

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

The following chart indicates the graduation and employment rates for each program in the Institute's 2024 Annual Report:

The information below reports on graduates who have commenced the program between the periods of October 2017 – September 2018. The data may include graduates from earlier intakes due to change of major and re-admission cases.

Programs	Length in Months	Graduation Rate	Employment Rate
Bachelor of Science in Computer Science in Real-time Interactive Simulation	44	84% (62 out of 74)	86% (50 out of 58)
Bachelor of Science in Computer Science and Game Design	44	82% (45 out of 55)	89% (40 out of 45)
Bachelor of Fine Arts in Digital Art and Animation	44	72% (28 out of 39)	82% (23 out of 28)
Bachelor of Arts in Game Design	44	89% (32 out of 36)	88% (28 out of 32)
Bachelor of Engineering in Systems Engineering (ElectroMechanical Systems)	48	78% (49 out of 63)	93% (41 out of 44)
Master of Science in Computer Vision ¹	N.A.	N.A.	N.A.

Glossary:

Length of Program in Months: 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. 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 ². 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 first cohort of the Master of Science in Computer Vision program matriculated in September 2022, outside of the recent Annual Reporting period; there are no graduation and employment rates to be reported in accordance with ACCSC requirements.

² The Reporting Period for 44-month baccalaureate degree programs: Beginning October 2017 and ending September 2018, based on July 2024 Report Date.

The Reporting Period for 48-month baccalaureate degree programs: Beginning April 2017 and ending March 2018, based on July 2024 Report Date.

The Reporting Period for 16-month full-time master's programs: Beginning July 2023 and ending May 2024, based on July 2024 Report Date