# Graduation and Employment Rates reported to
# Accrediting Commission of Career Schools and Colleges (ACCSC)
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The following chart indicates the graduation and employment rates for each program in the Institute's 2023 Annual Report:

The information below reports on graduates who have commenced the program between the periods of October 2016 – September 2017. The data may include graduates from earlier intakes due to change of major and re-admission cases.

| Programs | Length in Months | Graduation Rate | Employment Rate |
|---|---|---|---|
| Bachelor of Science in Computer Science in Real-time Interactive Simulation | 44 | 76 % (45 out of 59) | 93 % (42 out of 45) |
| Bachelor of Science in Computer Science and Game Design | 44 | 91 % (43 out of 47) | 88 % (37 out of 42) |
| Bachelor of Fine Arts in Digital Art and Animation | 44 | 89 % (49 out of 55) | 67 % (33 out of 49) |
| Bachelor of Arts in Game Design | 44 | 88 % (35 out of 40) | 91% (32 out of 35) |
| Bachelor of Engineering in Systems Engineering (ElectroMechanical Systems) | 48 | 77% (46 out of 60) | 84 % (38 out of 45) |
| Master of Science in Computer Vision [1] | 16 | N.A. | N.A. |

**Glossary:**

*Length of Program in Months:* *The reporting period used to complete the Graduation and Employment Chart is determined by taking the program's normal length of completion (including vacation and holidays rounded to nearest whole number) in months multiplied by 150% and adding three (3) months for employment.*

*Graduation Rate:* *The school's official graduation rate for each cohort and for the program within the reporting period. The graduation rate is calculated based on the number of students who graduated from the program within 150% of the stated program length.*

*Employment Rate:* *The school's official rate of graduate job attainment for each cohort and for the program within the reporting period [2]. The school's official rate of employment is that which is used to determine compliance with accreditation requirements. The employment rate is calculated based on the number of graduates employed in jobs for which the program trained them.*
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[1] *The first cohort of the Master of Science in Computer Vision program matriculated in September 2022, outside of the recent Annual Reporting period; there are no graduation and employment rates to be reported in accordance with ACCSC requirements.*

[2] *The Reporting Period for 44-months baccalaureate degree programs: Beginning October 2016 and ending September 2017, based on July 2023 Report Date.*

*The Reporting Period for 48-months baccalaureate degree programs: Beginning April 2016 and ending March 2017, based on July 2023 Report Date.*

*The Reporting Period for 16-months full-time master's programs: Beginning July 2022 and ending May 2023, based on July 2023 Report Date*