



CATALOG

Effective 8/1/2022

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Meet DigitalCrafts

Under this category of programs, students can take courses that may help them prepare to enter the workforce, advance in their careers, or prepare for credentials offered in the industry. Some of the courses may also be designed for personal or professional development.

History

DigitalCrafts launched in 2015. In that time, we've helped over a thousand students work to develop industry-relevant skill sets through reskilling and upskilling courses to pursue a career path in technology—in weeks, not years. With classes taught live by instructors with years of real-world experience, our curriculum is crafted with beginners in mind, combining live instruction with hands-on projects designed to effectively cater to all learning styles. DigitalCrafts corporate solutions include custom training, consulting and staff augmentation for companies of all sizes. On August 2, 2021, DigitalCrafts became part of the American InterContinental University System, and is owned by American InterContinental University System, Inc.

Mission

DigitalCrafts strives to bridge the gap between today's employers and tomorrow's talent.

Accreditation and Licensure

Arizona

DigitalCrafts is part of the American InterContinental University System, which is licensed by the Arizona State Board for Private Postsecondary Education.

Distance Education State Authorization Reciprocity Agreement (SARA)

Aimed at expanding distance education opportunities for students, the National Council for State Authorization Reciprocity Agreements (NC-SARA) is an initiative that establishes comparable national standards for the interstate offering of postsecondary distance education courses and programs. DigitalCrafts is part of the American InterContinental University System, which is approved by NC-SARA through the Arizona SARA Council.

Georgia

Programs offered by DigitalCrafts, part of the American InterContinental University System, are authorized by the State of Georgia to operate by the Nonpublic Postsecondary Education Commission (NPEC): 2082 East Exchange Place, Suite 220, Tucker, GA 30084-5305. gnpec.georgia.gov.

Accreditation

DigitalCrafts is part of the American InterContinental University System. The System is accredited by the Higher Learning Commission (hlcommission.org), an institutional accreditation agency recognized by the U.S. Department of Education.

Facility Overview

Our campus is located north of downtown Atlanta, just off US-19 and the Sandy Springs MARTA station. Since all programs are only available online, this is an administrative location only; classrooms are not available.

DigitalCrafts Administrative Team

Jake Hadden, Vice President
Max McChesney, Vice President
Liz Carley, Director of Operations
Katherine Pomplun, Operations Manager
Alyson Beland, Operations Coordinator
Insitar Omar, Operations Coordinator
Dot Saiz, Enrollment Manager
Chandler McChesney, Enrollment Coordinator
Ralph Monroe, Enrollment Coordinator
Graison Caras, Enrollment Coordinator
Naudain Radcliff, Enrollment Specialist
Angela Cassina, Senior Student Success Advisor
Cesar Jeremiah Enriquez, Student Success Coordinator
David Hiller, Director of Education, Web Development Instructor

Course Information

Start Dates

DigitalCrafts programs start approximately every month with enrollment ending approximately one week before the start of class. Information on course start dates can be found on the [DigitalCrafts website](#).

Class Schedule

DigitalCrafts offers all programs in an online format with classes held using Zoom Video Conferencing. Full-time courses are held Monday through Friday from 10:00AM - 5:00PM ET. Part-time courses are held every Tuesday and Thursday from 6:30PM - 9:30PM ET and Saturday from 10:00AM - 2:00PM ET. DigitalCrafts operates on a year-round basis.

Holidays

The campus is closed in observance of the following holidays:

New Year's Day
Martin Luther King Day
Memorial Day
Independence Day
Labor Day
Thanksgiving Day
Christmas Day

Payments and Refunds

Tuition and Related Costs

Tuition is due 10 business days prior to the program start date. Payments may be made over four installments; details are included in the student’s official acceptance letter.

Program	Tuition Amount
Full-Time Web Development Bootcamp	\$14,950
Part-Time Web Development Bootcamp	\$9,950
Full-Time Cybersecurity Bootcamp	\$14,950
Part-Time Cybersecurity Bootcamp	\$9,950
Full-Time UX Design Bootcamp	\$13,950
Part-Time UX Design Bootcamp	\$9,950
Full-Time Data Analytics Bootcamp	\$14,950

In addition, it is the responsibility of the student to purchase any electronic devices needed for the program. Please note the student will need a laptop or desktop computer; it can be either a Mac or PC.

Students who are California residents will be assessed a nonrefundable California Student Tuition Recovery Fund assessment which is based on the course cost and paid at the beginning of the course. Effective 4/1/2022, the STRF assessments range from \$25 to \$40; the rate is subject to change at any time without notice. See the “Student Tuition Recovery Fund” section for additional information.

Payment Terms

Students have the option to either pay tuition in full prior to the start of class, set up a 0% interest installment plan paid over the duration of their course, or finance tuition through a DigitalCrafts financing partner. If a student plans to pay the full tuition directly to DigitalCrafts, please refer to the payment schedule below. Tuition payment can be made via cashier’s check, personal check, debit card, credit card, or bank transfer. If the tuition payment is not received within two weeks of the payment due date, DigitalCrafts reserves the right to remove a student from class for non-payment.

Scholarships

DigitalCrafts provides scholarships as listed below. Students are provided with additional information in their official acceptance letter.

Scholarship	Description	Scholarship Amount by Program	
		Full-Time	Part-Time
You Belong in Tech	Automatic scholarship to students from backgrounds that are historically underrepresented in tech (e.g., female, black, brown, or Latinx) as well as Veteran students	\$1,500	\$1,000
Builders Scholarship	Awarded to individuals with inspiring stories; application required.	\$1,500	\$1,000

Curtis Jenkins Scholarship	Awarding annually to one male African American student; application required	Up to \$1,500	Up to \$1,000
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Grants

DigitalCrafts Provides grants as listed below. Students are provided with additional information in their official acceptance letter. Grants can be combined with scholarships and discounts.

Grant	Description	Scholarship Amount by Program	
		Full-Time	Part-Time
Alumni Referral Grant	Awarded to a student referred by a DigitalCrafts alumni. Referral application required.	Up to \$1,500	Up to \$1,000
Alumni Reskill Grant	Awarded to DigitalCrafts alumni who attend bootcamp in order to reskill for their career. Application required.	Up to \$1,500	Up to \$1,000
Educational Partner Grant	Awarded to employees of agencies and members of organizations that are in contractual partnership with DigitalCrafts. Application required.	Varies by partner	Varies by partner

Policies and Procedures

Entrance Requirements

Students must meet the following requirements.

1. Complete an online application
2. Participate in a virtual admissions meeting
3. Receive a current acceptance letter

Upon receipt of their DigitalCrafts acceptance letter, the student must submit a refundable \$99 deposit and complete an Enrollment Agreement in order to be enrolled. If the student is using a community partnership such as WIOA to help fund their bootcamp, they will provide relevant documentation at this time.

Orientation

Students will participate in an orientation session on the first day of the program. A DigitalCrafts representative will review with the students: objectives of the course, company policies, attendance policy, and educational support resources.

Student Evaluation

Throughout the selected program, students will be evaluated on their progression and career readiness. Evaluation may take the form of graded (pass/fail) assignments, in-class participation, project work, and/or quizzes. Graded assignments may be reviewed by Lead Instructors and/or Teaching Assistants and deemed “pass” if they meet the key concepts outlined. Students will undergo performance reviews throughout the program to ensure each student is progressing steadily throughout the course and to identify areas of strengths and weaknesses.

At the conclusion of each course, the student will receive an overall grade of either “pass” or “fail”, which is maintained in the student’s permanent academic record. This is determined by the students’ performance on their unit projects and capstone project, attendance, and student services requirements. The student’s transcript will reflect whether the student has passed or failed the course, as determined by the above criteria. Student records are kept permanently at the school.

Attendance

Students who miss more than 20% of the program or 10 consecutive days will be removed from the program.

Certificate of Completion Requirements

In order to receive a digital Certificate of Completion, the student must meet the following requirements by the end of their program.

1. Miss no more than the specified number of days for the program. Students who miss more than the number of days listed (excused or unexcused) will not receive a Certificate of Completion, career support, or be able to participate in graduation or career-related events.
 - a. Full-Time Programs: Miss no more than 7 days of class.
 - b. Part-Time Programs: Miss no more than 10 days of class.
2. Students must demonstrate an understanding of key concepts.
3. Students must demonstrate their understanding of key concepts (as listed in the program description) from the program in their final capstone project.
4. Successful completion of a resume (and portfolio, if applicable). Students must receive a passing grade from the Student Success Team on their resume (and portfolio, if applicable) before the final day of the cohort.

Refund Policy

In order to obtain a refund on their current Program, a student must comply with the below provisions:

1. The student must send a written request to DigitalCrafts expressly stating that they will no longer be attending the Program.
 - a. Students who withdraw from the program within five business days after their last class start date shall receive a full refund.
 - b. Students are eligible for a prorated refund if they leave or are removed from the Program prior to completing 50% of the Program’s instructional hours. Students who complete more than 50% of the Program’s instructional hours are not eligible for a refund of any amount.
 - c. Tuition is fully refundable prior to the first day of class.
 - d. In the event that a program start date is being delayed, tuition is fully refundable prior to the first day of the program. If class is canceled, tuition will be 100% refunded to the student.
2. In the case of an extenuating circumstance, DigitalCrafts reserves the right to work directly with the individual student to arrive at a tuition refund resolution.
3. In any case, and notwithstanding anything to the contrary in the Student Enrollment Agreement, the student shall have seventy-two (72) hours from the date of the Student Enrollment Agreement to cancel or rescind the agreement. In the event of any such cancellation or rescission, the student shall

receive a refund of the total tuition paid to DigitalCrafts at the time of or in connection with the execution of the Student Enrollment Agreement.

Refunds are made in full to the student within forty-five (45) days of their withdrawal date.

Technology Use Policy

Student or staff "Technology Use" refers to the products, services, websites, mobile sites, content, databases, software, technologies, and tools delivered by DigitalCrafts or its authorized providers (collectively, the "Platform"). Your use of the Platform is subject to the DigitalCrafts Terms of Use, which can be found at <https://www.digitalcrafts.com/Terms-Of-Use.pdf>.

Student Information

Transfer of Credit Disclosure

These are non-credit-bearing courses, which mean that they are not intended to award academic credit. As such, DigitalCrafts does not imply, promise, or guarantee that these courses will be accepted by any institution for academic credit. It is the student's obligation to determine if a course can be used for any other purpose.

Due to the concentrated nature of its programs, DigitalCrafts does not accept transfer credit or prior experience to meet its course requirements.

Personal Background Disclosure

Students with backgrounds that include criminal conduct (e.g., misdemeanor or felony charges or convictions, including those that involve dishonesty or are drug related, or involve conduct that may not have been considered a crime, felony or misdemeanor in the jurisdiction in which the conduct occurred) or financial issues, such as bankruptcy, may not be accepted by companies, agencies, or institutions for employment. The student also understands that some employers may require candidates to submit to a drug test, and may deny employment based on substances that are lawfully prescribed or purchased. The student understands certain positions may have physical requirements that may prevent a student from obtaining employment.

Student Support Hours

Normal hours of operation are Monday through Friday, from 8:00 am to 5:00 pm central time.

Career Services

Students who successfully graduate from any of DigitalCrafts' programs will receive job support throughout and after their program. The following list is not meant to be an exhaustive list of the support DigitalCrafts students will receive from our Student Success Team.

- Resume Guidance
 - Students receive guidance and feedback on how to develop a professional resume applicable to the job they are seeking.
- Interview Training
 - Students are exposed to interviewing best practices and the different types of interviews they may encounter.
- Portfolio Development (for applicable programs)
 - Students build an online portfolio featuring the work they have completed throughout their program.
- Online Presence
 - Students are provided with strategies to leverage GitHub and LinkedIn to showcase their skills and experience to potential employers.
- Access to DigitalCrafts' Employer Network
 - The Employer Network consists of companies who have agreed to partner with DigitalCrafts to fulfill their hiring needs.
 - Students may be introduced to employers within the network based on the student's skillset, career goals and the needs of the employer.
- Virtual Demo Day

- Students have the opportunity to present their capstone projects for DigitalCrafts' Alumni, prospective students, friends and family.
- Virtual Career Fair
 - Upon completion of their program, DigitalCrafts' Alumni have the opportunity to represent themselves at this event intended for networking purposes.

DigitalCrafts instructors and staff provide students with individualized career guidance and career research assistance. However, DigitalCrafts does not guarantee employment, salary or career advancement.

Code of Conduct

Students are expected to use their best efforts to attend all classes, to participate in the class in accordance with the instructor's directions, and to perform all assignments, which are part of the curriculum. Students shall comply with and adhere in all respects to the rules and regulations of any facility where a DigitalCrafts' community is located. Students are responsible for adhering to federal, state and local laws.

DigitalCrafts reserves the right to terminate a student's enrollment for the reasons including, but not limited to, the following:

- failure of the student to comply with DigitalCrafts' rules and policies including inappropriate conduct or communication;
- behavior that threatens, intimidates, or harasses another person in a manner that endangers the health or safety of that individual or which reasonably causes another person to be fearful of physical or emotional harm;
- reasonable cause to believe the student is involved in illegal activities while in class; or
- classroom behavior which the instructor determines to be disruptive or interferes with the instructor's presentation or the ability of other students to participate in class, which holds up the educational progression of the entire class, and in which the student is not performing up to expected standards.

DigitalCrafts may terminate the student's enrollment without a refund at any time for such violations. In addition, if the student is delinquent on their payment plan, DigitalCrafts reserves the right to terminate the student's access to the course without a refund.

In all cases, in addition to removal from class, the student will be ineligible to receive future job support or other alumni benefits. If a student is terminated for misconduct, that student cannot be readmitted to DigitalCrafts under any condition. DigitalCrafts does not have a probationary policy for unsatisfactory performance while enrolled in the program.

Grievance Procedure

DigitalCrafts views complaints as an opportunity to learn and improve for the future, as well as a chance to make necessary corrections for the person who has made the complaint. Our policy's objective is to accomplish the following:

- Provide a fair procedure that is clear and easy to use for anyone wishing to make a complaint.
- Ensure everyone at DigitalCrafts knows what to do if a complaint is received.

- Ensure that complaints are, wherever possible, resolved and relationships are repaired in a timely manner

If a student has a concern, they should speak with the instructor or cohort manager to seek resolution. Complaints can be filed at any point while enrolled and for a 52-week period after leaving the program. Once a complaint is received, DigitalCrafts staff will provide a response within 48 hours to the complainant detailing next steps to resolve the complaint. If a resolution is agreed upon, the matter will be closed accordingly. *DigitalCrafts strongly encourages students to address any complaints directly with their instructor or cohort manager before initiating the formal complaint process so we can work with the student to quickly address their concerns.*

If this fails to yield adequate resolution, students may submit their written complaint to the Ombudsman's Office (ombudsman@aiuniv.edu) for additional review.

Nothing in the student's Enrollment Agreement prevents him/her from presenting any issue to an accrediting agency or government agency authorized to hear such issue prior to submitting such matter under this Grievance Procedure. If a student has not reached a resolution with DigitalCrafts, the Student may file a complaint with the applicable state regulatory agency.

Georgia Residents: Complaints may be filed with the Georgia Nonpublic Postsecondary Education Commission, 2082 East Exchange Place, Suite 220, Tucker, GA 30084-5305. Online Compliant System: <https://gnpec.georgia.gov/student-complaints>

All Other Students, Including Online: 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 West Adams Street, Suite 3008, Phoenix, AZ 85007, phone #602-542-5709, <https://ppse.az.gov/resources/complaint-forms>

In addition, DigitalCrafts is part of the American InterContinental University System, which is approved by NC-SARA through the Arizona SARA Council ("AZ SARA"). AZ SARA has jurisdiction over Arizona SARA-approved institutions in relation to non-instructional complaints. Instructional complaints, such as grade grievances, and those related to student conduct are not reviewed by AZ SARA and should not be submitted for review. Distance education students who reside in SARA states (currently all but California) may file a complaint with AZ SARA only after the student has first utilized the DigitalCrafts grievance process and the Arizona State Board for Private Postsecondary Education's complaint process. Eligible complaints may be submitted to AZ-SARA at <https://azsara.arizona.edu/complaints>.

Student Tuition Recovery Fund - California Residents Only

The State of California established the Student Tuition Recovery Fund (STRF) to relieve or mitigate economic loss suffered by a student in an educational program at a qualifying institution, who is or was a California resident while enrolled, or was enrolled in a residency program, if the student enrolled in the institution, prepaid tuition, and suffered an economic loss. Unless relieved of the obligation to do so, you must pay the state-imposed assessment for the STRF, or it must be paid on your behalf, if you are a student in an educational program, who is a California resident, or are enrolled in a residency program, and prepay all or part of your tuition.

You are not eligible for protection from the STRF and you are not required to pay the STRF assessment, if you are not a California resident, or are not enrolled in a residency program. It is important that you keep copies of your enrollment agreement, financial aid documents, receipts, or any other information that documents the amount paid to the school. Questions regarding the STRF may be directed to the Bureau for Private Postsecondary Education, 1747 North Market, Suite 225, Sacramento, CA 95834, 916-574-8900 or 888-370-7589.

To be eligible for STRF, you must be a California resident or are enrolled in a residency program, prepaid tuition, paid or deemed to have paid the STRF assessment, and suffered an economic loss as a result of any of the following:

1. The institution, a location of the institution, or an educational program offered by the institution was closed or discontinued, and you did not choose to participate in a teach-out plan approved by the Bureau or did not complete a chosen teach-out plan approved by the Bureau.
2. You were enrolled at an institution or a location of the institution within the 120 day period before the closure of the institution or location of the institution, or were enrolled in an educational program within the 120 day period before the program was discontinued.
3. You were enrolled at an institution or a location of the institution more than 120 days before the closure of the institution or location of the institution, in an educational program offered by the institution as to which the Bureau determined there was a significant decline in the quality or value of the program more than 120 days before closure.
4. The institution has been ordered to pay a refund by the Bureau but has failed to do so.
5. The institution has failed to pay or reimburse loan proceeds under a federal student loan program as required by law, or has failed to pay or reimburse proceeds received by the institution in excess of tuition and other costs.
6. You have been awarded restitution, a refund, or other monetary award by an arbitrator or court, based on a violation of this chapter by an institution or representative of an institution, but have been unable to collect the award from the institution.
7. You sought legal counsel that resulted in the cancellation of one or more of your student loans and have an invoice for services rendered and evidence of the cancellation of the student loan or loans.

To qualify for STRF reimbursement, the application must be received within four (4) years from the date of the action or event that made the student eligible for recovery from STRF.

A student whose loan is revived by a loan holder or debt collector after a period of noncollection may, at any time, file a written application for recovery from STRF for the debt that would have otherwise been eligible for recovery. If it has been more than four (4) years since the action or event that made the student eligible, the student must have filed a written application for recovery within the original four (4) year period, unless the period has been extended by another act of law.

However, no claim can be paid to any student without a social security number or a taxpayer identification number.

Program Information

Full-Time Web Development Program

Duration: 16 weeks

Course hours: 440 hours

Instructional format: Online

Program Overview

Throughout the Full-Time Web Development program, students learn full-stack web development covering front-end and back-end web development. Concepts covered in class may include JavaScript, Node.js, React, Git, databases, the command line interfaces, and DOM manipulation. Students spend every day with like-minded peers under the mentorship of an industry expert. Each of our instructors has extensive real-world development experience and is passionate about growing the next generation of tech talent. Students should expect to commit 40 to 60 hours per week to the program as class may require additional work in the evenings and weekends.

In addition to learning the necessary skills to obtain a job as an entry-level software developer, each student will have the opportunity to work with our Student Success Team to help them prepare for the job search. Students will also gain access to our exclusive Elective Workshops offering introductions to complementary topics such as additional programming languages and new technologies in the industry.

Program Objective

The full-time program is designed to train and equip each student with the necessary skills needed to obtain an entry-level development job after graduation. While DigitalCrafts does not guarantee job placement, the program, curriculum, instructors, and staff work in alignment to achieve this goal for each and every student. Depending on the student's career goals, students may seek a number of employment opportunities after graduation, including but not limited to: a(n) internship, apprenticeship, part-time employment, full-time employment, and/or freelance (contract) work.

Program Curriculum

In order to meet the demand of the job market, DigitalCrafts reserves the right to alter the curriculum before, during, and/or after the program. Students are always notified of any curriculum change.

Curriculum for the Full-Time Web Development Program may include the following:

- Programming Fundamentals
- Front End Development
- Back End Development
- Advanced Frontend Development
- Git / GitHub

Course Code	Course	Hours
WebFT 1	Programming Fundamentals	55
WebFT 2	Basic Front-End Development	137.5
WebFT 3	Back-End Development	110
WebFT 4	Advanced Front-End Development	137.5
Total Hours for Program Completion		440

Course Descriptions

WebFT 1 Programming Fundamentals

55 hours

Prerequisite: none

Programming Fundamentals with Python introduces students to a foundation of web development skills and fundamental concepts necessary to learn and master any programming language. Students will learn at a minimum Git, command line interface (CLI), and basic Python through the hands-on act of programming, team exercises, and building simple web applications.

WebFT 2 Basic Front-End Web Development

137.5 hours

Prerequisite: WebFT 1

Basic front-end web development introduces students to a foundation of web development and fundamental skills necessary to design, layout, and build the “front-end” of a functioning website and/or application. Students will learn at a minimum HTML, CSS, and JavaScript through the hands-on act of programming, styling, and adding interactions to a webpage and/or project.

WebFT 3 Back-End Development

110 hours

Prerequisite: WebFT 2

After completing front-end web development, SBJ 3 introduces students to back-end web development using JavaScript frameworks such as Node.js. Back-end development consists of server-side development work and building full stack web applications with databases.

WebFT 4 Advanced Front-End Development

137.5 hours

Prerequisite: WebFT 3

During the Advanced front-end web development unit, students will build upon their foundation from SBJ 1, SBJ 2, and SBJ 3. Students will learn how to solve complex programmatic problems, build full stack web applications with cutting edge JavaScript frameworks such as React.

Part-Time Web Development Program

Duration: 26 weeks

Course hours: 260 hours

Instructional format: Online

Program Overview

Throughout the Part-Time Web Development program, students learn full-stack web development covering front-end and back-end web development. Concepts covered in class may include JavaScript, Node.js, React, Git, databases, command line, DOM manipulation, and much more. Students spend class time with like-minded peers under the mentorship of an industry expert. Each of our instructors has extensive real-world development experience and is passionate about growing the next generation of tech talent. Students should expect to commit 15 to 20 hours per week to the program as class may require additional work outside of classroom hours.

In addition to learning the necessary skills to obtain a job as an entry-level software developer, each student will have the opportunity to work with our Student Success Team to help them prepare for the job search. Students will also gain access to our exclusive Elective Workshops offering introductions to complementary topics such as additional programming languages and new technologies in the industry.

Program Objective

The part-time program is designed to train and equip each student with the necessary skills needed to obtain an entry-level development job after graduation. While DigitalCrafts does not guarantee job placement, the program, curriculum, instructors, and staff work in alignment to achieve this goal for each and every student. Depending on the student's career goals, students may seek a number of employment opportunities after graduation, including but not limited to: a(n) internship, apprenticeship, part-time employment, full-time employment, and/or freelance (contract) work.

Program Curriculum

In order to meet the demand of the job market, DigitalCrafts reserves the right to alter the curriculum before, during, and/or after the program. Students are always notified of any curriculum change. Curriculum for the Part-Time Web Development Program may include the following:

- Programming Fundamentals
- Front End Development
- Back End Development
- Advanced Frontend Development
- Git / GitHub

Course Code	Course	Hours
WebPT 1	Intro to Programming Fundamentals	20
WebPT 2	Basic Front-End Development	80
WebPT 3	Basic Back-End Development	70
WebPT 4	Front-End Development	90
Total Hours for Program Completion		260

Course Descriptions

WebPT 1 Intro to Programming Fundamentals

20 hours

Prerequisite: none

Intro to Programming Fundamentals introduces students to a foundation of web development skills and fundamental concepts necessary to learn and master any programming language. Students will learn at a minimum Git, command line interface (CLI), and basic programming fundamentals through the hands-on act of programming, team exercises, and building simple web applications.

WebPT 2 Basic Front-End Development

80 hours

Prerequisite: WebPT 1

Basic front-end web development introduces students to a foundation of web development and fundamental skills necessary to design, layout, and build the “front-end” of a functioning website and/or application. Students will learn at a minimum HTML, CSS, and JavaScript through the hands-on act of programming, styling, and adding interactions to a webpage and/or project.

WebPT 3 Basic Back-End Development

70 hours

Prerequisite: WebPT 2

After completing front-end web development, SBJ 3 introduces students to back-end web development using JavaScript frameworks such as Node.js. Back-end development consists of server-side development work, building full stack web applications with databases, and deploying applications to the cloud.

WebPT 4 Front-End Development

90 hours

Prerequisite: WebPT 3

During the front-end frameworks unit, students will build upon their foundation from SBJ 101, SBJ 102, and SBJ 103. Students will learn how to solve complex programmatic problems, build full stack web applications with cutting edge JavaScript frameworks such as React.

Full-Time Cybersecurity Program

Duration: 16 weeks

Course hours: 440 hours

Instructional format: Online

Program Overview

Throughout the Full Time Cybersecurity Program, students learn the technical skills, frameworks, and tools covering cybersecurity. Students will spend every day with like-minded peers under the mentorship of an industry expert. Each of our instructors has real-world experience and is passionate about growing the next generation of tech talent. Class takes place 10:00 am - 5:00 pm ET Monday through Friday, and typically requires additional work in the evenings and weekends to complete lab assignments. Students should expect to commit 40 to 60 hours per week to the program.

In addition to learning the necessary skills to obtain an entry level job in cybersecurity, each student will have the opportunity to work with our Student Success Team to help them prepare for the job search. Students will also gain access to our exclusive Elective Workshops offering introductions to complementary topics such as computer science, UI design, Cross-platform mobile development, etc.

Program Objective

The program is designed to train and equip each student with the necessary skills to obtain an entry-level job in cybersecurity after graduation. DigitalCrafts does not guarantee job placement, but the program, curriculum, instructors, and staff work in alignment to achieve this goal for each student. Depending on the student's career goals, students may seek several opportunities after graduating, including but not limited to a(n) internship, apprenticeship, part-time employment, full-time employment, and/or contract work. Students who graduate from the full-time program can seek out a number of job titles including, but not limited to Security Analyst, Security Engineer, Security Software Developer and/or Security Administrator, and the work settings for this type of occupation can vary across corporations and governmental agencies.

Program Curriculum

In order to meet the demand of the job market, DigitalCrafts reserves the right to alter the curriculum before, during, and/or after the program. Students are always notified of any curriculum change.

Curriculum for the Full-Time Cybersecurity Program may include the following:

- Operating Systems
- Network and Application Security
- Cloud Cryptography and Emerging Technology
- Offensive Security Operations
- Defensive Security Operations
- Cyber Operations
- CompTIA Security+ Preparation

Course Code	Course	Hours
CybFT 1	Operating Systems	82.5
CybFT 2	Networking Security	44
CybFT 3	Cloud Cryptography and Emerging Technology	27.5
CybFT 4	Application Security	82.5
CybFT 5	Offensive Security Operations	44
CybFT 6	Defensive Security Operations	44
CybFT 7	Cyber Operations	27.5
CybFT 8	CompTIA Security+ Preparation	55
Total Hours for Program Completion		440

Course Descriptions

CybFT 1 Operating Systems

82.5 hours

Prerequisite: none

The Hardware and Operating Systems Module will take a hands-on approach to learning fundamental concepts that are key to understanding system security. We will first learn how hardware interfaces with software, and what binary is and how it works. Next, we will cover how the Windows operating system works, and some of its key security features and flaws. Finally, we will get familiar with the Linux operating system, the important ways that it differs from Windows, and how to secure it.

Cyber 2 Networking Security

44 hours

Prerequisite: CybFT 1

The Networking Module will cover the theory and practical application of how computers communicate. We will cover the OSI model, routing and switching technology, as well as network security models, and important network services. The module will also take an in-depth look at subnetting. Finally, the module will cover how to capture and analyze network traffic with Wireshark.

CybFT 3 Cloud Cryptography and Emerging Technology

27.5 hours

Prerequisite: CybFT 2

Information technology and cybersecurity are constantly changing. The Cloud Technology module will focus on the transformational technologies being incorporated into modern infrastructures and driving the future of IT. Lessons and labs cover virtualization, cloud, emerging technologies, cryptography, and IAM.

CybFT 4 Application Security

82.5 hours

Prerequisite: CybFT 3

The Programming Literacy module will give students a basic understanding of how software gets developed, and some of the common mistakes that get made along the way. It will cover the Software Development Lifecycle, software security best practices, and the different types of programming languages that students might encounter. Lastly, students will learn basic web development, with a focus on web technologies like HTML, PHP, and Javascript.

CybFT 5 Offensive Security Operations

44 hours

Prerequisite: CybFT 4

The Offensive Security Operations module will take a hands-on lab based approach to the computer exploitation methodology. Students will learn how to think outside the box to gain access to remote systems, and learn the tools and techniques that ethical hackers use to get into secure environments.

CybFT 6 Defensive Security Operations

44 hours

Prerequisite: CybFT 5

This module will cover the defensive concepts and techniques that students will need to be successful in Cybersecurity careers. We will cover secure cryptography, access control models, the threat landscape, network monitoring with Splunk, incident response and forensics methodologies, vulnerability scanning with Nessus, risk and threat assessment, and regulatory compliance auditing.

CybFT 7 Cyber Operations

27.5 hours

Prerequisite: CybFT 6

This module will break out the various aspects of cyber operations concepts and methodologies. We will cover physical security to understand the cybersecurity necessities of limiting access to spaces where data is stored. Incident handling and response to understand how to address incidents, counteract an attack and enable a complete recovery. The course will conclude with a deep understanding of Governance, Risk and Compliance strategies. This section will help students understand the structured approach to aligning IT and cyber security with business objectives, while managing risk and meeting compliance requirements.

CybFT 8 CompTIA Security+ Preparation

55 hours

Prerequisite: CybFT 7

This module will cover test taking strategies, study habits, and all of the content that CompTIA will want you to know to prove that you are certifiable as a security professional.

Part-Time Cybersecurity Program

Duration: 26 weeks

Course hours: 260 hours

Instructional format: Online

Program Overview

Throughout the Part Time Cybersecurity Program, students learn the technical skills, frameworks, and tools covering cybersecurity. Students will spend their class time with like-minded peers under the mentorship of an industry expert. Each of our instructors has real-world experience and is passionate about growing the next generation of tech talent. Class takes place 6:30pm - 9:30pm EST on Tuesday and Thursday evenings and from 10:00am-2:00pm EST on Saturdays and typically requires additional work outside of class to complete lab assignments. Students should expect to commit 15 to 20 hours per week to the program.

In addition to learning the necessary skills to obtain an entry level job in cybersecurity, each student will have the opportunity to work with our Student Success Team to help them prepare for the job search. Students will also gain access to our exclusive Elective Workshops offering introductions to complementary topics such as computer science, UI design, Cross-platform mobile development, etc.

Program Objective

The part-time program is designed to train and equip each student with the necessary skills needed to obtain an entry-level development job after graduation. While DigitalCrafts does not guarantee job placement, the program, curriculum, instructors, and staff work in alignment to achieve this goal for each and every student. Depending on the student's career goals, students may seek a number of employment opportunities after graduation, including but not limited to: a(n) internship, apprenticeship, part-time employment, full-time employment, and/or freelance (contract) work.

Program Curriculum

In order to meet the demand of the job market, DigitalCrafts reserves the right to alter the curriculum before, during, and/or after the program. Students are always notified of any curriculum change. Curriculum for the Full-Time Cybersecurity Program may include the following:

- Operating Systems
- Networking and Application Security
- Cloud Cryptography and Emerging Technology
- Offensive Security Operations
- Defensive Security Operations
- Cyber Operations
- CompTIA Security+ Preparation

Course Code	Course	Hours
CybPT 1	Operating Systems	42.5
CybPT 2	Networking Security	25
CybPT 3	Cloud Cryptography and Emerging Technology	28
CybPT 4	Application Security	30.5
CybPT 5	Offensive Security Operations	42.5
CybPT 6	Defensive Security Operations	45
CybPT 7	Cyber Operations	20.5
CybPT 8	CompTIA Security+ Preparation	26

Course Descriptions

CybPT 1 Operating Systems

42.5 hours

Prerequisite: none

The Hardware and Operating Systems Module will take a hands-on approach to learning fundamental concepts that are key to understanding system security. We will first learn how hardware interfaces with software, and what binary is and how it works. Next, we will cover how the Windows operating system works, and some of its key security features and flaws. Finally, we will get familiar with the Linux operating system, the important ways that it differs from Windows, and how to secure it.

CybPT 2 Networking Security

25 hours

Prerequisite: CybPT 1

The Networking Module will cover the theory and practical application of how computers communicate. We will cover the OSI model, routing and switching technology, as well as network security models, and important network services. The module will also take an in-depth look at subnetting. Finally, the module will cover how to capture and analyze network traffic with Wireshark.

CybPT 3 Cloud Cryptography and Emerging Technology

28 hours

Prerequisite: CybPT 2

Information technology and cybersecurity are constantly changing. The Cloud Technology module will focus on the transformational technologies being incorporated into modern infrastructures and driving the future of IT. Lessons and labs cover virtualization, cloud, emerging technologies, cryptography, and IAM.

CybPT 4 Application Security

30.5 hours

Prerequisite: CybPT 3

The Offensive Security Operations module will take a hands-on lab based approach to the computer exploitation methodology. Students will learn how to think outside the box to gain access to remote systems, and learn the tools and techniques that ethical hackers use to get into secure environments.

CybPT 5 Offensive Security Operations

42.5 hours

Prerequisite: CybPT 4

The Offensive Security Operations module will take a hands-on lab based approach to the computer exploitation methodology. Students will learn how to think outside the box to gain access to remote systems, and learn the tools and techniques that ethical hackers use to get into secure environments.

CybPT 6 Defensive Security Operations

45 hours

Prerequisite: CybPT 5

This module will cover the defensive concepts and techniques that students will need to be successful in Cybersecurity careers. We will cover secure cryptography, access control models, the threat landscape,

network monitoring with Splunk, incident response and forensics methodologies, vulnerability scanning with Nessus, risk and threat assessment, and regulatory compliance auditing.

CybPT 7 Cyber Operations

20.5 hours

Prerequisite: CybPT 6

This module will break out the various aspects of cyber operations concepts and methodologies. We will cover physical security to understand the cybersecurity necessities of limiting access to spaces where data is stored. Incident handling and response to understand how to address incidents, counteract an attack and enable a complete recovery. The course will conclude with a deep understanding of Governance, Risk and Compliance strategies. This section will help students understand the structured approach to aligning IT and cyber security with business objectives, while managing risk and meeting compliance requirements.

CybPT 8 CompTIA Security+ Preparation

26 hours

Prerequisite: CybPT 7

This module will cover test taking strategies, study habits, and all of the content that CompTIA will want you to know to prove that you are certifiable as a security professional.

Full-Time UX Design Program

Duration: 14 weeks

Course hours: 385 hours

Instructional format: Online

Program Overview

Throughout the UX Design Program, students learn the technical skills, frameworks, and tools covering UX Design. Students will spend every day with like-minded peers under the mentorship of an industry expert. Each of our instructors has real-world experience and is passionate about growing the next generation of tech talent. Class takes place 10:00 am - 5:00 pm ET Monday through Friday, and typically requires additional work in the evenings and weekends to complete lab assignments. Students should expect to commit 40 to 60 hours per week to the program.

In addition to learning the necessary skills to obtain an entry level job in UX Design, each student will have the opportunity to work with our Student Success Team to help them prepare for the job search. Students will also gain access to our exclusive Elective Workshops offering introductions to complementary topics such as computer science, UI design, , cross-platform mobile development, and soft skills development. DigitalCrafts strives to abide by a 8:1 student to teacher ratio.

Program Objective

The full-time program is designed to train and equip each student with the necessary skills to obtain an entry-level job in UX Design after graduation. DigitalCrafts does not guarantee job placement, but the program, curriculum, instructors, and staff work in alignment to achieve this goal for each student. Depending on the student's career goals, students may seek several opportunities after graduating, including but not limited to a(n) internship, apprenticeship, part-time employment, full-time employment, and/or contract work. Students who graduate from the full-time program can seek out a number of job titles including, but not limited to UX Designer, Product Designer, and/or Visual Designer, and the work settings for this type of occupation can vary across corporations and governmental agencies.

Program Curriculum

In order to meet the demand of the job market, DigitalCrafts reserves the right to alter the curriculum before, during, and/or after the program. Students are always notified of any curriculum change.

Curriculum for the UX Design Program may include the following:

- Understanding Users
- Structure and Flow
- Building the Web
- Visual Design
- Prototyping
- Designing Products for Users
- The Future of UXD

Course Code	Course	Hours
UXDFT 1	Understanding Users	71.5
UXDFT 2	Structure and Flow	38.5
UXDFT 3	Building the Web	71.5
UXDFT 4	Visual Design	66
UXDFT 5	Prototyping	55
UXDFT 6	Designing Products for Users	66
UXDFT 7	The Future of UXD	16.5
Total Hours for Program Completion		385

Course Descriptions

UXDFT 1 Understanding Users

71.5 hours

Prerequisite: none

During the first two weeks, students will gain a core understanding of how UX Designers utilize user-centered processes to drive problem solving, iterative design, and innovative solutions. research. Students will learn how to conduct research to understand and empathize with our users, synthesize data collected from users to inform our design decision and how to brainstorm a variety of possibilities for solving the user's problem.

UXDFT 2 Structure and Flow

38.5 hours

Prerequisite: UXDFT 1

Next, you'll categorize and structure information according to how our users think. You will learn the basics of content strategy and how to tie everything together with the fundamentals of information architecture. Additionally, you will assess, dissect, and diagram the structure and flow of an existing website.

UXDFT 3 Building the Web

71.5 hours

Prerequisite: UXDFT 2

During these two three weeks you will learn the language of the web so you can communicate our solutions to the world. You will explore the basics of web development in order to communicate effectively with developers as part of a cross-functional team that builds solutions. The bulk of your hands-on training will be reading and writing HTML, and structural CSS to create organized, meaningful content layouts on the web.

UXDFT 4 Visual Design

66 hours

Prerequisite: UXDFT 3

Next, you'll leverage the principles of visual design to create responsive, branded designs that meet the needs of all users. You'll be able to create wireframes and mockups of varying fidelity for user interfaces. You will also extend your knowledge of CSS to utilize industry-standard libraries and frameworks as well as evaluate the responsiveness, performance, and accessibility of websites and applications.

UXDFT 5 Prototyping

55 hours

Prerequisite: UXDFT 4

You will learn about the value of rapid prototyping designs in order to quickly test and improve your solutions. You will evaluate, create, and revise interactions that help individuals accomplish their goals when completing tasks on a website and in applications

UXDFT 6 Product Design

66 hours

Prerequisite: UXDFT 5

You will work very closely with a team during a design sprint to create a new business and product concept. You will build prototypes to test with real-world users, then use the feedback to iterate. Additionally, you will practice skills learned throughout the course like, UX writing and visual design, to create a voice and style for this new brand.

UXDFT 6 The Future of UXD

16.5 hours

Prerequisite: UXDFT 5

The UXD field is constantly evolving and you, as a UX professional, must continuously grow too. You'll also be able to apply topics from up-and-coming technologies to improve experiences for all users.

Part-Time UX Design Program

Duration: 22 weeks

Course hours: 220 hours

Instructional format: Online

Program Overview

Throughout the UX Design Program, students learn the technical skills, frameworks, and tools covering UX Design. Students will spend every day with like-minded peers under the mentorship of an industry expert. Each of our instructors has real-world experience and is passionate about growing the next generation of tech talent. Class takes place 10:00 am - 5:00 pm ET Monday through Friday, and typically requires additional work in the evenings and weekends to complete lab assignments. Students should expect to commit 40 to 60 hours per week to the program.

In addition to learning the necessary skills to obtain an entry level job in UX Design, each student will have the opportunity to work with our Student Success Team to help them prepare for the job search. Students will also gain access to our exclusive Elective Workshops offering introductions to complementary topics such as computer science, UI design, cross-platform mobile development, and soft skills development. DigitalCrafts strives to abide by an 8:1 student to teacher ratio.

Program Objective

The full-time program is designed to train and equip each student with the necessary skills to obtain an entry-level job in UX Design after graduation. DigitalCrafts does not guarantee job placement, but the program, curriculum, instructors, and staff work in alignment to achieve this goal for each student. Depending on the student's career goals, students may seek several opportunities after graduating, including but not limited to a(n) internship, apprenticeship, part-time employment, full-time employment, and/or contract work. Students who graduate from the full-time program can seek out a number of job titles including, but not limited to UX Designer, Product Designer, and/or Visual Designer, and the work settings for this type of occupation can vary across corporations and governmental agencies.

Program Curriculum

In order to meet the demand of the job market, DigitalCrafts reserves the right to alter the curriculum before, during, and/or after the program. Students are always notified of any curriculum change.

Curriculum for the UX Design Program may include the following:

- Understanding Users
- Structure and Flow
- Building the Web
- Visual Design
- Prototyping
- Product Design
- The Future of UXD

Course Code	Course	Hours
UXDPT 1	Understanding Users	40
UXDPT 2	Structure and Flow	20
UXDPT 3	Building the Web	40
UXDPT 4	Visual Design	40
UXDPT 5	Prototyping	30
UXDPT 6	Product Design	40
UXDPT 7	The Future of UXD	10
Total Hours for Program Completion		220

Course Descriptions

UXDPT 1 Understanding Users

40 hours

Prerequisite: none

During the first two weeks, students will gain a core understanding of how UX Designers utilize user-centered processes to drive problem solving, iterative design, and innovative solutions. . Students will learn how to conduct research to understand and empathize with our users, synthesize data collected from users to inform our design decision and how to brainstorm a variety of possibilities for solving the user's problem.

UXDPT 2 Structure and Flow

20 hours

Prerequisite: UXDPT 1

Next, you'll categorize and structure information according to how our users think. You will learn the basics of content strategy and how to tie everything together with the fundamentals of information architecture. Additionally, you will assess, dissect, and diagram the structure and flow of an existing website.

UXDPT 3 Building the Web

40 hours

Prerequisite: UXDPT 2

During these two weeks you will learn the language of the web so you can communicate our solutions to the world. You will explore the basics of web development in order to communicate effectively with developers as part of a cross-functional team that builds solutions. The bulk of your hands-on training will be reading and writing HTML, and structural CSS to create organized, meaningful content layouts on the web.

UXDPT 4 Visual Design

40 hours

Prerequisite: UXDPT 3

Next, you'll leverage the principles of visual design to create responsive, branded designs that meet the needs of all users. You'll be able to create wireframes and mockups of varying fidelity for user interfaces. You will also extend your knowledge of CSS to utilize industry-standard libraries and frameworks as well as evaluate the responsiveness, performance, and accessibility of websites and applications.

UXDPT 5 Prototyping

30 hours

Prerequisite: UXDPT 4

You will learn about the value of rapid prototyping designs in order to quickly test and improve your solutions. You will evaluate, create, and revise interactions that help individuals accomplish their goals when completing tasks on a website and in applications.

UXDPT 6 Designing Products for Users

40 hours

Prerequisite: UXDPT 5

You will work very closely with a team during a design sprint to create a new business and product concept. You will build prototypes to test with real-world users, then use the feedback to iterate. Additionally, you will practice skills learned throughout the course like, UX writing and visual design, to create a voice and style for this new brand.

UXDPT 7 The Future of UXD

10 hours

Prerequisite: UXDPT 6

The UXD field is constantly evolving and you, as a UX professional, must continuously grow too. You'll also be able to apply topics from up-and-coming technologies to improve experiences for all users.

Full-Time Data Analytics Program

Duration: 16 weeks

Course hours: 440 hours

Instructional format: Online

Program Overview

Throughout the Full Time Data Analytics Program, students learn the technical skills, frameworks, and tools covering Data Analytics. Students will spend every day with like-minded peers under the mentorship of an industry expert. Each of our instructors has real-world experience and is passionate about growing the next generation of tech talent. Class takes place 10:00 am - 5:00 pm ET Monday through Friday, and typically requires additional work in the evenings and weekends to complete lab assignments. Students should expect to commit 40 to 60 hours per week to the program.

In addition to learning the necessary skills to obtain an entry level job in data analytics, each student will have the opportunity to work with our Student Success Team to help them prepare for the job search. Students will also gain access to our exclusive Elective Workshops offering introductions to complementary topics such as computer science, UI design, Cross-platform mobile development, etc.

Program Objective

The program is designed to train and equip each student with the necessary skills to obtain an entry-level job in data analytics after graduation. DigitalCrafts does not guarantee job placement, but the program, curriculum, instructors, and staff work in alignment to achieve this goal for each student. Depending on the student's career goals, students may seek several opportunities after graduating, including but not limited to a(n) internship, apprenticeship, part-time employment, full-time employment, and/or contract work. Students who graduate from the full-time program can seek out a number of job titles including, but not limited to Data Analyst, Data Scientist, Business Systems Analyst, Business Intelligence Analyst, and the work settings for this type of occupation can vary across corporations and governmental agencies.

Program Curriculum

In order to meet the demand of the job market, DigitalCrafts reserves the right to alter the curriculum before, during, and/or after the program. Students are always notified of any curriculum change.

Curriculum for the Full-Time Data Analytics Program may include the following:

- Mathematical Foundations
- Data visualizations
- Computer Programming Foundations
- SQL and Data Architecture
- Business Intelligence Development
- Predictive Modeling
- Github

Course Code	Course	Hours
DatFT 1	Data Analysis Fundamentals	60
DatFT 2	Computer Programming Foundations	60
DatFT 3	Analytical Programming	60
DatFT 4	Databases & Data Architecture	80
DatFT 5	Business Intelligence Development	80
DatFT 6	Predictive Analytics	100
Total Hours for Program Completion		440

Course Descriptions

DatFT 1 Data Analysis Fundamentals

60 hours

Prerequisite: none

The Data Analysis Fundamentals Module will take a hands-on approach to learning fundamental concepts that are key to understanding data analytics. This module will focus primarily on summarizing and visualizing data using a spreadsheet, as well as core concepts in probability and statistics – including but not limited to, definition of sample spaces, probability distributions, numerical summaries of data, and confidence intervals.

DatFT 2 Computer Programming Foundations

60 hours

Prerequisite: DatFT 1

Students will learn the fundamentals of computer programming using a high level programming language like Python. They will learn how to program using functions, variables, conditionals, and loops. Additional topics include using different data types and data structures to create simple programs.

DatFT 3 Analytical Programming

60 hours

Prerequisite: DatFT 2

The Analytical Programming module will introduce students to programming libraries specifically designed for data analytics. Students will use functions within these libraries to load, analyze, and draw conclusions from large datasets.

DatFT 4 Databases & Data Architecture

80 hours

Prerequisite: DatFT 3

In the Databases & Data Architecture module, students will learn techniques for querying data from a SQL database. Students will learn how to translate business requirements into queries which include filtering data, aggregating data and joining data across multiple tables.

DatFT 5 Business Intelligence Development

80 hours

Prerequisite: DatFT 4

In the Business Intelligence Development section students will use modern Business Intelligence software to model and visually represent data. They will learn techniques for choosing appropriate visuals, how to derive metrics from various calculations, and best practices for backend data modeling.

DatFT 6 Predictive Analytics

100 hours

Prerequisite: DatFT 5

The Predictive Analytics module will cover important analysis and predictive modeling concepts key in Data Analytics. Students will learn various algorithms used in both supervised and unsupervised machine learning. Additionally, students will be introduced to developing models and programs in a cloud based environment such as Databricks or Snowflake.