATTENDANCE AND THE ENTIRE COURSE



## FINANCIAL ASSISTANCE

Array, School of Technology and Design does not participate in federal or state financial aid programs and we do not provide institutional financing. We do provide information on a range of financing options through independent, private funding sources, which you can request from the School's office.

### LOANS

If a student receives a loan to pay for the educational program, the student will have the responsibility to repay the full amount of the loan plus interest, less the amount of any refund. Array does not offer institutional loans to its students.

## CONSUMER INFORMATION

As a prospective student, you are encouraged to review this catalog prior to signing an enrollment agreement. Students will be provided with a PDF version of the catalog before receiving an enrollment agreement. The catalog will also be made available on Array, School of Technology and Design's website at <https://www.arrayschool.com>.

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

Array does not participate in federal or state financial aid programs.

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

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



enrolling Array, the Student agrees to abide by the terms stated in the catalog and all school policies.

Additional consumer information can be found on Array's website at <https://www.arrayschool.com>, as available.



# APPENDIX A

## BOARD OF DIRECTORS

**Steve Borin**, Board Member

**Tighe Fagan**, Board Member

**Jesse Fishman**, Board Member

**Glen Garrett**, Board Member

**Robert Jensen**, Board Member

**Matthew Kaufman**, Chairman of the Board & General Counsel

## BOARD OF ADVISORS

**Emma-Jane Alexander**, Advisor

**Catherine Fincun**, Advisor

**Dillon Petrillo**, Advisor

**Heather Morgan Shoemaker**, Advisor

**Chad Willett**, Advisor

**Laura Wishingrad**, Advisor

## SCHOOL LEADERSHIP

**Eric Trowbridge**, Executive Director & Headmaster