2019 College Catalog Addendum

Total Program Costs

The below estimated schedule of total charges for the entire educational programs are to be included with the Tuition and Fees listed on pages 18-19.

Total Estimated Charges per Program	
Program	**Total Costs**
BA in Digital Art and Animation	$106,762
BA in Game Design Art	$103,380
Bachelor of Business Administration	$103,380
BS in Computer Science	$111,526
BS in Digital Audio Technology	$112,320
BS in Game Design Engineering	$112,320
MS in Entrepreneurship and Innovation	$25,570

Yellow Ribbon Program

Cogswell Polytechnical College participates in the Veterans Affairs (VA) Post-9/11 GI Bill Yellow Ribbon program. This program allows approved degree-granting institutions and the VA to partially or fully fund tuition and fee expenses that exceed the established thresholds under the Post-9/11 GI Bill. It assists in making additional funds available for veterans' education programs without an additional charge to their GI Bill entitlement. The maximum school contribution under this program is $5,000 per calendar year. For more questions relating to this program, veterans may contact the Financial Aid Department for assistance.

Student Loan Obligation

If a student obtains a loan to pay for an educational program, the student has the responsibility to repay the full amount of the loan plus interest, less the amount of any refund.

Standard Period of Non-Enrollment (SPNE)

Students intending to request one pre-approved term (trimester) off from attending Cogswell Polytechnical College must submit a written request for a Standard Period of Non-Enrollment (SPN) to the Registrar's Office. The SPN request form is available on the student portal or in the Registrar's Office. SPN's can be requested for one term (trimester) only during the student's educational program. A Standard Period of Non-Enrollment (SPN) must be requested prior to the end of the term preceding the term the student is requesting to be away from the College. Requests submitted after the end of term will not be considered. The request must be approved by the Registrar, Dean of Education, and the Financial Aid Director before a student's status is changed.

Students approved for an SPN are expected to return at the beginning of the term following the SPN. While on an approved SPN, students will not be considered to have withdrawn from the College, no additional charges will be generated, and Financial Aid funds will not be disbursed. Students must register for the intended return term during the registration period as outlined in the Academic Calendar and must meet with a Financial Aid Advisor before they will be allowed to attend classes. Students who fail to return to the College by the expected date will be considered to have withdrawn from school will therefore be responsible for any balance due. If withdrawn, the official withdrawal date will be retroactive to the student's last day of attendance and the date of determination will be the day the student was expected to have returned to the College.

An SPN extends a student's expected graduation date. Students on SPN may not be able to maintain their course sequencing. Students on SPN are not eligible to live in student housing.

BS IN GAME DESIGN ENGINEERING PROGRAM

The below curriculum replaces the curriculum listed on page 64.

BS in Game Design Engineering (GDE) Curriculum General Concentration		
Game Design Engineering Core Courses - 33 Credits		
Course Number	**Course Name**	**Credits**
GAM225	Introduction to Game Production	3
GAM220	Introduction to Game Storytelling (or GAM235 Game Usability if GAM235 already taken)	3
GAM295	Game Design 1	3
GAM355	Level Design 1	3
GAM376	Game Design 2	3
GAM415	Level Design 2	3
GAM480	Game Studio 1	3
GAM485	Game Studio 2	3
BUS110 or BUS125 or BUS270	Principles of Management, or Business Law, or Project Management	3
ART100	2D Design	3
CS100	Introduction to Scripting: Python	3
Game Design Engineering Concentration Courses – 48 credits		
Course Number	**Course Name**	**Credits**
ART110	Sketching	3
DAA106	Digital Imaging Concepts	3
DAA240	Introduction to 3D Modeling	3
DAA245	Texturing	3
DAA267	Character Rigging	3
MATH145	Calculus 2	4
MATH295	Discrete Mathematics	3
MATH290	Linear Algebra and Transformations	3
CS115	Web Programming: HTML5, CSS and JavaScript	3
CS285	C++ Programming: Object Oriented Programming	4
CS295	Data Structures and Algorithms	4
SWE375 or SWE376	Mobile Programming for iOS, or Mobile Programming for Android	3
CS445	Advanced C++ Programming	3
SWE447	GUI and Graphics Programming	3
SWE449	Tools Programming	3
Electives - 3 credits		
Course Number	**Course Name**	**Credits**
Elective	Elective or Internship	3
General Education Courses for Engineering Majors - 48 credits		
Total 132 Credits		

ACADEMIC CALENDAR

The New Students Orientation dates listed on pages 5-6 have been revised as outlined below:

Revised Schedule for New Students Orientation	
Term	**Date**
Spring 2019 Term	January 18, 2019
Spring 2019 Mid-Session	March 15, 2019
Summer 2019 Term	May 17, 2019
Summer 2019 Mid-Session	TBD
Fall 2019 Term	September 6, 2019
Fall 2019 Mid-Session	October 25, 2019