

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 2022 Annual Report:

| Programs | Length in Months | Graduation Rate | Employment Rate |
|--|------------------|------------------------|------------------------|
| Bachelor of Fine Arts in Digital Art and Animation (BFA) | 48 | 100% (17 out of 17) | 71% (12 out of 17) |
| Bachelor of Science in Computer Science in Real-Time Interactive Simulation (BSRTIS) | 48 | 39% (11 out of 28) | 100% (11 out of 11) |

Glossary:

Length in Months: The actual amount of time a student must commit to a program to receive his or her credential, including breaks, holidays, and variations of schedule.

Graduation Rate: The school's official graduation rate for each cohort and for the program within the reporting period. 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 period¹. 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.

¹ The Reporting Period for 48-month baccalaureate degree programs: Beginning April 2015 and ending March 2016, based on July 2022 Report Date.