CATALOG

Bloc, Inc. Headquarters
785 Market Street, Suite 500
San Francisco, CA 94103
(404) 480-2562
www.bloc.io
No physical campus; Distance learning only

TABLE OF CONTENTS:

MISSION 3

Approval to Operate 3

Disclosure Statement regarding bankruptcy 4

Admissions Requirements 4

Articulation agreements 5

General Education Requirements 5

Accreditation 5

Prior Experiential Learning 5

Graduate Licensure 5

Method of Instruction 5

NOTICE CONCERNING TRANSFERABILITY OF CREDITS AND CREDENTIALS EARNED AT OUR INSTITUTION 6

Facilities and Equipment 6

Libraries and Other Learning Resources 6

Attendance policy 7

Leave of absence 7

Probation and dismissal policy 7

Disability Policy 7

Housing 8

Description of Programs offered 8

- Web Developer Track 11
- Designer Track 16
- Rails Fundamentals 19
- Frontend Fundamentals 22
- UX/UI Design Fundamentals 25

Job Placement Assistance 28

- Expected Job Classifications 28

Student Achievement and Graduation Requirements **30**
Assessments 31
Graduation Requirements 31
Schedule of Total charges **32**
Financial Aid Policies **33**
Faculty **33**
Student Grievance Policy **33**
Student Services **34**
CANCELLATION AND REFUND POLICIES **34**
Student Tuition Recovery Fund (STRF) **36**
Recordkeeping **37**
Unanswered questions **38**
Complaint process **38**

MISSION

Our mission at Bloc is to use technology to provide world-class engineering and design education to anyone with the motivation to learn.

The U.S. economy is in the midst of transitioning to a tech-based economy, where even traditional industries like food, transportation, and finance are being transformed by technology. Venture capitalist, Marc Andreessen, calls this "software eating the world." To keep up with this accelerating pace of change, we need a system of education that can train students for the skills needed in a tech-based economy while also being affordable, accessible, and effective at delivering great student outcomes.

Bloc's programs are entirely online and structured around 1-on-1 mentorship. We borrow from the apprenticeship model of education where students learn 1-on-1 with their mentor as they go through project-based curriculum, with the goal of gaining real-world skills and a portfolio of demonstrated work. Our students spread the globe and choose Bloc because they are often unable to meet the requirements of traditional education that asks them to quit their jobs, relocate to a new city, and pay an inordinate amount of tuition to further their education. Bloc provides students with a modern education that would otherwise be unavailable to them, and has transformed hundreds of lives.

Our objectives at Bloc are:

- To be genuine and authentic student advocates, first and foremost.
- To provide a world-class education to anyone with the determination to succeed.
- To utilize technology to continuously improve the accessibility and efficacy of our education.
- To celebrate and share our pride in craftsmanship, a core value we try to instill in our students as they start new careers in software engineering and design.

Approval to Operate

California
Bloc, Inc. is a private institution and is approved to operate with the Bureau for Postsecondary Education (BPPE). BPPE is an agency responsible for granting authority to operate and provide oversight of California's private postsecondary educational institutions. This approval to operate means the institution is in compliance with the California Private Postsecondary Education Act of 2009.

Bureau for Private Postsecondary Education 2535 Capitol Oaks Drive, Suite 400
Sacramento, California 95833
Phone: 916-431-6959
Fax: 916-263-1897 Website: www.bppe.ca.gov

As a prospective student, you are encouraged to review this catalog prior to signing an enrollment agreement. You are also encouraged to review the School Performance Fact Sheet, which must be provided to you prior to signing an enrollment agreement.

Disclosure Statement regarding bankruptcy

Bloc, Inc. does not have a pending petition in bankruptcy, is not operating as a debtor in possession, has not filed a petition in bankruptcy within the preceding five years, and has not had a petition of bankruptcy filed against it within the preceding five years that resulted in reorganization under Chapter 11 of the United States Bankruptcy Code (11 U.S.C Sec. 1101, et seq.).

Admissions Requirements

The following admissions policies apply to all Bloc programs:

- Students must be 18 years old or older to enroll at Bloc.
- Admission into any Bloc program requires that the student have a high school diploma or equivalent (General Education Diploma – GED) or a diploma from an institution of higher education accredited by an accrediting association recognized by the U.S. Department of Education. Bloc does not admit ability-to-benefit students.
- Bloc does not accept transfer credit, nor does Bloc offer challenge or achievement tests.
- Students must demonstrate operating proficiency on a computer at the time of enrollment.
- Bloc programs are provided in English only. Students from other countries where the primary language is not English must demonstrate operating proficiency of English prior to being accepted into the program. All instruction at Bloc will be conducted in English. Bloc does not offer or provide English language services, including instruction such as ESL.
- Bloc does not offer Visa services for foreign students, nor does Bloc vouch for student status.
- Students must possess basic reading and arithmetic skills at the time of enrollment.
- Students will not share their account with anyone else.

Articulation agreements

Bloc has not entered into an articulation or transfer agreement with any other college or university.

General Education Requirements

Bloc programs do not require students to complete general education courses as part of the curriculum.

Accreditation

Bloc, Inc. is not accredited by an accreditation body recognized by the U.S. Department of Education. Bloc has not received a provisional approval and is not offering an unaccredited degree program.

Prior Experiential Learning

Bloc does not award credit for prior experiential learning.

Graduate Licensure

The goal of Bloc programs is not licensure and the profession, occupation, trade or career field from which Bloc equips graduates does not require licensure.

Method of Instruction

The following method of instruction applies to all Bloc programs:

- Students read and watch curriculum available at bloc.io. Each program has several phases, and each phase has several checkpoints. Students may be required to complete an exercise from another website that is not Bloc.io.
- Students complete exercises at the end of each checkpoint to be reviewed by their mentor.
- Students may exchange electronic correspondence with their mentor using either the messaging system on Bloc.io, Slack via students-bloc.slack.com, or by using email.
- Students meet with their mentor via video chat 1-3 times per week to “pair program” (write and review software code concurrently with a mentor), discuss the curriculum, and/or ask questions about projects in progress.
- Students are not required to submit through the mail

- The expected response time between Bloc's electronic receipt of student lessons, projects or dissertations and the institution's response or evaluation is 1 to 3 business days
- Students can engage with other students and mentors on Slack via an invite to students-bloc.slack.com
- Students are guided to read or find additional resources online to enhance their comprehension

NOTICE CONCERNING TRANSFERABILITY OF CREDITS AND CREDENTIALS EARNED AT OUR INSTITUTION

The transferability of credits you earn at Bloc, Inc. is at the complete discretion of an institution to which you may seek to transfer. Acceptance of the Certificate of Completion you earn in the educational program is also at the complete discretion of the institution to which you may seek to transfer. If the Certificate of Completion that you earn at this institution are not accepted at the institution to which you seek to transfer, you may be required to repeat some or all of your coursework at that institution. For this reason, you should make certain that your attendance at this institution will meet your educational goals. This may include contacting an institution to which you may seek to transfer after attending Bloc, Inc. to determine if your Certificate of Completion will transfer.

Facilities and Equipment

Bloc does not have any physical classrooms or locations, as its programs are entirely online. There is no physical campus.

Bloc programs require a computer with a microphone and speakers, and high-speed internet access. Bloc does not provide computers to students, and every student must own or have access to a personal computer at least 4GB RAM, at least 1.8 GHz processor (above 2 Ghz recommended), and at least 100 GB HD.

Libraries and Other Learning Resources

Bloc does not have a physical library or tangible learning resource repository. However, Bloc does maintain a list of free resources for students of several programs who wish to supplement the Bloc curriculum.

- Designer Track: https://www.bloc.io/resources/designer-track-prework
- Rails Fundamentals: https://www.bloc.io/resources/rails-prework
- Frontend Fundamentals: https://www.bloc.io/resources/frontend-prework

Attendance policy

Student understands and acknowledges that the program is very intense and requires consistent attendance and dedication. Students are required to attend the number of mentor sessions and complete the number of hours of study, per week, associated with the program they enroll in. The breakdown of mentor sessions, per program, and hours of study, per program, are noted in the "Description of Programs Offered" section listed below.

Students who fail to attend their mentor sessions or complete the required academic work for three consecutive weeks will be withdrawn from the program and issued a refund calculated in accordance with Bloc's Refund Policy.

Leave of absence

If life happens — a serious illness, an unexpected life change — students have the option to freeze their program in one-week increments for a total of four weeks in the Designer Track and Web Developer Track or six weeks if enrolled in Software Developer Track. Bloc will save their progress, and when they return they will pick-up where they left off. Bloc does not offer extended freezing so students should make sure to save this option for only when it's necessary.

Probation and dismissal policy

If a student fails to complete their program within two years of their program Start Date (three years if enrolled in the SET or SDT pace of 108-weeks, and four years if enrolled in the SET pace of 144-weeks), they will be withdrawn from the program.

If a student fails to complete portions of the program and/or does not correspond with Bloc for three consecutive weeks, Bloc will withdraw the student and issue a refund pursuant to Bloc's Refund Policy. In this situation, the withdrawal date will be in keeping with Bloc's Cancellation and Refunds policy.

Bloc does not have a probation status or policy.

Disability Policy

In accordance with the Americans with Disabilities Act and other related US laws, Bloc will make concerted efforts to accommodate students with special requirements by making reasonable adjustments where appropriate. Each circumstance will be considered on an individual basis according to the means, limits, and experience of Bloc and the special request under consideration. Students requesting special accommodations are asked to do so in writing

following admission to Bloc and at least 30 days prior to the date accommodations will be needed. Documentation must be from a professional who is qualified in the testing and diagnosis of the disability. Please email help@bloc.io to discuss the requested accommodation with the Head of Student Success and/or Program Director before your program start date.

Housing

Bloc's programs are offered entirely via distance education to students across the country. Bloc does not provide student housing services or dormitory facilities, because students participate in Bloc's programs from their own homes.

- Bloc does not have dormitory faculties under its control.
- As we offer only distance education, we do not consider the availability of housing located reasonably near our institution's faculties, nor do we provide an estimation of the approximate cost or range of cost of housing near our institution's faculties.
- Bloc has no responsibility to find or assist a student to find housing.

Description of Programs offered

Programs Offered:

- Web Developer Track
    - A comprehensive program to provide graduates with the skills required to work as a junior web developer
    - Students are expected to dedicate approximately 700 active hours to the program.
    - Students are self-paced in the program and can determine their duration to complete the graduation requirements.
    - Students meeting graduation requirements earn a Certificate of Completion
    - Equipment Required: Computer with a microphone and speakers, and high-speed internet access. Bloc does not provide computers to students, and every student must own or have access to a personal computer (Mac, Windows, or Linux) with at least 4GB RAM, at least 1.8 GHz processor (above 2 GHz recommended), and at least 100 GB HD.
- Designer Track
    - A comprehensive program to provide graduates with the skills required to work as a digital designer
    - Students are expected to dedicate approximately 864 active hours to the program.
    - Students may select one of three paces on which to complete this program:

        - Fast: 40 hours of study and 3 mentor meetings each week to finish in 24 weeks
        - Moderate: 25 hours of study and 2 mentor meetings each week to finish in 36 weeks
        - Slow: 15 hours of study and 1 mentor meeting each week to finish in 72 weeks
    - Students meeting graduation requirements earn a Certificate of Completion
    - Equipment Required: Computer with a microphone and speakers, and high-speed internet access. Bloc does not provide computers to students, and every student must own or have access to a personal computer (Mac, Windows, or Linux) with at least 4GB RAM, at least 1.8 GHz processor (above 2 GHz recommended), and at least 100 GB HD.
- Rails Fundamentals
    - A comprehensive program to provide graduates with the ability to build basic applications using the Rails web development framework
    - Students are expected to dedicate approximately 384 active hours to the program.
    - Students may select one of two paces on which to complete this program:
        - Moderate: 12 hours of study and 2 mentor meetings each week to finish in 16 weeks
        - Slow: 25 hours of study and 1 mentor meeting each week to finish in 32 weeks
    - Students meeting graduation requirements earn a Certificate of Completion
    - Equipment Required: Computer with a microphone and speakers, and high-speed internet access. Bloc does not provide computers to students, and every student must own or have access to a personal computer (Mac, Windows, or Linux) with at least 4GB RAM, at least 1.8 GHz processor (above 2 GHz recommended), and at least 100 GB HD.
- Frontend Fundamentals
    - A comprehensive program to provide graduates with the ability to build interactive web pages using HTML, CSS, Javascript and Angular
    - Students are expected to dedicate approximately 384 active hours to the program.
    - Students may select one of two paces on which to complete this program:
        - Moderate: 12 hours of study and 2 mentor meetings each week to finish in 16 weeks
        - Slow: 25 hours of study and 1 mentor meeting each week to finish in 32 weeks
    - Students meeting graduation requirements earn a Certificate of Completion

    - Equipment Required: Computer with a microphone and speakers, and high-speed internet access. Bloc does not provide computers to students, and every student must own or have access to a personal computer (Mac, Windows, or Linux) with at least 4GB RAM, at least 1.8 GHz processor (above 2 GHz recommended), and at least 100 GB HD.
- UX/UI Design Fundamentals
    - Provide graduates with the ability to build functional interfaces for web and mobile applications
    - Students are expected to dedicate approximately 384 active hours to the program.
    - Students may select one of two paces on which to complete this program:
        - Moderate: 12 hours of study and 2 mentor meetings each week to finish in 16 weeks
        - Slow: 25 hours of study and 1 mentor meeting each week to finish in 32 weeks
    - Students meeting graduation requirements earn a Certificate of Completion
    - Equipment Required: Computer with a microphone and speakers, and high-speed internet access. Bloc does not provide computers to students, and every student must own or have access to a personal computer (Mac, Windows, or Linux) with at least 4GB RAM, at least 1.8 GHz processor (above 2 GHz recommended), and at least 100 GB HD.

Web Developer Track

MODULE 1: Programing Fundamentals

In this module you learn how websites work and how to build them. You will learn not only the basics, like HTML & CSS, but also learn JavaScript, how the Internet works, and common data structures and algorithmic thinking.
You'll build a fully-working version of Hacker News, a popular social news website focused on computer science and entrepreneurship using these skills.

Technical

- Problem Solving
- Debugging
- Command Line
- HTML
- CSS
- JavaScript/ES6
- Git Basics
- OOP in JS (Prototypes, Classes, Inheritance, Closure)
- How the internet works, REST & APIs
- DOM Manipulation
- Using agile practices, user stories & requirements
- Call Stacks
- Recursion
- Arrays & Strings
- Algorithmic Thinking

Career Prep

- Introduction: Your New Career
- What skills do you need to be successful in your job search
- Networking 1 - Why and How

MODULE 2 - Frontend Frameworks

You'll learn the more sophisticated techniques used all your favorite websites. You'll learn React, a popular JavaScript library maintained by Facebook as well as best practices such as testing your frontend code and frontend build tools.
Using React, you'll build a chat app and Bloc Jams, an in-browser music player similar to Spotify, the popular music streaming service.

Technical

- Introduction to Frameworks
- Frontend Testing
- Frontend Build Tools/Processes
- ReactJS
- Use module-pattern JS or EW6 classes for state
- Medium-sized Code Base (Code >500 lines)

Career Prep

- Networking 2: Presenting yourself
- Finding Open Positions
- Finding Focus
- Networking 3: Informational Interviews

MODULE 3 - Computer Science Fundamentals

In this module you'll learn the more theoretical concepts that hiring managers expect. You'll learn the most common data structures, understand the tradeoffs of various algorithms, and learn how to use relational databases to store and manipulate data.

Technical

- Hash tables
- Usage of Linked Lists
- Usage of stacks & queues
- Usage of Graphs & Trees
- Sorting
- Considering control flow and iteration trade-offs
- Understanding algorithmic growth rates
- Fundamental usage of Relational Databases

Career Prep

- Behavioral Interview Practice 1
- Resume Building 1
- Crafting Stories
- Networking 4: Cold Outreach and Introduction Requests

MODULE 4A - Ruby on Rails

Students who choose to specialize in Rails will learn the ruby language and Ruby on Rails - a popular server-side framework. You'll also use modern techniques such as backend testing, deployment and how to manage a large code base.

You'll use Ruby on Rails to build an address book and a clone of Reddit, the social news aggregation, rating, and discussion website.

Technical

- Basics of Ruby
- Rails
- Backend Testing
- Large Code Base (Code >1,000 lines)

Career Prep

- Resume Building 2
- LinkedIn
- Networking 5
- Cover Letters
- Thinking and Talking about Salary
- Applying
- Behavioral Interview Practice 2
- Coding Challenge Practice
- Whiteboarding Practice
- Technical Interview Practice

MODULE 4B - Server-Side JS with Node.js

Students who choose to specialize in server-side JavaScript will build a server-side application using Express - a popular server-side framework built on Node.js. You'll also use modern techniques such as backend testing with Jasmine, deployment and how to manage a large code base.
You'll use Node and Express to build an address book and a clone of Reddit, the social news aggregation, rating, and discussion website.

Technical

- Express
- JWT
- Mocha/Chai
- Sequelize
- Jasmine
- Deployment with Heroku

Career Prep

- Resume Building 2
- LinkedIn
- Networking 5

- Cover Letters
- Thinking and Talking about Salary
- Applying
- Behavioral Interview Practice 2
- Coding Challenge Practice
- Whiteboarding Practice
- Technical Interview Practice

Job Ready Gate

A final “job-ready” assessment ensures that all Bloc alumni are confident of their skills. You’ll go through the hiring process of today’s top tech companies including a phone screen, take-home coding test and a live code review.

Job Search Module

A final “job-ready” assessment ensures that all Bloc alumni are confident of their skills. You’ll go through the hiring process of today’s top tech companies including a phone screen, take-home coding test and a live code review.

Technical

- Capstone Project

Career Prep

- Behavioral Interview Practice
- Coding Challenge Practice
- Whiteboarding Practice
- Technical Interview Practice
- Analyzing an Offer
- Salary Negotiation

Career Support

The Bloc Career Support Program is a holistic collection of curriculum and services designed to prepare students for the technical recruiting process and conduct a successful job search.
The Web Developer Track roadmap includes dedicated material to review with an experienced mentor in preparation for the recruiting process. Programming Reinforcement exercises challenge you to problem solving with data structure and algorithms to help you master the whiteboard interview.

- Bloc Web Developer Track students receive dedicated support prior to and throughout their first technical job search, including resume and portfolio

critique and a review of LinkedIn and GitHub profiles to ensure the best possible presentation to prospective employers.
- Mentors lead mock technical interviews so students can handle real technical interviews with confidence.
- Define criteria to guide their job search, and implement a process and cadence for managing the search.

Designer Track

Intro to Bloc

- An orientation with one of Bloc's Student Success Counselors
- The Project-Based Approach to Learning
- Learn new concepts and apply them to design your first web application

Learn the Tools & Fundamentals

- Learn how to use design tools like Photoshop, Illustrator, & Sketch
- Learn design fundamentals and how to properly use typography, layout, color, & branding in your projects
- Follow best practices to solve design problems & understand how users interact with web/mobile applications
- Learn about user-centered design, and apply design research methods to focus on user goals
- Learn how personas and user research can influence your final product
- Learn the importance of information architecture and content strategy
- Learn the soft-skills of design: presenting, selling, defending and critiquing your work

Design Deep Dive

- Complete the full-scale design process for your first web app by using the fundamentals you learned and research you conducted
- Create wireframes, prototype, test, and iterate on your design decisions
- Prepare high-fidelity mockups for development, and measure success through usability testing

Mobile Design

- Learn how web design translates to mobile app design patterns
- Learn to design apps for both of the dominant mobile platforms, iOS and Android
- Design replicas of Spotify for iPhone and WhatsApp for Android

Configure Your Developer Environment

- Basic Command-Line operations
- Git and GitHub
- Learn to use your text editor

Introduction to HTML, CSS & Sass

- Learn Frontend Development building your first app
- Semantic HTML
- Including CSS in an HTML Page
- Including external assets like images and fonts
- Responsive CSS with Media Queries
- Building a responsive grid system
- Learn how to write Sass

Introduction to JavaScript & jQuery

- Learn the basics of JavaScript
- Learn about the Document Object Model (DOM) and its capabilities
- Including External Libraries like jQuery

Intro to Project Phase

- Work on four to six open-ended projects and create a portfolio
- Your mentor will act as a client or senior designer
- Your mentor will provide you with project requirements, and help you to apply what you've learned to design new apps from scratch
- Work with your mentor to plan the best approach, critique your work, pair design, and revise

Paycrave

- Explore iOS and Android app design guidelines
- Create a mobile prototype that allows users to discover local food trucks
- Design user flows and the UI for a mobile payment solution

BlocShop

- Design an eCommerce shopping experience
- Create a responsive design for mobile, tablet and desktop devices
- Discover best practices for capturing information and displaying user-generated content

BlocStarter

- Design a complex web app that explores crowdfunding for charities and foundations
- Focus on a variety of users, creating personas, user flows, and wireframes
- Create an interactive prototype and test with real users to gather feedback

Product Showcase

- Design a marketing landing page for a specific product
- Focus on the principles of design, value proposition, and competitive differentiators
- Create a responsive web page

Capstone

- Design your own project
- Ship it with the expert guidance from your mentor
- Define the project scope and design it

Portfolio

- Create a personal website to showcase your work to future clients and employers
- Make it unique by defining your personal brand identity
- Design your portfolio site with a homepage, contact page, resume, and more

Rails Fundamentals

BUILD A DEVELOPMENT ENVIRONMENT

- Learn basic command line operations
- Become proficient with a code editor
- Learn how to manage code and projects with Git and GitHub
- Configure a Rails development stack
- Learn how to deploy web applications to a Production environment

RUBY FUNDAMENTALS

- Learn the fundamentals of object-oriented programming with Ruby
- Master the basics of the Ruby language, including strings, numbers, booleans, arrays, and conditional logic
- Practice intermediate aspects of Ruby, including methods, hashes, blocks, and loops
- Master object-oriented design basics with classes and modules
- Practice methodical debugging strategies
- Learn Test-Driven Development with the RSpec library

RUBY COMMAND LINE PROJECT: BUILD AN ADDRESS BOOK

- Build a command line address book application using Test-Driven Development
- Learn how to run a command line application
- Build data models with Ruby classes
- Build a menu system to process user input
- Import data from text files
- Learn about algorithms by building a binary search feature

YOUR FIRST RAILS APPLICATION: BUILD A REPLICA OF REDDIT

Master the basics:

- Learn the fundamentals of web development with Rails
- Learn the fundamentals of frontend markup with HTML and CSS
- Leverage Rails' API, including ActiveRecord, ActionView, ActionController, and ActionMailer
- Learn the fundamentals of database architecture, design, and maintenance
- Employ database best practices, including indexing, efficient querying, and scope-chaining
- Build robust features from scratch, including user authentication, authorization, and data-seeding

Learn intermediate programming techniques:

- Learn best practices for debugging and troubleshooting
- Write validation tests to ensure data integrity

- Learn how to integrate packaged solutions for markdown rendering, pagination, and image management
- Learn how to create complex routes and associations

Build advanced features:

- Write a time-decay algorithm for voting and ranking
- Build a "Favoriting" feature using after-action callbacks and automatic emails
- Authorize private topics and public profiles
- Learn advanced Test-Driven Development practices with RSpec
- Apply JavaScript and jQuery to manipulate data through AJAX
- Build a secure API to turn an application into a platform

TECHNICAL PROJECTS

You will complete at least two projects during the Project Phase. Projects are prescriptive yet open to interpretation and creativity. They are designed to challenge you while providing guidance to keep you on track. A project is complete when all its requirements are implemented and approved by your mentor.

Self-Destructing Todo List

- Build a to-do list application that deletes items automatically after a given amount of time
- Learn how to code and schedule automated tasks with Rake
- Implement robust authentication and authorization for different types of users

Software-as-a-Service Wiki Collaboration Tool

- Build an application to allow users to create, collaborate, and share wikis
- Integrate Stripe to charge users for premium accounts with additional features

Social Bookmarking Tool

- Build an application to allow users to share their favorite links
- Learn how to send and receive email automatically

API Analytics Service

- Build an analytics service for tracking application users and their activity
- Use JavaScript, jQuery, JSON, and AJAX to send tracking events
- Build a server-side API to persist tracked events
- Create a dashboard report for viewing user activity

To-Do List as-a-Service

- Build an open API for a to-do list application

- Use Rails Serializers to format data into API-friendly JSON
- Learn best practices for designing RESTful APIs
- Learn about internet security, CSRF, and how you can use Rails to protect your users

Capstone

- Bring your product idea to life. Use your capstone project as an opportunity to hone your skills in a particular area of interest, or as a springboard to launch a new product
- Build your idea from scratch, while learning best practices for application scoping, design, and architecture
- Deploy your application

Frontend Fundamentals

FOUNDATION PHASE
Build your first application, a browser-based Spotify clone called Bloc Jams, while learning the fundamentals of frontend web development.

Configure Your Developer Environment

- Basic command line operations
- Git and GitHub
- Learn to use Brackets, your text editor

Introduction to HTML and CSS

- Learn Frontend Development building your first app: Bloc Jams
- Semantic HTML
- Including CSS in an HTML Page
- Including external assets like images and fonts
- Responsive CSS with Media Queries
- Building a responsive grid system
- Floats and Clearfixes

Introduction to JavaScript as a Programming Language

- JavaScript basics: Primitives, Operators, Arrays, and Conditionals
- Object-oriented JavaScript: Constructors, Prototypes, this, apply, call, and bind
- Functions, Scope, and Closures

JavaScript in the Browser

- CSS transitions and animations
- Include JavaScript in a web page
- Learn about the Document Object Model (DOM) and its capabilities
- The different types of DOM nodes
- DOM selectors
- Adding and removing content with DOM Scripting
- Browser events: propagation and handling
- JavaScript callbacks
- Event delegation and event objects
- HTML5 data attributes

jQuery

- Including External Libraries like jQuery
- Refactor DOM Scripting with jQuery
- Using jQuery events and helper functions
- Using the Buzz Audio library to play music in Bloc Jams

PROJECTS PHASE
You will complete at least two projects during the Project Phase. Projects are prescriptive yet open to interpretation and creativity, and designed to challenge you while providing guidance. A project is complete when all its requirements are implemented and approved by your mentor.

AngularJS

- Explore one of the most popular JavaScript MVC frameworks
- Learn about Angular Controllers, Directives, Services and Modules
- Refactor Bloc Jams to work with Angular

Bloc Chat

- Build a real-time chat application
- Use Grunt to build and serve your assets
- Learn Firebase, a backend as a service (BaaS) to sync messages in real-time
- Learn how to use an external API with Angular, Firebase's AngularFire
- Use cookies to let users set a screen name
- Create multiple chat rooms for different subjects

Bloc Jams Analytics

- Learn how to build an Analytics API that tracks metrics like most popular songs in your application
- Visualize the Data using D3 or ChartJS
- Learn about the powerful HTML5 Canvas element for visualizing your data
- Create a full-featured dashboard that tracks your events in real-time

Pong

- Create the game logic using JavaScript functions and objects, then create the visualization.
- Use JavaScript's requestAnimationFrame to create seamless animation graphics
- Explore another use-case for the HTML5 Canvas Element
- Learn how to use physics in your motion graphics by adjusting things like speed and x, y positioning (we promise, not too much math!)

BlocTime

- BlocTime loosely emulates the Pomodoro time management technique to manage day-to-day tasks
- Use Grunt to build and serve your assets
- Use the Firebase API for persistent storage of the tasks you've completed

Capstone

- Bring your product idea to life. Use your capstone project as an opportunity to hone your skills in a particular area of interest, or as a springboard to launch a new product
- Build your idea from scratch, while learning best practices for application scoping, design, and architecture
- Deploy your application

UX/UI Design Fundamentals

UX AND UI FUNDAMENTALS

- Learn the importance of color theory, hierarchy, and balance
- Learn how to think like a designer
- Learn how to apply user-centered design
- Create user flows and design low-fidelity and high-fidelity wireframes
- Master the intangible skills of design, like presenting, selling, and critiquing

DESIGN TOOLS

As a professional designer you'll have many tools at your disposal. We'll teach you how to master the canonical tools that you'll use repeatedly as a professional.

- Photoshop - the prevalent design tool used in industry
- Illustrator - a vector-based graphics tool used for brand design, illustration, and wireframing
- Sketch - a responsive UI design tool
- Balsamiq - a popular wireframing tool
- InVision - a tool to create a clickable prototype of your web or mobile app, which is a great way to test usability and collect client feedback

CODING

- Designers should be generalists who can design and build elegant and useful interfaces. During the UX/UI Design part you'll learn the essential frontend markup languages
- HTML5 - HTML provides the scaffolding for web sites
- CSS3 - CSS allows you to style web sites and make them aesthetically pleasing
- Git, GitHub and GitHub Pages - you'll use Git for version control, GitHub to publish your code, and GitHub Pages to host live web sites
- Responsive Web Design - Understand the basics of responsive design and how to launch a website that naturally adapts to any device and any screen size

TESTING

- Create clickable prototypes of your designs
- Test your design choices with real data and user feedback, then incorporate feedback and revise your design
- Gather feedback from users and clients using InVision

MOBILE DESIGN

- Understand how web design translates to mobile design, and vice-versa
- Learn how to design apps for iOS and Android
- Design replicas of Spotify and Acorns for iPhone, and Yummly and WhatsAppfor Android

DESIGN PROJECTS
You will complete at least two projects during the Project Phase. Projects are prescriptive yet open to interpretation and creativity. They are designed to challenge you while providing guidance to keep you on track. A project is complete when all its requirements are implemented and approved by your mentor.

GrubHub for Food Trucks

- Research best practices for mobile payment apps
- Design user flows for discovering local food trucks and creating an order
- Create a mobile prototype to test and refine based on user feedback

Shopping

- Design an online shopping experience
- Create wireframes and mockups for consumers to browse and purchase products
- Build a responsive site that could be applied to Shopify's platform

Kickstarter for Nonprofits

- Research crowdfunding applications to create a competitive analysis
- Develop user personas of both funders and backers
- Design a complex UI that follows well-constructed user flows

Product Showcase

- Create a brand identity for a new product
- Design a product landing page to convey a value proposition and competitive differentiators
- Develop a responsive web site to deploy to GitHub Pages

Capstone

- Bring your product idea to life. Use your capstone project as an opportunity to hone your skills in a particular area of interest, or as a springboard to launch a new product
- Build your idea from scratch, while learning best practices for application scoping, design, and architecture
- Deploy your application

Portfolio

- Create a unique Portfolio site that showcases your personality, projects, and writing

- Include images and links for your projects
- Build case studies to discuss your design process and showcase your work
- Make your site stand out with a stunning design

Job Placement Assistance

Career Services for Students of Track programs include:

- Mock Interviews
- Proactive introductions to recruiters and potential employers
- Careful monitoring of the job search process
- Troubleshooting and work on weak areas, including applications, phone-screens, or technical interviews
- Help with offer negotiations

Track students must meet a number of requirements to remain eligible for the Career Services that are offered:

- Complete all required assessments
- Complete all Programming Reinforcement Checkpoints
- Complete all Career Preparation Checkpoints
- Apply to at least 10 jobs per week
- Keep track of all applications for review
- Provide weekly updates to the Career Services team
- Respond to all correspondence from the Career Services team within 72 hours

Expected Job Classifications

In order to report the gainful employment of our graduates, this Catalog outlines job classifications Bloc graduates are prepared for by program name.

See below for the list of careers we prepare our students for, categorized using United States Department of Labor's Standard Occupational Classification codes, at the Detailed Occupation (six-digit) level.

This is the list of all potential positions that Bloc graduates from our programs are prepared for. Some of the identified positions are a closer fit than others.

Program Name	**United States Department of Labor Standard Occupational Classification Code**
• Web Developer Track • Frontend Fundamentals Course • Rails Fundamentals Course	15-1200 Computer Occupations • 15-1210 Computer and Information Analysts • 15-1211 Computer Systems Analysts • 15-1212 Information Security Analysts • 15-1220 Computer and Information Research Scientists • 15-1221 Computer and Information Research Scientists • 15-1230 Computer Support Specialists • 15-1231 Computer Network Support Specialists • 15-1232 Computer User Support Specialists • 15-1240 Database and Network Administrators and Architects • 15-1241 Computer Network Architects

	• 15-1242 Database Administrators • 15-1243 Database Architects • 15-1244 Network and Computer Systems Administrators • 15-1250 Software and Web Developers, Programmers, and Testers • 15-1251 Computer Programmers • 15-1252 Software Developers • 15-1253 Software Quality Assurance Analysts and Testers • 15-1254 Web Developers • 15-1255 Web and Digital Interface Designers • 115-1290 Miscellaneous Computer Occupations • 15-1299 Computer Occupations, All Other 15-2000 Mathematical Science Occupations • 15-2020 Mathematicians • 15-2021 Mathematicians • 15-2030 Operations Research Analysts • 15-2031 Operations Research Analysts • 15-2040 Statisticians • 15-2041 Statisticians • 15-2050 Data Scientists • 15-2051 Data Scientists • 15-2090 Miscellaneous Mathematical Science Occupations • 15-2099 Mathematical Science Occupations, All Other 17-2000 Engineers • 17-2060 Computer Hardware Engineers • 17-2061 Computer Hardware Engineers • 17-2070 Electrical and Electronics Engineers • 17-2071 Electrical Engineers • 17-2072 Electronics Engineers, Except Computer 11-0000 Management Occupations • 11-1000 Top Executives • 11-1010 Chief Executives • 11-1011 Chief Executives • 11-1020 General and Operations Managers • 11-1021 General and Operations Managers • 11-3000 Operations Specialties Managers • 11-3010 Administrative Services and Facilities Managers • 11-3012 Administrative Services Managers • 11-3020 Computer and Information Systems Managers • 11-3021 Computer and Information Systems Managers • 11-9000 Other Management Occupations • 11-9190 Miscellaneous Managers • 11-9199 Managers, All Other
• Designer Track • UX/UI Fundamentals Course	27-1000 Art and Design Workers • 27-1010 Artists and Related Workers • 27-1011 Art Directors • 27-1012 Craft Artists • 27-1013 Fine Artists, Including Painters, Sculptors, and Illustrators • 27-1014 Special Effects Artists and Animators • 27-1019 Artists and Related Workers, All Other • 27-1020 Designers • 27-1021 Commercial and Industrial Designers • 27-1022 Fashion Designers • 27-1023 Floral Designers • 27-1024 Graphic Designers • 27-1025 Interior Designers • 27-1026 Merchandise Displayers and Window Trimmers • 27-1027 Set and Exhibit Designers • 27-1029 Designers, All Other 15-1200 Computer Occupations • 15-1210 Computer and Information Analysts • 15-1211 Computer Systems Analysts • 15-1212 Information Security Analysts • 15-1220 Computer and Information Research Scientists • 15-1221 Computer and Information Research Scientists

	• 15-1230 Computer Support Specialists • 15-1231 Computer Network Support Specialists • 15-1232 Computer User Support Specialists • 15-1240 Database and Network Administrators and Architects • 15-1241 Computer Network Architects • 15-1242 Database Administrators • 15-1243 Database Architects • 15-1244 Network and Computer Systems Administrators • 15-1250 Software and Web Developers, Programmers, and Testers • 15-1251 Computer Programmers • 15-1252 Software Developers • 15-1253 Software Quality Assurance Analysts and Testers • 15-1254 Web Developers • 15-1255 Web and Digital Interface Designers • 15-1290 Miscellaneous Computer Occupations • 15-1299 Computer Occupations, All Other 15-2000 Mathematical Science Occupations • 15-2010 Actuaries • 15-2011 Actuaries • 15-2020 Mathematicians • 15-2021 Mathematicians • 15-2030 Operations Research Analysts • 15-2031 Operations Research Analysts • 15-2040 Statisticians • 15-2041 Statisticians • 15-2050 Data Scientists • 15-2051 Data Scientists • 15-2090 Miscellaneous Mathematical Science Occupations • 15-2099 Mathematical Science Occupations, All Other 13-0000 Business and Financial Operations Occupations • 13-1000 Business Operations Specialists • 13-1080 Logisticians and Project Management Specialists • 13-1081 Logisticians • 13-1082 Project Management Specialists • 13-1110 Management Analysts • 13-1111 Management Analysts • 13-1190 Miscellaneous Business Operations Specialists • 13-1199 Business Operations Specialists, All Other 11-0000 Management Occupations • 11-1000 Top Executives • 11-1010 Chief Executives • 11-1011 Chief Executives • 11-1020 General and Operations Managers • 11-1021 General and Operations Managers • 11-3000 Operations Specialties Managers • 11-3010 Administrative Services and Facilities Managers • 11-3012 Administrative Services Managers • 11-3020 Computer and Information Systems Managers • 11-3021 Computer and Information Systems Managers • 11-9000 Other Management Occupations • 11-9190 Miscellaneous Managers • 11-9199 Managers, All Other

Student Achievement and Graduation Requirements

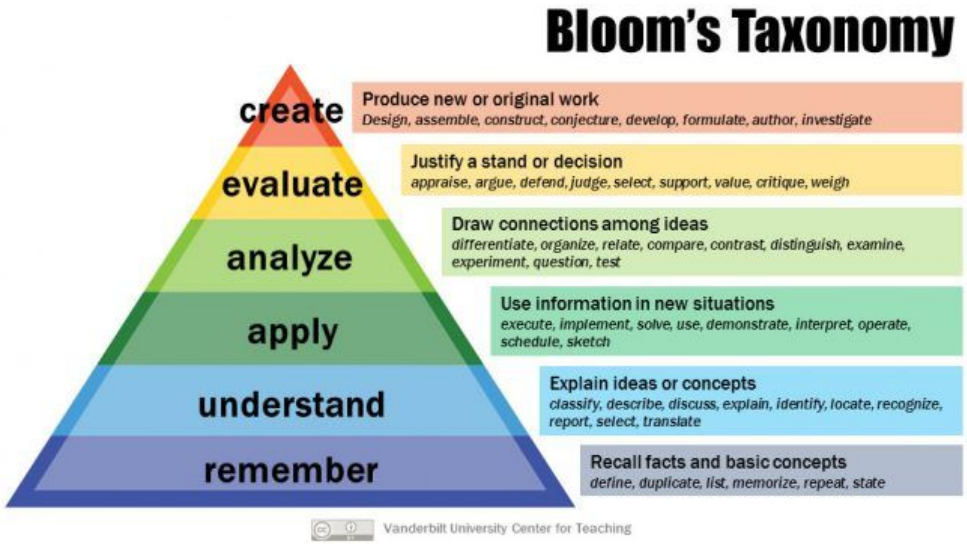
All programs require the student to complete 100% of the Foundation phase(s), plus all required projects. In addition to completing the Foundation phase(s) and required projects, the student must complete a specified number of elective projects in the Project phase.

Assessments

Students of Bloc's programs are graded using a series of quizzes and live assessments, and students must pass each round of assessments before moving to the next phase of their program.

The assessments are out of a total score of 10 points. A 7 or above is considered a passing score, and will allow the student to progress to the next module of their program. A student is allowed a limited number of retake attempts should they fail.

Bloc employs Bloom's Taxidermy in our assessments and checkpoint reviews to evaluate a student's comprehension of a concept.



We reserve the right to request multiple revisions on a student's submissions, assignments, and projects until the student's work meets a satisfactory level and showcases a comprehensive understanding of the curriculum.

Graduation Requirements

The project requirements for graduation are provided below:

Program	Number of Projects Required to Graduate
UX/UI Design Fundamentals	1 Foundation Phase and 2 Design Projects, approved by Mentor

Frontend Web Development Fundamentals	1 Foundation Phase and 2 Frontend development Projects, approved by Mentor
Rails Web Development Fundamentals	1 Foundation Phase and 2 Rails development Projects, approved by Mentor
Designer Track	3 Foundation Phases and 5 Design Projects, approved by Mentor
Web Developer Track	4 Foundation Phases and 7 Web Development Projects, approved by Mentor

Schedule of Total charges

Tuition:

Web Developer Track:
Estimated total costs for period of enrollment and program: $8,500
The schedule of payments can be arranged via:

- 100% upfront payment of $7,500
- 1 upfront payment of $2,125, with 3 monthly installments of $2,125
- 1 upfront payment of $1,250, with monthly installments of $1,250 until program completion to a maximum cap of $15,000

Designer Track:
Estimated total costs for period of enrollment and program: $9,800
The schedule of payments can be arranged via:

- 100% upfront payment of $8,800
- 1 upfront payment of $2450, with 3 monthly installments of $2,450
- 1 upfront payment of $3,000, with 7 monthly installments of $986

All Fundamentals Courses:
Estimated total costs for period of enrollment and program: $5,000
The schedule of payments can be arranged via:

- 100% upfront payment
- 1 upfront payment of $2000, with 5 monthly installments of $700

Registration Fee: $250 non-refundable

Equipment:	N/A Student to Bring their Own Laptop
Books:	N/A
Student Tuition Recovery Fund Fee:	$0.00 Non-Refundable ($.00 for every $1,000 rounded to the nearest $1,000)
Parking:	N/A
Scholarships/Discounts:	Varies, based on Bloc's discretion

Financial Aid Policies

Bloc does not participate in federal or state financial aid programs and we do not provide institutional financing.

If a student receives a loan to pay for the educational program, the student will have the responsibility to repay the full amount of the loan plus interest, less the amount of any refund. Bloc does not offer institutional loans to its students. If the student receives federal student financial aid funds, the student is entitled to a refund of the money not paid from federal financial aid funds.

Faculty

Each Bloc program is structured like an apprenticeship, wherein each student works closely with an experienced mentor to guide them in developing or designing software applications of increasing complexity.

Bloc does not employ a traditional classroom format and does not have traditional faculty. We employ seasoned mentors who have at least three years of real-world professional experience, education, and training in current practises of the subject area they are teaching, or have qualifications equivalent to the minimum qualifications.

The faculty list of our instructors, their course expertise, and experience can be accessed publicly at www.bloc.io/mentors.

Student Grievance Policy

Bloc encourages students to bring all complaints or grievances about academically related situations to its attention. Many questions or concerns that students may have can be resolved simply through discussion.

A student may present a grievance through the following complaint and dispute resolution procedures. Bloc will investigate all complaints or grievances fully and promptly.

A grievance is defined as a student's written expression of dissatisfaction concerning conditions of enrollment or treatment by mentors, other students, or staff. Grievances may include misapplication of Bloc's policies, rules, regulations, and procedures, or unfair treatment.

STEP 1
A student should first bring the grievance to the attention of their mentor or contact help@bloc.io.

STEP 2
Should the student's grievance not be resolved to the student's satisfaction after completing step 1, the student should next bring the grievance to the attention of the Chief Executive Officer.

STEP 3
At any time, the student may contact the BPPE with concerns or complaints:

Bureau for Private Postsecondary Education
P.O. Box 980818
West Sacramento, CA 95798-0818
Phone: 916-431-6959
Fax: 916-2631897
Website: www.bppe.ca.gov

Student Services

Bloc students have access to the following services:

- Curriculum and curated reference material on the Program Roadmap
- Career Services
- Online Student Forums (Slack, Facebook, LinkedIn)
- Student Advisers
- Student Success Counselors
- Support and Issue Resolution

CANCELLATION AND REFUND POLICIES

STUDENT'S RIGHT TO CANCEL

1. You have the right to cancel your agreement for a program of instruction, without any penalty or obligations, and receive a full refund, before the first lesson and materials are received, or within one week of your Program Start

Date, whichever is later. If Bloc provided the first lesson and materials before an effective cancellation notice was received, Bloc shall make a refund within 45 days. If no materials are required, then the right to cancel shall be through the seventh calendar day after enrollment. After the end of the cancellation period, you also have the right to terminate your program at any time; and you have the right to receive a pro rata refund if you have completed 60 percent or less of the scheduled hours in the current payment period in your program through the last day of attendance. Refunds are calculated by the amount of time your account was active.

2. Cancellation may occur when the student provides a written notice of cancellation at the following address: Student Support and Operations, 785 Market St, Suite 500, San Francisco, CA 94103 –OR— help@bloc.io. This can be done by mail, email or by hand delivery.
3. The written notice of cancellation, if sent by mail, is effective when deposited in the mail properly addressed with proper postage.
4. The written notice of cancellation need not take any particular form and, however expressed, it is effective if it shows that the student no longer wishes to be bound by the Enrollment Agreement.
5. If the Enrollment Agreement is cancelled the school will refund the student any pro-rated money he/she paid, less a registration or administration fee not to exceed $250.00, and less any deduction for equipment not returned in good condition, within 45 days after the notice of cancellation is received.

WITHDRAWAL FROM THE PROGRAM

You may withdraw from the school at any time after the cancellation period (described above) and receive a pro rata refund if you have completed 60 percent or less of the scheduled days in the current payment period in your program through the last day of attendance. The refund will be less a registration or administration fee not to exceed $250.00, and less any deduction for equipment not returned in good condition, within 45 days of withdrawal. Refunds are calculated by the amount of time a student's account was active. If the student has completed more than 60% of the period of attendance for which the student was charged, the tuition is considered earned and the student will receive no refund. For the purpose of determining a refund under this section, a student shall be deemed to have withdrawn from a program of instruction when any of the following occurs:

- The student notifies the institution in writing of the student's withdrawal or as the student's actual last date logged in or last date of an academically-related activity, whichever is later.
- The institution terminates the student's enrollment for failure to maintain satisfactory progress; failure to abide by the rules and regulations of the institution; absences in excess of maximum set forth by the institution; and/or failure to meet financial obligations to the School.
- The student has failed to attend class for three (3) consecutive weeks.
- The student fails to return from a leave of absence.

For the purpose of determining the amount of the refund, the date of the student's withdrawal shall be deemed the last date of recorded attendance. The amount owed equals the daily charge for the program (total institutional charge, minus non-refundable fees, divided by the number of days in the program), multiplied by the number of days scheduled to attend, prior to withdrawal. For the purpose of determining when the refund must be paid, the student shall be deemed to have withdrawn at the end of three (3) consecutive weeks without attendance; however, the refund amount will be calculated using the student's actual last date logged in or last date of an academically-related activity, whichever is later. If the student has completed more than 60% of the period of attendance for which the student was charged, the tuition is considered earned and the student will receive no refund.

Student Tuition Recovery Fund (STRF)

The State of California created the Student Tuition Recovery Fund (STRF) to relieve or mitigate economic losses suffered by students in educational programs who are California residents, or are enrolled in a residency program attending certain schools regulated by the Bureau for Private Postsecondary Education.

You must pay the state-imposed assessment for the Student Tuition Recovery Fund (STRF) if all of the following applies to you:

1. You are a student in an educational program, who is a California resident, or are enrolled in a residency program, and prepay all of part of your tuition either by cash, guaranteed student loans, or personal loans, and
2. Your total charges are not paid by any third-party payer such as an employer, government program or other payer unless you have a separate agreement to repay the third party.

You are not eligible for protection from the STRF and you are not required to pay the STRF assessment if either of the following applies:

1. You are not a California resident, or are not enrolled in a residency program, or
2. Your total charges are paid by a third party, such as an employer, government program or other payer, and you have no separate agreement to repay the third party.

The State of California created the Student Tuition Recovery Fund (STRF) to relieve or mitigate economic losses suffered by students in educational programs who are California residents, or are enrolled in a residency program attending certain schools regulated by the Bureau for Private Postsecondary Education.

You may be eligible for STRF if you are a California resident or are enrolled in a residency program, prepaid tuition, paid STRF assessment, and suffered an economic loss as a result of any of the following:

1. The school closed before the course of instruction was completed.
2. The school's failure to pay refunds or charges on behalf of a student to a third party for license fees or any other purpose, or to provide equipment or materials for which a charge was collected within 180 days before the closure of the school.
3. The school's failure to pay or reimburse loan proceeds under a federally guaranteed student loan program as required by law or to pay or reimburse proceeds received by the school prior to closure in excess of tuition and other costs.
4. There was a material failure to comply with the Act or the Division within 30-days before the school closed or, if the material failure began earlier than 30-days prior to closure, the period determined by the Bureau.
5. An inability after diligent efforts to prosecute, prove, and collect on a judgment against the institution for a violation of the Act.

A student seeking reimbursement under the Student Tuition Recovery Fund must file a written application on the Bureau of Private Postsecondary Education's Student Tuition Recovery Fund Application Form, available at www.bppe.ca.gov, signed under penalty of perjury that the form and all attachments are true and copies of the original.

Recordkeeping

Bloc maintains a file for each student who enrolls in the institution whether or not the student completes the educational service. Student records are maintained for a minimum of five years from the student's date of completion or withdrawal, with progress and performance data, and completion certificate, including a student transcript, maintained indefinitely. Bloc maintains and retains all records required by The California Private Postsecondary Education Act of 2009 (“the Act”). Student records required by the Act are maintained in the state of California, and stored in digital software in a manner secure from damage or loss. Bloc will take reasonable steps to protect the privacy of personal information contained in student records.

All student records will be made immediately available by the institution for inspection and copying during normal business hours by the Bureau of Private Postsecondary Education and any entity authorized to conduct investigations. If Bloc closes, it will arrange for the storage and safekeeping in California of all

records required to be maintained by the Act for as long as those records must be maintained.

Student may request to review their student records, or a copy of their completion certificate of transcript by contacting help@bloc.io.

Unanswered questions

Any questions a student may have regarding this catalog that have not been satisfactorily answered by the institution may be directed to the Bureau for Private Postsecondary Education at:

Address: 2535 Capitol Oaks Drive, Suite 400, Sacramento, CA 95833
P.O. Box 980818, West Sacramento, CA 95798-0818
Web site Address: www.bppe.ca.gov
Telephone Number: (888) 370-7589 or by fax (916) 263-1897
(916) 431-6959 or by fax (916) 263-1897

Complaint process

A student or any member of the public may file a complaint about this institution with the Bureau for Private Postsecondary Education by calling the Toll-free telephone #: (888) 370-7589 or by completing a complaint form, which can be obtained on the bureau's internet Web site.

Toll-free telephone #: (888) 370-7589
Website Address: www.bppe.ca.gov