

Graduation and Employment Rates reported to  
Accrediting Commission of Career Schools and Colleges

The following chart indicates the graduation and employment rates for each program in the Institute's 2018 Annual Report:

Programs	Length in Months	Graduation Rate	Employment Rate
Bachelor of Science in Computer Engineering	44	33% (3 out of 9)	67% (2 out of 3)
Bachelor of Science in Computer Science <sup>1</sup>	48	N/A	N/A
Bachelor of Science in Computer Science and Digital Audio <sup>2</sup>	48	N/A	N/A
Bachelor of Science in Computer Science and Game Design	44	45% (19 out of 42)	89% (17 out of 19)
Bachelor of Science in Computer Science in Machine Learning	48	N/A	N/A
Bachelor of Science in Computer Science in Real-Time Interactive Simulation	44	50% (67 out of 135)	84% (51 out of 61) <sup>3</sup>
Bachelor of Fine Arts in Digital Art and Animation	44	43% (34 out of 80)	53% (17 out of 32) <sup>3</sup>
Bachelor of Arts in Game Design	44	50% (23 out of 46)	64% (14 out of 22) <sup>3</sup>
BA in Music and Sound Design <sup>2</sup>	48	N/A	N/A
Master of Science in Computer Science	24	68% (15 out of 22)	92% (11 out of 12) <sup>3</sup>
Master of Science in Computer Science	48	71% (5 out of 7)	100% (5 out of 5)
Master of Fine Arts in Digital Arts	24	100% (4 out of 4)	100% (3 out of 3) <sup>3</sup>
Master of Fine Arts in Digital Arts <sup>4</sup>	48	N/A	N/A

**GLOSSARY:**

The reporting period used to complete the Graduation and Employment Chart is determined by taking the program's normal length of completion (including vacation and holidays rounded to nearest whole number) in months multiplied by 150% and adding three (3) months for employment.

**Graduation Rate:** The school's official graduation rate for each cohort and for the program within the reporting period<sup>1</sup>. The graduation rate is calculated based on the

number of students who graduated from the program within 150% of the stated program length.

**Employment Rate:** The school's official rate of graduate job attainment for each cohort and for the program within the reporting period<sup>5</sup>. The school's official rate of employment is that which is used to determine compliance with accreditation requirements. The employment rate is calculated based on the number of graduates employed in jobs for which the program trained them.

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<sup>1</sup> The first cohort of the Bachelor of Science in Computer Science program matriculated in 2015; there are no graduation and employment rates to be reported in accordance with ACCSC requirements.

<sup>2</sup> The first cohorts of the Bachelor of Science in Computer Science and Digital Audio program and the Bachelor of Arts in Sound Design program started in 2012; there are no graduation and employment rates to be reported in accordance with ACCSC requirements.

<sup>3</sup> A small number of graduates were categorized as "Graduates – Unavailable for Employment," and therefore, removed from the denominator. This category removes from the employment rate calculation who fall into one of the following categories; death, incarceration, active military service deployment, the onset of a medical condition that prevents employment, or international students who have returned to their country of origin.

<sup>4</sup> The first cohort of the Master of Fine Arts in Digital Arts (48-month) program started in 2012; there are no graduation and employment rates to be reported in accordance with ACCSC requirements.

<sup>5</sup> The Reporting Period for 44-month baccalaureate degree programs: Beginning October 2011 and ending September 2012, based on July 2018 Report Date. The Reporting Period for 24-month full-time master's programs. Beginning April 2014 and ending March 2015, based on a July 2018 Report Date. The Reporting Period for 48-month part-time master's programs: Beginning April 2011 and ending March 2012, based on a July 2018 Report Date.