HUSSIAN COLLEGE

Contents

Mission Statement

To inspire creativity and innovation through education, immersive professional experiences, and social engagement.

Overview

Hussian College offers a Bachelor of Fine Arts (BFA) degree in Art, with concentrations in Digital Media, Graphic Design, Visual Communications, and UI/UX. Hussian College also offers an accelerated non-degree programs, including Front-end Web Development, Back-end Web Development, Full Stack Web Development, and Enhanced Full Stack Development.

We help you develop your skills on multiple levels. The most basic of these is learning to think creatively. Mastering professional vocabulary, understanding traditional and digital art concepts, and demonstrating a thorough knowledge of the uses and limitations of all media are vital to your success. On a technical level, you will be prepared to execute your ideas using many different styles, techniques and programs. A Hussian education combines traditional design with new technologies by offering a fundamental foundation in the fine arts and training in the development of professional digital products, including mobile applications, interactive websites, games, animation, and movies. You'll understand the production process from creating original art to preparing pre-press production for printing, using traditional and digital solutions. You'll learn how to communicate with service bureaus, paper distributors, photographers, printers and other design support services. You'll become proficient in the latest software and technology for design, animation and implementation–allowing you to realize your vision from concept to execution. Your technological experience at Hussian will prepare you for a successful career in the visual arts.

Philosophy

The curriculum at Hussian is career focused, so you gain practical experience from the outset. The depth of our program offerings and the breadth of experience we offer are structured to prepare our students for life after graduation. From your first day on campus, all project assignments are designed to gradually build the portfolio that will launch your career. We also teach you how to develop your resume, research and interview in today's job market, and communicate and sell your ideas.

For over 70 years, Hussian has offered a solid education in commercial art in the Philadelphia area. Hussian is well respected as an institution that provides students with an industry-ready education. The Bachelor of Fine Arts program trains students in a career-focused, hands-on curriculum that adheres to today's standards in education.

The curriculum for the Bachelor of Fine Arts program with concentrations in Digital Media, Graphic Design, Visual Communications, and User Interface User Design addresses the need for skilled professionals in the work force. A strong foundation in fine art is the basis for the curriculum. A true professional in the visual arts must be able to realize a creative concept through its entire process, from the drawing table to final print or digital product.

Hussian's coding boot camp is a non-degree program that focuses on teaching the interdisciplinary components that are paramount to becoming a Full Stack Developer. The certificate encompasses both front end web development and back end web development. The certificate includes 4 courses designed to be taught in successive order. The Certificate in Full Stack Web Development program is taught in rigorous and intensive full day sessions to simulate a real-world software development environment. Students may elect to enroll in the Enhanced Full Stack Development program, which offers the opportunity to learn a secondary programming language.

A focus on career preparation is integral to Hussian's curriculum. All courses, even general education, approach learning from a professional standpoint. The instructors, industry-proven professionals, design coursework around realistic workplace situations and problems that graduates will face. Career placement support is offered throughout the students's academic career and beyond. Hussian's curriculum helps to prepare graduates for entry-level positions in the field of visual art.

Hussian College provides equal opportunity in education and employment for all qualified persons regardless of race, color, religion, national origin, sex, sexual orientation, age, disability, or veteran status.

Our History

John Hussian was a respected and knowledgeable member of Philadelphia's art community and a lecturer at the Philadelphia Museum of Art. At the end of World War II, returning veterans and many civilians were searching for colleges to help them build new careers. Because of his reputation and unique knowledge of both Commercial and Fine Arts, the principles of the art museum convinced John Hussian to found The Hussian School of Art in 1946.

Both disciplines remained an integral part of the curriculum until the early 1960s when, because of its excellent reputation and administrative integrity, the Pennsylvania Department of Education and the Veterans Administration suggested The College focus solely on Commercial Art.

Since then the institution has continued to grow and achieve professional recognition. The College is nationally accredited by the Accrediting Commission of Career Schools and Colleges ("ACCSC"), and is also active in the regional professional art community. In 1979, we were approved by the Pennsylvania Department of Education to offer an Associates in Specialized Technology Degree. In 1996, we introduced our first web class and now incorporate digital media courses and the latest technology into all of our concentrations.
In September 2014, The College first offered the Bachelor of Fine Arts degree in Art on the Philadelphia campus. In October 2014, The College opened a Los Angeles, California branch campus, Relativity School with programs in art, acting, film, and commercial dance.

In January 2015, The College received final approvals from the Commonwealth of Pennsylvania and the Accrediting Commission of Career Schools and Colleges (ACCSC) to change the institution name from "The Hussian School of Art" to "Hussian College."

Affiliations

Authorized by the Pennsylvania Department of Higher Education to award the Bachelor of Fine Arts degree.
Accredited by the Accrediting Commission of Career Schools and Colleges (ACCSC).
Approved by the Commonwealth of Pennsylvania Office of Vocational Rehabilitation.
Approved provider for the New Jersey Training System, DVRS.
Approved for the training of veterans and eligible veterans' dependents.

Our BFA Concentrations

Digital Media

Hussian's Digital Media concentration prepares students for the engaging field of multimedia. Offering a foundation for a broad understanding of digital media, this concentration stresses the aesthetics of design and effective technology for an engaging, interactive experience. Students will learn visual and technical skills, such as design principles, digital art creation, sound, animation, and programming, to create interactive projects in the digital environment.

These interactive projects include the opportunity to learn multiple programming languages to create effective websites, computer and web-based games, motion graphics, mobile applications, and interactive presentations. Courses including Digital Arts and Technology, Digital Game Design/Construction, Digital Multimedia, Motion Graphics, and Web Design are combined with communication and business practices to best prepare the student to enter the workplace.

All faculty members are also working professionals in the field who bring their experiences to the classroom with real-life examples. Elective coursework provides students with an individual path to explore additional creative interests. The internship experience, combined with the fourth-year individualized portfolio project, prepares the student to demonstrate their ability to meet the demands of the industry.

Digital media and technology are the driving forces behind many new developments across all business segments today. The need for talented and well-trained designers with extensive programming training is in high demand. Entry-level career opportunities in this evolving field include video and audio design and production, interactive media design and production, game development, motion graphics design, and animation design and production.

Graphic Design

Hussian's Graphic Design concentration prepares students for the diverse world of visual communications. Students learn to deliver a message creatively that informs, persuades, inspires, entertains, and motivates the viewer to react. Graphic designers are an essential component in the changing landscape of marketing and emerging technologies; they are the creative link between the product or service and the audience. Graphic Design goes beyond print design applications. Today, a graphic designer works in multiple tiers of design projects from corporate identity, packaging, and interface design to mobile and web-based interactive design and programming.

Through the use of art and computer studies, the curriculum provides students with an educational environment that replicates the atmosphere of a real-world design studio, design department, or advertising agency. Graphic designers are creative problem-solvers. The Graphic Design curriculum stresses the importance of typography, concept development, image creation, layout, teamwork, production, and disciplined business practices.

We enrich the student experience by providing one-on-one exposure to faculty members who are also working professionals in their field of expertise. Elective classes allow the student to explore their individual creative interests. The fourth year of the Graphic Design concentration includes the possibility for professional internship and portfolio development, preparing the student for employment. Design studios, corporate design departments, advertising agencies, and publishers employ Hussian graduates with a concentration in Graphic Design in entry-level positions.

UI/UX

This concentration focuses on the interdisciplinary components that are central to User-Experience (UX) design; it incorporates design and user experience in a digital web environment or prepares students for entry level employment in the web development field. US (User-Interface) study is also a central component of this concentration. With UI, students concentrate on the look and feel, presentation and interactivity of a product.

Although the terms UI and UX are seemingly synonymous, they apply to different approaches and responsibilities during and throughout the creation phase of the web and mobile app. UX designers initially propose solutions to complex design problems. Then the responsibility for the interface usually falls to the UI designers. Yet, UX designers retain responsibility for the entire experience and product. Specifically, UI Designers create solutions that involve interactive designs, icons, colors, text, and other elements that solve problems. But those solutions are only part of the entire process. UX designers expand the work of UI designers by examining additional elements such as marketing copy, speed, functional performance, color scheme, personality, customer support, set expectations, financial approach, analytics, and visualization.

Visual Communications

Images are a powerful means of communication in today's world. Hussian's Visual Communications concentration provides students with the opportunity to develop their image-making skills to the highest level. Students are exposed to challenging projects, encouraged to work through problems using visual solutions. In addition to developing skills of interpretation, narrative, and creation, we also emphasize a solid grounding in practical life application of these learned skills by teaching professional art business principles and practices. Visual Communications goes beyond illustration. Our graduates are more than visual storytellers; they are also designers, animators, character developers, game developers and interactive artists. The Hussian Visual Communications curriculum produces a versatile artist capable of working in multiple disciplines in entry-level positions. The Visual Communications curriculum includes traditional painting and drawing courses combined with digital processes to provide the student with many possibilities for creative expression. The curriculum emphasizes color, texture, form, design and creative vision to develop the student's individual style. Courses in mixed media, storytelling, creative writing, critical thinking and observation, and business practices support the requirements of the industry. In addition, elective courses enable the student to expand their technical skills and personal point-of-view. Hussian is looking for students who want to explore new opportunities, work hard to achieve their personal best, and are enthusiastic about producing original works of art.

Our Coding Boot Camp

Hussian College offers accelerated software development and design programs. Each of these non-degree programs is designed to replicate a real-world work environment. In addition to lecture and lab work, students are assigned project work to be done in pairs or groups with strict time and quality requirements. The delivery process includes regular stand-up meetings, daily progress checks and code reviews.

Our coding certificate programs offer a fast track to employment in the software development workforce for those students seeking an alternative to a 4 year computer science degree or those students with degrees in other fields seeking a career change.

Location and Facilities

Hussian College is conveniently located in the Spring Garden section of Philadelphia. The campus at 1500 Spring Garden Street is within easy walking distance of The Philadelphia Museum of Art, the Barnes Foundation, the Rodin Museum, and other educational and cultural attractions along Philadelphia's famed historic Benjamin Franklin Parkway. The campus is not limited to the school facilities. The exciting and ever-changing city is yours to use, enjoy, and build from. It's the perfect atmosphere for the growth of talent and creativity. Buses, subways, PATCO High-Speed Line, SEPTA elevated, and New Jersey Transit buses all provide easy transportation to the school.

Hussian's modern, custom-designed campus provides students access to classroom and exhibition spaces that mimic the professional working atmosphere of an agency or design studio. In addition to the administration and exhibition areas, there are large studio/classrooms including lecture hall, makerspace, computer labs, student lounge areas, and library covering a total of 33,000 square feet.

All studios, classrooms and labs are fully equipped with the latest modern equipment for teaching and student use. The computer labs, visualization systems, scanners and color printers are used, both in class and after class, for the production of Graphic Design, Digital Media and Illustration projects, to prepare client presentations, and produce work for individual student portfolios. Our library contains reference books, periodicals, design and illustration annuals, children's books, films, slides, and audiovisual instructional aids. Students also have on-line access to a huge variety of e-books and periodicals.

Student Services

Academic Advising

Academic advising may be arranged through the Director of Student Services/Registrar or Director of Education, and is available to all students for consultation regarding academic concerns, course selection, evaluation of student work and progress, and discussion of professional goals and career objectives.

Personal Advising

Students that may be experiencing personal difficulties too specialized to handle in school will be advised of appropriate referrals to professional agencies within the community. Students wishing for this information or to discuss such a situation should make an appointment with the Director of Student Services/Registrar or appropriate staff person. The confidentiality of the students will be respected.

Placement Assistance/Career Services

Employment and career planning is an important part of the curriculum at Hussian. Through the Office of Career Services, Hussian maintains active placement assistance. However, as with any other institution, the college cannot guarantee job placement. The success of placement will depend, to a great extent, on the students' initiative and artistic abilities shown in their portfolios. Every reasonable effort will be made to assist students in this portfolio preparation and to gain employment.

With over 70 years of experience, contact with studios, industries, agencies, and individuals employing artists, we are looked upon by the industry as an excellent source for competent and knowledgeable talent. Information about job opportunities is available to all students, graduates, and alumni by contacting the Career & Internship Coordinator.

Counseling Service
See Student Handbook

Remedial Service
See Student Handbook

Annual Senior Thesis
Graduating seniors present their individually developed portfolios and thesis work in a professional setting, representing both their own talent and the educational value of the college. The annual Thesis Exhibition attracts industry professionals from advertising agencies, studios, publishing houses, and company art departments throughout the Delaware Valley. Many seniors are offered employment opportunities based on their thesis exhibitions.

Internships
Hussian College encourages students to work in the industry during their senior year in order to gain on-the-job practical experience. Our Intern Program, offered through Career Services, helps find opportunities for interested students. For more detailed information, see Internship listed under course descriptions or contact the Career and Internship Placement Coordinator.

National Honor Society
Students in their senior year who have a cumulative grade point average of 3.5 or higher will be nominated to membership in Alpha Beta Kappa, a National Honor Society that recognizes the outstanding academic achievement in one's field of study.

Student Housing

Hussian does not maintain dormitories. The school can suggest listings of off-campus housing but is unable to guarantee either the availability or quality of such accommodations. Contact the Office of Admissions for more information.

Personal Conduct

The college provides a setting and atmosphere for learning and the development of professional skills. Encouraging this purpose, students are expected to respect the rights of others and adhere to acceptable standards of personal conduct with maturity and responsibility. Students are expected to comply with the policies and procedures described in the Student Handbook. Conduct inconsistent with these expectations will result in disciplinary actions.

Academic Policies and Procedures

Termination of Students

In addition to unsatisfactory grades or academic dishonesty, a student may be suspended or expelled for discriminatory or unacceptable behavior; malicious damage or theft of school property; disorderly or disruptive conduct; excessive absences; and the use, sale, or possession of illegal drugs, weapons, narcotics, alcohol or any other controlled substances.

Student Complaint/Grievance Procedure

Information regarding the complaint/grievance procedure is outlined in the Student Handbook.   If a student does not feel that the college has adequately addressed a complaint or concern, the student may consider contacting the Accrediting Commission. All complaints considered by the Commission must be in written form, with permission from the complainant(s) for the Commission to forward a copy of the complaint to the college for a response. The complainant(s) will be kept informed as to the status of the complaint as well as the final resolution by the Commission.

Please direct all inquiries to:
Accrediting Commission of Career Schools and Colleges (ACCSC)
2101 Wilson Blvd., Suite 302
Arlington, VA 22201
(703) 247-4212

A copy of the Commission's Complaint Form is available at the school and may be obtained by contacting the Student Services Office.

Lost/Damaged Work or Property

Although the college takes precautionary measures to protect student artwork and personal property, the college cannot assume responsibility or liability for damage to, or loss of same.

Right of Publication/Exhibition

The college reserves the right to reproduce the best student work and to use photographs of students and faculty in classes and college activities in its literature and promotion. The college also reserves the right to select student artwork for exhibition in college and external presentations for educational purposes. Although the college will take all precautionary measures to protect the artwork, the college cannot assume responsibility or liability for damage to, or loss of same.

Hussian College Grading Chart:

Grade	Grade Point Average	Percent Grade
A+	4.3	98-100
A	4.0	93-97
A-	3.7	90-92
B+	3.3	87-89
B	3.0	83-86
B-	2.7	80-82
C+	2.3	77-79
C	2.0	73-76
C-	1.7	70-72
D+	1.3	67-69
D	1.0	63-66
F	0.0	Below 63
I	Incomplete	
WP/WF	Withdrew Passing/Failing	

Grading Policy
Students will receive relevant feedback and grades in a timely manner from the instructor. Students with failing grades at the mid-term will be referred to the Director of Education for individual meetings to assess if there is any additional support necessary or available.

Make Up Policy
With the exception of final examinations, make up work is at the discretion of the faculty member teaching the course. Final examinations are subject to the Final Examination policy outlined in the Student Handbook.

Life Experience Credit
See Student Handbook

Course Repetitions
See Student Handbook

Academic Probation

If a student's semester grade point average falls below the requirement for satisfactory progress, that student will be placed on academic probation for the next semester. Should a student fail to attain a 2.0 or higher at the end of that semester, their progress will be considered unsatisfactory.

Satisfactory Progress Policy

Student eligibility for certain state and federal programs of student financial aid depends upon maintaining satisfactory academic progress in their program and completion of their degree in accordance with this policy. However, students should be informed that this policy applies equally to full-time and part-time students as well as students that do not receive financial aid.

The student aid programs affected by the satisfactory academic progress policy are:

> Federal Pell Grant
> Federal Supplemental Education Opportunity Grant (SEOG)
> Federal Work-Study Program
> Federal Subsidized and Unsubsidized Stafford Loan
> Federal PLUS Loan

Recipients of the Pennsylvania Higher Education Assistance Agency (PHEAA) Grant must also follow certain academic progress guidelines (contact PHEAA for these guidelines).

Compliance with satisfactory progress is determined at the end of each academic year (September through May) through evaluation of individual student progress reports. To be considered in satisfactory progress, first-year students must achieve a minimum grade point average of 1.75 for their first semester, and a minimum cumulative grade point average of 2.0 for their second semester as well as complete a minimum of 80% of their attempted credits (i.e. completed credits/attempted credits) during each semester. Sophomore, Junior, and Senior students must maintain a minimum cumulative grade point average of a 2.0 as well as complete a minimum of 80% of their credits attempted during each semester. Courses where a student withdrew, failed, or was awarded no credit count as attempted but not completed. Credits transferred in will count as attempted and completed. Students in all levels must be working toward graduation requirements. Under no circumstances may a student receive aid for more than 150% of the published program length (e.g. Hussian's 4 year program must be completed in no more than 6 years).

If a student fails to maintain satisfactory academic progress with regard to the minimum grade point average or completed credits at the end of any academic year, the student will be officially notified in writing by Hussian and immediately be placed on probationary status. The probationary status will remain in place until the end of the immediately following academic year. During probation, students will continue to be eligible for federal student aid. Hussian may place academic restrictions on the student during the probationary period to help ensure that the student successfully reinstates satisfactory academic progress by the end of the probationary period. Students that fail to obtain a cumulative grade point average in accordance with the minimum standards of this policy or fail to complete the minimum percentage of credits during the probationary period will cease to be eligible for federal student aid programs and all federal student aid will be cancelled. A student whose aid is canceled is not eligible for additional financial aid until the student completes all necessary coursework or improves their GPA to exceed the minimum threshold.

Re-Admission

A student who has interrupted their education in good academic standing may simply contact the Office of Admissions to begin the re-admission process. A student who has been terminated for unsatisfactory progress, excessive absences or other reasons may be re-admitted after one semester. The student must re-apply in writing stating how the conditions for termination have been resolved, and if accepted, may then be reinstated on probationary status.

Academic Appeal

A student may appeal an academic decision. See the student handbook for the Academic Appeal Policy and Procedure.

Attendance Policy

Class attendance is mandatory. Class time may involve discussion, demonstration, critique, visual presentation, and studio work. This experience cannot be replicated outside of class.

Students must attend every class. Absences will negatively affect a grade. Two unexcused absences will result in a drop of one letter grade for the final course grade. Three unexcused absences will result in failure for the course.

Excused absences are for medical reasons and/or family emergencies and require documentation; medical emergencies require a note from a doctor or nurse. You are allowed a maximum of three excused absences. After three excused absences, you must see the Director of Student Services/Registrar to withdraw from the course.

On occasion, students can be granted clemency from the attendance policy by the Director of Education based off extenuating circumstances, which include but are not limited to family emergency, self-emergency, or public transportation issues. Supporting documentation is often required at the DOE's request.

Disability Disclosure

Any student who has a need for accommodation based on the impact of a disability should contact the instructor privately to discuss the specific situation as soon as possible. Contact the Director of Education to coordinate reasonable accommodations for students with documented disabilities. See the Disability Policy in the Student Handbook for additional information.

Class Cancellation Policy

See Student Handbook.

Class Size

Hussian seeks to maintain a nurturing community. Class size is limited to no more than 30 students in any classroom. However, most Hussian classes are actually much smaller, with around 15 students per class in order to give students extra one-on-one attention.

Withdrawing From a Class

See Student Handbook.

Degree Program Length

Full-time four academic years (8 semesters)
2 semesters per academic year
16 weeks per semester/32 weeks per year
Average of 15 credits/semester
Total credits for 4 year program-121 credits
The maximum time frame allowed to complete the program of study shall not exceed 1.5 times the normal duration of the program.

Non-Degree Program Length

	Front End Web Development	Back End Web Development	Full Stack Web Development	Enhanced Full Stack Web Development	UI/UX Design
Weeks	16	16	32	38	16
Total Credits	12	12	24	29	12

Credit Designation

The ratio of clock hours to credit hours for Lecture Classes is one credit hour for each fifteen hours of clock hours plus thirty hours of outside preparation; and for lab/studio classes, one credit hour for each thirty clock hours of laboratory work plus necessary outside preparation. Courses may be both a combination of lecture and studio depending on the content of the course. For internships/externships one credit is equivalent to 45 clock hours.

Graduation

All students who have completed the required courses with a minimum of 121 credits and have achieved a minimum cumulative grade point average of 2.0 will receive a Bachelor of Fine Arts Degree in the program area of Art.

Credential Authorization

Degree

Hussian College is authorized by the Pennsylvania Department of Higher Education to award a Bachelor of Fine Arts (BFA) degree in Art, upon successful completion of the Program.

Non-Degree
Hussian College is authorized by the Pennsylvania Department of Higher Education to award a Certificate in:
- Front End Web Development
- Back End Web Development
- Full-Stack Web Development
- Enhanced Full-Stack Web Development
- UI/UX Design

upon the successful completion of the program.

Transfer of Hussian Credits
The acceptance of credits by any institution is made at the sole discretion of the receiving institution. No representation whatsoever is made concerning the transferability of any credits to any institution. Students considering continuing their education at, or transferring to, other institutions must not assume that credits earned at this school or any other school will be accepted by the receiving institution. Contact the Registrar of the receiving institution to determine what credits may be accepted.

Transcript
An official academic transcript is a copy of a student's permanent record, signed by a school official and imprinted with an official seal of the college. Transcript requests must be made in writing by downloading a transcript request form online at https://www.hussianart.edu/request-transcript/, and sending the completed form to the Registrar. Official transcripts must be mailed directly to an employer or institution. A student copy of a transcript (without seal or signature) can be issued to the student. The first official transcript is free. Additional copies are $5.00, transcripts take about a week to process.

Student Handbook
Issued at orientation, the Student Handbook outlines in more detail the policies and general information as to the College's operations, academic procedures, and individual performance requirements. Policies are also available on the Hussian website www.hussianart.edu.

Program Advisory Committee
Hussian College's Program Advisory Committee (PAC) is comprised of representatives from businesses within the Digital Media, Graphic Design, and Visual Communications industries and higher education. The purpose of the Program Advisory Committee is to review the established curricula of the program, instructional-related program materials, equipment and facilities, and student achievement outcomes as a means to provide the college with an external review of its programs.

Financial Obligations
A student's financial obligations must be satisfied before a Bachelor of Fine Arts (BFA) Degree is granted or academic transcripts are issued.

Financial Aid
Students may be eligible for financial assistance under one or more of the Federal and State programs. These programs are designed to assist students in meeting their educational expenses.

Admissions Policy

All applicants are considered for admission and participation in all college-directed functions without regard to their status as a member of any legal protected group or classification. Hussian reserves the right to deny admission, continued enrollment, or re-enrollment, to any applicant or student whose personal history and background indicate that his or her presence at the college would endanger the health, safety, welfare, or property of the members of the academic community or interfere with the orderly and effective performance of the college's functions. Hussian reserves the right to deny, revoke, and alter the academic records, degrees, awards, and other credentials, change the standing, and inform professional or disciplinary agencies of such changes, of any person who while a student or applying for admission to Hussian, engages in, submits, or who has engaged in or submitted false, dishonest or inaccurate credentials, coursework, or other information or violated Hussian's policies, rules or regulations.

Transfer Students

Hussian will make every effort to place qualified transfer students in advanced classes, pending review of their transcript of grades, portfolio, and personal interview, and to honor credits earned at other recognized institutions. Individual course schedules will be developed according to career objectives. Additional information can be found in the Student Handbook.

Continuing and Special Education

Hussian offers courses for persons considering a second career or career change, or advanced professionals on a part-time basis. A portfolio review is preferred to better evaluate and suggest courses to meet personal objectives more effectively.

Admissions Standards and Enrollment Process

• All applicants to Hussian College's BFA must submit the required application, either on campus or online at https://www.hussiancollege.edu/apply-now/

a. We require a transcript that shows a 2.5 cumulative GPA was maintained in High School be provided unless there are extenuating circumstances that would merit an exception. Exceptions for a less than 2.5 GPA are granted at the request of the Director of Admissions and approved by the Dean of Education. We also accept applicants with a GED at the discretion of the President. Hussian College Catalog 14
b. We do accept all types of artwork of any medium. A student can upload artwork through our application form (https://www.hussiancollege.edu/ apply-now/) or email it to us via admissions@hussiancollege.edu. There is no minimum requirement that need be provided. Your portfolio can be used to assess curriculum placement and award a Portfolio Scholarship. It is not a requirement of our admissions standards to provide artwork.
c. Each student is evaluated holistically, with consideration for academic success, attendance, community service, and extra-curricular activities.
d. Interview Application -- You may also arrange an interview by calling the Office of Admissions (215) 574-9600.

• Admissions requirements for the Non-Degree programs:

a. Prospective students must have one of the following:
   i. a high school diploma or equivalent
   ii. a post-secondary degree from an institution that is accredited by an accrediting agency that is recognized by the U.S. Department of Education
b. Student must complete an application at https://www.hussiancollege.edu/apply-now/
c. All prospective students must meet with an Admissions Representative for an informational interview.
d. Students must take a technical proficiency exam and achieve a 22 or higher.
e. Students must make satisfactory financial arrangements or complete the financial aid process and submit all of the required documentation.
f. All prospective students must complete the required admissions documents, sign the Enrollment Agreement (must be signed by a parent or guardian if the prospective student is under 18 years of age), and submit the necessary fee(s) stated in the Tuition and Fees section.

Tuition Schedule

Degree

TUITION FEES EFFECTIVE JULY 1, 2015 (Tuition rates are decided for the academic year by July 1st and are posted on the institution's website and distributed to current students electronically.)

Tuition assistance is available through Financial Aid, for qualified applicants.

Tuition cost for one year (32 weeks) $18,600.00

First Semester balance payable before classes begin ……………………………………………$9,300.00

Second Semester balance payable before classes begin ……………………………………$9,300.00

The total cost of books, fees and supplies throughout the school year is estimated at $1,645.00 (excluding transportation).

Non-Degree

Program Cost

	Front End Web Development	Back End Web Development	UI/UX Design	Full Stack Web Development	Enhanced Full Stack Web Development
Total	$7,500	$7,500	$7,500	$15,000	$18,000
First Semester	N/A	N/A	N/A	$7,500	$9,000
Second Semester	N/A	N/A	N/A	$7,500	$9,000

The total cost of books, fees and supplies throughout the school year is estimated at $1,645.00 (excluding transportation).

Cancellation Policy

(EFFECTIVE March 1, 2013)

REJECTION

Any student who is rejected for admission to Hussian College will receive a full refund of monies paid.

CANCELLATION

All monies paid by an applicant will be refunded following their delivery of a written request for cancellation to the Registrar's Office within five (5) days after signing an Enrollment Agreement. If unable to provide a written request within five (5) days, the student may preserve their right to a full refund by verbally requesting cancellation from the Registrar within five (5) days, and submitting the formal written request within ten (10) days from signing the Enrollment Agreement. Students will not be entitled to a full refund if a written request for cancellation is submitted after the start of classes.

WITHDRAWAL PRIOR TO CLASSES

Students will receive a full refund of all tuition and fees if they provide a written notice of withdrawal to the Registrar no later than five (5) days following their initial visit and opportunity for inspection of the college facilities, but in any event, no later than ten (10) days prior to the first day of classes. Students providing a written notice of withdrawal to the Registrar, which does not comply with the policy regarding cancellation or inspection of college facilities, but is provided before the start of classes, will receive a full refund of all monies paid to Hussian College.

REFUNDS AFTER THE START OF CLASSES

Students missing seven (7) consecutive class days will be administratively terminated. In all circumstances, the date of termination or date of withdrawal for the purpose of calculating a student refund will be the last date of attendance. The following refund calculation shall apply to all students:

Failure to Start: Students that fail to start the program, and do not withdraw prior to the first day of classes, will be refunded all tuition monies and fees paid except for the $100 enrollment fee.

The First Seven Days of the Calendar: For a student withdrawing or discontinuing the program during the first seven (7) calendar days of the semester, the tuition charges refunded by the school will be 75% of the tuition.

Students whose last day of attendance falls after the first 7 calendar days of the semester but within the first 25% of the semester will receive refunds of 55% of the tuition.

For students whose last day of attendance is after 25% but within 50% of the semester, the tuition charges refunded by the college will be 30% of the tuition.

For students whose last date of attendance falls after 50% of the semester, the student is entitled to no refund.

IMPORTANT NOTE: All monies to be refunded in accordance with any provisions of this Refund and Cancellation policy will be refunded within thirty (30) days from the date that Hussian College determines a student's last date of attendance, the date Hussian receives written notice of cancellation, or the date that a student fails to return from an approved leave of absence. The Refund and Cancellation policy will apply equally to students that are administratively terminated from a Hussian program. All refunds shall be paid to the student unless payment to a lender or other entity is required by the terms of a student financial aid program in which Hussian participates.

RETURN OF FEDERAL STUDENT AID

The amount of Federal assistance that a student receives and is ultimately retained to cover institutional charges is dictated by Federal Regulations. After the student has attended for sixty (60%) percent of the semester, all Federal student aid received by or on behalf of the student may be retained to cover institutional charges. If a student withdraws from a semester prior to completing sixty (60%) percent of the semester, a pro-rata share of the Federal student aid received must be returned to the aid source within forty-five (45) days of Hussian's determination of withdrawal, or formal written withdrawal by the student. To determine the amount of Federal aid to be retained to cover institutional charges, Hussian must divide the number of days of the semester up to and including the student's last day of attendance, by the total days in the semester. The resulting percentage will be used to determine the pro rata amount of Federal aid to be retained.

Federal student aid refunds must be made in the following priority order.

1. Unsubsidized Federal Direct Stafford Loan
2. Subsidized Federal Direct Stafford Loan
3. Federal Direct PLUS Loan
4. Federal Pell Grant
5. FSEOG
6. Other Federal student aid programs
7. Other Federal sources of aid
8. Other state, private, or institutional aid
9. The student

Students are strongly encouraged to check with school officials prior to officially or unofficially withdrawing.

The US Department of Education has established a policy regarding the return of Title IV Funds in the event a student receiving these funds withdraws from school before completing the program.

• Funds are disbursed based on "payment periods." Payment periods are typically based on the time it takes a student to earn or complete 12 financial aid credit hours.

• A financial aid credit hour represents a minimum of 30 clock hours of instruction. A full-time day student taking three courses per session would normally complete 12 financial aid credit hours in 15-16 weeks. An evening student taking 3 courses would normally complete 12 financial aid credit hours in 30-32 weeks.

• The Title IV funds that are disbursed are "earned" according to the percentage of time the student was enrolled during the payment period. The "unearned" portion must be returned by the College.

• The percentage is calculated up to the point a student reaches 60% of the payment period. After 60% the student is considered to have earned all, or 100% of the Title IV disbursement for the period, and none of the disbursed funds are required to be returned.

• Example #1: A student receives $4264 of Title IV funds from Pell grants and student loans. The student withdraws after attending college for $3^{1}/2$ weeks, or 21.8%, of the 16-week payment period. The student is entitled to 21.8%, or $930, of the $4264 Award. The remaining $3334, must be returned.

• Example #2: A student receives $4264 of Title IV funds from Pell grants and student loans. The student withdraws after attending college for 10 weeks, or 62.5%, of the 16-week payment period. The student is entitled to 100%, or $4264, of the $4264 Award. No funds have to be returned.

FOR VETERAN EDUCATION STUDENTS

Students enrolling under Veterans Administration Benefits will be governed by the latest policies pertaining to Veterans Administration regulations.

Refund Policy for Veterans

See Return of Federal Student Aid.

Students may be eligible for financial assistance under one or more of the following Federal and State programs. These programs are designed to assist students in meeting their educational expense. The financial aid officer is available for additional information and assistance.

- Federal Pell Program – A federally funded grant program. Eligibility for the grant and the amount of the award is based on the student's and family's financial status.
- PHEAA Grant – Pennsylvania Higher Education Assistance Agency Grants are for Pennsylvania residents who are enrolled full-time (12 or more credit hours per semester). Please note that this grant is not available for Hussian's non-degree programs.
- Federal SEOG – Supplemental Educational Opportunity Grant – A federally funded grant program administered by the College. Students must receive the Pell Grant and show an exceptional need in order to be eligible for the SEOG. These grants are available on a first-come, first-served basis.
- Federal Direct Stafford Loan – A long-term, low interest loan. No payments are due until six months after the student ceases to be enrolled at least halftime.
- Federal Direct PLUS Loans – A long-term variable interest rate loan to parents of dependent students. PLUS loans are not based on financial need, but are based on credit history. Repayment of interest and principal begins within 60 days after the loan is disbursed. The borrower must pay all of the interest on the loan after it is disbursed. However, principal can be deferred while the student remains in college full-time.
- Unsubsidized Direct Stafford Loan – This program is similar to the Stafford Loan program except students may have to pay interest on their loan while attending school. Students may use the new Common Loan Application to request this loan. This loan is not need based, but the amount a student receives is influenced by their regular Stafford Loan eligibility.

Hussian College is approved to participate in programs sponsored by the following agencies:
Pennsylvania Office of Vocational Rehabilitation (BFA program only)
New Jersey Bureau of Vocational Rehabilitation (BFA program only)
Veterans Administration Benefits

Cancellation/Refund Policy

The Hussian College cancellation and refund policy will at any time be updated to comply with the latest recommendations and guidelines that are established by the Pennsylvania Department of Education, State Board of Private Licensed Schools. Our detailed cancellation and refund policy is found on page 17 & 18. It is also included on the Enrollment Agreement Forms and a copy can be mailed to you at any time upon request. The college reserves the right to change the opening and closing dates, subjects taught in its respective courses, and faculty personnel.

Course Descriptions
COURSES FOR BACHELOR OF FINE ARTS DEGREE PROGRAM

Advanced Advertising   GDD 405

3 credits

This course for students focusing in Graphic Design provides students with the opportunity to explore their cumulative understanding of design concepts in creating advertising art, this course allows students to develop several finished complex layouts that will be printed and presented as portfolio quality works. The course presents current examples that highlight successful advertisements and promotional techniques as class topics for conversation and instruction.

Advanced Content Management   DMD 402

3 credits

Content Management Systems (CMS) are the collection of procedures used to manage workflow in a collaborative environment. In a CMS, data is anything: documents, movies, pictures, scientific data, and so forth. Serving as a central repository, the CMS increases the version level of new updates to an already existing file. Students will explore best practices, in a php/MySQL open source environment and compare the functionality of some of the most popular content management systems on the web today, through hands-on exercises, as well as developing a basic, functioning CMS, utilizing php/MySQL.

Advanced Figure Drawing I   FAD 307

3 credits

This elective course will act as a workshop for advanced students to self-evaluate their direction and determine more innovative and personal style of drawing while working directly from the human form. Students will be encouraged to work in a variety of technique and media. Students learn specific skills in figure drawing for commercial and fine art application.

Advanced Figure Drawing II   FAD 407

3 credits

This elective course for advanced students will continue the lessons and skills taught in Advanced Figure Drawing I. Students will be encouraged to work in a variety of technique and media. Students learn specific skills in figure drawing for commercial and fine art application.

Advanced Web Project I   DMD 401

3 credits

In this course, the students will develop a completely functional website, utilizing the latest technologies for a "client" or "company". The projects are designed so all aspects of the web experience will need to be addressed, from wireframe, client approval, design, implementation of all pages and scripts and functions. Search Engine optimization and tracking, Social networking to promote, corporate imaging to style across all platforms and devices consistently. Students will learn to track user experience.

Advanced Web Project II   DMD 405

3 credits

In this course, the students will investigate all the elements needed to complete a fully functional e-commerce website, utilizing the latest technologies for a "client" or "company". We will investigate all aspects of creating an e-commerce environment including the Front-end, or the user experience as well as the back-end administrator functions. The course will cover reports and financial questions, collecting taxes, payments, and security. Students use payment portals, such as PayPal and Authorize.net to complete a fully functioning, usable ecommerce store.

Advertising Communications   GDD 303

3 credits

This course for students focusing in Graphic Design provides students with the opportunity to further develop their understanding of design concepts in creating advertising art. Students will learn how to research and design for a target audience and market. They will work in groups that simulate a studio and professional environment. This course allows students to develop several finished complex layouts that will be printed and presented as portfolio quality works.

Course Descriptions
COURSES FOR BACHELOR OF FINE ARTS DEGREE PROGRAM

Anatomy for Illustrators   VCD 202
3 credits
This is a required course for Illustrators. In this class, students will examine the physical form of human anatomy in two main ways. First, they will observe large structures of the body in a general way and draw them from a live model. This will require an accurate transcription of proportions and internal relationships to the drawing paper. Second, students examine in detail specific physical structures, showing relationships of bone and muscle, using the skeleton. The goal is to produce drawings of visual integrity with high levels of descriptive material that reveal the mass and movement of muscle and bone within the figure. The course will also be a forum for the study of changing concepts of "ideal physical bodies" throughout history. This combined study of the "ideal human form" and "normal human form" will provide the student with a firm basis for advanced work with the figure.

Art History: Art of the Western World I [HAH]   GED 206
3 credits
Students survey the major developments in the history of art from cave paintings to medieval art and gain an understanding and appreciation of historical periods, styles, techniques, subjects, and symbolism. Students develop an awareness of appropriate vocabulary and the terminology that describe these characteristics, and to consider how art of every period relates to relevant culture.

Art History: Art of the Western World II [HAH]   GED 207
3 credits
Through lectures and discussion, students survey the major developments in the history of art, from the Renaissance to the Post-Modern period, to gain an understanding and appreciation of historical periods, styles, techniques, subjects, and symbolism. Students develop an awareness of appropriate vocabulary and terminology that describe these characteristics, and to consider how art of every period relates to the relevant culture

Arts Entrepreneurship   ENT 300
3 credits
Being an artist in today's economic climate means becoming a savvy businessperson as well. This course will prepare you to run your own small business, navigate the world of freelancing and set up your headquarters on the Web.

Brand Marketing   GDD 301
3 credits
Students in this class will learn how to further develop their existing creative ideas into brand marketing strategies. This course will provide students with the understanding that as markets become more competitive, because of infinite choices, companies seek emotional contact with their customer base. Students develop brand-based creative to show their understanding of the link between brand messages and the emotional link of the customer base. In-class instruction will direct students in their efforts to link intelligence and insight with imagination and computer skills to produce unique portfolio pieces.

Career Development for Illustrators I   VCD 410
3 credits
Through a variety of assignments, demonstrations, and discussions, students will explore the career options of the professional illustration market. Critical thinking will be encouraged to transform complex ideas into simple, visual presentations. The forms of concept development will be explored from intensive preliminary stages to finished comprehensives. The importance of typography, collaboration, and communication will be emphasized.

College Mathematics [QR]   GED 104
3 credits
In this course, students are invited to share the excitement and enjoyment of contemporary mathematical thinking. The course answers the question, "What do mathematicians do, practice, and believe in?" The use of mathematics in areas of business and industry, politics, networking, and telecommunication will be studied with the intent to develop reasoning ability, logical thinking, critical reading, and written and oral communication.

Course Descriptions
COURSES FOR BACHELOR OF FINE ARTS DEGREE PROGRAM

Creative Writing [WI]   GED 204

3 credits

This course will offer students the background and skills needed to write their own creative texts. Students will not only gain basic writing skills and learn fundamental rules of English grammar and syntax, but will also explore how to express verbally the stories and concepts

Critical Thinking [HB]   GED 201

3 credits

Critical thinking, which is an introduction to philosophical analysis, especially as it may be applied in context other than professional philosophy, but also including normative issues such as ethics and aesthetics.

CSS Technology (Cascading Style Sheets)   DMD 201

3 credits

This course will provide the student with the opportunity to gain knowledge and skill in using Cascading Style Sheets (CSS) to style websites. Designers use CSS to design most modern web sites. Older web sites are converting to CSS designs. This course focuses on using CSS and CSS editors to define many design features of web sites. CSS techniques to create margins, text styling and other text basics, page positioning and layout as well, plus image styling, create complete links and navigation bar styling.

Design Foundation I   UIX 102

3 credits

This course addresses the areas of information design, user interface design and human-centered design as they relate to aesthetics and visual design. Through the exploration of key principles, students develop an understanding of the organizational methods used in two-dimensional work. They utilize the elements and principles of design while working in black and white and color media. This course will focus on the integration of type, imagery and spatial relationships in design. Problem solving processes and research are integrated into the development, refinement and evaluation of the student projects. The work of professionals in a variety of interactive design fields is analyzed to understand the application of two-dimensional design. The importance of presentation and craftsmanship is emphasized

Device/Technology Specific Design   DMD 301

3 credits

This course will introduce tools and methods used to develop responsive design for specific devices and technologies such as mobile devices, printers, browsers, and kiosk user interface design. Students will learn how to create targeted styling that considers form factors such as variations in screen size, finger-based interaction, and how to incorporate CSS and HTML capabilities, such as geolocation, local storage, and media queries. Students will install tools, set up a local web server, install and use device emulators, build a mobile web page, develop mobile pages with desktop browsers, and explore useful mobile web development resources.

Device/Technology Specific Programming   DMD 404

3 credits

This course will cover methods to program for specific devices and technologies and give an overview of specific languages, tools, and techniques used to create web sites and applications for Mobile Web Design & Development. The core principles and techniques essential to building web sites for various devices or other authored applications will be covered, as well as styling requirements via targeted styling, interface design techniques that enhance existing sites for mobile viewing. The course shows how to approach designing for mobile form factors such as smaller screens and finger-based interaction.

Dynamic Web Development (OBI)   DMD 303

3 credits

This course familiarizes students with application scripting, database management, object-oriented programming and full-lifecycle software development. It outlines the fundamental skills required to develop and maintain a dynamic data-driven website. Students will develop a complete website to create and manipulate relational data, learn basic PHP to store and retrieve data and control the rules of interaction, and write HTML to format data and control display with CSS.

Course Descriptions
COURSES FOR BACHELOR OF FINE ARTS DEGREE PROGRAM

Editorial Illustration   VCD 403

3 credits

This class will explore imagery that supports the written word. The field of editorial art brings the illustrator into a close partnership with writer and editor. In this relationship, the illustrator's role is to attract the reader, clarify concepts, give visual shape to abstract ideas, and emphasize opinion. Students complete several editorial assignments in the same manner as professionals typically receive them. After receiving instruction, art direction, and reading text, they respond with appropriate concept drawings. These drawings develop into the final piece. Editorial assignments cover a broad spectrum of contemporary issues featured in current magazines and newspapers. The goal is for students to create provocative illustrations that capture the attention of the reader.

English 101: Composition [WI]   GED 101

3 credits

Students practice developing essays with variable emphases on purpose, subject, and audience. Lessons emphasize the construction of college level sentences and paragraphs, the revision process, research, and documentation.

Figure Construction   FAD 306

3 credits

This course reduces the complexity of the human figure into a variety of basic shapes to analyze anatomy, form, and proportion. Students will develop a logical sequence connecting those basic shapes to understand their relationship in the construction of realistic figures in various positions and activities.

Fundamentals of Drawing I   FAD 101

3 credits

In this first-year introductory class, students are provided with instruction in black-and-white drawing and the fundamentals of the visual vocabulary of drawing in response to creative problems. Instructors teach various and techniques and use assorted materials to depict volume, form, proportion, and spatial relationships. Coursework will cover still-life to human form with emphasis on value, line, and composition, among other topics. Students will be taught a range of creative, yet methodical, approaches to drawing.

Fundamentals of Life Drawing II   FAD 202

3 credits

This drawing course builds upon the principles introduced in Fundamentals of Drawing I. Students will continue to explore 2-D form and rendering in black and white, but color will be introduced as well. Fundamentals of Drawing II will work in conjunction with Fundamentals in 2-D: Color Theory as it explores the color-bias wheel and its applications to drawing as a media. A variety of wet and dry media is used. Still-life and the model will be among the subjects covered in this course. Students will also be encouraged to begin to build a visual sensibility of personal expression. Pre-requisite: Fundamentals of Drawing I.

Fundamentals of 2-D Design: Design Elements   FAD 103

3 credits

This foundational course for first-year students provides the scaffolding of design instruction for all courses in the BFA program. This first semester of 2D will give students access to new materials and methods including wet and dry media, relief printing, and the use of text as a visual element. Students will receive an introduction to book arts, paying particular attention to craft and construction. This course establishes the basic understanding of the theory and the core elements of design.

Fundamentals of 2-D Design: Color Theory   FAD 104

3 credits

This first-year foundation course builds upon the theories of Fundamentals of 2-D Design: Design Elements, providing an introduction to the theories and application of color, which is relevant to all courses in the BFA program. The mixing of paint using Wilcox's color bias wheel to understand value, contrast, harmony, and color relationships will be explored in a variety of projects to combine both color and design. Instructors stress craft and construction as an important visual component while students have more freedom within project parameters for personal exploration. Pre-Requisite: Fundamentals of 2-D: Design Elements.

Course Descriptions
COURSES FOR BACHELOR OF FINE ARTS DEGREE PROGRAM

Fundamentals of Design:3-D   FAD 105
3 credits
This is an elective course that gives students training and access to various materials and methods that create 3-D models. This is a hybrid course that helps students relate the importance of a fine art background, to a career in graphic design, digital arts, and illustration. Students learn both technical ability and individual creativity in the course, and the course will culminate in a short stop-motion animated film originating with 3-D clay figures. Part of the instruction includes sound elements.

Fundamentals of Painting   FAD 201
3 credits
In this required course, students explore various visual and creative solutions in acrylic paint, building on the skills developed in Fundamentals of 2-D Design. Instructors emphasize the development of painting concepts, composition, and handling paint and color while developing a cohesive body of work.

Fundamentals of Typography   FAD 106
3 credits
This course will provide the student with the opportunity to gain knowledge and skill in using type as a primary design element. Typography will provide the student a survey of the foundations of type and an historical perspective of letterforms and functionality of typography. Students examine the aesthetic uses of type to convey messages. This course will allow the student to develop an understanding of the relationship between typography and pictorial imagery to create an effective message. Students learn the professional terminology associated with the placement of type in relationship to other type elements and images is as a practical application for clarity. The course will emphasize proper type use, selection of type, and arrangement.

Graphic Design I   GDD 202
3 credits
This course will serve as an introduction to advertising design and the vocabularies of print design. The course examines the principles of design, design procedures, the handling of graphic tools, and the use of design related equipment. Students learn how to create interesting and complex forms based on simple forms. Students create designs from thumbnails and roughs in Mac based computer systems.

Graphic Design II   GDD 250
3 credits
This course will provide students with the opportunity to further develop design concepts in creating art for magazine advertisements, media advertising, and other forms of communication. Group projects will simulate studio procedures and in turn will reinforce student confidence in a working environment. A variety of projects in Graphic Design II will increase students' working knowledge while solving client-advertising directives. Students use Adobe Creative Cloud Suite programs to produce comprehensive layouts for clients. This course will allow students to develop several finished, complex layouts, which in turn will be printed and presented as portfolio quality works. **Pre-Requisite: Graphic Design I.**

History of Graphic Design [HAH]   GED 110
3 credits
The course introduces a critical and analytical study of the significant events, personalities, and technological advances that have contributed to the global history of graphic design.

Course Descriptions
COURSES FOR BACHELOR OF FINE ARTS DEGREE PROGRAM

Human Factors and Usability Testing   UIX 206

3 credits

In this course, various methodologies will be used for evaluating the effectiveness, ease of use and success of web and mobile apps. Why is usability important? Just because nobody complains doesn't mean all parachutes are perfect. Usability testing in its most simple form is just running a design past one or more people to see if it works, if it is understandable, easy to interact with and navigate, and easy to find information on. Among the typical methods, we will use the (obvious) hallway test, to eye-tracking systems (which monitor what part of a screen people's eyes are focusing on), heat map tracking (which shows where people have clicked on a screenshot or design), and even algorithms to automatically calculate the usability level of your site (since robots will surely evaluate your web and mobile app). In this course, you learn about the strengths and weaknesses of usability testing, including what the research literature says, and how to plan, conduct and interpret the results of a usability test. You also participate in live usability test sessions and watch videotapes of interactions between participants and test administrators. Special topics such as remote testing, building usability labs, and competitive testing will be discussed based on participant interest.

The Hussian Experience   GED 100

2 credits

First year students will be introduced to the theory and practical application of the science of creativity and how it affects their perceived success in educational pursuits. Everything Hussian students do can be viewed and experienced through the lens of being a creative person. This foundational introduction to philosophical, scientific, and critical analysis of creativity will serve as a connecting thread through students' education, allowing them to analyze and perfect their learning style. Through this context, students will be given practical information and in-class activities on how to navigate their educational and professional journeys. Coursework will include readings, written assignments, class discussions, and group projects.

Illustration Concentration I   VCD 401

3 credits

Students who have chosen Illustration as their academic concentration design a project related to their personal career objectives and portfolio. The student's choice of style or approach to visual form should be well suited to his or her chosen subject. This course also encourages the use of computer programs for the development of pure digital illustration, or a hybrid of traditional and digital imagery for use in individual portfolio and career objectives.

Illustration Concentration II   VCD 450

3 credits

Students continue to develop thesis work started in Illustration Concentration I. This course also encourages the use of digital tools for the development of pure digital illustration, or a hybrid of traditional and digital illustration. Each student will continue work on a consistent body of work of his or her chosen thesis subject. At the conclusion of the term, work of professional caliber is expected and will be displayed in a public venue.

Intermediate Illustration I   VCD 201

3 credits

This course focuses on development of narrative imagery. Exploration of additional design elements and techniques will enlarge students' visual vocabulary. Emphasis will be placed on individual research, composition, mood, character development, manuscript interpretation, and visual impact. Additional focus will be on developing skills to work with team members such as art directors, producing finished art, and generating professional output.

Intermediate Illustration II   VCD 250

3 credits

This course concentrates on further development of narrative imagery initiated in previous Illustration coursework. Advanced design elements and techniques are explored to enlarge students' visual vocabulary. Emphasis will be placed on individual research, composition, mood, character development, manuscript interpretation, and visual impact. The focus will be on encouraging the development of team skills while cultivating a personal approach to finished art and generating professional output. Pre-Requisite: Intermediate Illustration I.

Course Descriptions
COURSES FOR BACHELOR OF FINE ARTS DEGREE PROGRAM

Internship   DMD 410
3 credits
Students may pursue supervised internships in areas related to relevant fields of study. Reports and analyses of work performed at the organization will be required. Administrative approval is required. May be repeated once for a maximum of 6 internship credits (3 credits per semester last year of study). 45 hours of contact required for each credit.

Intro to Chemistry [ST]   GED 112
3 credits
The course covers the following topics: matter and measurement, molecules and molecular compounds, ions and ionic compounds, chemical reaction types, stoichiometry, atomic and molecular weights, the mole, simple quantitative calculations with chemical reactions, the periodic table, nomenclature, electronic structure of atoms, simple periodic properties of the elements, chemical bonding, molecular geometry, and properties of various states of matter, acids and bases, and the basics of chemical equilibrium.

Intro to Computer Science [ST]   GED 105
3 credits
This course is an introduction to computers and computer programming. Topics include the use of data types and variables, programming control constructs supported by modern languages, input/output, basic concepts of object-oriented programming (such as classes, objects, encapsulation, information hiding, and code reuse), and graphical user interfaces.

Introduction to Animation   GDD 402
3 credits
This course is an introduction to the principles of animation and related support programs, their use, and their application to create corporate communication presentations. Students will develop skills to create effective multimedia pieces for business and industry presentations. Customizing presentations using animation, multimedia, and audio will allow students to refine the skills necessary to handle motion graphics at a professional level.

Introduction to Illustration I   VCD 101
3 credits
This course introduces topics in the development of narrative imagery, the illusion of objects in space, typography, and their combined potential for communication. Illustration procedures focus on developing visual awareness, generating ideas, and personal approaches to the solution of visual problems. Starting with the simplest black and white silhouette forms, the course builds in graduated steps toward more complex image creation in full color. The course stresses strong drawing and design principles. Students learn through lectures, in-class tutorials and coursework, in a variety of visual and procedural approaches for meeting assignment goals. At the end of this course, students will have created a group of images that solve specific visual problems.

Introduction to Illustration II   VCD 102
3 credits
This course concentrates on the development of narrative imagery, the illusion of objects in spaces, typography, and their combined potential for communication. Illustration procedures focus on developing visual awareness, generating ideas, and personal approaches to design solutions. Starting with the simplest B/W silhouette forms, the course builds in graduated steps toward more complex image creation in full color. This course stresses strong drawing and design principles. Students learn through lectures, in-class tutorials, and coursework, in a variety of visual and procedural approaches for meeting assignment goals. At the end of this course, students will have created a group of images that solve specific visual problems.

Motion Graphics I   DMD 302
3 credits
This course will explore the foundations of motion graphics. Instructors cover design for effective use of graphical elements, sound, video, and motion with simple animations, logo and shape motion, character development, and visual effects. Although technical proficiency is expected, the primary emphasis of the course is the creation of imagery, sound, video, and animation for use in motion graphic projects. Through the application of traditional motion techniques, the course aims to develop technical, verbal, and conceptual design skills that effectively develop motion graphics projects.

Course Descriptions
COURSES FOR BACHELOR OF FINE ARTS DEGREE PROGRAM

Motion Graphics II   DMD 304
3 credits
This course will further develop techniques and practices of motion graphics and the integration of design, photo imaging, sound, video, and animation into video presentations. The course will explore experimental and new technological approaches to creating original visual imagery for use in design, fine arts, animation, interactive media, and the Internet. In addition to receiving an introduction to compositing in a postproduction suite, students will learn some basic nonlinear editing. Projects will deal with visual organization and communication, creative brainstorming skills, and experimentation with techniques and a variety of media. Students will examine current motion graphics projects and their development from concept to storyboard to flow chart to stand-alone digital video movie. The course will cover advanced animated special effects and output to different formats. Members of the class will work individually and in teams depending upon the complexity of the project. Pre-Requisite: Motion Graphics I.

Oral Communication [CM]   GED 205
3 credits
Through instruction, examples, and class participation, students have the opportunity to develop their ability and to build confidence in public speaking, interviewing, telephone conversations, conferencing, and professional presentations. The primary purpose is to develop and to enhance communication skills to assure the students' successful dealings beyond the classroom.

Organizational Behavior of Web and Mobile Apps   UIX 103
3 credits
This course introduces students to the field of organizational behavior and explores the connections between organizational behavior and web/mobile apps (information technology). Organizational behavior is the study of the individual, group and organizational influences on behavior in work settings. Topics include personality, motivation, creating and maintaining strong work teams, managing organizational change, and understanding how to structure organizations. In the IT field, this topic adds to the understanding of technology design, implementation and adoption. It provides theory to better understand organizations (in general) and tech organizations (specifically). UX designers implementing web and mobile need to understand how these systems impact organizational behavior. These connections and others are explored in this course.

Painting I   FAD 203
3 credits
This elective painting workshop is designed to intensify the properties of painting skills gained in Fundamentals in Design and Painting and to explore various visual and creative solutions in either acrylic or oil paint. Instructors place emphasis on the development of painting concepts, composition, and handling paint and color while developing a cohesive body of work.

Painting II   FAD 303
3 credits
This Elective painting workshop continues to intensify the properties of painting skills gained in Fundamentals in Design and Painting and to explore various visual and creative solutions in either acrylic or oil paint. Instructors place emphasis on the development of painting concepts, composition, and handling paint and color while developing a cohesive body of work.

Painting III   FAD 404
3 credits
This elective painting workshop furthers the properties of painting skills gained in Fundamentals in Design and Painting and to explore various visual and creative solutions in either acrylic or oil paint. Instructors place emphasis on the development of painting concepts, composition, and handling paint and color while developing a cohesive body of work.

Perspective   VCD 301
3 credits
This elective course is highly recommended for those students that are interested in an Illustration concentration. The class concentrates on traditional perspective drawing and the management of "measured space" on a flat surface. Understanding perspective is a key skill that enables an illustrator to design an image that successfully creates the illusion of reality. Students learn the management of complex images with a single horizon line. They will coordinate objects within the same frame of reference to produce a realistic image with unified visual impact. An understanding of perspective is critical for game design and animation as well as other forms of illustration. Throughout the term, students will create a group of drawings that depict a variety of objects in different perspectives.

Course Descriptions
COURSES FOR BACHELOR OF FINE ARTS DEGREE PROGRAM

Prepress Production   GDD 302
3 credits
Prepress production is the final step in print production. This course will supply students with an understanding of the offset printing process, paper stocks, inks, and special printing processes such as die lines, spot finishes, foils, and embossing. The design of this course will provide students with a survey of different files such as tiff, eps, pdf, pdf, png, and others, as well as the knowledge of when best to use a specific format. Instructors express the importance of client involvement in decision-making and the direct contact with the printer. In-class training will enable students to communicate with small and large printing vendors.

Printmaking   ELE 302
3 credits
This class will investigate the printmaking processes of relief, collagraph, monoprint, drypoint, and silkscreen. Students will continue to craft their skills in these processes and will be encouraged to experiment by pushing the print medium beyond the expected. An emphasis will be placed on the concept for each project and how the print process and technique best supports students' ideas. The class will also be used to introduce students to printmaking in history and in contemporary art.

Professional Writing [WI]   GED 301
3 credits
The course provides intensive practice in writing and analyzing expository forms such as essay, article, proposal, and technical or scientific reports with emphasis on research related to students' major field.

Prototyping and Wireframing   UIX 211
3 credits
As UX Design has matured, so has the importance of creating prototypes for web and mobile apps using both paper prototyping techniques and software tools. Prototyping and wireframing are key strategies in the UX design process. A prototype can be used to sell ideas, create a shared vision, test and refine an interface, and provide the development team with exact specifications. In this course, you'll learn what types of prototypes work best at difference stages in the design process and will identify the appropriate level of fidelity required in your prototype. Also covered will be practical aspects of scheduling and ownership of prototyping. Software used for this course include: Balsamiq's Mockups and InVision's Prototyping.

Publication & Packaging   GDD 403
3 credits
This course provides thorough study of Adobe InDesign as a tool to create packaging, brochures, pamphlets, newsletters, booklets, and catalogues. InDesign will interface with the Adobe Creative Suit as a platform for package design. Critical thinking based on strong, grid-based typographic treatments will be the main tool to enable students to acquire an understanding of the design principles of the industry. A sequence of files and images will form the professional work strategies that produce portfolio worthy and industry ready pieces.

Race, Identity, and Experience in Art [RE]   GED 203
3 credits
This class explores race and ethnic relations in a global perspective. Students will discuss social, economic, and political issues associated with perception, existence, and accommodation of racial and ethnic groups within the wider society.

Sequential Art   ELE 301
3 credits
We're living in a comics renaissance — from blockbuster movies based on comic book heroes to tens of thousands of creators self-publishing unique works of comics art on the Web. It's never been a better time to be a cartoonist. This class will be an intense tutorial of all of the many aspects of this American art form.

Course Descriptions
COURSES FOR BACHELOR OF FINE ARTS DEGREE PROGRAM

Senior Portfolio I   CAP 401
3 credits
This course will provide students with the skills and the opportunity to create meaningful, thesis-relevant bodies of work. Students receive a survey of information that clearly presents what it takes to design with excellence. Topics for discussion, such as: function, inspiration, intuition, organization design analysis, typography, and structure will provide students with a more thorough understanding of the objectives of their work. Pragmatic topics, such as project descriptions and client input as well as technical information will give students a better understanding of what makes a strong portfolio piece.

Senior Portfolio II   CAP 403
3 credits
This course will continue to focus on thesis preparation and provide students with professional evaluations of work to determine individual directions, marketable strengths, various career objectives, potential markets, and stable employment. Students gain insight and strategies that will enable them to make positive career decisions and prepare strong portfolios. Pre-Requisite: Senior Portfolio I.

Social Media and World Culture [WS]   GED 202
3 credits
Students will survey the influence social media has in shaping culture, and how, in turn, culture shapes the use of social media. This course will break down how we can communicate using digital media and the cultural ramifications of this interaction.

Sustainability & The Environment   GED 111
3 credits
This is an introductory course that presents the ecological basis for the concern about sustainability. Students will also gain an understanding of the economic and social sustainability issues facing humanity that are the result of the ecological sustainability issues. An introduction to possible solutions to these issues is also presented.

UX Design Fundamentals   UIX 101
3 credits
This course is a survey overview of the field of UX Design. It introduces the main themes of UX beginning in an historical context. Since UX is an interdisciplinary study, our work reflects concerns from computer science, art, design, cognitive science, sociology, anthropology, philosophy, business management, entrepreneur studies and digital media. UX design requires a holistic understanding of both usability and technology, which means it is a quickly changing field. Practicing UX Design requires an understanding of how older approaches remain relevant to newer approaches. This course demonstrates that UX Design is definitely not a siloed area of study.

UX Design Tools   UIX 104
3 credits
This course focuses on design software used in web and mobile app, specifically the Adobe CC suite of products: Photoshop, Illustrator, and InDesign. Topics include image manipulation, vector graphics, typography for print and screen, hand-held devices, augmented reality, and more.

Visual Imaging Tools   GDD 201
3 credits
This course will provide students with the opportunity to gain knowledge and skills in relationship to the latest Adobe Creative Cloud Suite. Students receive information related to the professional use of paths, masks, selections, and layer adjustments. The understanding provided in the use of the aforementioned features will allow students to expand their image editing abilities. With the enhanced tool usage presented during this class students will have the ability to better control image processing and further expand their skills in printing and prepress management.

Course Descriptions
COURSES FOR BACHELOR OF FINE ARTS DEGREE PROGRAM

Web Programming I: Advanced Styling with CSS   DMD 202
3 credits
This course will explore in-depth aspects of layout and design with HTML and CSS. Students will explore the tools used to develop CSS effects and CSS techniques. The class will focus on developing state-of-the-art web sites, both web compliant and validated, exploring redesigning and repurposing existing sites, maximizing flexibility of content, and facilitating future use of the content. Instructors will cover template design and usage.

Course Descriptions
COURSES FOR NON-DEGREE PROGRAMS

Advanced Back End Development   HBE 202
6 credits
As environments become more complex, so does managing their deployment. Various strategies are explored including creating virtual machines and using cloud services. Additional cloud technologies are explored. In addition, project lifecycle issues are discussed. To complete the training, an alternative development environment is introduced. Finally, students review topics that could be brought up in a technical interview.

Advanced Back End Development   HBE 401
6 credits
As environments become more complex, so does managing their deployment. Various strategies are explored including creating virtual machines and using cloud services. Additional cloud technologies are explored. In addition, project lifecycle issues are discussed. To complete the training, an alternative development environment is introduced. Finally, students review topics that could be brought up in a technical interview.

Advanced Front End Development   HFS 202
6 credits
With an understanding of static tags and basic interactivity, more complicated programming concepts are introduced. Manipulation of web page structure is illustrated through JavaScript as well as with front end libraries and technologies. Learn how to minimize the effort of large CSS files, customizing user experiences through cookies as well as testing, code deployment, code efficiency, and managing web site content. Processing video and photo files from post-capture to web delivery is explained.

Advanced Front End Development   HFS 401
6 credits
With an understanding of static tags and basic interactivity, more complicated programming concepts are introduced. Manipulation of web page structure is illustrated through JavaScript as well as with front end libraries and technologies. Learn how to minimize the effort of large CSS files, customizing user experiences through cookies as well as testing, code deployment, code efficiency, and managing web site content. Processing video and photo files from post-capture to web delivery is explained.

Basic Back End Development   HBE 102
6 credits
Front end developers are limited in their impact. By scripting code on a server, web pages can interact with data sources and services both contained on the server and externally. The development environment is expanded to include coding in object oriented programming languages and server debugging techniques. Instruction assumes no prior object oriented programming language knowledge and covers introductory concepts and syntax. More advanced topics including extensive object oriented programming and data communication.

Basic Back End Development   HBE 402
6 credits
Front end developers are limited in their impact. By scripting code on a server, web pages can interact with data sources and services both contained on the server and externally. The development environment is expanded to include coding in object oriented programming languages and server debugging techniques. Instruction assumes no prior object oriented programming language knowledge and covers introductory concepts and syntax. More advanced topics including extensive object oriented programming and data communication.

Basic Front End Development   HFS 102
6 credits
Acquire the skills to become a front-end web developer by starting with static content creation including basic HTML tags, beginner and advanced Cascading Style Sheets (CSS). As well as responsive design utilizing multiple front end libraries. An Integrated Development Environment (IDE) is introduced to improve development efficiency. Debugging skills are discussed as well as the ability to handle various photo and video formats. Finally, wire framing concepts and tools are covered to automate the creation of prototypes.

Course Descriptions
COURSES FOR NON-DEGREE PROGRAMS

Basic Front End Development   HFS 402
6 credits
Acquire the skills to become a front-end web developer by starting with static content creation including basic HTML tags, beginner and advanced Cascading Style Sheets (CSS). As well as responsive design utilizing multiple front end libraries. An Integrated Development Environment (IDE) is introduced to improve development efficiency. Debugging skills are discussed as well as the ability to handle various photo and video formats. Finally, wire framing concepts and tools are covered to automate the creation of prototypes.

Programming Languages   HPR 402
5 credits
This three week extension course reinforces programming paradigms taught during the 15-week Full Stack Web Development Certificate program, extending the educational constructs through teaching an additional coding language. Each individual coding languages' strong data types and scoping rules require an additional level of discipline by the developer. Learning the additional language also simulates real world situations where developers are required to adapt their skills to new technologies. The course extension is heavily hands-on with many short lectures followed with practical programming exercises where the students code solutions to reinforce what they learned during the lecture. Instructors review solutions and demonstrate one or more approaches to solving the exercise.

UI/UX Advanced   HUX 201
6 credits
This advanced UI/UX course provides comprehensive coverage of user experience (UX) and user interface (UI) design focused, but not limited to, web development. Some coverage of mobile UI/UX development is covered. Students continue to learn the characteristics of good UI/UX through practical examples. They learn various testing techniques including A/B testing, UI testing, and usability testing. Students learn specific issues for specialized domains such as children, seniors, and people with disabilities. Students also study various case studies across multiple domains to see the concepts of both the beginner and advanced classes in the real world. Students finish the class working on an extensive capstone project, putting the concepts learned in class into action.

UI/UX Basic   HUX 102
6 credits
This beginner UI/UX course provides comprehensive coverage of user experience (UX) and user interface (UI) design focused, but not limited to, web development. Some coverage of mobile UI/UX development is covered. No previous domain specific knowledge is assumed, but a general familiarity with the Internet is a must. Students learn the characteristics of good UI/UX through practical examples. They learn the development process from the inception of ideas, the iterative process of creating and sharing low fidelity mockups and the creation of interactive prototypes without the use of coding. Students also learn the building blocks of user interfaces and in which situations to apply them.

Curriculum

BFA Degree Program – Focus in Digital Media, Graphic Design, UI/UX, and Visual Communications

Gen. Ed. Courses

		Credits
GED 100	The Hussian Experience	2
GED 101	English 101: Composition	3
GED 104	College Math	3
GED 105	Intro to Computer Science	3
GED 110	History of Graphic Design	3
GED111	Sustainability & The Environment	3
GED 112	Intro to Chemistry	3
GED 201	Critical Thinking	3
GED 202	Social Media & World Culture	3
GED 203	Race, Identity & Experience	3
GED 204	Creative Writing	3
GED 205	Oral Communications	3
GED 206	Art History: Art of the Western World I	3
GED 207	Art History: Art of the Western World II	3
GED 301	Professional Writing	3

Technical Courses

		Credits
FAD 101	Fundamentals of Drawing I	3
FAD 103	Fundamentals of 2-D Design: Design Elements	3
FAD 104	Fundamentals of 2-D Design: Color Theory	3
FAD 105	Fundamentals of Design - 3-D	3
FAD 106	Fundamentals of Typography	3
FAD 202	Fundamentals of Life Drawing	3
FAD 201	Fundamentals of Painting	3
DMD 202	Web Programming I: Advanced Styling with CSS	3
GDD 202	Graphic Design I	3
VCD 101	Introduction to Illustration I	3
CAP 401	Senior Portfolio I	3
CAP 403	Senior Portfolio II	3

Elective Courses

		Credits
FAD 203	Painting I	3
FAD 303	Painting II	3
FAD 404	Painting III	3
FAD 306	Figure Construction	3
FAD 307	Advanced Figure Drawing I	3
FAD 407	Advanced Figure Drawing II	3
DMD 402	Advanced Content Management	3
DMD 410	Internship Experience (Senior Level Only/45 contact hours/credit)	3
ELE 301	Sequential Art	3
ELE 302	Printmaking	3
ENT 300	Arts Entrepreneurship	3
VCD 301	Perspective	3
VCD 403	Editorial Illustration	3
VCD 430	Career Development for Illustrators II	3

Requirements for Concentration Digital Media

		Credits
DMD 201	CSS Technology (Cascading Style Sheets)	3
DMD 301	Device/Technology Specific Design	3
DMD 302	Motion Graphics I	3
DMD 303	Dynamic Web Development (PHP/MySQL)	3
DMD 304	Motion Graphics II	3
DMD 401	Advanced Web Project I	3
DMD 404	Device/Technology Specific Programming	3
DMD 405	Advanced Web Project II	3

Requirements for Concentration Graphic Design

		Credits
GDD 201	Visual Imaging Tools	3
GDD 250	Graphic Design II	3
GDD 301	Brand Marketing	3
GDD 302	Prepress Production	3
GDD 303	Advertising Communications	3
GDD 402	Introduction to Animation	3
GDD 403	Publication & Packaging	3
GDD 405	Advanced Advertising	3

Requirements for Concentration Visual Communications

		Credits
VCD 102	Introduction to Illustration II	3
VCD 201	Intermediate Illustration I	3
VCD 202	Anatomy for Illustrators	3
VCD 203	Editorial Illustration	3
VCD 250	Intermediate Illustration II	3
VCD 401	Illustration Concentration I	3
VCD 410	Career Development for Illustrators I	3
VCD 450	Illustration Concentration II	3

Requirements for Concentration UI/UX

		Credits
UIX 101	UX Design Fundamentals	3
UIX 102	Design Foundation I	3
UIX 103	Organizational Behavior of Web and Mobile Apps	3
UIX 104	UX Design Tools	3
UIX 206	Human Factors and Usability Testing	3
UIX 211	Prototyping and Wireframing	3
	Elective	3
	Elective	3

Program Length

Full-time course - four academic years (8 semesters)

2 semesters per academic year.

16 weeks per semester/32 weeks per year. 128 weeks total.

15 credit hours /semester average

121 Credit hours total

Credit Explanation

The ratio of contact hours to credit hours for Lecture Classes is one credit hour for each fifteen hours of classroom contact plus thirty hours of outside preparation and for Lab/Studio Classes, one credit hour for each thirty hours of laboratory work plus necessary outside preparation. Courses may be both a combination of lecture and studio depending on the content of the course.

Curriculum
Non-Degree Programs

Requirements for Full Stack Web Development		Credits
HFS 102	Basic Front End Development	6
HFS 202	Advanced Front End Development	6
HBE 102	Basic Back End Development	6
HBE 202	Advanced Back End Development	6

Requirements for Front End Web Development		Credits
HFS 102	Basic Front End Development	6
HFS 202	Advanced Front End Development	6

Requirements for Back End Web Development		Credits
HBE 102	Basic Back End Development	6
HBE 202	Advanced Back End Development	6

Requirements for Enhanced Full Stack Web Development		Credits
HFS 402	Basic Front End Development	6
HFS 401	Advanced Front End Development	6
HBE 402	Basic Back End Development	6
HBE 401	Advanced Back End Development	6
HPR 402	Programming Languages	5

Requirements for UI/UX Design		Credits
HUX 102	UI/UX Basic	6
HUX 201	UI/UX Advanced	6

Credit Explanation

The ratio of contact hours to credit hours for Lecture Classes is one credit hour for each fifteen hours of classroom contact plus thirty hours of outside preparation and for Lab/Studio Classes, one credit hour for each thirty hours of laboratory work plus necessary outside preparation. Courses may be both a combination of lecture and studio depending on the content of the course.

Annual FERPA Notice

FERPA Policy

The Family Educational Rights and Privacy Act of 1974, as amended (the "Act"), is a federal law which requires that Hussian College (a) establish a written institutional policy setting forth the rights granted by the Act, and (b) make available a statement of procedures covering such rights. The College shall maintain the confidentiality of Education Records in accordance with the provisions of the Act and shall accord all the rights under the Act to eligible students who are or have been in attendance at the College.

PERSONS PROTECTED

The rights of privacy provided herein are accorded to all students who are or have been in attendance at the College. The rights do not extend to persons who have never been admitted to the College. A student who has been in attendance at one component of the College does not acquire rights with respect to another component of the College to which the student has not been admitted. A "component" is an organizational unit which has separately administered admissions and matriculation policies and separately maintains and administers Education Records.

RIGHTS OF INSPECTION

The Act provides students with the right to inspect and review information contained in their Education Records, to challenge the contents of those Records which students consider to be inaccurate, misleading, or otherwise in violation of their privacy or other rights, to have a hearing if the outcome of the challenge is unsatisfactory, and to submit explanatory statements for inclusion in their Education Records if the decision of a hearing officer or panel is unacceptable. The Director of Student Services/Registrar of Hussian College has been assigned the responsibility to coordinate the inspection and review procedures for Education Records.

EDUCATION RECORDS: DEFINITION

The term "Education Records" encompasses all recorded information, regardless of medium, which is directly related to a student and which is maintained by the College. Education Records include, but are not limited to, admissions, personal, academic, certain personnel, financial aid, cooperative education, and placement records, and may also include appropriate information concerning disciplinary action taken against the student for conduct that posed a significant risk to the safety or well-being of that student, other students, or other members of the school community. The term "Education Records" does not include the following:

a.   Records of instructional, supervisory, and administrative personnel, and ancillary educational personnel that are in the sole possession of the maker and are not accessible or revealed to any other individual except a substitute who may temporarily perform the duties of the maker;

b.   Records of a law enforcement unit of the College which are maintained separate from Education Records, are maintained solely for law enforcement purposes, and are not disclosed to individuals other than law enforcement officers of the same jurisdiction, provided that Education Records of the College may not be disclosed to the law enforcement unit;

c.   Records relating to individuals who are employed by the College that are made and maintained in the normal course of business, relate exclusively to individuals in their capacity as employees and are not available for another purpose.

Note: Employment records of persons who are employed solely as a consequence of College attendance, e.g., teaching/graduate assistants, work study students, student interns, are Education Records.

d.   Records created and maintained by a physician, psychiatrist, psychologist, or other recognized professional or paraprofessional, acting or assisting in a professional capacity, such as student health records, to be used solely in connection with the provision of treatment to the student and not disclosed to anyone other than for treatment purposes, provided that records may be disclosed to a physician or professional of the students' choice.

Note: Treatment in this context does not include remedial education activities or other activities which are part of the program of instruction at the School.

e.   Records of an institution which contain only information relating to a person after that person is no longer a student at the institution; e.g., accomplishments of alumni.

REQUEST FOR REVIEW

Students who desire to review their Education Records must present a written request to the Director of Student Services/Registrar, listing the item or items to be reviewed. Only those Education Records subject to inspection under this policy will be available for review. The items requested which are subject to review shall be made available for review no later than 45 calendar days following receipt of a written request. Students have the right to a copy of an Education Record which is subject to review when failure to provide a copy of the Record would effectively prevent the student from inspecting and reviewing the Education Record, as determined in the reasonable discretion of the College. A copy of an Education Record otherwise subject to review may be refused if a "hold" for non-payment of financial obligations exists. Copies shall be made at the student's expense. The fee for making copies of an Education Record is $1 per page and must be paid at the time copies are requested.

LIMITATIONS ON STUDENT RIGHTS

There are some limitations on the rights to inspect Education Records. Students shall have no right of inspection or review of:

1. Financial information submitted by their parents;

2. Education Records containing information about more than one student. In such a case the College will permit access only to that part of the Education Record pertaining to the inquiring student.

School Calendar 2017 - 2018 – Degree Programs

First Semester

Classes begin	Wednesday, September 6, 2017
Mid-terms	Wednesday, October 18th thru Tuesday, October 24, 2017
Thanksgiving Holiday (no classes)	W, Th, F – November 22, 23, 24, 2017
Finals	Tuesday, December 12th thru Monday, December 18th, 2017

Second Semester

Classes begin	Monday, January 8, 2018
Martin Luther King Holiday (no classes) Monday, January 15, 2018	
Mid-terms	Tuesday, February 27th thru Monday, March 5, 2018
Spring Break (no classes)	Monday, March 12th thru Friday, March 16, 2018
Finals	Tuesday, May 1st thru Monday, May 7, 2018

School Calendar - Non-Degree Programs
January – March 2018

Program	Term Start Date**	Term End Date	Breaks
UI/UX Design	Tuesday, January 16, 2018	Saturday, May 5, 2018	None
Front End Web Development	Tuesday, January 16, 2018	Saturday, May 5, 2018	None
Back End Web Development	Tuesday, January 16, 2018	Saturday, May 5, 2018	None
Full Stack Web Development	Tuesday, January 16, 2018	Friday, August 31, 2018	**Memorial Day:** Monday, May 28, 2018 **Summer Break:** Monday, July 2 through Saturday, July 7, 2018
Program	**Term Start Date**	**Term End Date**	**Breaks**
UI/UX Design	Monday, February 12, 2018	Saturday, June 2, 2018	**Memorial Day:** Monday, May 28, 2018
Front End Web Development	Monday, February 12, 2018	Saturday, June 2, 2018	**Memorial Day:** Monday, May 28, 2018
Back End Web Development	Monday, February 12, 2018	Saturday, June 2, 2018	**Memorial Day:** Monday, May 28, 2018
Full Stack Web Development	Monday, February 12, 2018	Saturday, September 29, 2018	**Memorial Day:** Monday, May 28, 2018 **Summer Break:** Monday, July 2 through Saturday, July 7, 2018 **Labor Day:** Saturday, September 1, 2018 through Monday, September 3, 2018
Program	**Term Start Date**	**Term End Date**	**Breaks**
UI/UX Design	Monday, March 12, 2018	Saturday, June 30, 2018	**Memorial Day:** Monday, May 28, 2018
Front End Web Development	Monday, March 12, 2018	Saturday, June 30, 2018	**Memorial Day:** Monday, May 28, 2018
Back End Web Development	Monday, March 12, 2018	Saturday, June 30, 2018	**Memorial Day:** Monday, May 28, 2018
Full Stack Web Development	Monday, March 12, 2018	Saturday, October 27, 2018	**Memorial Day:** Monday, May 28, 2018 **Summer Break:** Monday, July 2 through Saturday, July 7, 2018 **Labor Day:** Saturday, September 1, 2018 through Monday, September 3, 2018

** NOTE: Hussian College reserves the right to cancel the start of any new cohort if there are less than 10 students enrolled to begin in that cohort.

Intense About Art? Get Inspired at Hussian.

If you're ready to embark on an amazing educational journey that leads to a flourishing career as a professional artist, then consider what Hussian has to offer.

We welcome prospective students to visit, sit in on a class, talk to our faculty and students, and tour the area.   See for yourself how a Hussian education can give you the confidence and competence you need to launch your career in art.

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For more information about our graduation rates, the median debt of students who completed the program, and other information, visit:

www.hussiancollege.edu/curriculum/occupational-information/