



2018 – 2019 School Catalog

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Table of Contents

GENERAL INFORMATION.....	4
HISTORY	4
VISION STATEMENT.....	4
OBJECTIVES	5
APPROVALS.....	5
DESCRIPTION OF AVAILABLE SPACE, FACILITIES AND EQUIPMENT	6
LEARNING RESOURCES	6
ADMINISTRATION	6
OWNERSHIP INFORMATION.....	6
TUITION AND FEES	7
ANY OTHER EXPENSES.....	7
HOLIDAYS TO BE OBSERVED	7
BEGINNING AND ENDING DATES OF COHORTS	8
SCHOOL HOURS OF OPERATION	8
CLASS SCHEDULES	8
ADMISSIONS POLICIES.....	8
TRANSFER OF CREDIT	9
PAYMENT SCHEDULES.....	9
STUDENT’S RIGHT TO CANCEL AND REFUND POLICY	11
POSTPONEMENT OF START DATE	13
Back-End Web Development (Online).....	14
Cyber Security.....	16
Data Science.....	19
Front-End Web Development (Online).....	22
LENGTH OF TIME IN WEEKS REQUIRED FOR COMPLETION OF PROGRAM	32
GRADING AND MARKING SYSTEM USED	32
INCOMPLETES	32
WITHDRAWAL.....	32
ATTENDANCE POLICY	33
SATISFACTORY PROGRESS AND ACADEMIC PROBATION	33
MODULE RETAKE POLICY.....	37
WOZ FOR LIFE.....	38

SCHOOL POLICY REGARDING STUDENT CONDUCT38
CAUSES FOR TERMINATION38
CAUSES FOR READMISSION39
PROCEDURES TO RESOLVE STUDENT GRIEVANCES39
ACKNOWLEDGEMENTS40

GENERAL INFORMATION

Catalog Rights and Changes. This catalog is effective as of the date on the front page. Special attention is given to ensure information in this publication is an accurate description of programs, policies, procedures, facilities, personnel, and other matters relevant to the operation of Woz U.

It is the intention of WOZ U to protect the rights of students with respect to curriculum and completion requirements. There are times when catalog requirements may change. Woz U will make every effort to ensure a students' program plan does not change wherever possible.

Woz U has the right at its discretion to make reasonable changes in program content, class schedules, materials and equipment, as it deems necessary in the interest of improving the student's educational experience. Woz U reserves the right to make changes in policy and procedures as circumstances dictate. When ongoing federal, state, accreditation and/or professional changes occur that affect students currently in attendance, Woz U will make the appropriate changes and notify the students accordingly. Woz U will authorize substitutions for discontinued courses where appropriate.

As a prospective student, you are encouraged to review this catalog prior to signing an enrollment agreement.

HISTORY

Since 2013, Woz U has been preparing students for successful, rewarding careers in the field of software engineering. Through accelerated and immersive courses led by expert instructors, our students become accustomed to thinking like a developer and adapting to the dynamics of working on an Agile software team.

As technology continues to evolve at an increasingly rapid rate, students need more than a kick-start to a good job, they need a persistent career development partner. That's why Woz U graduates are encouraged to return as often as needed, free of charge, to refresh their knowledge, learn new technologies and find new opportunities. Our accelerated programs center on the needs of today's hard-working software teams and hiring managers. From learning to code, creating a fully-functional web application, interview readiness training and so much more, our focus is preparing students to meet the demands of employers.

VISION STATEMENT

To accelerate the development of tomorrow's innovators by transforming the way we educate!

MISSION STATEMENT

Our mission is to be the world's leading talent producer, by creating the most advanced educational ecosystem!

OUR PROMISE

Woz U promises our customers world-class service, our enterprise partners the ability embrace and drive change, our investors the prospect of profitable growth, and our employees the appeal of economic impact.

VALUES STATEMENT

Our values at Woz U are shared beliefs we strive to uphold every day. They are our compass; guiding our actions and how we behave as individuals and as an organization within our communities.

- *Deliver World Class Experience:* Adding relevant value to the learner’s experience is at the core of every decision we make.
- *Embrace and Drive Change:* We are committed, continuously working to innovate and stretch our services and processes.
- *Be Audacious, Innovative, and Open-Minded:* We are change agents; we see the world not for how it is, but for how it could be.
- *Create Makers and Builders:* We give rise to the infectious and voracious love of learning, inspired by self-efficacy and the optimistic ability to create.
- *Do More with Less:* We simplify all processes to the fewest steps possible.
- *Build a Progressive Team and Family Spirit:* We stay cutting edge while investing efforts, energy, and resources to support activities and charities that develop teams and families.
- *Performance Driven:* We act with greater accountability, transparency, and integrity while remaining profitable and innovative.
- *Be Passionate and Determined:* We are energized by possibilities and driven to discover innovative solutions.

OBJECTIVES

- Provide CLASSROOM BASED INSTRUCTION & ONLINE COMPUTER BASED LEARNING in coding languages that meet employer demand;
- Implement new programs in coding languages that meet ongoing technology changes;
- Promote a work environment that allows for the hiring and retention of top personnel;
- Provide an individualized approach for job search strategies to each student.

APPROVALS

Licensed by the Arizona State Board for Private Postsecondary Education, www.azppse.gov, 1740 W. Adams, 3rd Floor, Phoenix, AZ 85007, (602) 542-5709.

The school is an unaccredited school and is not eligible for federal financial aid programs.

DESCRIPTION OF AVAILABLE SPACE, FACILITIES AND EQUIPMENT

Woz U is located at 8444 North 90th St. Suites 105, 110, 115, Scottsdale, AZ, 85258. The facility is approximately 10,400 square feet and has office space for employees, open space for team work and ample classroom space. The facility has ample parking to accommodate students and staff.

LEARNING RESOURCES

Students have access to Woz U online resources 24/7. Other information and resources that a student may need are located on the internet.

ADMINISTRATION

Jacob Mayhew, Chief Executive Officer
Chris Coleman, President
David Weems, Chief Operations Officer
Jonathan Crowley, Chief Financial Officer

OWNERSHIP INFORMATION

Woz U is owned by Exeter Education, LLC. The corporate office is located at 8444 N 90th St Suite 105, 110, 115; Scottsdale, AZ 85258. Exeter Education, LLC is the majority owner and acts as the board manager.

LIST OF PROGRAMS OFFERED

- Back-End Web Development
- Cyber Security
- Data Science
- Front-End Web Development
- Full Stack Web Developer
- Mobile Application Developer

TUITION AND FEES

<u>Program</u>	<u>Tuition</u>	<u>Enrollment Fee</u>	<u>Books</u>	<u>Supplies</u>	<u>Tools</u>	<u>Laboratory Fee</u>	<u>Total Cost Paid in Full</u>
BACK-END WEB DEVELOPMENT	3,499.00	100.00	0.00	0.00	0.00	0.00	3,599.00
CYBER SECURITY	13,200.00	100.00	0.00	0.00	0.00	0.00	13,300.00
DATA SCIENCE	13,200.00	100.00	0.00	0.00	0.00	0.00	13,300.00
FRONT-END WEB DEVELOPMENT	2,499.00	100.00	0.00	0.00	0.00	0.00	2,499.00
FULL STACK WEB DEVELOPER GROUND	13,800.00	100.00	0.00	0.00	0.00	0.00	13,900.00
FULL STACK WEB DEVELOPER ONLINE	13,200.00	100.00	0.00	0.00	0.00	0.00	13,300.00
FULL STACK WEB DEVELOPER FLEX PATH	7,990.00	100.00	0.00	0.00	0.00	0.00	8,090.00
MOBILE APPLICATION DEVELOPER	13,200.00	100.00	0.00	0.00	0.00	0.00	13,300.00

Course materials such as books and software are included in the tuition. Students must supply their own laptop, not a tablet.

ANY OTHER EXPENSES

Students are responsible for their own accommodations.

HOLIDAYS TO BE OBSERVED

When an unexpected closure occurs due to extraordinary conditions such as inclement weather, students will be notified as soon as possible by phone and/or radio, and/or TV who provide closure information as a public service. Classes are not held on the following holidays:

2018 Holiday Calendar		
Holiday	Start	End
New Year's Day	1/1/18	
Presidents Day	2/19/18	
Good Friday	3/30/18	
Memorial Day	5/28/18	
Independence Day	7/4/18	
Labor Day	9/3/18	
Thanksgiving	11/22/18	11/23/18
Winter Break	12/24/18	1/6/19
Ground classes are made up during the week of the Holiday by adding additional time to each class meeting.		

2019 Holiday Calendar		
Holiday	Start	End
New Year's Day	1/1/19	
MLK Day	1/21/19	
Presidents Day	2/18/19	
Spring Break	3/18/19	3/24/19
Good Friday	4/19/19	
Memorial Day	5/27/19	
Independence Day	7/4/19	
Labor Day	9/2/19	
Thanksgiving	11/28/19	11/29/19
Winter Break	12/23/19	1/5/20
Ground classes are made up during the week of the Holiday by adding additional time to each class meeting.		

BEGINNING AND ENDING DATES OF COHORTS

Day Immersive: Woz U starts new classes every 2-3 weeks; subject to availability of instructors and program interest.

Structured Online: Woz U starts new classes every 2-3 week; subject to availability of instructors and program interest.

SCHOOL HOURS OF OPERATION

Office Hours: 8:00 AM – 6:00 PM local time zone, Monday through Friday.

School Hours: 8:30 AM – 6:00 PM local time zone, Monday through Friday.

8:00 AM – 2:30 PM Saturdays (when night/weekend cohorts are offered)

CLASS SCHEDULES

Day immersive students will attend class Monday through Friday from 8:30 AM to 5:30 PM for approximately twelve weeks.

For day immersive students, a ten-minute break will be taken for the last ten minutes of each hour, and lunch will be from 12:00 PM to 1:00 PM. For evening immersive students, there will be no mealtime, and a ten-minute break will be taken for the last ten minutes of each hour. A course time hour is at least 50 minutes of instruction during a 60-minute period.

ADMISSIONS POLICIES

Individuals applying for course admission are required to have:

1. Interview with an admissions representative;
2. Applicants under the age of 18 require permission from a parent or legal guardian to enroll;
3. Prospective students must have a high school diploma or equivalency diploma to be accepted for enrollment;
4. All students are encouraged to complete the Woz-U technology program assessment tool, to match a student with the programs offered.

Alumni Scholarship

Woz U may offer the Alumni Scholarship to graduates from one of our technology programs interested in taking a second program. Scholarship is available to those who qualify. Some programs may not qualify.

STUDENT'S RIGHT TO CANCEL AND REFUND POLICY

CANCELLATION AND REFUND POLICY:

The school must refund all monies paid if the applicant is not accepted. This includes instances where a starting program is canceled by the school.

Three-Day Cancellation: An applicant who provides written notice of cancellation within three days (excluding Saturday, Sunday and federal and state holidays) of signing an enrollment agreement is entitled to a refund of all monies paid. No later than 30 days of receiving the notice of cancellation, the school shall provide the 100% refund. A full refund will also be made to any student enrolled in a 24-week program who cancels enrollment within the student's first three scheduled class days.

Other Cancellations: An applicant requesting cancellation more than three days after signing an enrollment agreement and making an initial payment, but prior to entering the school, is entitled to a refund of all monies paid less an enrollment fee of a \$100.

Reverse Start Policy: A reverse start period may be applied to students enrolling in specific Woz-U programs (Full Stack Web Immersive Online, Immersive Onsite, Night Onsite, Structured Online, Data Science, Cyber Security, Mobile Application Developer). A reverse start period of 7 days for Ground 12-week programs, 14 days for Online 24-week programs and 21 days for Online 33-week programs. If at any time during the reverse start period (7 days for Ground, 14 days for Online 24-week programs and 21 days for Online 33-week programs) the student decides to discontinue enrollment, or if a student fails to confirm intent to continue enrollment by attending any class on calendar day 8 for Ground, day 15 for Online 24-week programs and day 22 for Online 33-week programs or beyond, he or she may do so without incurring any tuition-related expense or loan debt.

If the student confirms intent to continue enrollment by attending any class within or beyond the 8-day period for Ground, 15-day for 24-week programs and 22-day for 33-week programs, he or she may be subject to all tuition charges as outlined in this Agreement. On calendar day 8 for Ground, 15 for 24-week programs, and day 22 for 33-week programs or beyond, pursuant Arizona Administrative Code R4-39-404, the minimum refund of the remaining tuition and fees will be the pro rata portion of tuition, fees, and other charges that the number of hours remaining in the portion of the course or program for which the student has been charged after the effective date of termination bears to the total number of hours in the portion of the course or program for which the student has been charged, except that a student may not collect a refund if the student has completed more than 50 percent the total number of hours in the portion of the program for which the student has been charged on the effective date of termination. Any class attended during the reverse start period would receive a grade of RS.

Refund after commencement of program:

1. Procedure for withdrawal/withdrawal date:

- A. A student choosing to withdraw from the school after the commencement of classes is to provide written notice to Student Affairs via studentaffairs@woz-u.com. The notice is to indicate the expected last date of attendance and be signed and dated by the student.
- B. For a student who is on authorized Leave of Absence (“LOA”), the withdraw date is the date the student was scheduled to return from the Leave and failed to do so.
- C. A student will be determined to be withdrawn from the institution if the student has not attended any class for 10 consecutive class days.
- D. All refunds must be paid within 30 calendar days of the student’s official termination date, or from when the student fails to return from an approved Leave of Absence.

2. Tuition charges/refunds:

- A. Before the beginning of classes, the student is entitled to a refund of 100% of the tuition less the non-refundable application fee of \$100.
- B. After the commencement of classes, the tuition refund (less the enrollment fee of \$100), amount shall be determined as follows:

% 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 is required

The percentage of the clock hours attempted is determined by dividing the total number of clock hours elapsed from the student’s start date to the student’s last day of attendance, by the total number of clock hours in the program.

3. When calculating refunds, the official date of a student’s termination is the last day of recorded attendance:

- a. When the school receives written notice of the student’s intention to discontinue the training program; or,
- b. When the student is terminated for a violation of a published school policy which provides for termination; or,
- c. When a student, without notice, fails to attend classes for thirty calendar days.

Books, supplies and fees are included in the tuition and refunded under the tuition refund policy.

Refunds will be issued within 30 days of the date of student notification or date of school determination.

POSTPONEMENT OF START DATE

Postponement of a starting date, whether at the request of the school or the student, requires a written agreement signed by the student and the school. The agreement must set forth:

- a. Whether the postponement is for the convenience of the school or the student, and;
- b. A deadline for the new start date, beyond which the start date will not be postponed.

If the course has not commenced, or the student fails to attend by the new start date set forth in the agreement, the student will be entitled to an appropriate refund of prepaid tuition and fees within 30 days of the deadline of the new start date set forth in the agreement, determined in accordance with the school's refund policy.

PROGRAMS

Back-End Web Development
Cyber Security
Data Science
Front-End Web Development
Full Stack Web Developer
Mobile Application Developer

Back-End Web Development (Online)

This course offers a certificate of completion. The Back-End Web Development program is offered through an Online delivery method.

Objectives: Students completing this course will be skilled in the following areas: JavaScript, HTML, and CSS, databases, programming foundations and back-end foundations.

This is an instructor led or instructor supported training course that targets the needs of individuals who want to start a career in back-end web development in applying the latest web languages and software programming concepts. It will allow for job opportunities in fields such as: back end development.

After completing this course, students will be able to:

- Understand and use JavaScript
- Develop and maintain websites using HTML
- Control the style and layout of multiple webpages using Cascading Style Sheets (CSS)
- Implement server-side functionality using a back-end programming language
- Develop SQL and NoSQL based database applications

This program is delivered by ONLINE COMPUTER BASED LEARNING.

The program requires a PC running Windows 7 or newer with a minimum of 8GB of RAM.

Complete Listing of Subjects & Synopsis

SUBJECT IDENTIFYING NUMBER	SUBJECT TITLE	SUBJECT HOURS Lecture/Lab/total	PREREQUISITES	COMPLETE SYNOPSIS
Week 1-3	Coding from Scratch	30 / 10 / 40	Admission to Course	Students have the opportunity to learn how to use HTML, CSS and JavaScript to create web sites. Students will also learn how to use the Git Source Control System to manage their source code and share it with others.
Week 4-6	Database Foundations	20 / 20 / 40	Week 1-3	Students have the opportunity to learn what databases are and the way we store information for persistence in our applications. Students will utilize both SQL and NoSQL databases and be able to
Week 7-9	Programming Foundations	20 / 20 / 40	Week 4-6	Students have the opportunity to learn a back-end language and its associated programming environment. Students will construct simple programs utilizing console-based output.

Week 10-12	Back End Foundations	10/ 30 / 40	Week 7-9	Students have the opportunity to learn a web server technology stack. Students will be able to respond to HTTP requests and return both HTML and JSON responses. Students will learn how to build RESTful APIs.
Total Hours for Course Completion			80 / 80 / 160	

Requirements for Completion:

Student must successfully complete each class in the program and have an overall cumulative grade point average of 2.0.

Student must be current on financial obligations.

Cyber Security

This course offers a certificate of completion. The Cyber Security program is offered through Immersive Online, Immersive Onsite, Night Onsite, and Structured Online delivery modalities.

Objectives

The Cyber Security program provides training for an entry-level career in Cyber Security industry. The program will focus on security information, procedures and processes used in all types of business, governmental, non-profit environments. The program includes training in security basics, networks basics and defense, identity and access management, cryptography concepts, system administration, logging and monitoring, programming, web security, project management, and threats and vulnerabilities.

After completing this course, students will be able to:

- Use network assessment tools to gauge the security posture of an organization
- Implement access management controls and account management practices
- Identify, compare and contrast different types of attacks and related impacts
- Use a programming language to automate system administration tasks
- Use theoretical models and specific technical knowledge to secure web applications

This program is delivered by CLASSROOM BASED INSTRUCTION or ONLINE COMPUTER BASED LEARNING.

The program requires a PC running Windows 7 or newer with a minimum of 8GB of RAM.

Complete Listing of Subjects & Synopsis

SUBJECT IDENTIFYING NUMBER	SUBJECT TITLE	SUBJECT HOURS Lecture/Lab/total	PREREQUISITES	COMPLETE SYNOPSIS
Week 1-2	Security Foundations	20 / 20 / 40	Admission to Course	The Security Basics course will help students gain a fundamental understanding of security concepts that will be used throughout the Cyber Security track. Topics covered include basic security concepts; threat actors and attributes; organizational security; policy, procedures and frameworks; security controls business impact analysis; risk management; incident response and disaster recovery.
Week 3-4	System Administration	20 / 20 / 40	Week 1-2	The course will cover System Administration basics from a security orientated point of view. This course will include information on installing and configuring network components to support organizational security. Additional topics include threats, vulnerabilities, secure protocols and secure system design.

Week 5-6	Networking Foundations	20 / 20 / 40	Week 3-4	This course will provide instruction in technical skills required in network administration and support. This course will include information on media, topologies, protocols and standards, network support, and the knowledge and skills to sit for network certification.
Week 7-8	Network Defense	20 / 20 / 40	Week 5-6	The Network Defense course will give students an overview of the various hardware and software tools available to defend a network against attack. Students will use various tools to assess the security posture of an organization and understand the possible impact of various vulnerabilities. Additionally, this course will cover the concepts of penetration testing and vulnerabilities testing.
Week 9-10	Cryptography and Access Management	20 / 20 / 40	Week 7-8	The course will cover the different methodologies and concepts of Cryptography and Access management. Students will be exposed to different cryptography algorithms used to ensure safe transmission, storage and use of sensitive data. Students will also learn how to implement various access management controls and account management practices.
Week 11-12	Logging and Monitoring	20 / 20 / 40	Week 9-10	The course will give students the knowledge and skills needed to properly analyze and interpret various security related logs produced by different security related technologies. This will focus on standard logs and in particular on Intrusion Detection and Prevention Systems. Students will also be given a basic understanding of forensics analyze and presented with such related topics as chain of custody.
Week 13-14	Programming Foundations	20 / 20 / 40	Week 11-12	The Programming Foundations course will give students a foundation in one of the most popular programming languages in use today, generally a widely used high-level programming language for general-purpose programming. This module will give students a strong foundation upon which to build throughout the rest of the track.

Week 15-16	Web Application Security & Project Management	20 / 20 / 40	Week 13-14	This course will teach students about Web Application Security and Project Management and is intended to be an introduction to these key concepts. Students will learn the mindset, discipline, and methods for securing a software project and traditional project management concepts with a focus on Agile software development methodology. Students will complete this course with both a theoretical model and specific technical knowledge.
Week 17-18	Threats and Vulnerabilities	20 / 20 / 40	Week 15-16	The Threats and Vulnerabilities course will provide students with an in depth look at the various threats and vulnerabilities faced by every organization and technology user. These will cover those related to hardware, software and people, including a detailed review of Social Engineering as used by various threat actors. Students will be able to identify, compare and contrast different types of attacks and related impacts.
Week 19-24	Group Project	0/80/80	Week 1-18	Students will learn to complete an analysis of network defense in a group setting.
Total Hours for Course Completion			200 / 280 / 480	

Requirements for Completion

Students are required to participate in the final group project as an active member of the team. Daily evaluations are done as to their involvement in the final projects. Additionally, students must complete an individual project on a topic of their choosing. The project may include many different aspects of network attack and defense.

Data Science

This course offers a certificate of completion. The Data Science program is offered through Immersive Online, Immersive Onsite, Night Onsite, and Structured Online delivery modalities.

Objectives

Students completing this course will be skilled in the following areas: Data Analysis, Hypothesis Testing, Data Visualization, Metric Development, Process Control, Machine Learning, Modeling, and Optimization. Students will learn to do these analyses using Python and R.

This is an instructor led or instructor supported training course that targets the needs of individuals who want to start a career in data analysis and data science. It prepares students for job opportunities in various industries, including manufacturing, finance, insurance, health care, and retail.

After completing this course, students will be able to:

- Mine datasets for better understanding
- Create metrics, and implement monitoring plans
- Create models for prediction and planning
- Implement Machine Learning algorithms
- Use regression analysis to explain relationships
- Create visualizations
- Test various hypotheses in a designed experiment
- Prepare and deliver findings reports to all audiences

This program is delivered by ONLINE COMPUTER BASED LEARNING.

The program requires a PC running Windows 7 or newer with a minimum of 4GB of RAM.

Complete Listing of Subjects & Synopsis

SUBJECT IDENTIFYING NUMBER	SUBJECT TITLE	SUBJECT HOURS Lecture/Lab/total	PREREQUISITES	COMPLETE SYNOPSIS
Week 1-2	Basic Statistics	20 / 20 / 40	Admission to Course	Students will learn the fundamentals needed to be successful throughout the rest of the program. Topics covered here are probability, Bayes Theorem, variable types, descriptive statistics, common distributions, and statistical inference.
Week 3-4	Programming Foundations in Python	20 / 20 / 40	Week 1-2	Students will learn the fundamentals of programming using the Python language. Topics covered here are algorithms, Boolean logic, data types, data structures, object- oriented programming, best practices, and debugging.

Week 5-6	Databases	20 / 20 / 40	Week 3-4	Students will learn the fundamentals of organizing and extracting data using SQL and noSQL databases.
Week 7-8	Statistical Programming in R	20 / 20 / 40	Week 5-6	Students will learn the fundamentals of using the statistical software package R, including loading data, accessing libraries to utilize functions, and data manipulation. R will be used throughout the course to conduct analyses.
Week 9-10	Metrics and Data Processing	20 / 20 / 40	Week 7-8	Students will learn the fundamentals of creating and monitoring metrics and will be exposed to the common practices in contemporary business settings. The principles of statistical process control will be taught and practiced. Other methods of monitoring data, such as cusum charts and moving average charts will also be taught and practiced.
Week 11-12	Data Wrangling and Visualization	20 / 20 / 40	Week 9-10	Students will learn the fundamentals of manipulating data to facilitate analysis. In addition, several common tools for visualization will be taught and practiced. Supporting metrics and measures that accompany the visualizations will be used.
Week 13-14	Intermediate Statistics	20 / 20 / 40	Week 11-12	Students will learn to use hypothesis testing as part of the scientific method and will learn and practice various basic scenarios for hypothesis testing, including one sample z- and t- tests, two sample tests (paired and unpaired), analysis of variance, one- and two-proportion tests, and the Chi-square test for independence.
Week 15-16	Machine Learning and Modeling	20 / 20 / 40	Week 13-14	Students will learn the fundamentals and practices for several machine learning techniques, including clustering, decision trees, random forests, Bayesian networks, etc. and will understand the difference between supervised and non-supervised systems. In addition to machine learning, students will learn useful modeling techniques, including linear regression, non-linear regression, logistic regression, and step-wise regression.
Week 17-18	Introduction to Big Data	20 / 20 / 40	Week 15-16	Students will learn the fundamentals and history of big data and will practice with exercises in distributed computing. Other popular big data tools will be introduced.

Week 19-24	Group Project	20 / 100 / 120	Week 1-18	Students will learn to complete a thorough data mining, analysis and modeling exercise in a group setting.
Total Hours for Course Completion			200 / 280 / 480	

Requirements for Completion

Students are required to participate in the final group project as an active member of the team. Daily evaluations are done as to their involvement in the final projects. Additionally, students must complete an individual project on a topic of their choosing. The project may include experimental design and data collection, and will be completed using several of the following techniques to bring the data to life:

1. Experimental design and hypothesis testing
2. Modeling
3. Machine Learning techniques
4. Process monitoring
5. Visualization
6. Student projects must be approved by an instructor or director.
7. Student must be a helpful, active participant in the group project
8. Student must complete the Resume Building and Interview Preparation exercises
9. Student must be current on financial obligations

Front-End Web Development (Online)

This course offers a certificate of completion. The Front-End Web Development program is offered through an Online delivery method.

Objectives: Students completing this course will be skilled in the following areas: JavaScript, HTML, and CSS.

This is an instructor led or instructor supported training course that targets the needs of individuals who want to start a career in front-end web development in applying the latest web languages and software programming concepts. It will allow for job opportunities in fields such as: front end development.

After completing this course, students will be able to:

- Understand and use JavaScript
- Develop and maintain websites using HTML
- Control the style and layout of multiple webpages using Cascading Style Sheets (CSS)
- Use a front-end framework such as React to produce interactive UIs

This program is delivered by ONLINE COMPUTER BASED LEARNING.

The program requires a PC running Windows 7 or newer with a minimum of 8GB of RAM.

Complete Listing of Subjects & Synopsis

SUBJECT IDENTIFYING NUMBER	SUBJECT TITLE	SUBJECT HOURS Lecture/Lab/total	PREREQUISITES	COMPLETE SYNOPSIS
Week 1-3	Coding from Scratch	30 / 10 / 40	Admission to Course	Students have the opportunity to learn how to use HTML, CSS and JavaScript to create web sites. Students will also learn how to use the Git Source Control System to manage their source code and share it with others.
Week 4-6	Front End Foundations	30 / 10 / 40	Week 1-3	Students have the opportunity to learn advanced JavaScript, interacting with the DOM, retrieving data from remote sources, and more advanced layout techniques.
Week 7-9	Front End Frameworks	30 / 10 / 40	Week 4-6	Students have the opportunity to learn a JavaScript framework which turns up the power of JavaScript so that you can do more in less code and use AJAX to create Single Page Applications.
Total Hours for Course Completion			90 / 30 / 120	

Requirements for Completion:

Student must successfully complete each class in the program and have an overall cumulative grade point average of 2.0.

Student must be current on financial obligations.

Full Stack Web Developer (Ground)

This course offers a certificate of completion. The Full Stack Web Developer program is offered through Immersive Online, Immersive Onsite, Night Onsite, and Structured Online delivery modalities.

Objectives: Students completing this course will be skilled in the following areas: JavaScript, HTML, CSS, REST API, Web application servers, SQL and NoSQL database systems, Git source control system.

This is an instructor led or instructor supported training course that targets the needs of individuals who want to start a career in web development in applying the latest web languages and software programming concepts, such as: authentication and authorization, RESTful API's, and advanced database structures such as many to many relationships. It will allow for job opportunities in fields such as: front end development, back end development, and full stack development.

After completing this course, students will be able to:

- Understand and use JavaScript
- Develop and maintain websites using HTML
- Control the style and layout of multiple webpages using Cascading Style Sheets (CSS)
- Implement server-side functionality using a back-end programming language
- Build and deploy standalone console applications
- Use a front-end framework such as Angular or React to produce interactive UIs
- Build web enabled applications using a web framework
- Build service-oriented, n-tier applications
- Develop SQL and NoSQL based database applications

This program is delivered by CLASSROOM BASED INSTRUCTION.

The program requires a PC running Windows 7 or newer with a minimum of 8GB of RAM.

Complete Listing of Subjects & Synopsis

SUBJECT IDENTIFYING NUMBER	SUBJECT TITLE	SUBJECT HOURS Lecture/Lab/total	PREREQUISITES	COMPLETE SYNOPSIS
Week 1	Coding from Scratch	30 / 10 / 40	Admission to Course	Students have the opportunity to learn how to use HTML, CSS and JavaScript to create web sites. Students will also learn how to use the Git Source Control System to manage their source code and share it with others.
Week 2	Front End Foundations	30 / 10 / 40	Week 1	Students have the opportunity to learn advanced JavaScript, interacting with the DOM, retrieving data from remote sources, and more advanced layout techniques.

Week 3	Front End Frameworks	30 / 10 / 40	Week 2	Students have the opportunity to learn a JavaScript framework which turns up the power of JavaScript so that you can do more in less code and use AJAX to create Single Page Applications.
Week 4	Database Foundations	20 / 20 / 40	Week 3	Students have the opportunity to learn what databases are and the way we store information for persistence in our applications. Students will utilize both SQL and NoSQL databases and be able to identify the appropriate use cases
Week 5	Programming Foundations	20 / 20 / 40	Week 4	Students have the opportunity to learn a back-end language and its associated programming environment. Students will construct simple programs utilizing console-based output.
Week 6	Back End Foundations	10/ 30 / 40	Week 5	Students have the opportunity to learn a web server technology stack. Students will be able to respond to HTTP requests and return both HTML and JSON responses. Students will learn how to build RESTful APIs.
Week 7-12	Group Project	20/ 220/ 240	Week 1-6	Students spend days in coding sessions that shows off what a small team of dedicated new developers can get accomplished on a much more robust and complete project. Students also review course content in Agile Project Management and Career Skills, Mobile Apps and Responsive Design, and Deployment and Web Security.
Total Hours for Course Completion			160 / 320 / 480	

Requirements for Completion:

Students are required to participate in the final group project as an active member of the team. Daily evaluations are done as to their involvement in the final projects. Additionally, students must complete an individual project on a topic of their choosing that meets these requirements:

1. Student projects must be approved by an instructor or director.
2. Student's project must be aesthetically pleasing.
3. Student applications must utilize a SQL or NoSQL data store
4. Student must utilize a front-end framework to enable SPA functionality
5. Student must make at least one AJAX call that solves a real problem
6. Student must be a helpful, active participant in the group project
7. Student must complete the Resume Building and Interview Preparation exercises
8. Student must have passing grade (2.0) upon completion of the final week of the course
9. Student must be current on financial obligations

Full Stack Web Developer (Online)

This course offers a certificate of completion. The Full Stack Web Developer program is offered through Structured Online, and Flex Path delivery modalities.

Objectives: Students completing this course will be skilled in the following areas: JavaScript, HTML, CSS, REST API, Web application servers, SQL and NoSQL database systems, Git source control system.

This is an instructor led or instructor supported training course that targets the needs of individuals who want to start a career in web development in applying the latest web languages and software programming concepts, such as: authentication and authorization, RESTful API's, and advanced database structures such as many to many relationships. It will allow for job opportunities in fields such as: front end development, back end development, and full stack development.

After completing this course, students will be able to:

- Understand and use JavaScript
- Develop and maintain websites using HTML
- Control the style and layout of multiple webpages using Cascading Style Sheets (CSS)
- Implement server-side functionality using a back-end programming language
- Build and deploy standalone console applications
- Use a front-end framework such as Angular or React to produce interactive UIs
- Build web enabled applications using a web framework
- Build service-oriented, n-tier applications
- Develop SQL and NoSQL based database applications

This program is delivered by ONLINE COMPUTER BASED LEARNING.

The program requires a PC running Windows 7 or newer with a minimum of 8GB of RAM.

Complete Listing of Subjects & Synopsis

SUBJECT IDENTIFYING NUMBER	SUBJECT TITLE	SUBJECT HOURS Lecture/Lab/total	PREREQUISITES	COMPLETE SYNOPSIS
Week 1-3	Coding from Scratch	30 / 10 / 40	Admission to Course	Students have the opportunity to learn how to use HTML, CSS and JavaScript to create web sites. Students will also learn how to use the Git Source Control System to manage their source code and share it with others.
Week 4-6	Front End Foundations	30 / 10 / 40	Week 1-3	Students have the opportunity to learn advanced JavaScript, interacting with the DOM, retrieving data from remote sources, and more advanced layout techniques.

Week 7-9	Front End Frameworks	30 / 10 / 40	Week 4-6	Students have the opportunity to learn a JavaScript framework which turns up the power of JavaScript so that you can do more in less code and use AJAX to create Single Page Applications.
Week 10-12	Database Foundations	20 / 20 / 40	Week 7-9	Students have the opportunity to learn what databases are and the way we store information for persistence in our applications. Students will utilize both SQL and NoSQL databases and be able to identify the appropriate use cases for each.
Week 13-15	Programming Foundations	20 / 20 / 40	Week 10-12	Students have the opportunity to learn a back-end language and its associated programming environment. Students will construct simple programs utilizing console-based output.
Week 16-18	Back End Foundations	10/ 30 / 40	Week 13-15	Students have the opportunity to learn a web server technology stack. Students will be able to respond to HTTP requests and return both HTML and JSON responses. Students will learn how to build RESTful APIs.
Week 19-21	Mobile Apps and Responsive Design	20/ 20/ 40	Week 16-18	Students will have the opportunity to learn how to use cross-compilation tools develop native mobile apps using a non-native language and/or native languages. The class will also cover software testing, application hosting, and system build.
Week 22-24	Agile Project Management and Career Skills	10/ 30/ 40	Week 19-21	Students will have the opportunity to learn the different roles on an Agile team and how to be a successful part of one. Students will also have the opportunity to learn career skills for software developers.
Week 25-27	Deployment and Web Security	20/ 20/ 40	Week 22-24	Students will have the opportunity to learn security and deployment of web applications, common security attack vectors as well as how to mitigate them. Students will deploy an application to a cloud hosting platform and learn how to automate the process.

Week 28-33	Group Project	20/ 100/ 120	Final module	Student will have the opportunity to participate in several roles, attend daily scrum meetings to cover tasks and work separately to complete tasks.
Total Hours for Course Completion			210 / 270 / 480	

Requirements for Completion

Students are required to participate in the final group project as an active member of the team. Daily evaluations are done as to their involvement in the final projects. Additionally, students must complete an individual project on a topic of their choosing that meets these requirements:

1. Student projects must be approved by an instructor or director.
2. Student's project must be aesthetically pleasing.
3. Student applications must utilize a SQL or NoSQL data store
4. Student must utilize a front-end framework to enable SPA functionality
5. Student must make at least one AJAX call that solves a real problem
6. Student must be a helpful, active participant in the group project
7. Student must complete the Resume Building and Interview Preparation exercises
8. Student must have passing grade (2.0) upon completion of the final week of the course
9. Student must be current on financial obligations

Mobile Application Developer

This course offers a certificate of completion. The Mobile Application Developer program is offered through Immersive Online, Immersive Onsite, Night Onsite, and Structured Online delivery modalities.

Objectives

The Mobile Application Developer program provides training for an entry-level career in Mobile Application Development. The program will focus on the foundational programming knowledge, and tooling required to create fully functional Mobile Applications. This program includes training in iOS Development, Objective-C, Swift, Mobile UI, Mobile Data, App Frameworks App Store Deployment, Analytics, Monitoring and Agile Project Management. Students will conclude the program by creating a launch-ready mobile application for the iOS platform.

This program is delivered by CLASSROOM BASED INSTRUCTION or ONLINE COMPUTER BASED LEARNING.

The program requires a PC running Windows 7 or newer with a minimum of 8GB of RAM.

Complete Listing of Subjects & Synopsis

SUBJECT IDENTIFYING NUMBER	SUBJECT TITLE	SUBJECT HOURS Lecture/Lab/total	PREREQUISITES	COMPLETE SYNOPSIS
Week 1-2	Introduction to iOS Development	20 / 20 / 40	Admission to Course	The Introduction to iOS Development course prepares students to begin developing apps for the iOS platform by providing the foundational knowledge of the platform and tools required. Students will become familiar with the iOS operating system, the Xcode IDE and the Git source control system.
Week 3-4	Programming Foundations in Swift	20 / 20 / 40	Week 1-2	The Programming Foundations in Swift course will give students a foundation in using the Swift language to develop mobile apps for the iOS platform. Swift is the current and recommended language provided for developing mobile apps on iOS. This course will give students a solid foundation in which they can develop new iOS apps.
Week 5-6	Programming Foundations in Objective-C	20 / 20 / 40	Week 3-4	The Programming Foundations in Objective-C course will give students a foundation in using the Objective-C language to develop mobile apps for the iOS platform. Objective-C is the initial language for iOS and is the most commonly found language in existing apps today. This course will give students a solid foundation in which they can support and extend existing iOS apps.

Week 7-8	Mobile UI	20 / 20 / 40	Week 5-6	The Mobile UI Course will introduce students to modern standards and best practices when creating User Interfaces for their iOS apps. Students will learn about the recommended design practices such as the Human Interface Guidelines and how to leverage UIKit to create effective user experiences.
Week 9-10	Mobile Data	20 / 20 / 40	Week 7-8	The Mobile Data course prepares students with the essential knowledge to manipulate and store application data whether locally on the device or in a cloud-based service. iOS CoreData is covered as well as techniques to offload authentication and storage to Platform as Service(PaaS) providers.
Week 11-12	App Services and Systems	20 / 20 / 40	Week 9-10	The App Frameworks Course introduces students to a variety of pre-existing frameworks that offer commonly used functionality. Features such as Health Monitoring, Maps, Augmented Reality, Home Automation, Voice Recognition.
Week 13-14	App Store and Deployment	20 / 20 / 40	Week 11-12	The App Store and Deployment Course introduces students to the processes required to publish and monetize their iOS App. Students will learn about the mobile deployment process, how to structure beta tests using TestFlight and how to provision and deploy an app to the App Store.
Week 15-16	Analytics and Monitoring	20 / 20 / 40	Week 13-14	The Analytics and Monitoring Course prepares students with the skills needed to monitor engagement and performance of their iOS apps. Students will leverage modern analytics platforms such as flurry or Google analytics to track user activity as well as notifications on crash reports and application faults.
Week 17-18	Agile Project Management	20 / 20 / 40	Week 15-16	This course covers the Agile software development methodology in use in many teams in the software industry today. Students will learn the various roles on an Agile team and how to be a successful member of a team. The class will also cover scrum, sprints, task estimation and bidding, and other parts of an Agile Project.
Week 19-24	Individual Project	20/ 100/ 120	Week 1-18	The Individual Project course combines each part of the program into an individual project for the student. Each student will work independently to create a project specific to the program. This project is due at the end of the course.
Total Hours for Course Completion			200 / 280 / 480	

Requirements for Completion

Students are required to complete a final individual project. Daily evaluations are done as to their involvement in the final projects. This individual project is completed on a topic of their choosing. The project may include experimental design and data collection, and will be completed using several of the following techniques to bring the data to life:

1. Experimental design and hypothesis testing
2. Modeling
3. Machine Learning techniques
4. Process monitoring
5. Visualization
6. Student projects must be approved by an instructor or director.
7. Student must be a helpful, active participant in the group project
8. Student must complete the Resume Building and Interview Preparation exercises
9. Student must be current on financial obligations

LENGTH OF TIME IN WEEKS REQUIRED FOR COMPLETION OF PROGRAM

On average, the CLASSROOM BASED INSTRUCTION program take 12 weeks to complete. Students enrolled in the ONLINE COMPUTER BASED LEARNING program are allowed 1.5 times the length of the program to complete.

GRADING AND MARKING SYSTEM USED

A student's final numeric grade for a subject will be compiled from the grades earned by the student for work assigned and then weighted by the instructor according to the proportions shown in the "basis of grades" sections of the subject syllabi provided to students by their instructors. To determine the student's final average for course completion, the subject numeric grades are converted to grade points based on a 4.00 scale using the table below:

Numeric Grade	Letter Grade	Grade Points
90 - 100	A	4.00
80 - 89	B	3.00
70 - 79	C	2.00
Below 69	F	0.00
*Incomplete	I	0.00
**Withdrawal	W	0.00
***Administrative Withdrawal	WF	0.00

INCOMPLETES

Additionally, an incomplete may be given to students who are not in compliance with the tardy policies.

A grade of Incomplete may be assigned for a course when circumstances beyond a student's control -such as death of a close relative, illness, injury, or family emergency - prevent the student from completing the course work on time.

Arrangements must be made with the instructor to complete the make-up work within two weeks of the end of the course of study. If no arrangements are made, the student will receive "0" points for any outstanding work and the Incomplete ("I") grade will be converted to the grade the student earned based on the cumulative course points received.

WITHDRAWAL

An official withdrawal occurs when you, as an enrolled student, decide you must leave Woz-U at any time after starting the course. Leaving the course without completing the official withdrawal process may result in the assignment of a temporary or failing course grade.

A student choosing to withdraw from the school after the commencement of the course is to provide written notice, verbal, or electronic notification to a member of the Academic Services team or to studentaffairs@woz.u.com

An administrative withdrawal occurs when you, as an enrolled student are not in compliance with attendance, satisfactory progress and/or the code of conduct policies. If a student wants to be re-admitted to any Woz-U program they must meet with Education team and be

granted reinstatement into the program.

All students will be responsible for the tuition and fee charges associated with the course and other charges related to attending WOZ-U as outlined in the STUDENT'S RIGHT TO CANCEL AND REFUND POLICY section of this catalog.

ATTENDANCE POLICY

Campus based program – students enrolled in a campus-based Day Immersive program are required to attend class daily either in-person or virtually. If a student is absent for 10 consecutive school days, the student's enrollment in the program will be terminated.

Online based program - students enrolled in a Structured Online program are required to engage in an academically related activity every week. If a student is absent for 10 consecutive calendar days, the student's enrollment in the program will be terminated.

A student whose enrollment was terminated for violation of the attendance policy may not re-enroll until the next cohort starts offering the same course the student was scheduled in. This provision does not circumvent the approved refund policy.

SELF-DIRECTED PACE

Woz-U categorizes students who enrolled prior to January 1st, 2018 in a Self-Directed (SD) status. This "Self-Directed" (SD) status provides students the opportunity to learn independently and as they find time to fit it into their demanding schedules, they can complete coursework. Self-directed students have the freedom to move through these courses independently at a pace they control, and this option fosters a self-reliant learning experience which many students find very rewarding. The Woz-U academic team reserves the right to administratively move students to the Self-directed format in the following situations:

- Student has sporadic attendance and needs more time to complete the individual course modules
- Student has retaken the same module 3 or more times but is actively engaged (completed lessons or assignments within the past 30 days)
- Student has reached the mid-point of their published program length but has not passed at least 1/3rd of the program.

Since students who move into the Self-directed status are looking for a more leisurely pace we are granting them unlimited access to all the coursework in the respective program and to our proprietary learning platform. Students in the Self-Directed programs are not eligible for a refund, and thus receive an unlimited license to our library of content and courses.

SATISFACTORY ACADEMIC PROGRESS (SAP)

All Woz-U students are expected to meet minimum Academic, Attendance, and Satisfactory Academic Progress policy.

Attendance: At any point at which students have missed more than 10 consecutive school days (Day Immersive), or 10 calendar days (Structured Online), they are considered in violation of the Attendance policy. This policy is not subject to a Probationary or Appeal process and the students will be immediately withdrawn.

Satisfactory Academic Progress (SAP)

All enrolled students, regardless of program enrolled, must be making Satisfactory Academic Progress (SAP) to remain enrolled at Woz-U. Woz-U determines whether a student is meeting Satisfactory Academic Progress requirements by reviewing two academic components – a qualitative and a quantitative factor – at specific evaluation points. SAP does not apply to seminar students.

Evaluation of SAP

Woz-U generally evaluates progress at the end of every two modules. Students who subsequently apply for reentry will be checked for satisfactory progress prior to being accepted and may be required to appeal (see SAP Appeals section below) for reentry. Students who are accepted for reentry will have progress checked at the end of every two modules, beginning with their date of reentry.

SAP Factors (Qualitative and Quantitative)

The first SAP component, referred to as the qualitative factor, is measured by the student's cumulative grade point average (CGPA). The second, referred to as the quantitative factor, is the student's rate of academic progress (ROP) toward successful completion of the credit hours they have attempted (i.e., the ratio of credit hours earned to credit hours attempted). A student must meet both the qualitative factor (CGPA) and the quantitative factor (ROP) to be considered by Woz-U to be meeting SAP requirements and to be eligible to graduate from the program. Each factor is discussed in more detail below.

CGPA Requirement (Qualitative Factor):

When Woz-U reviews the student's academic file at each evaluation point, that student must maintain a minimum CGPA, dependent on the length of the program and the point at which the evaluation point falls to meet this factor and be considered in good academic standing. Grades are calculated according to the general academic policies of Woz-U. A student may appeal a grade assigned by an instructor/faculty member up to one mod after the grade is assigned.

The grade-point average (GPA) is computed by multiplying the quality point equivalent for each grade by the quarter credit hours given for that course, adding the products, and then dividing the sum by the credit hours attempted during the term.

Rate of Academic Progress (Quantitative Factor):

When reviewing SAP, Woz-U also checks to determine if the student has successfully completed a minimum percentage of the credit hours attempted, dependent on the length of the program and the point at which the evaluation point falls. The formula used to complete the evaluation is:

TotalCreditHoursEarned
Total Credit Hours Attempted

Total Credit Hours Earned are defined as those credit hours the student attempted (including transfer credits accepted by Woz-U towards completion of the student's current program) minus those credit hours for which the student received a non-passing grade, a grade of incomplete, or a withdrawal. Total Credit Hours Attempted are defined as those credit hours that are contained in the student's academic history at Woz-U, including, as may be applicable, transfer credits. Please refer to the Grading Scale section of this catalog for an explanation of how non-punitive grades and repeated coursework impact SAP.

Failure to Make SAP

When it is determined that a student satisfies both the qualitative and quantitative factors at an evaluation point, Woz-U considers that student to have met SAP. If a student does not meet **either** the qualitative or quantitative factors when SAP is reviewed at an evaluation point, Woz-U considers that student to have failed to make SAP. Woz-U will notify a student in writing that he/she has failed to make SAP, including any resulting consequences as detailed below.

Minimum Thresholds of Performance

The SAP policy is designed to ensure that a student can complete their coursework within the timeframe allowed for the entire program. SAP qualitative (GPA) and quantitative (ROP) thresholds are based on the percentage completed of the normal total program length (see next section) of the program involved. The chart below shows the minimum GPA and ROP values required at specific points in the program for a student to be making satisfactory progress.

Percentage of Total Program Length Earned	Minimum ROP needed for SAP Met status	Minimum GPA needed for SAP Met status
<33%	50%	1.5
33% to 49.99%	60%	2
50% and above	66.66%	2

Academic Warning

A student who has not achieved a satisfactory cumulative grade point average (CGPA) or rate of progress (ROP) at the end of an evaluation period may be placed on Academic Warning (AW). When a student is placed on AW, the student will be advised, and the terms of AW will be documented and maintained in the student's file. A student is only placed on AW if it is determined that the student can mathematically reach the required standards within one evaluation period.

If the student who is placed on AW does not achieve satisfactory progress (refer to the chart in the Minimum Thresholds of Performance section above) during this probationary period, the student will be dismissed from the program. The student must also achieve performance (during the evaluation period under AW status) consistent with the GPA and ROP threshold

chart or face academic dismissal. A student who is academically dismissed may file an appeal to return. (See SAP Appeals)

Academic Probation

If it is determined that a student failing to make satisfactory progress from a previous status of SAP Met is unable to meet SAP within one term, or if the student was on AW status during the previous evaluation period and failed to reestablish a status of SAP Met, the student will be academically dismissed and has the opportunity to appeal as defined below in the SAP Appeals section. If an appeal is upheld, the student will be placed on Academic Probation (AP) status. Students on AP are advised of their status and are provided an academic plan for how to meet SAP within the timeframe defined on the plan. A student may remain in school for the term following the AP period only if, as of the following evaluation point, the student is meeting SAP or has met the requirements of the Woz-U academic plan. Failure to meet SAP or the terms of the academic plan at the next evaluation point while on Academic Probation will result in the student's dismissal from Woz-U. Students on AP status must always achieve performance during an evaluation period consistent with the thresholds shown in the chart above in the Minimum Thresholds of Performance section.

SAP Appeals

Students who are academically dismissed, but who had a status of SAP Met or AW at the end of the previous evaluation period may immediately appeal to stay in school and if the appeal is upheld, will be placed on AP status. Any student who is academically dismissed and who had a status of AP at the end of the previous evaluation period is not eligible to apply to return to school until at least one evaluation period (six weeks) has passed. In order to file a SAP Appeal, a student must complete the SAP Appeal Form in writing. The SAP Appeal Form is available from Woz-U's Academic Department.

Students who were academically dismissed and are allowed to return to school will be placed on Academic Probation (AP) and will be provided an academic plan for how to meet SAP within the timeframe defined on the plan.

Evaluating a SAP Appeal

Upon submission of a SAP Appeal, Woz-U's Academic Review Committee will review the student's SAP Appeal to determine if it is complete and supports approval of the appeal. If the SAP Appeal is denied, the student will be dismissed from Woz-U. If the SAP Appeal is accepted, Woz-U will place the student on Academic Probation and provide an academic plan for the student to ensure that a satisfactory status can be met. This includes the assessment of the student's academic file to determine if it is mathematically possible for the student to meet SAP within the defined timeframe.

In addition, Woz-U's Director of Education will determine ways to provide academic advisement for the student and provide suggested strategies and/or identify resources to help the student succeed academically.

If at any evaluation point the student has failed to meet the terms of the academic plan, the student will be dismissed from Woz-U.

A SAP appeal must address the reasons for poor academic performance and the ways in which these reasons have been mitigated or eliminated as factors for poor performance. Approval of SAP appeals is not guaranteed. The student may file an appeal based on the following: the death of a relative, an injury or illness of the student, or other special circumstance.

MODULE RETAKE POLICY

The programs provided by Woz-U are comprised of modules varying length between 1 to 6 weeks. If a student cannot successfully complete a module they will need to re-take that module.

STUDENT RECORDS, GRADE REPORTING AND TRANSCRIPTS

Student academic and internal financial records are maintained and filed in a secure and safe manner in perpetuity. Students are provided access to view their records upon written request to Woz-U. Official transcripts are provided to the student at the time of graduation at no charge. Additional copies of official transcripts are available for \$15.00.

Personal payment plan terms, interest rates, and monthly payments are between the student and the lender of choice. Student personal payment plan records are maintained by the lender.

Should the institution cease operation, whether voluntarily or involuntarily, educational records or legible true copies shall be filed with the Arizona State Board for Private Postsecondary Education within 15 days of ceasing educational operations.

TARDIES

Attendance will be taken daily as the first order of business for each day of class. If a student is tardy for more than 3 days in a seven-day period, the student's grade for the class will be deemed incomplete.

LEAVE OF ABSENCE

The Woz-U Administration may grant a Leave of Absence (LOA) after determining the student has met one of the following criteria:

- Military Service
- Jury Duty
- Family Emergency
- Medical (self or family)

If a student is granted a LOA, the student's enrollment is paused and the student will be granted the option to return in a future cohort at the same point of the program in which they decided to take the LOA. The duration of the LOA may not exceed 60 days and only one LOA per student is permitted.

PLACEMENT ASSISTANCE

Woz-U offers offer employment assistance to graduates, consisting of job lead referrals and

job skills development. While assisting in the job search, Woz-U makes no guarantee, expressed or implied, of future employment. Current law prohibits any school from guaranteeing job placement as an inducement to enroll students.

Successful job assistance is dependent upon the mutual effort by the graduate and Woz-U. Students and graduates are encouraged to seek employment on their own and keep records, informing the Career Services Department of those efforts.

Woz-U FOR LIFE

Students who graduate from the Full Stack Web Development (FSW) program will receive access to the modules they complete, and the other languages currently offered (Java, Ruby, JavaScript, .NET) contained within the FSW program.

To ensure our graduates stay current with industry standards they will also receive access to any updates released within the modules.

Woz-U for Life participants do not receive access to a Mentor, Instructor led sessions, or live chat support unless they purchase the Woz-U for Life + Plan. Interested students should contact Career Services for additional program information and enrollment information.

Graduates who are interested in taking additional programs offered have the option to enroll in those programs and apply for an Alumni Grant that will be applied towards the tuition costs of the new program. Interested students should work with the Career Services team for program details and availability.

The Woz-U for Life benefit is not transferable to friends, family, or employers. To qualify for the Woz-U for Life benefits, and the Alumni Grant, graduates must be in good financial standing with the school.

SCHOOL POLICY REGARDING STUDENT CONDUCT CAUSES FOR TERMINATION

Student will be terminated under the following conditions, if the student:

- Participates in hate speech or bigotry of any kind, whether written or spoken while in the facility
- Fails to complete necessary required exams with a passing grade
- Refuses to participate in required group assignments
- Takes any willful action that impedes the education of another student
- Takes any act of violence while attending our courses
- Does not comply with our attendance policy
- Breaches any part of the contracts signed between WOZ-U and the student
- Releases WOZ-U intellectual property publicly, such as curriculum or lesson materials without permission from WOZ-U
- Fails to make required payments to financing partners, if required by their agreements
- Weapons, facsimile weapons, candles, fireworks, knives, or other objects that may cause harm to other people or damage to the facilities are prohibited

- The sell, use or possession of illegal drugs or alcoholic beverages is prohibited
- Harassment in any form by students or any member of the administration, faculty, or staff is prohibited
- Violations of Arizona laws are considered to be violations of regulations as well

In addition, students enrolled in an online learning environment are held to acceptable standards of behavior regarding dialog postings, plagiarism, netiquette (online etiquette) and participation. Woz-U will not tolerate failure to follow the guidelines for professional conduct either on campus or online may result in disciplinary action up to and including suspension or dismissal from the Institution.

CAUSES FOR READMISSION

A student that is terminated due to the reasons listed in the School Policy Regarding Student Conduct will not be readmitted under any circumstances. If a student is terminated due to another reason, the Senior Staff Member of the course will assess the students' written request on a case by case basis.

Students terminated for unsatisfactory progress are offered a slot in the subsequent class (where 20% of seats are reserved for rollback students) with priority given to students with perfect attendance and no behavioral incidents.

Students with absences are priority two for rollback seats, and students with behavioral incidents are priority three. In the event there is no space in the next immediate course, Woz-U staff will work with students to find a subsequent course that works for them.

PROCEDURES TO RESOLVE STUDENT GRIEVANCES

Woz-U gives full consideration to complaints and grievances submitted by students concerning any aspect of Woz-U. The policy and procedure is intended to provide a full means of resolution for the student. The policy and procedure is available and published in the student course catalog.

Woz-U supports and encourages a positive communication environment. The purpose of this procedure is to outline a process for students to express and resolve misunderstandings, concerns, or issues that they may have with any Woz-U employee, fellow student, or third party associated with Woz-U in a fair and equitable and timely manner. A student may use this procedure if they believe that an employee of the school, fellow student, or third party associated with the Woz-U has violated a policy and/or has acted in a manner that is inappropriate or unfair to the student, which includes any student claims of discrimination on the basis of age, gender, race, color, creed, religion, marital status, national or ethnic origin, disability, or sexual orientation, as well as claims of sexual harassment.

Prior to undertaking an informal or formal grievance complaint, a student is encouraged to resolve the complaint with the individual toward whom the grievance is directed. When this is not feasible, it is recommended that the formal procedure be followed. Students are not required to follow the informal procedures before a grievance is brought forward in a formal manner. A grievance or complaint must be filed within 60 days from the date of the alleged event.

Students are requested to follow the steps outlined below to resolve the grievance:

Informal Procedure

1. Discuss the matter with the individual(s) involved.
2. If a resolution is not reached with 10 business after they have attempted to initiate a discussion with the individual(s) involved, or if the student chooses not to discuss the matter with the individual(s) involved, the student can discuss this matter with the employee's supervisor (e.g., Department Director, Chairperson, etc. if the student grievance involves a school employee) who will attempt to mediate a resolution. In cases where a fellow student or third party is involved, the student should bring the matter to the attention of his/her student advisor who will attempt to mediate a resolution.
3. If the advisor, supervisor, or chairperson cannot resolve the issue within 10 business days, the matter should be reported to Student Affairs via email at studentaffairs@woz-u.com who will gather information, communicate with all parties and attempt to mediate an informal resolution.
4. If the student is dissatisfied with the outcome, they can proceed with the formal grievance procedure.

Formal Procedure

1. If the matter is not resolved adequately, the student should submit a written statement of the grievance to the Student Affairs team at studentaffairs@woz-u.com
2. The statement should provide an outline of the circumstances of the event leading to the grievance, identification of the parties involved, and the location and date of the incident. Upon receipt of the written statement from the student, the Student Affairs team will contact the student to confirm receipt and gather any material and information needed to facilitate a fair decision. This stage of the grievance procedure will be completed within 15 business days.
3. Within 10 business days after the completion of the "fact-finding" stage, Student Affairs for Woz-U will convene the full Grievance Committee to hear the complaint and review the findings. The decision of the Committee will be sent to all the parties involved with a copy to the President of Woz-U. This decision will include remedies (if any) that may be suggested by the Committee. Every attempt will be made to fairly and appropriately resolve the grievance. A fair and appropriate resolution does not always mean that the student will like the results.
4. If the complaint cannot be resolved after exhausting the institution's grievance procedure, the student may file a complaint with the Arizona State Board for Private Postsecondary Education. The student must contact the State Board for further details. The State Board address is 1740 W. Adams, 3rd Floor, Phoenix, AZ 85007, phone # 602-542-5709, website address: www.azppse.gov

ACKNOWLEDGEMENTS

Within 10-days from the date Woz-U revises a catalog, or publishes a new catalog, Woz-U shall submit a written or electronic copy of the catalog to the State Board.

Catalog shall be available to students and prospective students in a written or electronic format.

Seminars

- Computer Basics Seminar – This seminar is intended for participants with little to no computer knowledge. This seminar is self-paced and non-instructor led direction. Participants completing this seminar will satisfy a baseline requirement for the Cyber Security Program offered by Woz-U. (\$99)
- CompTia A+ Seminar Prep – This seminar is intended for participants who wish to gain preparatory work towards CompTia A+ and is intended to create a foundation for Computer Networking. This seminar is self-paced and non-instructor led direction. Participants completing this seminar will satisfy a baseline requirement for the Cyber Security Program offered by Woz-U. (\$999)
- CompTia Net+ Seminar Prep – This seminar is intended for participants who wish to gain preparatory work towards CompTia Net+ and is intended to create a foundation for the Cyber Security Program offered by Woz-U. This seminar is self-paced and non-instructor led direction. Participants completing this seminar will satisfy a baseline requirement for the Cyber Security Program offered by Woz-U. (\$999)