

## SUMMARY OF GRADUATION AND EMPLOYMENT STATISTICS

Required Annual Reporting to Accreditation

**ACCSC**

**2021**

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

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

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

Program Information		
Digital Production for Entertainment	Launched in Spring 2010 First graduates in Fall 2011	8 terms
Entertainment Design for Digital Production	Launched in Winter 2011 Last graduate in Winter 2021	12 terms

Graduation Rate (%)	2016	2017	2018	2019	2020	2021
Digital Production for Entertainment	83%	84%	86%	75%	85%	82%
Entertainment Design for Digital Production	75%	59%	71%	64%	71%	78%

Employment Rate (%)	2016	2017	2018	2019	2020	2021
Digital Production for Entertainment	100%	88%	100%	97%	94%	90%
Entertainment Design for Digital Production	93%	95%	94%	96%	100%	100%

2021 ACCSC Graduation and Employment Charts:

Digital Production: Report period – April 2017 – March 2018 class starts

Entertainment Design for Digital Production: Report period – October 2015 – September 2016

2020 ACCSC Graduation and Employment Charts:

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

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