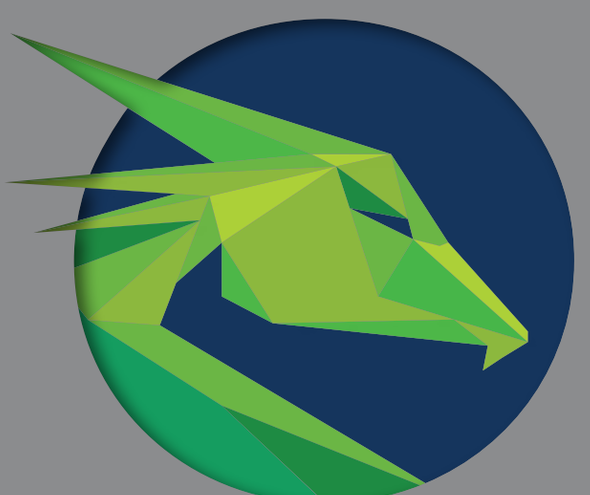


COGSWELL
USV™ UNIVERSITY OF SILICON VALLEY

GIVE YOURSELF THE

KNOWLEDGE

IN SILICON VALLEY, SUCCESS IS TIED TO COLLABORATION AND TEAMWORK.

It's a combination of creative thinking with management expertise, programming skills with communication ability, technical knowledge with big-picture vision and leadership design.

Starting with experienced faculty and industry connections, our graduates gain a competitive edge now as they study within the Silicon Valley culture, and later, as they transition into their professional careers.

- IMMERSED IN SILICON VALLEY
- RELEVANT DEGREE PLANS
- PERSONAL ADVISING & MENTORING
- CREATIVE COMMUNITY
- REAL PROJECTS THAT PUT YOU TO WORK

cogswell.edu | 800.264.7955
admission@cogswell.edu

COGSWELL.EDU

191 BAYPOINTE PARKWAY | SAN JOSE, CALIFORNIA 95134

IMMERSIVE, COLLABORATIVE, AND DESIGNED TO UNLOCK YOUR CREATIVITY.

Cogswell takes the lessons, the theories, and the culture of Silicon Valley and brings it all into the classroom.

Our curriculum pulls from the fields of creativity, technology, and business. Students from our five academic departments often work on cross-disciplinary projects. We believe that this approach creates the best environment for generating big ideas, discovering new talents, and pushing creative boundaries. It's what makes all the difference, and it's how we teach.

BEST COLLEGES U.S.News & WORLD REPORT RANKINGS

The 2019 edition of *U.S. News and World Report's Best Colleges* ranks Cogswell in the top 25 out of 15 western states.

№13 Animation Career Review

Our Digital Art & Animation program was recently ranked No. 13 in the country by *Animation Career Review.*

The Princeton Review 2019 TOP 25

The Princeton Review 2019 ranks Cogswell as 14th in the top 25 Game Design schools.

Rankings like these measure academic quality based on indicators of excellence such as first-year student retention, graduation rates, and the strength of the faculty.

For important regulatory information, visit cogswell.edu/disclosures.

TL;DR: Our location in Silicon Valley gives us an edge in preparing graduates with industry experience and connections. cogswell.edu

WHAT DO YOU WANT TO LEARN?

YOUR DEGREE OPTIONS >

DEGREE PROGRAMS THAT ARE IN DEMAND.

Demand for skilled workers in creative tech is booming, and not surprisingly, so are the salaries. Here are the degree programs that employers will be putting people to work with, and sample career options that are seeing a lot of growth now and projected into the future*.

MASTER OF ARTS
ENTREPRENEURSHIP & INNOVATION

Discover and apply powerful business theories that can help you unlock your earning potential, and advance your career.

This program provides graduate students with an opportunity to learn start-up business lessons, techniques, and tools. Courses cover the basic skills required of an entrepreneur to create, build, and grow a successful venture.

Sample Career Options

Product Innovation

From idea to implementation, product innovation managers provide a competitive edge, specializing in the identification and development of new products and their uses.

Visionary

Entrepreneurs know what it takes to launch an idea. They help establish a business or startup, and then work to expand the business venture into a successful enterprise.

BACHELOR OF
BUSINESS ADMINISTRATION

Learn to manage the commercial power of new and creative technology.

The program offers a strong foundational understanding of business with a focus on the practices and knowledge necessary to excel in emerging creative tech industries.

CONCENTRATIONS IN:

\ **Digital Media Management**
\ **Project Management**

Sample Career Options

Business Analytics

A business analyst conducts organizational studies and evaluations, designs systems and procedures, and prepares operations and procedures manuals to assist management in operating more efficiently and effectively.

Market Research

This position analyzes the conditions of the market in local, regional, or national areas. They may also gather information on competitors, prices, sales, and methods of marketing and distribution.

BACHELOR OF SCIENCE
COMPUTER SCIENCE

The intersection where practical computer science and creative application come together.

We believe students thrive in a project-based setting, working on multidisciplinary teams with artists and designers. That's why our computer science courses come with mentors, shared lab and club resources, and the benefits of hands-on, practical application with friends.

CONCENTRATIONS IN:

\ **Software Engineering**
\ **Web & Mobile**
\ **Data Science**

DAA STUDENT WORK:
Karolina Andersson,
Advanced Lighting and Layout

Sample Career Options

Mobile Developer

Play a key role in creating, maintaining, and implementing the source code to develop mobile apps and programs using various computer programming languages.

Machine Learning Engineer

Machine Learning (ML) Engineers design and develop ML and deep learning systems. Running tests and experiments, they look for innovative ways of solving problems by implementing appropriate ML algorithms.

BACHELOR OF ARTS
DIGITAL ART & ANIMATION

Watch your ideas become reality as you learn the professional tools used to create stunning work.

Designed with input from industry connections, our courses prepare you for working in a creative field. You'll learn how to create visual effects, animations, concept art for video games or blockbuster films; the path is up to you.

CONCENTRATIONS IN:

\ **3D Animation**
\ **3D Modeling**
\ **Entertainment Design**
\ **Technical Art**

Sample Career Options

3D Animator

A 3D animator creates special effects, animation, or other visual images using film, video, computers, or other electronic tools and media for use in products or creations, such as computer games, movies, music videos, and commercials.

Modeler

Modelers digitally build objects, such as characters, animals, plants, and cars, for manipulation in a 3D environment. Models must be built so they can be moved, painted and lit properly for use in computer-generated imagery.

*Sudarshan Sampath (2018, Dec 11). Economic Trends: Reflections on 2018, Predictions For 2019. Retrieved from: https://www.payscale.com/data/economic-trends-2018-2019

BACHELOR OF SCIENCE IN
DIGITAL AUDIO TECHNOLOGY

Excel in careers that combine art and technology byusing what you learn in audio & music production as well as audio software engineering & development.

With two concentrations to choose from, your courses will either center around producing original audio content for digital media or focus on building the technology behind the music.

CONCENTRATIONS IN:

\ **Audio & Music Production**

\ **Audio Software Development & Engineering**

Sample Career Options

Audio Director

At the head of any video game audio team is an audio director. This position lays out audio design guidelines, sets project goals and deadlines for each member of the team, and manages the workflow throughout the project cycle.

Developer

Developers are involved in designing, creating, and/or maintaining music-related technology, such as music software, mobile apps, music streaming services, and websites for artists, labels, blogs, and magazines.

TL

create

AND CONQUER.

Cogswell's Real World Studio Courses

We put our best students to work on real-world projects for real-world clients. How do we do it? Teamwork, hardwork, and network. So you create real work before you conquer the real-world.

There's more on this later...

(Page 16, if you can't wait.)

BACHELOR OF ARTS
GAME DESIGN ART

Team up with other students to bring the creative side of game design and development to life.

Sample Career Options

Narrative Designer

You'll participate in the crafting of a game's story, creating the character's back stories, designing the overall arc, and contributing to building the player's emotional journey.

3D Character Artist

This role is responsible for creating the personality and look of in-game characters. You'll build complex models and work across teams to rig, light, texture, and animate your creations.

Coax out characters' personalities through their movements, animations, and narratives. Discover what makes great storytelling and game levels so immersive. All of these skills will be used to their fullest in a real studio.

CONCENTRATIONS IN:

\ **Game Art**

\ **Game Writing**

GDD STUDENT WORK:

Sierra Jones,
Environment Art

BACHELOR OF SCIENCE
GAME DESIGN ENGINEERING

Write the code that runs the game.

Code is the lifeblood that fuels every gameplay experience, so buff your technical skills as you learn to design and program video games. Modify existing game engines before moving on to designing your own, forming the systems that power gaming's greatest and ever-improving experiences.

Sample Career Options

Tools Programmer

You design and implement the proper tools that can optimize engine possibilities. You will create map editors, write plug-ins, and build custom tools to help the game production team.

Gameplay Programmer

Your job will be to implement the core gameplay mechanics that really bring the game to life. You'll work very close with a team of designers to build video games.

COGSWELL'S ACADEMIC LISTINGS:

BUSINESS ENTREPRENEURSHIP & INNOVATION
- » MA IN ENTREPRENEURSHIP & INNOVATION
- » BACHELOR OF BUSINESS ADMINISTRATION
  - PROJECT MANAGEMENT
  - DIGITAL MEDIA MANAGEMENT

COMPUTER SCIENCE & ENGINEERING
- » BS IN COMPUTER SCIENCE
  - SOFTWARE ENGINEERING
  - WEB & MOBILE
  - DATA SCIENCE

DIGITAL ART & ANIMATION
- » BA IN DIGITAL ART & ANIMATION
  - 3D ANIMATION
  - 3D MODELING
  - ENTERTAINMENT DESIGN
  - TECHNICAL ART

AUDIO & MUSIC TECHNOLOGY
- » BS IN DIGITAL AUDIO TECHNOLOGY
  - AUDIO AND MUSIC PRODUCTION
  - AUDIO SOFTWARE DEVELOPMENT & ENGINEERING

GAME DESIGN & DEVELOPMENT
- » BA IN GAME DESIGN ART
  - GAME ART
  - GAME WRITING
- » BS IN GAME DESIGN ENGINEERING

LEGEND:

ACADEMIC DEPARTMENT
» **DEGREE PROGRAM**
CONCENTRATIONS

TL;DR: Creative Tech jobs are really hot. Companies need lots of skilled workers. Our degrees and concentrations give you the skills that put people to work. Here's the link: cogswell.edu

PERSONAL ADVISING AND MENTORSHIP

Even before graduation, faculty and Career Services staff are helping students make industry connections in Silicon Valley and beyond.

Want to know more about Career Services?
(Page 20, go ahead, we'll wait here.)

A Lead Designer at Riot Games, Stone Librande has worked in the game industry for over 15 years. Some of his games include *SimCity, Spore* and *Diablo 3.* An Adjunct Professor at Cogswell, Librande has hosted hands-on, game design workshops that are open to the public.

cogswell.edu/events

TIL

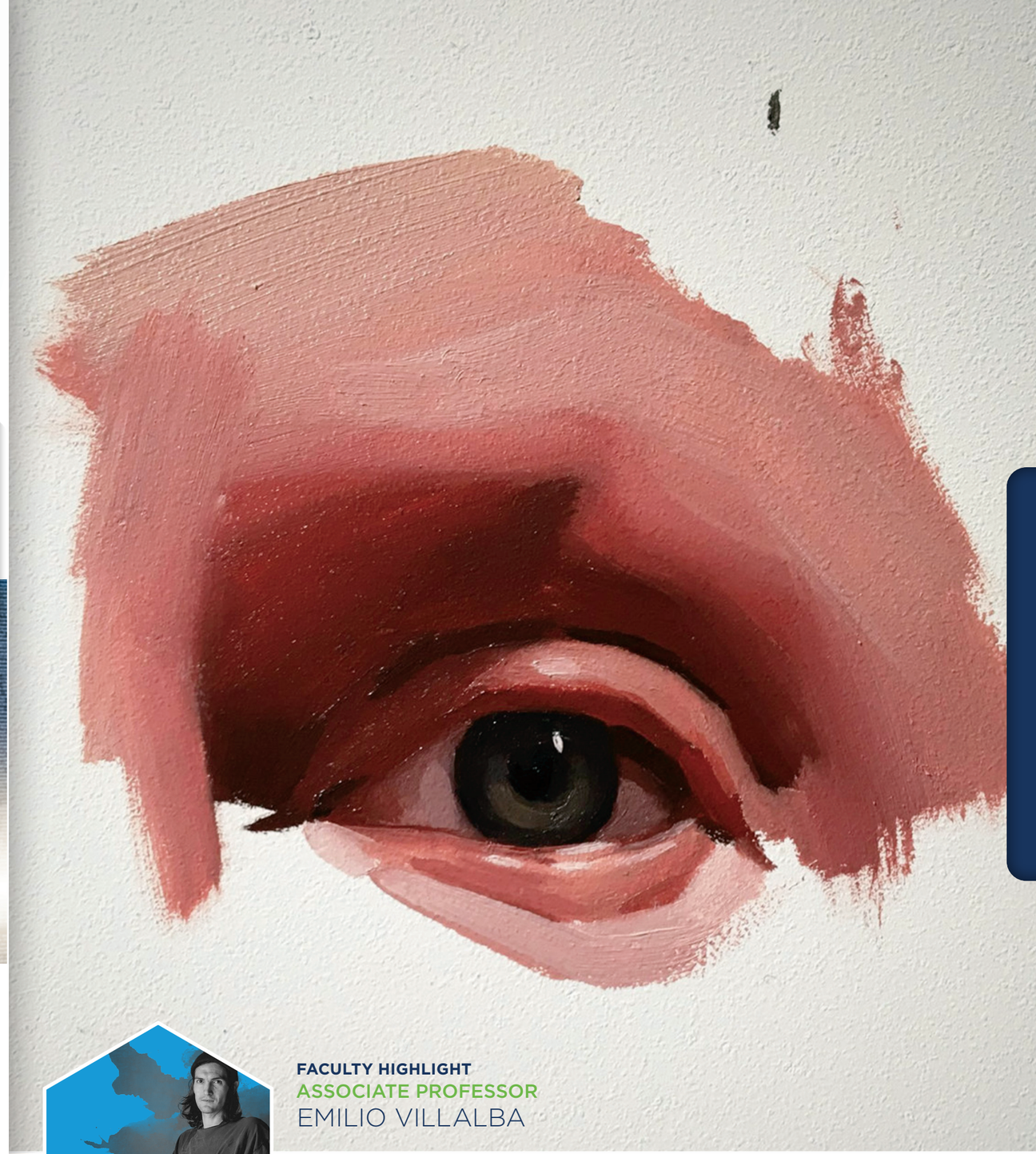
MEET CAROLINE^

Caroline is one of the student-created rigs available for download at cogswell.edu. Students design, model, texture and rig characters using ZBrush, Maya, Houdini, and more. This allows you to gain team structure experience, work in a pipeline, and improve your communication skills.

Like you, your faculty and peers love what they've come here to do. You'll have access to work one-on-one with them on projects that inspire you.

Classes are more hands-on and collaborative with frequent interaction among classmates. This means a more personal level of attention from professors and classmates, the flip side is the pressure of being expected to participate in class and stay on top of homework.

But don't worry, you'll have help with that too.



FACULTY HIGHLIGHT

ASSOCIATE PROFESSOR

EMILIO VILLALBA

If you're one of the 200,000 people who follow him on Instagram, you may already be familiar with Emilio's work.

@EMILIO_VILLALBA

Emilio believes in empowering his students to create their own life's work. His courses move fast. They're challenging. But his teaching process and the culture it creates, results in some highly creative students making truly incredible work. Of course, Emilio's classes are very popular and tend to fill up fast.

@CogswellCollege

create

THE **REAL WORLD PROJECT STUDIOS** AT COGSWELL:

- **MediaWorks™**
- **Project X™**
- **Game Studio™**
- **COG™**
- **DesignWorxTM**

MAKE OTHER STUDENTS LOOK LIKE STUDENTS.

Cogswell's best students work on real-world projects with real-world clients.

Create is a project-based initiative that is constantly seeking new ways to offer hands-on, practical learning to our best students. The education they get is directly linked to the kind of jobs they want.

Supervised by faculty and industry advisors, the project-courses introduce you to a team-centered approach that mirrors a real-world development crew of artists, animators, game designers, audio specialists, and management.

MEDIAWORKS

How do our undergraduate students get real-world industry experience before they even graduate?

The MediaWorks initiative is made up of students from our Audio & Music Technology, Business Entrepreneurship & Innovation, and Digital Art & Animation departments who collaborate under the close direction of expert faculty. The projects involve real-life client meetings, creative brief and concept generation, participation in the approval process, project and time management, deadlines and full-scale production by students working individually, in teams, and cross-team.

MediaWorks adds professional, client work to our students' portfolios.
Including work for:

CORNING TED^x Panasonic

JESSICA "PSY" DELACY
PROJECT X ALUM
BA DIGITAL ART & ANIMATION '10

Alumni Jessica Psy Delacy, later becomes a Simulation Technical Director at Pixar. Believe it or not, she started where you are now. She credits her time at Cogswell as a launching pad for her creative and professional success.

Eventually her talent and hard work earned her a position at Pixar. She would later be on the Oscar-winning team honored for their work on *Coco.* More recently, she has worked on the *Incredibles 2* and she can sometimes be found back on the Cogswell campus talking with students about her experience and journey.

Cogswell Grad, Jessica Psy Delacy was on the Project X team that produced *Worlds Apart.* Later she was on the team that won the 2018 "Best Animated Feature" Academy Award for their work on *Coco*.

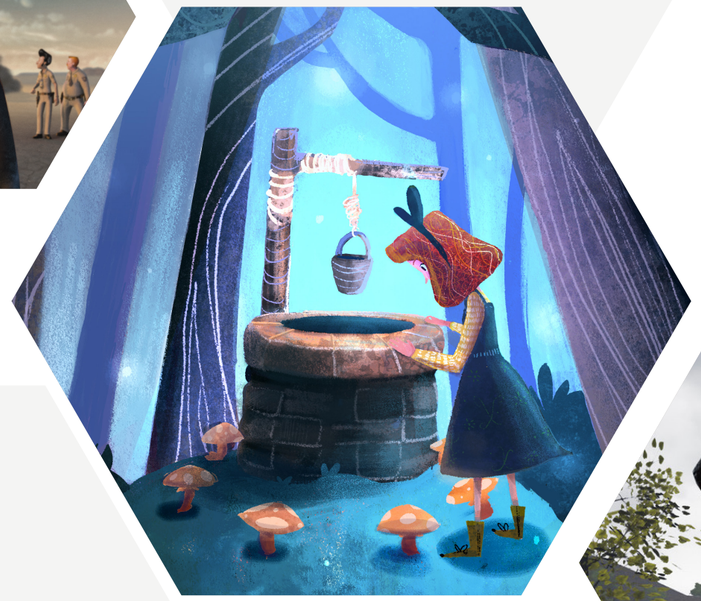
All movie and company names are trademarks or registered trademarks of their respective holders. Use of these names, logos, and brands does not imply any affiliation with or endorsement by them.

WORK IN SILICON VALLEY BEFORE YOU WORK IN SILICON VALLEY.

GAME STUDIO

Hey player, you like the idea of building a playable game that actually ships? So does your portfolio. Game Studio provides students with the opportunity to create a game from concept to console.

Game Studio is the project-based learning class where, over the course of 2 trimesters, students form teams that parallel a real industry environment and create a game. We believe it is essential for students to have the opportunity to have a shipped title in their portfolio from concept to development. Game Studio is part of the required curriculum for the game program.



The experience of working on teams and understanding the production pipeline allows our students to transition well into their professional roles.

PROJECT X

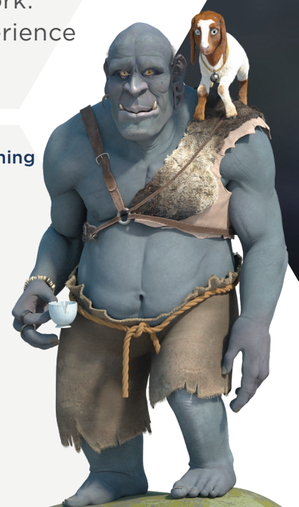
If you're into any aspect of animated film production, Project X is something you'll want to be a part of.

Project X is an opportunity for select students to work on a professional quality, animated film as part of their coursework. Students gain skills and first-hand experience that prepares them for work.

We Got It Goating On.

The ogre you see here is from the recent award winning Project X short film, *Trouble Brewing.*

Concept and character design, modeling, texturing, rigging, lighting, rendering, animation, compositing and more, all of it—*student-made. Give it a view by scanning the QR code!*



Trouble Brewing got quite a bit of attention from the film festival circuit and through racking up over 7 million views during it's first year on our Youtube channel.

OFFICIAL SELECTION
BEVERLY HILLS FILM FESTIVAL 2017

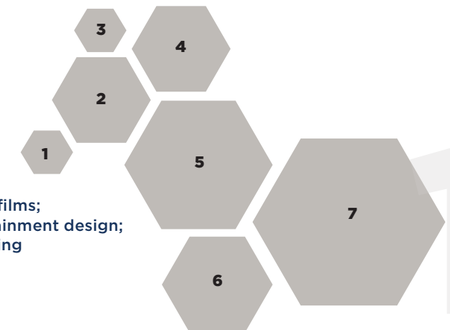
OFFICIAL SELECTION
FLORIDA FILM FESTIVAL 2017

OFFICIAL SELECTION
DURANGO FILM FESTIVAL 2017

Scan the code, to watch the feature film.

STUDENT WORK:

1, 2, 3: Stills from Project X animated short feature films;
4: Ann Dao, illustration; 5: Lilibeth Jimenez, entertainment design;
6: Steven Ta, modeling; 7: Ignacio Quezada, modeling



CREATIVE CULTURE LIKE NOWHERE ELSE.

With inspiration all around you, living and learning at Cogswell is powerfully unique.

The Office of Student Life is committed to the well-being of each student. The experience is designed to foster your creative growth and stimulate your mind. Whether you're brainstorming with your fellow students or working on the latest project for a local tech client, there's a sense that almost anything is possible both in and out of the classroom.

Silicon Valley is where you'll be surrounded by and learn from perhaps the world's most dynamic entrepreneurial ecosystem.

TIL

In addition to academic advising, you'll have access to tutoring services, workshops, all kinds of clubs and amazing people who care about each other.

Enjoy the natural beauty of the nearby parks and the local hiking and bicycle trails. Geek out with team pride at our Esports events or take a trip to San Francisco to explore a city full of tech and science destinations. It's all here and it's all part of life as a student at Cogswell.

COGSWELL GROWS YOUR NETWORK AS YOU STUDY FOR YOUR CAREER.

You're here to learn the creative tools that launch ideas, and you're doing it within a fun, vibrant, and like-minded community of coders, artists, entrepreneurs, and more. Study in the company of friends who challenge you, inspire you and eventually become your network.

WHAT DO YOU WANT TO GEEK OUT TO?
COGSWELL'S CLUB LIFE IS ON.

No matter what you're interested in, there's probably a club for it at Cogswell.

One of the first things you'll notice when you arrive at Cogswell is an open atmosphere where you can talk ideas and perspectives. There's a lot of potential to connect on various interests and your projects. The result is a vibrant and diverse social scene where friendships tend to be the norm and collaboration is always happening.

Explore more at cogswell.edu/clubs

Sample Student Clubs | cogswell.edu/clubs

Game Development Club
An open club that welcomes all in the collaborative creation of all kinds of games. We hone our skills working in a safe, fun and productive environment.

Phi Beta Lambda
We are part of the national organization, Future Business Leaders of America — focused on leadership and career development. Join the more than 201,000 members developing their professional career skills.

Dungeon Crawlers
A community of creative storytellers and problem solvers, brought together by a mutual love of Sci-Fi and Fantasyscapes.

Student Unions

Gay Straight Alliance | GSA
Black Student Union | BSU

HANNAH GONZALEZ
COGSWELL ALUMNA
BA DIGITAL ART & ANIMATION '18

As a student, Hannah Gonzalez was a member of the Cogswell Collective. The photography club focuses on pushing creative boundaries and challenging the conventional answers.

@CogswellCollective

ESPORTS FOR THE WIN

With a top game design program and a dynamic community of gamers, Cogswell is the natural home for Esports to take root and thrive. Enter the Dragons. Cogswell's official Esports team.

As Tespa chapter members, we recruit skilled gamers for competing in national and local tournaments.

WE OFFER SCHOLARSHIPS UP TO $4,000
to qualified players for both *Overwatch,* and *League of Legends.*

Learn more about this and other scholarships:
COGSWELL.EDU/SCHOLARSHIPS

DRAGONS

Not actually a disclaimer but important, still: our faculty reveal in detail the realities of the production pipeline to their students—the struggles, the trials, the rewards, all of it. They hold nothing back. Students often report an incremental increase in brain size after the conclusion of every trimester. Cogswell hats continue to sell very well. #Science, #Cogswell | cogswell.edu

We're not churning out compliant workers for the local factory. We're creating bold opportunities for what is arguably the world's most dynamic entrepreneurial ecosystem.

CAREER SERVICES AT COGSWELL

As a student at Cogswell, you have the opportunity to work with a Career Advisor who can assist you with developing and executing a career search that brings you closer to the job you're looking for.

Starting your freshman year, the Career Services team provides an ongoing program of resources designed to help you prepare for successful entry into the job market.

Your Internship Is Your Inroad.

We offer networking events that connect you with a variety of companies looking for skilled graduates for both internships and permanent positions.

The Dragon Alumni Network.

You'll also have the support of a growing network of inspired alumni. By the time you graduate, you'll be surrounded by fellow dragons working across industries.

A grassroots networking community of Cogswell alumni.

ALUMNIFIRE
CUSV ALUMNI NETWORK

cogswell.alumnifire.com

ZAID SHAIKH
COGSWELL ALUM
BS GAME DESIGN ENGINEERING '18

Seen here addressing his graduating class, Cogswell alum Zaid Shaikh says it was the team projects that really made an impact. With an average of under 14 students per professor, making friends came naturally. The personal guidance he had from his instructors and peers allowed him to build his skills and confidence.

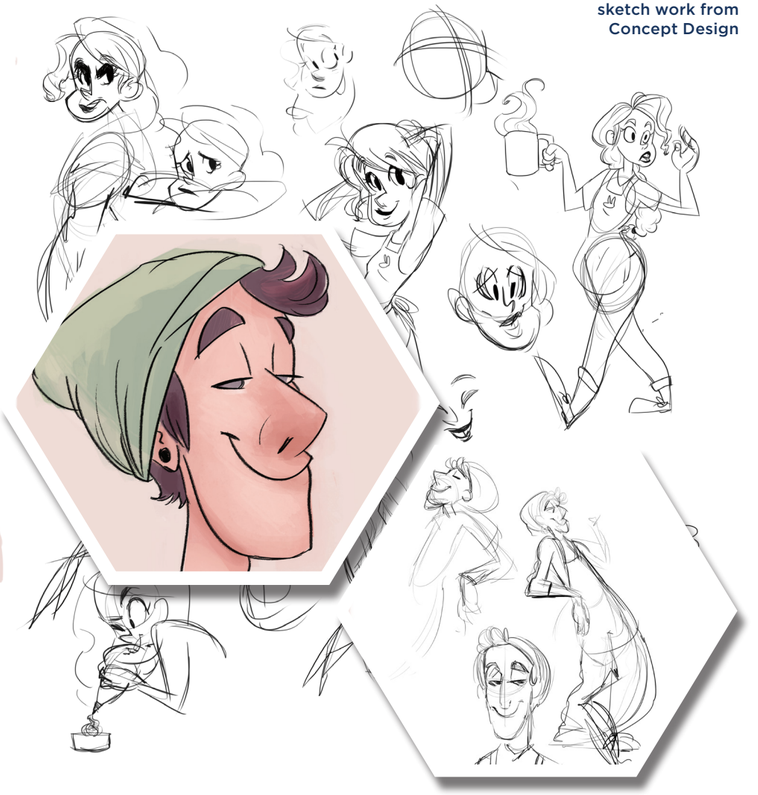
Not long after graduating from Cogswell, Zaid became a QA Tester/Dev Support for one of his favorite video game studios, Naughty Dog.

A SAMPLE OF COMPANIES THAT HAVE HIRED OUR ALUMNI

2K GAMES · PIXAR · ACTIVISION BLIZZARD · Apple · EA · Google

DOES EVERYONE GO TO WORK FOR BIG FAMOUS COMPANIES?

Most of our alumni don't immediately start working at Industrial Light and Magic or Cartoon Network right upon graduation. (Some *do!*) A lot of graduates find as they explore related fields in the industry, that their dream job was actually at a start-up or a lesser known indy studio. Keep in mind, the ones who land the dream gigs aren't *always* the most talented, but they are usually the most driven. You put in the effort, you'll probably get the job you're after. Career Services can guide you along the way.



Some of Britney's student sketch work from Concept Design

FROM COGSWELL TO CARTOON NETWORK

THIS STORY WAS WRITTEN BY COGSWELL ALUM, JOSEPH FORTUNO. IT FIRST APPEARED IN THE STUDENT-RUN NEWSPAPER, *THE COGSWELL CHRONICLE.*

BRITNEY THORESON
COGSWELL ALUM
BA DIGITAL ART & ANIMATION '17

Cogswell Alumna, Britney Thoreson talks about beginning her career as an in-house Apprentice Background Designer

While at Cogswell, Britney strived for success in every class. She knew how important this would be in finding a job. On the first day of school, she visited Career Services to inquire about what steps she should be taking to land a job in her field after graduation. "I didn't like excuses," she says, "and I never made any. If I want to work with the industry professionals, then I better start acting like one and produce quality work."

Thoreson took Cogswell by storm—in most classes, her art stood out and became recognizable. She quickly gained a positive reputation in the close-knit campus community.

She spent a lot of time making plans for her post-university career, from driving to Los Angeles for networking events to emailing professionals requests to review her portfolio. She spent countless hours perfecting every detail that would propel her career forward. Though this was the height of her job searching days, Britney had been applying for jobs and internships since she was a sophomore. Every opportunity had led to a rejection. And she used every rejection on her list to motivate her to continue pursuing a career in her degree.

Near graduation, and after a lot of hard work (as well as a stunning portfolio to show for it), she was invited to work full time, in-house at Cartoon Network.

"I couldn't keep the tears in," she recalls: "I was so happy that this all worked out [that] I just broke in two and cried—I wasn't sure what happened. I questioned it and eventually let it sink in. All the late nights paid off."

Looking back at her time with the university, she wants to offer advice to current students: "The best advice I can give is to find out what you're good with and run with it... be open to changing your career path. I wanted to be an animator... after finding out that animation was not for me, I explored other positions and found love for background designs in Perspective and Rendering at Cogswell."

"Send your portfolio around," she urges, "and don't be afraid to ask questions. Continue to network and keep improving your craft!"

Cartoon Network is a trademark or registered trademark of their respective holders. Use of does not imply any affiliation with or endorsement by the respective holder.

Game Design & Development STUDENT WORK:
Griffin Bajor,
Advanced Lighting and Layout

Most of your teachers at Cogswell will be Silicon Valley professionals working in their respective industries. You'll have a mentor to show you the ropes.

The average class size at Cogswell is around 14 students.

This means you'll have the chance to ask questions, participate in discussions, and really get a handle on what you're learning. Having a professor who actually knows who you are, cares about your success, and is ready to collaborate with you will allow you to get a custom education catered to your individual strengths.

Digital Art & Animation
STUDENT WORK:
Mykel Tyrell
Modeling 3

Here are just some of the benefits our students enjoy due to our distinctive education model:

Graduate in Less Time

Our undergraduate degrees at Cogswell are built on the trimester system. That means a student who enrolls full-time could graduate in a little over three years—and start their career faster.

Start on Your Schedule

Our undergraduate degree programs start six times a year at Cogswell, rather than on a traditional semester schedule. That means you can start classes when you're ready, rather than needing to wait for the next semester to begin your education.

Lock in Your Tuition

At most traditional universities, tuition costs can rise from year to year. At Cogswell, your tuition is set for the duration of your program*, so you understand the cost of your education from day one.

*Tuition lock is conditional upon full time and continous enrollment. See your admissions advisor for more details.

Digital Art & Animation
STUDENT WORK:
J Murray
Modeling
Portfolio 1

WE KNOW YOU'RE SEEKING THE BEST POSSIBLE EDUCATION, AND WE UNDERSTAND THE COSTS INVOLVED ARE ALWAYS A CONSIDERATION.

Cogswell makes every effort to insure that any student who is accepted and wishes to enroll has the financial ability to meet his or her educational expenses.

We encourage students and parents to ask as many questions as needed to really understand the options available. Financial Aid is available to those who qualify. We'll help you through the duration of the process. Please feel free to contact us to schedule an appointment for financial aid advising.

Cogswell University of Silicon Valley
Financial Aid Office
191 Baypointe Parkway
San Jose, California 95134 USA

Toll Free: **800.264.7995**
Phone: **408.498.5100**
Email: **finaid@cogswell.edu**

Financial aid comes in a number of options including scholarships, grants, loans, and work-study programs.

Scholarships

Scholarships are funds awarded on the basis of certain factors, such as academic merit or financial need.

Grants

Grants allow all eligible students access to funds that do not need to be repaid.

Work Study

This program allows students to earn money through various job opportunities at Cogswell.

Loans

Loans can come from public or private sources and is money that must be repaid with interest.

Cogswell University of Silicon Valley has a number of scholarship and grant opportunities available for qualified students.*

Visit our scholarship page for the latest scholarships, grants, qualifications, deadlines and download a scholarship application.

cogswell.edu/scholarships

Esports Scholarship
Up to $2,000

Cogswell offers athletic scholarships to qualified members of the Cogswell Dragons Esports collegiate team. Students who make the A Team, and apply and qualify for the Dragon Scholarship are allowed to apply for this scholarship.

Salute to Military Service Scholarship Program
$2,500

In appreciation for those who have served, we are proud to offer a scholarship program that provides these heroes and their family members the chance to obtain assistance with continuing their education and expanding their career opportunities.

Dragon Scholarship
$1,000

This scholarship program is designed to provide tuition assistance to eligible students with demonstrated academic merit. It is available to students who have and continue to maintain a cumulative grade point average (GPA) of 3.0 or higher based on a 4.0 grading scale.

15-To-Finish Scholarship
$1,500

This scholarship program is designed to provide tuition assistance to eligible students who are enrolled for and taking 15 or more credits per term throughout their educational program here at Cogswell.

Business, Entrepreneurship & Innovation Scholarship
10% of Tuition

This scholarship program is designed to provide tuition assistance to students who are seeking careers as entrepreneurial innovators in business and are enrolled in the MA in Entrepreneurship and Innovation degree program. Eligible students have the opportunity to receive 10% tuition scholarships.

Valor Scholarship Program
$3,000

The Valor Scholarship Program is available to assist qualified students to decrease their overall cost of tuition. This program is open to students who have been accepted, are enrolled, or attending Cogswell University of Silicon Valley.

Native American Scholarship
$500

Available to students who are of Native American, Native Alaskan, or Native Hawaiian heritage.

Women in Business or Computer Science Sholarship
$500

Available to female students who are enrolled in either our Bachelor of Business Administration or BS in Computer Science degree program.

Golden Age Diversity Scholarship
$500

Available to students who are 65 years of age or older.

Realize Your Dream Scholarship
$1,500

This scholarship program helps to provide tuition assistance to students who are considered "Dreamers" who are not US citizens, permanent residents, or hold valid non-immigrant visas and are eligible for the California Dream Act/Cal Grant.

Family Member Grant Program
$1,000

Available to students with immediate family members attending Cogswell.

We're ready to help you evaluate your financial options by exploring what scholarships and grants may be available to you, as well as the details and eligibility requirements applicable to each scholarship.

REACH US AT:
408.498.5100
finaid@cogswell.edu

*Scholarships and grants are available to those who qualify. Scholarship awards may vary due to specific conditions and eligibility criteria. Please see the respective scholarship application information pages for more details.

Please visit Cogswell.edu/admission/scholarships for general requirements and the most current information.

COGSWELL
USV™ UNIVERSITY OF SILICON VALLEY

191 BAYPOINTE PARKWAY | SAN JOSE, CALIFORNIA 95134

STUDY AT THE TECHNOLOGICAL EDGE OF THE WORLD.

Silicon Valley is home to the most recognizable, original and creative brands, it is the global epicenter for entrepreneurs, engineers, and anyone bold enough to try and change the world through technology. But if there's one thing that Silicon Valley has taught us, it's that success requires more than just technical know-how. Our faculty are tenacious, disciplined, and effective. You'll learn directly from their success and experience as you pursue your degree.

LET'S CHAT.

Just text us any questions you have and an admissions advisor will get back to you.

CALL:
800.264.7955

OR TEXT ANYTIME:
650.278.8188

cogswell.edu | admission@cogswell.edu

Text: **650-278-8188**
or call: **800.264.7955**

201907224VB_018