ACADEMY PITTSBURGH CATALOG

Academy Pittsburgh, LLC
744 East Warrington Avenue
Pittsburgh, Pennsylvania 15210

12 Weeks </> New Career. Get real world experience in Ruby, C#, JavaScript, and HTML/CSS through project-based learning and connections to the larger technology community in Pittsburgh.

Impact & Community. Academy Pittsburgh's mission is to give back and strengthen the regional entrepreneurial ecosystem. Each session of our 12-week bootcamp wraps with a service project for local nonprofits.

Developer Bootcamp. Commit to 372 hours of education over 12 weeks and be prepared for a new career in technology or a technology adjacent field. Academy graduates leave the program with a diploma that indicates their readiness for entry-level web developer jobs. Graduates are ready to start careers as front end web developers, user interface/user experience (UI/UX) developers, full stack web developers, UX designers, application (app) developers, data scientists, and junior web developers.

Well-Situated. Academy Pittsburgh classes are held on the North Side of Pittsburgh in the heart of the city's newest technology hub. Located at 1501 Preble Avenue (4th floor), Academy students have easy access to start-ups, established technology companies, and local non-profits. Classes are both intense and rigorous, so we go the extra mile to make sure our students are comfortable and ready to learn. Parking is free and refreshments are provided daily. Students also have access to a microwave and refrigerator in our common area. They may also access the cafe located on the first floor.

Program Design. The Developer Bootcamp is thoughtfully organized so that students can start slowly and build both skills and confidence over the course of twelve weeks. Students begin with the very basics of web development and end with the development of their own application created through group collaboration for the benefit of a local non-profit.

    Course 1 - Introduction to Programming (in C#). Students will learn the basics of computer programming using a strongly typed, compiled language. Students will learn to use the Integrated Development Environment to assist in making programs that use variables, conditionals, loops, and arrays to complete complex tasks.

    Course 2 - Continued Programming (in C#). This course introduces students to organizational features of programming, including functions and classes, using C# as the first language.

    Course 3 - Programming (in Ruby). This course will solidify students' understandings of concepts from their introduction to programming in C# by repeating concepts and exercises in another language. Students will learn to write and run programs in Ruby, and also to think about

programming outside the bounds of a single language. They will repeat the concepts and exercises from the previous two weeks in this week, in a new programming language.

Course 4 - *Testing*. This course will introduce students to automated unit testing and Test Driven Design (TDD). Students will learn about why developers write unit tests, the testing framework Rspec, how to write and run unit tests in Ruby, and the practice of writing tests first (TDD). As they practice unit testing, they will further solidify their understanding and competence with classes, functions, and programming fundamentals. Students will also learn about unit testing in C# and the idea of other kinds of testing.

Course 5 - *Databases*. Students will learn the design and use of relational databases, using both file based Structured Query Language (SQL) and server based SQL. Students will learn how to design databases, query using SQL, and use databases in the use of programs.

Course 6 - *Git and Code Review*. Students will learn the usage of Git as source control and how to perform code reviews. Students will also be introduced to industry best practices in working with both source control and code reviews.

Course 7 - *Programming for the Web*. Students will learn the basics of HTML, CSS, and Javascript. Students will discuss and practice User Experience and User Interface (UX/UI) design.

Course 8 - *MVC*. Students will learn the file organization and layout of Microsoft Model-View-Controller (MVC) projects, the MVC pattern, and creation of data backed websites.

Course 9 - *Ruby on Rails*. Students will learn the file organization and layout of Ruby on Rails projects. They will continue their learning of the MVC pattern, and the creation of data backed websites.

Course 10 - *React*. Students will learn how to use ReactJS to make single page applications. Students will also learn how to connect to external Application Program Interfaces (APIs) and create user interactions in React.

Course 11 - *Capstone Project*. During this two week course, students will learn real world workflow in an agile environment, practicing standups, backlog grooming, UX/UI mockups, source code control, and customer interaction as they work together to create a final product for an actual client.

Program Requirements. Successful completion of the program requires a commitment of time and energy on the part of the student. Academy instructors are dedicated to student success. They work with individuals throughout the program to assure that every student who is accepted is able to graduate. Students who graduate from Academy have received a passing grade in each of the eleven courses during the twelve week Developer Bootcamp.

Attendance. Daily, on-time attendance is required. Attendance is monitored closely. Attendance is critical to success. A student may not have more than one unexcused full absence per month. The accumulation of eight (8) hours of missed class time constitutes one full absence. Students must contact the course instructor and/or school director to have an absence excused. A partial list of reasons an absence will be excused is provided below:

   illness, physical or mental, of the student or a student's dependent(s)
   medical conditions related to pregnancy, including time away from class for lactation
   subpoena

jury duty

military service

bereavement, including travel related to bereavement

religious observances

voting in a local, state, or national election

Students are required to contact course instructors regarding absences and makeup work. Instructors will not reteach material that was missed due to excused or unexcused absence. In some cases, videos of lectures may be available so the student can view missed instruction. Students are responsible for the timely submission of all assignments, despite absences from class. Accumulating unexcused absences may result in deferment to a later session date or removal from the program, determined on a case-by-case basis at the sole discretion of Academy's Success Team.

Coursework. Throughout the program, students will be assigned one or more projects. Projects allow Academy instructors to assess student progress through the courses, identify areas of practice, and assign individual help. Graduation from the program requires successful completion of projects as assigned. If Academy instructors determine that a student is falling behind in the coursework, a member of Academy's Participant Success Team will reach out to the student about how to make appropriate adjustments in order to move forward. Students are expected to complete all assignments given throughout the program. Repetition is key to solidifying the foundation of knowledge.

Grading System. Coursework is evaluated using pass/fail criteria established by instructors and shared with students via a grading rubric in the course syllabi. Standard areas for evaluation include in-class participation, collaboration with classmates and instructors, and successful completion of projects as assigned.

Professionalism. Academy's ultimate goal is to help people begin successful careers. As such, a professional environment is established by instructors and maintained by students. Punctuality, timeliness, accountability, and open communication are crucial, not only for student success at Academy, but also in careers afterward. Academy has a zero-tolerance policy for plagiarism or cheating of any kind. Students may share work and code when working on group projects, even when individuals are expected to submit their own copies. Professionalism includes protecting internal intellectual property through confidentiality and non-disclosure. Detailed information regarding intellectual property can be found in the enrollment agreement.

Respect. Academy strives to be a welcoming place to learn with encouragement, support, and active listening from all involved. By design, students and staff have diverse backgrounds. Students are expected to contribute to creating a positive experience for everyone by being respectful, tolerant, and open-minded. Academy aims to create an environment of mutual trust that is absent of intimidation, oppression, and exploitation. Students and staff should be able to work and learn in a safe, yet stimulating atmosphere. As such, Academy staff members will not tolerate any form of harassment, verbal or physical conduct, designed to threaten or intimidate others, which includes but is not limited to the following: Verbal harassment includes comments that are offensive or unwelcome regarding a person's nationality, origin, race, color, religion, gender, sexual orientation, age, body, disability or appearance, including epithets, slurs and negative stereotyping. Nonverbal harassment includes distribution, display or discussion of any

written or graphic material that ridicules, denigrates, insults, belittles or shows hostility, aversion or disrespect toward an individual or group because of national origin, race, color, religion, age, gender, sexual orientation, pregnancy, appearance, disability, sexual identity, marital or other protected status.

Participant Success Team. Students who do not meet the program requirements described here will be contacted by a member of the Academy Participant Success Team. The Team consists of Academy instructors and staff members. Their goal is to assure that all admitted students successfully complete the program. In most cases, steps will be delineated such that the student can overcome the issue, learn from it, and move forward to successful completion of the program. In extreme cases, such as those that negatively impact the learning of the student and others in the cohort through non-participation, non-collaboration, lying, cheating, physical or verbal harassment, the student may be terminated immediately. Repeated violations and subsequent contacts from the Participant Success Team may result in termination. Students who are terminated will be granted refunds according to the schedule set forth in the withdraw policy.

Program Costs. Academy's goal is to increase opportunity to high-quality career paths through education. Academy actively seeks those who face systemic barriers to high-paying jobs and attempts to diminish those barriers through a fee structure that is based on post-program income earned, rather than income expected. The program is not provided free of charge, but is provided for a conditional deferred fee based upon the student's future income. In lieu of a conditional deferred fee based upon income, a student can elect to pay a one-time lump sum payment of $10,000 prior to the first day of classes. Otherwise, as a precondition of participation in the program, the student must sign the standard Income Share Agreement (ISA) as described below.

The following is a summary provided for convenience, accepted students must read and agree to the terms of the income share agreement as set forth in the Enrollment Agreement.

Tuition	Income Share Agreement ("ISA")
	A Tuition ("**Tuition**") of ten percent (10%) of a student's post-program gross income is to be paid on a monthly basis. The Tuition commences when the student has monthly gross income that is annualized at $45,000 or more **("Minimum Income Threshold")**. Once the Minimum Income Threshold occurs, the total of all monthly income is used to calculate the payment due, not just the excess above the Minimum Income Threshold. For example, if the Minimum Income Threshold is $3,750 for a month and the student earns $4,750 in that month, the Tuition is 10% of $4,750 ($475), and not 10% of the $1,000 excess over the Minimum Income Threshold ($100). The Tuition paid by the student is capped at $16,000 ("**Payment Cap**"). The Term Length is 24 complete consecutive or complete non consecutive months of employment.
Refund Policy	If the student withdraws within the first six (6) weeks of a program session, then a prorated Tuition will apply.

If termination occurs:	Prorated ISA	Prorated One Time Payment
Prior to or within the second week	0.00%	$0
Within the third week	25.00%	$2,500
Within the fourth week	33.33%	$3,333
Within the fifth week	66.66%	$6,666
Within the sixth week	70.00%	$7,000
Within the seventh week or later	100.00%	$10,000

Supplies. There are no fees for books, supplies, or student activities. The only fee for participation is the Tuition as described. Students must supply their own laptop. In some cases, Academy may have laptops available for student use on a first-come, first-served basis. Students must contact the school directly to determine if one can be made available during the session. If student does not already own a laptop, the estimated expected cost of a new laptop is $500.

Job Placement. As part of Academy's mission to strengthen Pittsburgh's entrepreneurial ecosystem, the Participant Success Team strives to assure that students have both the education that will help them secure high-paying jobs and the networks that provide access to those jobs. As such, part of every session of Academy includes optional meet-ups and networking events at which recruiters and employers are available for collegial conversations and introductions. These optional activities are not a job placement service. Academy does not provide job placement services. As active members of Pittsburgh's technology community, Academy instructors and staff members are often apprised of job opportunities and will pass those on to program graduates as they become available. These actions do not constitute job placement services.

Course Calendar. Each session is twelve weeks long. Classes are held Monday - Thursday from 9am - 12pm and 1pm - 5pm and Fridays from 9am - 12pm. If bank holidays or religious holidays fall during the scheduled session, instructors will notify students in advance of calendar adjustments. Observed holidays include: New Years Day, Good Friday, Memorial Day, Independence Day, Labor Day, Thanksgiving Day, Christmas Eve, and Christmas Day.

	Session 10	**Session 11**
Start Date	February 24, 2020	September 21, 2020
End Date	May 15, 2020	December 11, 2020

Transfer Credits. Academy graduates receive a diploma for completing the Developer Bootcamp. Credits toward coursework at other institutions are not earned and thus cannot be transferred.

Admission Requirements and Procedures. Academy Pittsburgh accepts applications on a rolling basis for all upcoming Developer Bootcamps. The application includes logic questions, as well as uploads to GitHub and YouTube. Applications are evaluated using a standardized scoring rubric that reflects the skills necessary to be successful in the program. A student achieving a qualifying score is offered admission. Students who do not qualify on score alone may be asked to attend an in-person interview. Applicants must be at least 18 years of age and legally able to work in the United States to apply for admission to Academy.

Applications must be completed online via the Academy Pittsburgh website: https://academypgh.com/

Here are some important facts to consider before applying:

Bootcamps are difficult and time intensive. Including time spent in class, participants can expect a total of 40-50 hours of work each week.

Participants can expect to spend the majority of their time (30-40 hours weekly) working on problems in teams or collaborative groups. The rest of the time commitment is independent work.

Generally, about 75% of the total time requirement is spent in class. The remaining time is spent outside of scheduled classes when work is completed independently.

Successful completion of the application and interview are the only prerequisites for admission.

Applications are accepted on a rolling basis or until the session is full.

Participants in Academy Pittsburgh's Developer Bootcamps must sign the enrollment agreement. Previous versions of this document are available to review upon request. Successful applicants will receive an enrollment agreement for review.