

SUMMARY OF GRADUATION AND EMPLOYMENT STATISTICS

Required Annual Reporting to Accreditation

ACCSC

2018

Gnomon is accredited by the Accrediting Commission of Career Schools and Colleges (ACCSC). ACCSC is recognized by the United States Department of Education as a private, non-profit, independent accrediting agency that provides accreditation to institutions that are predominantly organized to educate students for occupational, trade and technical careers. ACCSC's mission is to serve as a reliable authority on educational quality and to promote enhanced opportunities for students by establishing, sustaining, and enforcing valid standards and practices which contribute to the development of a highly trained and competitive workforce through quality career-oriented education.

As a condition of accreditation, Gnomon reports student data to the Commission annually:

- Graduation - how many students start vs. how many students complete each program
- Employment - how many completers get jobs related to the training received at Gnomon
- Timeframe - School year (Fall, Winter, Spring and Summer), Term – 1 quarter is 10 weeks

Program Information		
Digital Production for Entertainment	Launched in Spring 2010 First graduates in Fall 2011	8 terms
Entertainment Design for Digital Production	Launched in Winter 2011 First graduates in Spring 2013	12 terms

Graduation Rate (%)	2015	2016	2017	2018	
Digital Production for Entertainment	82%	83%	84%	86%	
Entertainment Design for Digital Production	*	75%	59%	71%	

Employment Rate (%)	2015	2016	2017	2018	
Digital Production for Entertainment	94%	100%	88%	100%	
Entertainment Design for Digital Production	*	93%	95%	94%	

* Program outside of reporting period

2018 ACCSC Graduation and Employment Charts:

Digital Production: Report period – April 2014 – March 2015 class starts

Entertainment Design for Digital Production: Report period – October 2012 – September 2013

2017 ACCSC Graduation and Employment Charts:

Digital Production: Report period – April 2013 – March 2014 class starts

Entertainment Design for Digital Production: Report period – October 2011 – September 2012