

SUMMARY OF GRADUATION AND EMPLOYMENT STATISTICS

Required Annual Reporting to Accreditation

ACCSC

2020

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 Last graduate in Fall 2020	12 terms

Graduation Rate (%)	2016	2017	2018	2019	2020
Digital Production for Entertainment	83%	84%	86%	75%	85%
Entertainment Design for Digital Production	75%	59%	71%	64%	71%

Employment Rate (%)	2016	2017	2018	2019	2020
Digital Production for Entertainment	100%	88%	100%	97%	94%
Entertainment Design for Digital Production	93%	95%	94%	96%	100%

2020 ACCSC Graduation and Employment Charts:

Digital Production: Report period – April 2016 – March 2017 class starts

Entertainment Design for Digital Production: Report period – October 2014 – September 2015

2019 ACCSC Graduation and Employment Charts:

Digital Production: Report period – April 2015 – March 2016 class starts

Entertainment Design for Digital Production: Report period – October 2013 – September 2014