



CATALOG

JULY 1ST, 2017 - JUNE 30TH, 2018

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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 210 open computing jobs, which is 2.8x the average demand rate with only 25 computer science graduates in 2014. 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 adapt and pivot to the ever-changing industry.

OUR CREDO

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 for creating beautiful things and moving 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 as a For-profit Corporation by the State of Wyoming on April 19th, 2016.

Array is a licensed as a 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 are taught at The Second Floor, 1607 Capitol Avenue, Cheyenne, WY 82001.

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

Equipment at the campus includes desks, chairs, tables, TVs, audio equipment, whiteboards, HDMI cables, 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 choose 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. We will provide opportunities to make up any material missed during the holiday.

HOURS

CLASS HOURS

Monday - Friday 9:00am - 5:00pm

ADMINISTRATION HOURS

Monday - Friday 8:30am - 5:30pm

CO-WORKING 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

There are two categories of courses offered at Array, School of Technology and Design: full-time immersive courses and part-time courses. Array's full-time immersive courses are designed to prepare students for a new career in their field of study. Part-time courses are designed to help students level up on a skill-set and create an initial portfolio of work in their field of study. The part-time courses are not geared for career transitioning and are designated as "avocational." Avocational, or non-occupational, courses are not intended to provide instruction that will result in the student's acquisition of occupational skills for a particular job. 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 both full-time and part-time courses is 12 students. The average student–teacher ratio is 12:1 for our courses. We teach all of our courses in a classroom.

| Courses Offered | Course Length | Type of Course | |
|----------------------------|----------------------|-------------------------------------|-------------------------------------|
| | | Part-time | Full-time |
| Web Development Full Stack | 960 hours / 24 weeks | | <input checked="" type="checkbox"/> |
| Web Development Full Stack | 144 hours / 24 weeks | <input checked="" type="checkbox"/> | |

ADMISSION POLICY AND PROCEDURE

ENTRANCE REQUIREMENTS

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

REQUIRED EQUIPMENT

Full-time and part-time students will be required to bring their MacBooks, issued to them at the beginning of their course, with them to class. We teach our courses on Apple Macintosh computers. Other types of PCs and operating systems are not supported.

FULL-TIME AND PART-TIME ADMISSIONS PROCEDURE

Our admissions process comprises of 5 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 process on our website. This application includes:

- Submitting your resume to help us understand your past
- Answering questions regarding your interest in our programs
- Submitting two Letters of Recommendation, one personal and one professional.

STEP 2

After reviewing your application, we will move forward with select applicants to an online coding course, where you will learn the very basics of HTML and CSS. This online course not only serves to test your ability to learn basic coding concepts but also to introduce the type of skills you will be learning at Array. This process ensures that you are genuinely interested in this field of work.

STEP 3

After finishing the online code class, we will ask you to complete several writing samples to demonstrate your ability to communicate effectively.

STEP 4

Finally, we will move you to several in-person interviews with our Faculty and Board Members. This will give us an opportunity to get to know you and your background, while also giving you a chance to ask us any questions about the school and the program.

STEP 5

After you have completed the steps listed above, we will make our decision and send a letter in the mail informing you that we have accepted you at Array or that unfortunately, we have declined your application.

ADMISSIONS DEADLINE

For full-time and part-time courses, the admissions deadline is two weeks 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 the 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 will culminate in a final project, which we will evaluate. Information regarding the requirements for completion of all programs is listed under Academic Policies. All course time consists of equal parts lecture hours and project work.

FULL STACK WEB DEVELOPMENT

FULL-TIME (960 HOURS / 24 WEEKS)

PART-TIME (144 HOURS / 24 WEEKS)

In this 24-week course at Array, students become junior-level developers by building web applications, developing their 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.

The part-time course mirrors the full-time course except for job preparation and events. The additional time in the last two months of the course will be spent reinforcing milestones from the earlier terms and continued learning. The part-time course will also rely on homework, as outlined in the Academic Policies.

FULL STACK WEB DEVELOPMENT CURRICULUM

Our students will learn an array of web programming languages, color and typography disciplines, and frameworks aimed to give them the tool belt they need to be a successful and agile web application developer.

By the end of our six-month program, students will have learned the following languages, philosophies, and software packages:

STRONGLY EMPHASIZED

Items listed here are heavily used throughout the entire duration of our six-month course and are the tent poles in our educational model.

PROGRAMMING LANGUAGES AND FRAMEWORKS

- HTML5
- CSS3
- CSS Preprocessors: SASS and SCSS
- Javascript
- jQuery
- Ruby
- Ruby on Rails

DISCIPLINES

- Version Control Workflow (Git)
- OOP (Object Oriented Programming)
- MVC (Model View Controller)
- UNIX Command Line
- Data Structures and Algorithms
- Test-Driven Development
- User Interface & User Experience Design (UI/UX)
- Wireframes, Mockups, and Prototyping
- Responsive/mobile design principals
- Write and use robust tests at multiple levels
- DOM Traversal and Manipulation with jQuery
- Color Theory
- Typography Theory and font creation
- Refactoring Code
- Writing clean and commented code
- Initializing local & remote IDEs
- General cycle of web development
- Explain what happens when a client visits a website
- Performance and Optimization
- Soft skills - Time & Attendance, interview skills, resume design, action oriented, public speaking, teamwork.

SOFTWARE AND WEB SERVICES

- Mac OS X - Operating System
- Slack - Team communication tool
- Sketch - Graphic design / wireframing
- Atom - Text editor
- CodeKit - Web development tool
- Cyberduck - SFTP/SSH/FTP client
- Mountain Duck - Volume mounting tool
- InVision App - Online prototyping and design tool
- Sip - Professional color picker and encoder
- Tower - Git GUI client
- Dropbox - Online file storage

EMPHASIZED

Items listed here are taught and used throughout the course for at least two weeks or more and required students to use them on real-world projects.

PROGRAMMING LANGUAGES AND FRAMEWORKS

- C#
- PHP
- ReactJS
- NodeJS
- SQL
- JSON
- XML

DISCIPLINES

- Agile/SCRUM development methodologies
- Working and implementing various APIs
- Integrating with cloud services such as AWS or DigitalOcean
- Raspberry Pi Projects
- Recursion
- AWS (Amazon Web Services) specifically EC2, Route53, SNS, and S3
- Heroku cloud deployment
- Development vs. Production testing environments
- User authentication systems

- Relational database structures and schemas

SOFTWARE AND WEB SERVICES

- Resilio Sync - P2P file sharing
- Flinto - App prototyping tools for designers
- Kaleidoscope - File comparison app

COVERED

Items listed here were either a special day class or are covered to the extent where students will have a working knowledge of the following languages, disciplines, or software.

PROGRAMMING LANGUAGES AND FRAMEWORKS

- Python
- ASP.net
- WordPress & CMS Systems
- Docker

DISCIPLINES

- SEO - Google AdWords & general optimization
- RESTful development & web services
- NoSQL - MongoDB
- eCommerce solutions such as Stripe or Shopify
- Domain & DNS setup

SOFTWARE AND WEB SERVICES

- Basecamp - Product/team management tool
- Atlassian Products & Services
- Glyphs - Font editing and creation
- Apple Productivity Suite - Pages, Numbers, & Keynote
- Adobe Photoshop CC
- Adobe Illustrator CC
- Adobe Bridge CC
- Adobe Camera Raw CC

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

- Understand Command Line Fundamentals
- Apply CSS to HTML sites to separate content from presentation/style
- Apply push and pull commands in GitHub and understand version control basics
- Build custom apps by integrating routing, controllers, views, and databases using Ruby on Rails
- Describe how the integration of JavaScript and Rails works to make your application interactive
- Write JavaScript that allows the browser to communicate with the server without reloading the current page, to do things like validate or save form input and refresh images
- Describe what an API is and how to retrieve data from various third party APIs
- Create more efficient and elegant solutions to problems by applying fundamental computer science concepts to applications
- Create more structured and maintainable code by applying JavaScript frameworks such as React.js, Node.js, etc. to your applications
- Make sure your application is secure by applying best practices to avoid site crashes and service attacks
- Understand how to work in a professional team environment and the web application development process from start to finish

ACADEMIC POLICIES

HOMEWORK

Full-time courses will not have any mandatory homework assignments as there is ample class time for completing projects. We encourage students enrolled in the full-time course to use this project time to their advantage.

Students in part-time 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 considered a sixty-minute period.

STANDARDS OF PROGRESS

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

1. Remain engaged in and contribute to classroom discussions.
2. Maintain consistent attendance as outlined in the Attendance section below. A passing grade in attendance is given to students with no more than six occurrences.
3. Receive a passing grade on all course projects. Projects are graded on a pass/fail basis. A pass is only awarded if the minimum project requirements are met.

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. We will provide a statement to students regarding satisfactory or unsatisfactory progress.

GRADING SYSTEM

| Grade | Definition |
|----------------|--|
| O (Pass) | Outstanding: 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) | Pass: Has satisfactorily met all minimum course requirements. A grade of Pass is equivalent to a grade of A-D. |
| F (Fail) | Fail: Has not satisfactorily met all minimum course requirements. A grade of Fail is equivalent to an F. |
| I (Incomplete) | Incomplete: 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, we will dismiss them from the program.

ATTENDANCE

At Array, School of Technology and Design we base attendance on a point system, with an excess of points leading to a series of written warnings, and ultimately expulsion if points continue to accrue. Attendance will be taken and tracked for every class session.

| Points Accrued | Warning Level |
|----------------|---|
| 0-3 points | No Warning: The student has not shown a pattern of tardiness or repeated absence, and has not been issued any warnings for attendance. |

| Points Accrued | Warning Level |
|----------------|---|
| > 3 points | 1st Warning: If a student accrues more than 3 points, we will issue them a written warning which must be signed by both the student and a faculty member. |
| > 6 points | 2nd Warning: If a student accrues more than 6 points, we will issue them a second written warning which must also be signed by both the student and a faculty member. |
| > 9 points | Final Warning: If a student accrues more than 9 points, we will issue them a final written warning. At this point we will not issue Letters of Recommendation for the student, and we will be obligated to inform future employers of the students' attendance record. |
| > 12 points | Expulsion: If a student accrues more than 12 points, we will be forced to terminate their enrollment at Array. No tuition refund will be given to students whose enrollment is terminated in this manner. |

We expect students to be in the classroom by the time class starts, and encourage them to show up five or ten minutes early. Students who arrive within fifteen minutes of the class start time fall into a grace period where no points are given. This grace period is in place to facilitate extraordinary circumstances. If our faculty or staff notice a pattern of behavior in abusing this grace period, it may result in a disciplinary meeting with the potential to accrue points.

If a student shows up more than fifteen minutes late, but with prior notification, they will only accrue half of a point.

An absence is defined as a sick or personal day with prior notification. If a student is absent with proper notification, they will accrue one point.

A student who is more than one hour late to class with no notification is considered a no call, no show for the day. Each no call, no show will incur three points as well as an immediate escalation to the next warning level.

Array may allow a greater number of excused absences in its discretion.

MAKE-UP WORK

Students who miss coursework due to an absence approved before 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 and schedule timely 1:1 meetings with instructors to review missed content.

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

COMPLETION

A Certificate of Completion is issued within seven 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 other categories protected by laws of Wyoming in which we operate.
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.
- 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 or alcohol; or exhibiting disruptive, insubordinate, rude, obscene, vulgar, or disrespectful behavior may be dismissed and prohibited from re-enrollment in another course. Students dismissed due to disruptive and 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 instructors 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 of the states in which we operate. 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

At Array, School of Technology and Design, we are 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. We integrate employment opportunities into all full-time 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 does not guarantee employment or salary.

STUDENT RECORDS

Array, School of Technology and Design maintains student transcripts and descriptions of courses offered permanently. All other school and student records will be maintained electronically for 50 years.

Students may view their academic records by contacting the school Headmaster.

Array 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 it directly with his/her faculty member or course Professor who will attempt to resolve the situation. If a resolution does not occur, the student, faculty member, or course Professor 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. Alternatively, 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 Contract. 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 under 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 more than the maximum set forth by the institution; or failure to meet financial obligations to the School.
- The student has failed to attend class for 3 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.

Array, School of Technology and Design does not participate in federal or state financial aid programs.

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

| % of the clock hours attempted: | Tuition refund amount: |
|---|-------------------------------|
| 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 \$3,000.00 to reserve their seat in a course. At least 25% percent of the total tuition is due by the first class meeting, at least 50% of the total tuition is due by the start of the third week of instruction, and at least 75% of the total tuition is due by the start of the fifth week of instruction. Full payment is due by the last class meeting and payments may be divided in up to four installments. 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 outstanding amount

| Course | Registration / Application Fee Non-Refundable | Tuition | Total Cost* |
|---|---|----------|-------------|
| Web Development Full Stack (Full-Time) | \$50 | \$15,000 | \$15,050 |
| Web Development Full Stack (Part-Time) | \$50 | \$10,000 | \$10,050 |

* 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. If the student receives federal student financial aid funds, the student is entitled to a refund of the money not paid from federal financial aid funds.

CONSUMER INFORMATION

As a prospective student, you are encouraged to review this catalog prior to signing an Enrollment Contract. Students will be provided with a PDF version of the catalog before receiving an Enrollment Contract. 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

Matthew Kaufman *Chairman*

Bob Jensen

Tighe Fagan

Glen Garrett

Steve Borin

Jesse Fishman

BOARD OF ADVISORS

Dillon Petrillo

Catherine Fincun

Chad Willet

Laura Wishingrad

Heather Morgan Shoemaker

Emma-Jane Alexander

SCHOOL LEADERSHIP

Eric Trowbridge, Headmaster

Joshua Sanderlin, Professor of Full Stack Web Development

APPENDIX B

INDUSTRY

Technology Education, Private Training Entity, Vocational School

MARKETS

We anticipate Array will primarily appeal to adults between the ages of 21-80 looking to switch careers or start their own technology companies based on data from similar schools. With the ever-increasing integration of technology into our daily lives, we expect a full range of ages and experiences to become involved with Array.

MARKETING

Array's marketing strategy will be comprised of traditional print and billboard ads, but rely heavily on digital marketing including but not limited to: Facebook, Twitter, Twitch, Pinterest, and Medium. As Array is an integral part of Cheyenne's downtown and educational culture, it is important to maintain key partnerships with local economic business and city entities such as the Downtown Development Authority, Cheyenne LEADS, and the Wyoming Business Council.