



2017 CATALOG

JANUARY 1, 2017 – DECEMBER 31, 2017

DEV BOOTCAMP

Chicago Campus

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INSTITUTION INFORMATION

Mission and Purpose

Dev Bootcamp, Inc. (d/b/a Dev Bootcamp) offers its students a hands-on learning experience that teaches students how to build web applications using Ruby, JavaScript, Ruby on Rails, SQL, HTML and CSS. The Web Development program is designed to provide students with sufficient technical knowledge and training to pursue software engineering careers and to excel in their careers as web developers. The organization is committed to designing and delivering educational experiences that are financially accessible and to bringing people closer to their potential.

Objectives

We provide relevant vocational training by creating the operating system for an optimal learning culture. We build great learning environments that educate people to live at their full potential.

We build deep and meaningful relationships within our industry. These relationships form natural bridges for our students to gain meaningful employment.

We will be the primary destination for aspiring software developers, as well as companies looking to hire them by creating a community of practice.

We keep tuition affordable so that software programming is a skill that can be accessible by anyone that wants to take advantage of our services and who is willing to learn.

We're building a nurturing environment for staff to do their work, lead balanced and healthy lives, and to enable teachers to deliver a high quality education.

Equipment

Students are afforded the opportunity to develop a practical, working knowledge of the equipment and materials they will likely be using on the job. Dev Bootcamp provides students with hands-on instruction using a variety of programs and industry-related equipment.

The Web Development training program provides training in computer labs and lecture classrooms. Students use computers connected to an LCD computer screen, keyboard and mouse. The computers are pre-programmed with the required software. Printers are readily accessible to students.

Facilities

Dev Bootcamp is located at 1033 West Van Buren Street, Suite 300, Chicago, Illinois. It will occupy approximately 12, 336 square feet of lecture classroom and lab space. Its programs are taught in a combination of break-out classrooms and open-space computer labs. The facility is compliant with the Americans with Disabilities Act.

The break-out classrooms will be used by students and instructors to participate in lecture and practice programming in real-time, via a laptop connected to an LCD projector and screen. Whiteboards are also utilized in all break-out classrooms. During non-lecture hours, students work on coding challenges in the open-space

computer lab either in pairs, individually, or in small groups. They frequently switch study partners and are free to change their seating locations to facilitate interaction and discussion. In the computer lab, students have access to both instructor and teaching assistants support.

Approval to Operate

Illinois

Dev Bootcamp is a private institution that is approved to operate by the division of Private Business and Vocational Schools of the Illinois Board of Higher Education (IBHE). IBHE is an agency responsible for granting authority to operate and provide oversight of Illinois's private postsecondary educational institutions.

Illinois Board of Higher Education
Private Business and Vocational Schools
1 N. Old State Capitol Plaza, Suite 333
Springfield, Illinois 62701-1377
Phone: 217-782-2551
Fax: 217-782-8548
Website: <http://www.ibhe.org>

Accreditation

Dev Bootcamp is not accredited by an accreditation body recognized by the U.S. Department of Education.

Organizational Structure and Background

Dev Bootcamp is a subsidiary of Kaplan, Inc., which is owned by the publicly traded Graham Holdings Company. The Chicago campus was founded in response to the need to have skilled computer programmers in the Chicago metropolitan area.

Disclosure Statement

This institution does not have a pending petition in bankruptcy, is not operating as a debtor in possession, has not filed a petition in bankruptcy within the preceding five years, and has not had a petition of bankruptcy filed against it within the preceding five years that resulted in reorganization under Chapter 11 of the United States Bankruptcy Code (11 U.S.C Sec. 1101, et seq.).

Administration, Staff, and Faculty

Dev Bootcamp Chicago Administration

John Polstein, CEO

Tarlin Ray, COO

Christopher Lee, VP, Campus Management

Michael Scott, Head of Finance

Rebekah Grassl, Director, Admissions

Cody Leclair, Executive Director, Careers

Hilary Wells, VP, Marketing

Kelly Arwine, Senior Director, Chicago Campus

Naomi David, Community Marketing Manager

Disabilities Coordinator

Kaplan Special Services

special.services@kaplan.com

Faculty

Matt Baker, B.S. Computer Science, Knox College

Matt Baker is a graduate of Knox College with a degree in Computer Science and a minor in Journalism. Most recently, Matt led Wealthfront's web-stack team, providing organizational and technical leadership as well as mentoring junior hires. Currently Matt is a teacher, intermittent blog author and occasional speaker. Teaching and tech are two of Matt's core passions, and he loves bringing them together.

Alyssa Diaz, B.S. Computer Science, Purdue University

Alyssa Diaz is a 2001 graduate of Purdue University with a B.S. in Computer Science. She is a software developer with more than ten years of development and design experience. Prior to joining Dev Bootcamp, she was a senior software developer consultant specializing in Java.J2EE. She also taught courses in Ruby and JavaScript for Girl Develop It in Columbus, Ohio.

Duke Greene, Michigan State University

Duke is a singer-songwriter turned coder-teacher. After studying jazz voice at Michigan State University, Duke supported his passion by working in sales, mental health and strategic communications before becoming a Dev Bootcamp student in the summer of 2014. In a space where students are asked to bring their whole selves, Duke draws on all of his varied life experiences to help students find meaning and joy in challenging work, be it technical or emotional.

Ellenor Polley, B.A. Computer Science, Knox College

Ellenor worked at Adobe as a software developer for six years. She learned iOS development on her first project, and quickly fell in love with design-centric mobile development. She worked on a cloud-based consumer photography app (before such things were cool), and then an internal software architecture research team where she did full-stack web development for product prototypes. For the 2014-15 school year, she volunteered with Microsoft's TEALS program to teach AP Computer Science in a public high school.

Avner Shanan, B.S. Computer Science & Engineering, University of Illinois

Avner is a software engineer with a love for automation and a penchant for bridging the gap between bits and atoms. He's particularly interested in the intersection between humans and technology. Avner has been a working professional at various companies worldwide with his most recent experience at Nielsen Marketing Analytics. He has a BS in Computer Science and Bioengineering from University of Illinois and is proficient in several programming languages and platforms.

Ownership

Dev Bootcamp, Inc. is a subsidiary of Kaplan, Inc., 750 Third Ave, 8th Floor, New York, New York 10017. Kaplan, Inc. is owned by the publicly traded Graham Holdings Company.

Dev Bootcamp, Inc. operates schools at the additional following locations:

Dev Bootcamp – **New York**
48 Wall Street, 15th Floor
New York, New York 10005

Dev Bootcamp – **San Francisco**
633 Folsom Street, 6th Floor
San Francisco, California 94107

Dev Bootcamp – **San Diego**
707 Broadway, Suite 800
San Diego, California 92101

Dev Bootcamp - **Austin**
1705 Guadalupe St, 1st Floor
Austin, TX 78701

Dev Bootcamp - **Seattle**
83 S. King Street
Seattle, WA 98104

ADMISSION INFORMATION

Acceptance to Dev Bootcamp

Dev Bootcamp is an immersive professional training program at heart, and we have an admissions process that has been structured to ensure that we admit only those students for whom our program is appropriate and effective in preparing them for a successful career as a web developer.

The admissions process begins with the submission of the prospective student's application. After the application is completed, the student is invited to be reviewed by interview where s/he will receive a 1:1 interview with a member of the Dev Bootcamp admissions team. The interview provides the prospective student and Dev Bootcamp the opportunity to determine if the training program is a good fit for all concerned. The interview/assessment process focuses on evaluating three different aspects of fit:

Cultural Fit: is Dev Bootcamp's learning approach well-suited for the student's personality and apparent learning style? (i.e. does s/he have a base-level belief that there are benefits to giving and receiving feedback?)

Program Fit: is the format of the Dev Bootcamp program a good match for how the prospective student appears to learn best or would prefer to learn? (i.e. would s/he thrive in an environment of intensive group-based learning?)

Technical Aptitude Fit: does the prospective student demonstrate both the real underlying desire to learn web development (or are they more interested in the salaries in the industry) and the intellectual rigor and persistence to learn effectively in the format(s)/structure(s) that Dev Bootcamp teaches it students? (i.e. is s/he applying for the right reason - does s/he truly wish to be a web developer or does s/he see it as a means to an end?)

On all portions of the interview, the interviewer may decide that further evaluation is required and will request the applicant to revisit the interview preparation materials prior to a second interview, during which a decision will be made on that applicant's fit with Dev Bootcamp.

If the interview does not qualify a prospective student for the Training Program, the prospective student is not accepted to the Program.

Admission Requirements

Students must be 18 years old or older to enroll at Dev Bootcamp. A prospective student must demonstrate operating proficiency on a computer and requires that the student have a high school diploma/GED or foreign equivalent at the time of enrollment. To be admitted into the program, the applicant must meet the eligibility and admission requirements, discussed below.

All instruction at Dev Bootcamp will be conducted in English. Dev Bootcamp does not offer or provide English language services, including instruction such as ESL. Prospective students from other countries where the primary language is not English will need a passing score of at least 80 on the TOEFL IBT examination prior to enrolling into the program. It is the responsibility of the student to cover the cost of the examination, which is not included in the tuition fees to attend Dev Bootcamp. For more information on TOEFL please click here <http://www.ets.org/toefl>. Dev Bootcamp does not offer visa services for students from other countries.

Technology and Equipment Requirements for Digital Instruction

Most of the time spent in the Dev Bootcamp program is inside of the open-space computer lab with computer workstations for all students. Dev Bootcamp provides Apple computers configured for Pair Programming, a professional development technique which has two programmers working at one computer. Each computer has two keyboards, mice, and monitors so each student is able to quickly perform experiments and share their knowledge with instructors or other students.

Students may use Dev Bootcamp owned computers with dual monitor pairing stations during the program. If students prefer to bring their own laptop, bringing a Mac OS X computer is recommended.

Learning Resources

Dev Bootcamp students are provided with several options to access online learning material:

- *Canvas*, a custom curated collection of tutorials, exercises, and other material designed to provide a textbook for Dev Bootcamp students. An online knowledge base which instructors, peers, and alumni use to gather information that is helpful for students as they go through the program
- *Class mailing lists*, which students use to share information they find with their immediate peers
- *GitHub*, an online repository for code that is used by students to collaborate with each other and to build a professional programming portfolio. GitHub also serves students as an alternative source of tutorials, exercises and learning challenges for the students.
- *Heroku* is a service for hosting web apps that students use to host web apps they build as part of the curriculum, and also to share those web apps with others.

Students will be set up with online profiles and will be given access to the online learning materials above upon being accepted into the program.

Students may access, use, and borrow hard-copy learning resources in the campus library. The designated library area is open to all students at any time during the campus' regular hours of operation. A student who desire to borrow learning resources for off campus or personal use must inform his or her designated cohort instructor.

STUDENT INFORMATION AND SERVICES

Advising

Each cohort of students is assigned a Cohort Lead who guides the students through the entirety of their time at Dev Bootcamp. Cohort Leads facilitate discussions, communicate schedules, and report feedback to students.

During the program, Dev Bootcamp may also offer student counseling by an in-house consultant and after-hours coaching by recent graduates teaching assistants. Dev Bootcamp may also provide career coaching to each student to assist with the job search process.

Student Responsibilities

Students accepted into Dev Bootcamp have certain rights and responsibilities. These rights and the associated responsibilities shall establish a student code of professional conduct. Primary to this code is access to an environment free from interference in the learning process.

1. Students have the right to an impartial, objective evaluation of their performance and their pace relative to their peers.
2. Students will be treated in a manner conducive to maintaining their worth and dignity. Students shall be free from acts or threats of intimidation, harassment, mockery, insult, or physical aggression.
3. Students will be free from the imposition of disciplinary sanctions without proper regard for due process. Formal procedures have been instituted to ensure all students subjected to the disciplinary process are adequately notified.
4. When confronted with perceived injustices, students may seek redress through grievance procedures outlined in the Grievance Policy. Such procedures will be available to those students who make their grievances known in a timely manner.
5. Students may take reasoned exception to the data or views offered in any program of study and may form their own judgment, but they are responsible for learning the academic content of any program in which they are enrolled.
6. Students will be given full disclosure and an explanation by Dev Bootcamp of all fees and financial obligations.
7. Students have the right and responsibility to participate in program and instructor evaluations and to give constructive criticism of the services provided by Dev Bootcamp.
8. Students have the right to quality education. This right includes quality programs; appropriate instructional methodologies and content; instructors who have sufficient educational qualifications and practical expertise in the areas of instruction; the availability of adequate materials, resources, and facilities to promote the practice and application of theory; and an environment that stimulates creativity in learning as well as personal and professional growth.
9. Students have the responsibility to conduct themselves in a professional manner within Dev Bootcamp and to abide by the policies of Dev Bootcamp.
10. Students are expected to conduct all relationships with their peers, Dev Bootcamp staff and faculty with honesty, respect, integrity and kindness.
11. Students are to comply with directions by Dev Bootcamp faculty and staff members who are acting within the scope of their employment, subject to their rights and responsibilities.

12. Students are encouraged to apply creativity in their own learning processes while striving for academic excellence, and to share their knowledge and learning experiences with fellow students in the interest of greater learning and better practice of the profession.

Conduct

Students are to be, at all times, "in integrity with oneself and his/her peers", "focused on putting forth maximum sustainable effort towards learning and growth", and "kind to oneself and his/her peers." The conduct principles of Dev Bootcamp are known collectively as the "Three Agreements." Students receive a comprehensive explanation of the Three Agreements during orientation, which is supported by several group and individual activities whereby students learn the reasoning behind the agreements and commit to upholding the values of the community.

A student who is found to have violated any of the Three Agreements listed above may be sanctioned. Sanctions range from a formal reprimand to immediate dismissal from Dev Bootcamp. Severe violations can result in immediate dismissal from Dev Bootcamp. However for most violations, students receive a formal reprimand and warning of potential dismissal. Dev Bootcamp has a three-strike policy whereby upon the third warning, a student is dismissed from Dev Bootcamp. Students receive a comprehensive explanation of this policy during orientation and agree that the Campus Director of Dev Bootcamp has the right to dismiss any student from the Program at his/her discretion and subject to his/her rights and responsibilities.

Intellectual Property Protection and Ownership

Dev Bootcamp respects intellectual property rights and ownership. These policies ensure against unauthorized use of copyrighted material and information technology systems and provide guidance as to ownership of intellectual property.

Dev Bootcamp may provide opportunities for students to create projects, post comments or contribute their own writing, designs, images, code or other content as part of or in connection with Programs ("**Student Content**"). Students are solely responsible for their own Student Content. Dev Bootcamp does not endorse Student Content and has no responsibility or liability for Student Content. Each student represents and warrants that his or her Student Content is original and he or she has the unrestricted right to share such Student Content. If students share any ideas with Dev Bootcamp about our programs or our business ("**Suggestions**"), students agree that Dev Bootcamp has the unlimited right to use Suggestions without compensation to the student.

The programs, the Dev Bootcamp website(s), all associated logos and trademarks, all materials to which students are given access as part of the Program ("**Materials**"), whether those materials be digital or hard copy, all belong to Dev Bootcamp, its partners or its licensors (collectively, "**Dev Bootcamp IP**"). Dev Bootcamp IP may not be copied, reproduced, republished, uploaded or distributed in any way without Dev Bootcamp' prior written consent. Students may not share, sell, rent, give away or otherwise transfer Materials or other Dev Bootcamp IP to any other party without Dev Bootcamp' written consent.

Student Complaint Procedure/Grievance Policy

Dev Bootcamp encourages students to bring all complaints or grievances about academically related situations to its attention. Many questions or concerns that students may have can be resolved simply through discussion.

A student may present a grievance through the following complaint and dispute resolution procedures. Dev Bootcamp will investigate all complaints or grievances fully and promptly.

A grievance is defined as a student's written expression of dissatisfaction concerning conditions of enrollment or treatment by instructors, other students, or staff. Grievances may include misapplication of Dev Bootcamp' policies, rules, regulations, and procedures, or unfair treatment.

STEP 1

A student should first bring the grievance to the attention of the appropriate instructor.

STEP 2

Should the student's grievance not be resolved to the student's satisfaction after completing step 1, or if step 1 is otherwise impracticable because the grievance is related to those individuals, the student should next bring the grievance to the attention of the School Director.

STEP 3

Should the student's grievance not be resolved to the student's satisfaction after completing steps 1 and 2, or if steps 1 and 2 are otherwise impracticable because the grievance is related to those individuals, the student should next bring the grievance to the attention to the VP of Campus Management of Dev Bootcamp.

STEP 4

If the grievance cannot be resolved between Dev Bootcamp and the administration, the student may contact:

Illinois Board of Higher Education
Private Business and Vocational Schools
1 N. Old State Capitol Plaza, Suite 333
Springfield, Illinois 62701-1377
Phone: 217-782-2551
Fax: 217-782-8548
Website: <http://www.ibhe.org>

Non-Discrimination/Non-Harassment Policy

Dev Bootcamp encourages diversity and welcomes applications from all minority groups. Dev Bootcamp does not discriminate on the basis of race, color, religion, ancestry, national origin, age, disability, gender, sexual orientation, marital status, or veteran status in the recruitment of students, or in the implementation of its policies, procedures, and activities. Sexual harassment is a prohibited aspect of sexual discrimination under this policy.

It is Dev Bootcamp's policy to maintain an environment in which all individuals are treated with respect and dignity. Each individual has the right to learn in an atmosphere free from discriminatory practices, including sexual harassment and harassment based on race, religion, gender, color, sex, age, national origin, disability, marital status, sexual orientation, gender identity, veteran status, or any other legally protected status.

Discrimination of any kind is unacceptable and will not be tolerated at Dev Bootcamp.

Harassment is verbal or physical conduct that denigrates or shows hostility or aversion towards an individual because of his or her protected status, or that of persons with whom the individual associates. For example, racial harassment includes harassment based on an immutable characteristic associated with race (e.g., skin color or facial features).

Prohibited sexual harassment includes, but is not limited to:

- Coerced sexual acts
- Touching or assaulting an individual's body, or inappropriate staring, in a sexual manner
- Graphic, verbal commentary about an individual's body or sexuality
- Unwelcome or offensive sexual jokes, sexual language, sexual epithets, sexual gossip, sexual comments or sexual inquiries

- Unwelcome flirtations, advances or propositions
- Continuing to ask an individual for a date after the individual has indicated that he or she is not interested
- Sexually suggestive or obscene comments or gestures
- The display of graphic and sexually suggestive objects, pictures, or graffiti or any computer-generated sexually explicit pictures or graffiti
- Negative statements or disparaging remarks targeted at one's gender (either men or women), even if the content of the verbal abuse is not sexual in nature
- Any form of retaliation against an individual for complaining about the type of behavior described above or supporting the complaint of the alleged victim

Dev Bootcamp encourages individuals who believe they are being harassed or discriminated against to firmly and promptly notify the alleged offender that his or her behavior is unwelcome. However, whether or not the individual chooses to discuss the incident with the alleged offender, anyone who either experiences or observes harassment or discrimination should report the incident immediately by speaking with the Campus Director, or follow the Student Complaint Procedure/Grievance Policy in the Catalog. Dev Bootcamp will take any necessary action to promptly investigate the complaint to resolution. Dev Bootcamp cannot address allegations unless it is made aware of the complaint.

Dev Bootcamp recognizes that false accusations of harassment can cause serious harm to innocent persons. If an investigation results in a finding that the complainant knowingly, falsely accused another person of harassment, the complainant will be subject to disciplinary action, and may be subject to expulsion from Dev Bootcamp with due process.

No Retaliation

Dev Bootcamp will not retaliate against any individual who makes a report of perceived harassment or discrimination, nor will it permit such behavior by any person at Dev Bootcamp. Retaliation is a serious violation of Dev Bootcamp policy, and those who feel they have been subjected to any acts of retaliation should immediately report such conduct to the Campus Director.

Students Seeking Reasonable Accommodations

Information pertaining to an applicant's disability is voluntary and confidential. If this information is supplied, it will be used to reasonably attempt to overcome the effects of conditions that limit the participation of qualified disabled students.

Dev Bootcamp has appointed a Disabilities Coordinator to assist those who require ADA accommodations. The Disabilities Coordinator will consult with students requesting an accommodation and provide an ADA Accommodations Request Form. All inquiries about accommodations should be made to the Disabilities Coordinator at special.services@kaplan.com.

Reasonable accommodations will be made on an individual basis. However, it is the responsibility of persons with disabilities to seek available assistance and to make their needs known to the Disabilities Coordinator as soon as those needs arise.

Career Services

Dev Bootcamp provides instructional workshops to assist students in the job search process. This may include career networking, technical interviewing, creating resumes, and cover letters. Students may also be provided with online resources to help them create online profiles on LinkedIn and/or Github in an effort to expand their professional networking opportunities and to reach out to potential employers. Dev Bootcamp maintains job placement support for students based on its existing relationships with employers and recruiters. The placements manager supports the student's preparation for job interviews and may connect them with tech companies and recruitment firms looking for candidates.

Dev Bootcamp offers these career services to all its graduates. Organized by Dev Bootcamp's Student Career Coaches, these career services may include:

- Workshops, resources, and individualized support on resume writing, interviewing, identifying job openings, and other job search activities.
- Direct access to potential employers through the organization of an on-campus Employer Day before completion.
- Post-completion support in the form of techniques on seeking and securing employment, including introductions to employer contacts, if possible; networking events; and integration into Dev Bootcamp's online private alumni network.

Part-Time/Full-Time Jobs

Students may maintain employment during the online pre-work portion of the Web Development program. Students are not permitted to work full-time while attending the on-site portion of instruction.

Student Health Services

Dev Bootcamp does not provide medical health services for students. In the event of a student medical emergency, an alerted staff member will dial 9-1-1 for medical services. Students requiring nonemergency medical care will be given information about medical services or agencies they may contact. Any costs incurred for medical services will be the student's responsibility.

Student Housing

Dev Bootcamp does not have dormitory facilities. Although it is the student's responsibility to find living accommodations, Dev Bootcamp will facilitate communication between students in the same cohort who are seeking housing.

Students can speak with an admissions counselor to learn more about the housing options available near the campus.

Family Educational Rights and Privacy Act (FERPA)

The Family Educational Rights and Privacy Act (FERPA) affords eligible students and their parents certain rights with respect to their education records including:

- The right to inspect and review the student's education records during normal school hours with an appointment within 45 days of the day the Campus Director receives a written, dated request for access. Dev Bootcamp does not permit students to inspect or review confidential student guidance notes maintained by Dev Bootcamp, or financial records (including any information those records contain) of their parents or guardians.
- The right to request amendment of educational records that the student believes are inaccurate, misleading, or a violation of privacy. Students requesting amendment of an education record should submit a written, dated request to the Campus Director, clearly identifying the part of the record they want to be changed, and specifying why it is inaccurate, misleading, or a violation of privacy. If Dev Bootcamp decides not to amend the record, Dev Bootcamp will notify the student in writing and/or verbally of the decision and of the student's right to an administrative hearing regarding the request for amendment. Additional information regarding the administrative hearing procedures will be provided to the student when he/she is notified of the right to a hearing.
- The right to consent to disclosures of personally identifiable information contained in the student's education records, except to the extent that FERPA authorizes disclosure without prior consent from the parents or the eligible student, as applicable. Dev Bootcamp may neither release nor disclose personally identifiable information contained in the student's education records to outside employers, agencies, or individuals without first securing a written release from the parent or eligible student, as applicable, unless permitted by the Act.

One exception to the above student record release policy permits disclosure without consent to school officials with legitimate educational interests. A school official is a person employed by Dev Bootcamp in an administrative, supervisory, academic or research, or support staff position (including law enforcement unit personnel and health staff) or a person or company with whom Dev Bootcamp is affiliated or has contracted (such as an attorney, auditor, or collection agent). A school official has a legitimate educational interest if the official needs to review an education record in order to fulfill a professional responsibility.

- The right to file a complaint with the U.S. Department of Education concerning alleged failures by Dev Bootcamp to comply with the requirements of FERPA. The name and address of the office that administers FERPA is:

Family Compliance Office
 U.S. Department of Education
 400 Maryland Avenue SW
 Washington DC 20202-4605

These rights transfer to the student when he or she reaches the age of 18 or attends a school beyond the high school level. Students to whom the rights have transferred are eligible students.

Retention of Student Records

Dev Bootcamp maintains a file for each student who enrolls in the institution whether or not the student completes the educational service. Student records are maintained for a minimum of five years from the student's date of completion or withdrawal, with academic transcripts maintained indefinitely.

ACADEMIC INFORMATION

Class Size

The number of students in a typical student class is 30 students. Dev Bootcamp strives to maintain an average Student-to-teacher ratio of 10 to 1 and has a maximum of 15 to 1. These ratios also do not include teaching assistant support that is provided to all students on a daily basis.

Hours of Operation

The normal hours of operation at Dev Bootcamp are as follows:

Classes

MON-FRI9:00 a.m. to 6:00 p.m., with lunch from 12:30 a.m. to 2 p.m.

Administrative Offices

MON-FRI8:30 a.m. to 6:00p.m.

Required Study Time

Additional outside study and independent practice, apart from regular classroom work, is encouraged to successfully complete the program. The amount of time will vary according to the individual student's abilities.

All assignments must be turned in at the designated time. Students are responsible for reading any study materials issued by their instructors.

Changes in Programs or Policies

Dev Bootcamp has the right, at its discretion, to make reasonable changes in program content, materials, schedules, sequences of courses in programs, or locations in the interest of improving the student's education, or where deemed necessary due to industry changes, academic scheduling, or professional requirements.

Dev Bootcamp is required to make changes in programs or policies when ongoing federal, state, or accrediting changes affect students currently in attendance.

English as a Second Language Instruction

Dev Bootcamp does not offer English as a Second Language instruction. Students must be able to speak, read, and write English fluently as all courses are taught in English.

Attendance/Tardiness Policy

Students are required to maintain attendance in classes and participate in scheduled activities. The school keeps a record of attendance.

Tardiness: Classes begin promptly and students are expected to arrive five minutes prior to the designated start time. Students are designated "tardy" if they arrive ten minutes after the class start time and prior to one-half of the class session having expired. This ten minute grace period applies only to the first class of the student's programmed day of classes. A student who is not in attendance at the start of each subsequent class session scheduled that day will be immediately classified as tardy or absent, as applicable. For three tardy occurrences, the student will be considered in violation of the program's Three Agreements and receive the corresponding reprimand.

Absent: A student who misses a class session entirely, without permission from staff, will be classified as absent. An absent student will be considered in violation of the program's Three Agreements and receive the corresponding reprimand. There are two absence classifications:

- **Excused:** An absence will be considered excused under the following circumstances: Illness, death, or birth in the immediate family, and other valid reasons substantiated in writing and at the discretion of the Campus Director.
- **Unexcused:** If a student is absent for any reason other than the reasons cited above for an Excused Absence, or if the student cannot produce evidence for an Excused Absence, then the absence will be classified as Unexcused.

Dismissal Policy for Nonattendance

Attendance in the program is required to be maintained. The specific requirements relating to dismissal from the program due to nonattendance are:

- Students who are absent from Dev Bootcamp for three consecutive calendar days (excluding holidays, breaks and emergency closures due to unforeseen circumstances such as weather) will be dismissed from the program.
- If a student starts a class late, time missed becomes part of the three consecutive calendar days.
- During Phase 0, failure to submit 2 full modules of assignments.

Students may follow the process presented in the Grievance Policy outlined in the catalog if they feel an error has been made in their tardiness or attendance calculation.

A refund of unused fees will be issued per the school's Refund Policy.

Make-Up Policy

Because of the immersive nature of the program, there is no make-up policy in the residence portion of the program which is especially hands-on. If instructional time is missed, it is the student's responsibility to make an appointment with the instructor to determine if the missed work can be made up and to make a plan to learn the material covered while absent. Make-up work is not permitted for the purpose of receiving veterans educational training benefits.

Leave/Re-admittance Policy

The program is intensive and hands-on where daily attendance is required to acquire the practical skills necessary. There is no leave of absence policy which allows a student to have more than three (3) consecutive calendar days of absences without making up work and return to that same scheduled cohort. However, in the event of

extenuating circumstances such as medical necessity or death in the family, the student may request to be readmitted to DevBootcamp and study with a new cohort by submitting a written request with supporting documentation to the school director. Students who receive approval to return to DevBootcamp must restart the program at a subsequent offering of the program within 12 months of the date of the request. A new application for admission is not required to be resubmitted for consideration.

Suspension and Dismissal

All students are expected to conduct themselves as responsible adults, to attend Dev Bootcamp's program daily during its hours of operation, and to maintain a satisfactory level of academic achievement.

Due to the nature and duration of the Training Program, Dev Bootcamp does not have a suspension policy in place.

Dev Bootcamp reserves the right to dismiss any student who:

- exhibits conduct found by the administration to be detrimental to fellow students, other individuals, the community or the school, as addressed in the Conduct section;
- fails to maintain satisfactory academic progress; or
- fails to meet attendance standards.

Withdrawal

Dev Bootcamp expects that most students who begin classes at the school will successfully complete their education. However, sometimes conditions or circumstance beyond the control of a student and/or the school require that a student withdraws from the school. Please refer to the Refund Policy located in the Financial Information section of the Catalog for Refunds information. Students who determine the need to withdraw from the school prior to completion must follow the steps below for an official withdrawal:

1. Students must officially notify the School Director of their intent to officially withdraw in writing by emailing withdraw@devbootcamp.com.
2. Once students have officially notified the School Director of their intent to withdraw, Dev Bootcamp will process the student's change in enrollment status.
3. The student will receive notification of the refund, which will include the date the refund was made.

Completion Requirements

In order to successfully complete their program, students must:

- satisfactorily complete the program's curriculum;
- meet the guidelines set in Dev Bootcamp's Three Agreements, including meet the attendance policy;
- return all property belonging to Dev Bootcamp; and
- fulfill all financial obligations to Dev Bootcamp.

If these requirements are not met, the completion credential will be withheld.

Transcripts

Current or former students may request a no-charge copy of their unofficial transcript by submitting a written request to Dev Bootcamp including their name and physical address and/or email address where the unofficial transcript should be mailed or emailed. Transcripts will be marked to indicate they are unofficial copies.

A fee may be charged for official transcripts. Students may order official transcripts through the School Director. Official transcripts will not be released for students who have a past-due account with Dev Bootcamp.

Transfer Credit and Articulation

Dev Bootcamp does not accept any transfer of credits earned at other institutions. Dev Bootcamp does not award credit or transfer credit for prior experiential learning.

Dev Bootcamp has not entered into an articulation or transfer agreement with any other college or university that provides for the transfer of credits earned in the program of instruction.

NOTICE CONCERNING TRANSFERABILITY OF CREDITS AND CREDENTIALS EARNED AT OUR INSTITUTION

The transferability of credits you earn at Dev Bootcamp is at the complete discretion of an institution to which you may seek to transfer. Acceptance of the certificate you earn in the educational program is also at the complete discretion of the institution to which you may seek to transfer or enroll. If the credits or certificate that you earn at this institution are not accepted at the institution to which you seek to transfer, you may be required to repeat some or all of your coursework at that institution. For this reason you as the student should make certain that your attendance at this institution will meet your educational goals. This may include contacting an institution to which you may seek to transfer after attending Dev Bootcamp to determine if your credits and certificate earned will transfer.

ACADEMIC STANDARDS

Grading System

Student performance is determined by standardized teacher-administered assessments at regular intervals during the term. Outcomes of the assessments fall into one of three groups: (P) pass, (R) repeat, or (NP) no pass.

- (P): Students who are assessed as "passing" are invited and encouraged to continue on to the next phase of the program.
- (R): Students who are assessed as "repeating" are invited and encouraged to repeat the previous phase of the program.
- (NP): Students who are assessed as "no pass" will be dismissed from the program the following school day.

Students who do not pass the assessment in a given phase must repeat the phase. Students are only allowed to repeat each phase one time while at Dev Bootcamp; therefore, some students who are not able to achieve a "passing" assessment outcome on their second attempt will be dismissed from Dev Bootcamp.

Satisfactory Academic Progress

Satisfactory academic progress (SAP) standards apply to all students at Dev Bootcamp.

All students must complete their program of study in the normal duration of 18 weeks for the Web Development program and 495 clock hours. In order to graduate, a student must pass Phases 0-2, successfully complete the project in Phase 3, and maintain attendance throughout the program.

Maximum Time Frame

All students must complete their program of study without having to repeat a phase more than once.

Required Evaluation Schedule

The evaluation period for determining satisfactory academic progress for all students will be at the conclusions of each academic phase. The evaluation occurs after all core learning competencies have been delivered and evaluates each student's mastery of the required learning competencies in that phase of study. This evaluation is based on a teacher assessment and also takes into account work attempted and completed by the student during his or her course of study in the phase.

Pass (P) assessments for each phase will count as credit attempted and earned and will count toward the maximum time frame. Repeat (R) and No Pass (NP) assessments will count as attempted but not earned and will count towards maximum time frame.

If, at any time, it is determined that it is impossible for a student to successfully complete the program in the maximum time frame, the student will be dismissed.

FINANCIAL INFORMATION

Financial Aid

Dev Bootcamp currently does not participate in federal or state financial aid programs. All applicants are encouraged to explore the availability of financial aid funding through public and private sources.

Scholarships

Dev Bootcamp recognizes that women and minorities are underrepresented in technology careers such as Web Development. Dev Bootcamp is committed to creating more avenues for talented individuals from underrepresented demographic groups to help drive our future economic growth. A \$1,500 scholarship towards Dev Bootcamp tuition is available for women and for individuals from an ethnic minority group (African-American, Hispanic/Latino-American, Native American, Pacific Islander, mainland Puerto Rico) underrepresented in technology careers.

Military Discounts

A \$1,500 scholarship towards Dev Bootcamp tuition is available for active members and veterans of the U.S. military.

Private Loans

Private loans may have fixed or variable rates. Private student loan lenders can offer variable interest rates that can increase or decrease over time, depending on market conditions. The interest rate on a private loan may depend on the borrower's credit rating. Private student loans have a range of interest rates and fees, and you should determine the interest rate of, and any fees associated with, the private student loan before accepting the loan. You should contact the lender of the private student loan if you have any questions about a private student loan.

Students who receive loans to pay for their course of instruction are responsible for repaying the full amount of the loan, plus interest, less the amount of any refund. If the student has received federal student aid funds, the student is entitled to a refund of the monies not paid from federal student aid program funds.

If the student defaults on a federal or state loan, both of the following may occur: (1) the federal or state government or loan guarantee agency may take action against the student, including applying any income tax refund to which the person is entitled to reduce the balance owed on the loan, and (2) the student may not be eligible for other federal student financial aid at another institution or eligible for other government assistance until the loan is repaid.

Tuition and Fees

Effective: January 5, 2015

Web Development

Non-Refundable Registration Fee:	\$250.00
Tuition (Distance Education):	\$1,800.00
Tuition (On-Campus)	\$10,650.00
Books & Supplies	\$0.00

Misc. Expenses

\$0.00

\$12,700.00

TOTAL CHARGES FOR ENTIRE EDUCATIONAL PROGRAM:

Method of Payment

Upon execution of the Enrollment Agreement, students are required to either pay the entire total amount of tuition and fees, or provide a \$1,000.00 deposit. The non-refundable registration fee is included in the deposit amount. Any balance of the total tuition and fees is due the Friday before Phase 0.

Students may either pay by check, credit card or electronic fund transfer.

Tuition will be adjusted accordingly for students who are eligible for a scholarship.

Refund Policy

All refunds due will be made within 45 days of the student’s effective withdrawal date or cancellation. Dev Bootcamp’s refund calculation will be based on the scheduled days of class attendance. The last date of actual attendance is used in calculating any refund amount.

If a student completes the total hours of the program in less calendar time than that published, the contracted tuition shall be fully earned by the Institution upon the date of completion, and the student will not be entitled to any refund due to earlier completion.

In case of prolonged illness, accident, death in the family, or other circumstances that make it impractical to complete the program, a refund that is reasonable and fair to both parties shall be made, but in no event will the amount refunded be less than that reflected in the applicable refund schedule.

If a third party paid for tuition on your behalf, the refund will be made to that third party in the amount of the refund due (but in no event greater than what that third party paid to Dev Bootcamp). If there is an excess balance of the refund after payment to that third party, that amount will be refunded to you.

Process for Obtaining a Refund

Students must contact the school director via withdraw@devbootcamp.com in writing to cancel their seat in the program and discuss options for deferment if applicable and calculation of refund.

Student’s Right to Cancel and Withdraw

Students have the right to cancel their enrollment and withdraw from the program at any time.

Refund After Withdrawal

<i>Phase 0 (Distance Education Withdrawal)</i>	
Circumstance	Refund Amount
If the student completes less than 60% of the remote program	Prorated refund, less \$250 non-refundable registration fee.

If the student completes 60% or more of the remote program	No refund for Phase 0 portion (\$1,800). Balance of tuition paid will be refunded, less \$250 non-refundable registration fee.
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<i>Phases 1-3 (On-Ground Withdrawal)</i>	
Circumstance	Refund Amount
If the student completes less than 60% of the on-ground portion of the program through the last day of attendance	prorated refund, less \$2,050* *represents distance education tuition of \$1,800 + \$250 non-refundable registration fee
If the student completes 60% or more of the on-ground portion of the program	No refund

Cancellation in Writing of Withdrawal

REMEMBER, ALL STUDENTS MUST CANCEL IN WRITING BY EMAILING WITHDRAW@DEVBOOTCAMP.COM.

Students do not have the right to cancel by telephoning Dev Bootcamp or by not coming to class.

The failure of a student to notify the school director in writing of withdrawal may delay refund of tuition. The last date of actual attendance is used in calculating any refund amount.

Withdrawal Date

When any of the following occur, the effective withdrawal date for the student shall be:

1. The date the student notifies the school of withdrawal.
2. The beginning date of any phase in which a student fails to start classes.
3. The date when the school terminates the student’s enrollment for failure to meet performance skill level, or violation of school policies or rules.
4. The date the student is scheduled to return from a leave of absence and fails to do so.

ACADEMIC PROGRAMS

Web Development Certificate

Program Description

The Web Development training program provides students with sufficient technical knowledge and training to pursue entry level positions in the software engineering field as beginning web developers. Possible career paths include programming, web design, software development, and software support in a professional office environment. To successfully pursue these career paths a student must possess knowledge in coding techniques, documentation reading, debugging, testing, data retrieval, and creating and manipulating databases and tables. The Web Development program is not designed to lead to positions in a profession, occupation, trade or career field requiring licensure in the state.

The Web Development program is a total of 495 clock hours over a period of 18 weeks. The 9 week preparation phase, Phase 0, is completed remotely. Phase 0 requires 20 hours of work per week. Following Phase 0, students complete the 9 week on-site Web Development phases at the Dev Bootcamp campus. The on-site program consists of three phases, Phases 1 to 3, of lectures, curated content (books, screencasts, and tutorials), exercises, challenges, games, code competitions and reviews. Training will be instructor led and student driven. There is no requirement for after-hours work, but it is expected that because of the intensive nature of the training program students are likely to study/work evenings and weekends.

Throughout the first six weeks of on-site instruction students participate in Engineering Empathy seminar sessions. These sessions allow students to learn and develop soft skills for use at Dev Bootcamp and in their careers. The goals of Engineering Empathy session are to experience empathy, experience its value, commit to the work of engaging in empathy, and know when you are in empathy and when you are not. Topics covered include inner critic, active listening, defensive techniques, mindfulness, self-awareness, emotional reactions, sexism, difficult conversations, emotional intelligence, and conflict resolution.

To earn a certificate for completion of the program, students must successfully complete Phases 0 to 3, including Phase assessments and the Phase 3 final project. Students are not required to participate in an internship or externship or pass a final examination, to complete the program. Details of the required course work and study are below:

Curriculum

Program Objectives

After completing the program, a student is expected to:

- Be able to effectively use core data structures such as Arrays, Hashes, Strings in Ruby
- Be able to model real world scenarios using Object Oriented Design Principles
- Be able to persist data to a Relational Database using SQL and use Ruby to interact with the Databases
- Be able to respond to HTTP requests using the Sinatra web framework
- Be able to use HTML and CSS to layout web pages

- Be able to add interactive behavior to web pages including asynchronous requests to web servers with JavaScript
- Be able to use best practices for authenticating users (password encryption)
- Be able to interact with third party applications using the OAuth protocol
- Be able to demonstrate proficiency in the Ruby on Rails web framework
- Be able to identify performance pitfalls of web applications and corresponding means of correcting them
- Be able to write unit and integration tests with RSpec
- Be able to test JavaScript with Jasmine
- Be able to identify technical tradeoffs when selecting third party libraries
- Be able to demonstrate proficiency with Git
- Be able to work in Agile development environments

Program Outline and Hours

Online Pre-Work (180 hours)

Phase 0: Fundamentals of Web Development

Curriculum: Understanding the basics of what a programming language is and its uses. Introduction to pseudocode as a structural language used to describe algorithms. Basic front end techniques and skills using HTML and CSS are covered. Lesson topics include: basic Ruby, basic data structures, single-class object-oriented programming, beginner SQL, database design, introduction to UNIX, HTML and CSS, and JavaScript.

Students can request an evaluation after submitting any challenges or projects via the GitHub pull request system. Mandatory assessments will be reviewed and the results communicated before the end of the week immediately following the assessment's listed due date.

Phase 0 Details

- Online Weeks: 1-9
- Lecture: 0 hours lecture
- Self-Study: 180 online hours
- Grading Scale: Pass/Fail
- Individual pairing sessions with teachers or teaching assistants
- Group tutorial sessions and topic-specific demonstrations with teachers

Expectations

- Complete all core challenges (60 challenges over the course of 9 weeks)
- Online challenges need to be submitted for review by a teacher or teaching assistant
- Pass Individual and Paired Assessment sessions
- Participate in verbal/written student feedback
- Participate in cultural discussions to build social skills

On-Site Instruction – Phase 1 - 3 (9 weeks x 35 hours/week = 315 hours)

These hours exclude a 90-minute daily lunch break.

Phase 1: Modeling

Curriculum: Continue to apply Ruby fundamentals such as branching, looping and assignment to solve common programming challenges e.g. file manipulation, data analysis. Learn to think and communicate like a programmer. Write code in a manner that incorporates the end user's needs and supports colleague's understanding. Learn to decompose simple problems encountered in programming by breaking them down into easier-to-solve components by application of design techniques such as the Law of Demeter, loose coupling, etc. Learn to use a database to model a real-world system. Understand common Ruby error messages and be able to trace them to specific lines in the written code.

Phase 1 Details

- Onsite Weeks: 1-3
- Lecture: 30 hours of lecture
- Self-Study: 120 hours
- Grading Scale: Pass/Fail

Expectations

- Complete coding challenges and exercises
- Participate in an interview with at least one Phase 2 teacher
- Complete a feedback survey of their peers

Note: The interview will address students understanding of the code they wrote and the modeling concepts listed above. The peer survey will address the student's ability to work in a team and pair setting.

Phase 2: Web Technology

Curriculum: Receive an overview of how the web works. Get comfortable using HTML tags and their attributes; learn to troubleshoot HTML documents; and gain awareness of web standards, HTML5 and semantic markup. Understand how to use inline and external CSS to style HTML documents. Learn to use RESTful design, Sinatra and the ActiveRecord ORM to build applications. Use MVC design pattern to build web applications. Understand when and how to use JavaScript code in a browser context for page update. Learn to use JavaScript to accomplish asynchronous background tasks that update the web page (“AJAX”)

Phase 2 Details

- Onsite Weeks: 4-6
- Lecture: 30 hours lecture
- Self-Study: 120 hours
- Grading Scale: Pass/Fail

Expectations

- Complete coding challenges and exercises
- Participate in an interview with at least one Phase 3 teacher
- Complete a feedback survey of their peers

Phase 3: Development Framework (Rails and JavaScript)

Curriculum: Put together all the moving parts of the Rails framework and build an original application from scratch. Plan a web application using Agile methodology and use TDD/BDD to build it. Use debugging tools to fix bugs in the code. Learn to use Rspec, Rack, and Capybara tests to test out any errors in an application before it's ready for use by the end user.

Phase 3 Details

- Onsite Weeks: 7-9
- Lecture: 30 hours lecture
- Self-Study: 120 hours
- Grading Scale: Pass/Fail

Expectations

- Students work in small teams to build a full-stack web application that they present to the entire school as their final project. Students assessed on how well they meet these objectives with three measures:
 - Project design, execution, documentation, and presentation
 - Code contributions and work as submitted to GitHub
 - Project team members' reviews and critique

Occupational Outcomes

Web Development (Certificate)

Upon earning a certificate of completion for the Web Development program, the student will be prepared to take entry-level positions as a Computer Programmer, Software Developer, Applications Software Developer, Systems Software Web Developer, Database Administrator, Network and Computer System Administrator, Computer Network Support Specialist, Computer Science Teacher, and Software Engineer.

This means a student shall know how to:

- Create, modify, debug, and support web applications using a typical web stack of Postgres, Ruby on Rails, HTML, CSS, and some JavaScript.
- Design and produce web applications and interfaces including computer-to-computer APIs.
- Perform in an agile development methodology based environment.
- Create test scripts and debug code.
- Research and evaluate solutions and prototypes through fieldwork.
- Function as a team member.

The Web Development program is not designed to lead to positions in a profession, occupation, trade or career field requiring licensure in the state.

Academic Calendar

2017 Holiday Schedule

New Year's Day	January 2, 2017
Martin Luther King Day	January 16, 2017
Memorial Day	May 29, 2017
Independence Day	July 4, 2017
Summer Break	July 3 – July 7, 2017
Labor Day	September 4, 2017
Thanksgiving	November 23 - 24, 2017
Christmas Day	December 25, 2017
Winter Break	December 25 – 29, 2017

2017 Web Development Program Dates

Phase 0 Start Date	Phase 1 Start Date	Graduation Date
January 23, 2017	March 27, 2017	May 26, 2017
February 13, 2017	April 17, 2017	June 16, 2017
March 27, 2017	May 29, 2017	August 4, 2017
April 17, 2017	June 19, 2017	August 25, 2017
May 29, 2017	August 7, 2017	October 6, 2017
June 19, 2017	August 28, 2017	October 27, 2017
August 7, 2017	October 9, 2017	December 8, 2017
August 28, 2017	October 30, 2017	January 5, 2018
October 9, 2017	December 11, 2017	February 16, 2018
October 30, 2017	January 8, 2018	March 9, 2018
December 11, 2017	February 19, 2018	April 20, 2018