2021 CATALOG ADDENDUM

NAME CHANGE

After serving the needs of Northern California students for 134 years, we are thrilled to announce that beginning April 1, 2021, Cogswell University of Silicon Valley will be known as the University of Silicon Valley™ (USV). This new name symbolizes both the recognition that our academic programs now include graduate degrees and the fact that we are taking the entrepreneurial spirit of our Silicon Valley location to students across the nation and around the world through distance education.

As the University of Silicon Valley, we will continue to provide the excellent educational programs and opportunities for which we have been known for more than a century. Not only are we expanding our geographic reach, we are increasing our offerings beyond Bachelor's and Master's degrees to include imaginative certificate programs designed to bring our creative technology curriculum to a diverse student body.

For everyone who has shared this journey over the years, thank you for your support. We look forward to our next 134 years of inspiring students at the intersection of creativity and innovation!

ACCREDITATION

The University of Silicon Valley is accredited by the WASC (Western Association of Schools and Colleges) Senior College and University Commission (WSCUC). WSCUC, 1001 Marina Village Parkway, Suite 402, Alameda, CA 94501, (510)748-9001, www.wscuc.org. WSCUC is a regional accrediting agency that is recognized by the United States Department of Education.

GRADE SCALE

The grade scale on Page 38 has been revised as outlined below.

Grade Scale					
Letter	Grade Point Value	Cutoff Percentage	Description	Calculated in GPA?	Credit Earned?
A+	4.0	97.0	Letter Grade	Yes	Yes
A	4.0	94.0	Letter grade	Yes	Yes
A-	3.7	90.0	Letter grade	Yes	Yes
B+	3.3	87.0	Letter grade	Yes	Yes
B	3.0	84.0	Letter grade	Yes	Yes
B-	2.7	80.0	Letter grade	Yes	Yes
C+	2.3	77.0	Letter grade	Yes	Yes
C	2.0	74.0	Letter grade	Yes	Yes
C-	1.7	70.0	Letter grade	Yes	Yes
D+	1.3	67.0	Letter grade	Yes	Yes
D	1.0	64.0	Letter grade	Yes	Yes
D-	0.7	60.0	Letter grade	Yes	Yes
F	0.0	< 60.0	Letter grade	Yes	No
Other Grades					
Letter(s)	Grade Point Value	Cutoff Percentage	Description	Calculated in GPA?	Credit Earned?
AF	N/A	N/A	Administrative Fail. Administration or Faculty unable to issue a grade.	No	No
AU	N/A	N/A	Audit	No	No
CR	N/A	N/A	Credit earned, C or better	No	Yes
I	N/A	N/A	Incomplete. This is a temporary grade.	No	No
NP	N/A	< 74.0	No pass. Unsatisfactory, "C-"or below.	No	No
P	N/A	74	Pass. "C" or better	No	Yes
T	N/A	N/A	Transfer credit awarded	No	Yes
W	N/A	N/A	Withdrawal	No	No
WF	0	0	Withdrawal Fail	Yes	No

TUITION AND FEES

Effective 03/01/2021: The tuition and fees have been revised as outlined below.

Tuition and Fees		
Undergraduate Tuition (per credit hour):	$866	Refundable According to the Institutional Refund Policy
Graduate Tuition (per credit hour):	$499	Refundable According to the Institutional Refund Policy
Fees (per term):		
Campus Fee (Undergraduate Students):	$500	Non-refundable
Technology Fee (Graduate Students):	$50	Non-refundable
Student Tuition Recovery Fee /STRF (*per $1,000*):	$0.50	Non-refundable
Books and Supplies (Estimated):	$500	Estimated Costs
Housing Fee:	$6,395	Refundable According to the Institutional Refund Policy
Other:		
Enrollment Fee:	$100	Non-refundable

Charges (for the first term)				
Tuition and Fees	**Undergraduate Students**		**Graduate Students**	
	w/o Housing	With Housing	w/o Housing	With Housing
Undergraduate Tuition (based on 15 credits):	$12,990	$12,990		
Graduate Tuition (based on 9 credits):			$4,491	$4,491
Enrollment Fee:	$100	$100	$100	$100
Campus Fee:	$500	$500	$0	$0
Technology Fee:	$0	$0	$50	$50
Student Tuition Recovery Fee (STRF):	$60	$60	$10	$10
Books and Supplies (Estimated):	$500	$500	$500	$500
Housing Fee:	$0	$6,395	$0	$6,395
Student Housing Application Fee:	$0	$300	$0	$300
Total Charges for the First Term:	**$14,150**	**$20,845**	**$5,151**	**$11,846**

Total Program Costs		
Program	**Current Period**	**Total Costs**
BA in Digital Art and Animation	$28,136.00	$115,674.00
BA in Game Art	$28,135.00	$112,075.00
Bachelor of Business Administration	$28,135.00	$112,075.00
BS in Computer Science	$28,135.00	$112,075.00
BS in Digital Audio Technology	$28,135.00	$112,075.00
BS in Game Engineering	$28,135.00	$112,075.00
BS in Software Development	$28,135.00	$112,075.00
Certificate in Cloud Computing	$15,964.00	$15,964.00
Graduate Certificate in Project Management	$7,192.00	$7,192.00
MA in Entrepreneurship and Innovation	$11,687.00	$16,728.00
MS in Management and Leadership in Creative Technologies	$13,185.00	$19,224.00

Other Fees	Amount
Late Payment Fee	$25 per Payment Due Date (non-refundable)
Official Transcript	$10 per transcript (non-refundable)
Graduation Fee	$100 (non-refundable)
Credit by Examination Fee	$75 per examination (non-refundable)
Audit Fee (waived for Cogswell graduates)	$500 per course (refundable per refund policy)
Diploma Reprint Fee	$25 (non-refundable)
Student ID Card Replacement Fee	$10 (non-refundable)
Student Housing Application Fee	$300 (non-refundable)
Replacement VTA Pass Fee	$25 (non-refundable)
International Students Enrollment Fee	$500 (non-refundable)
Non-sufficient Funds (NSF) Fee	$20 (non-refundable)
Late Equipment Return Fee	$5 per day (non-refundable)

Tuition and Fees are subject to change.

ACADEMIC PROGRAMS

The following BEI programs on Pages 48-52 are replaced with the below curriculum:

Graduate Certificate in Project Management		
Core Courses		
Course Number	**Course Name**	**Credits**
BUS510	Business Analysis	3
BUS520	Risk Analysis and Management	3
BUS575	Fundamentals of Project Management	3
BUS576	Essentials of Agile and Scrum Project Management	3
Total 12 Credits		

MA ENT Curriculum		
Course Number	**Course Name**	**Credits**
BUS575	Fundamentals of Project Management	3
ENT520	Business Models and Planning	3
ENT525	Legal Structures, Contracts and Risk Management	3
ENT530	Finance and Accounting	3
ENT540	Negotiation, Sources and Uses of Power	3
Electives (Choose 3 courses / 9 credits from the list below)		
Course Number	**Course Name**	**Credits**
BUS510	Business Analysis	3
BUS520	Risk Analysis and Management	3
BUS576	Essentials of Agile and Scrum Project Management	3
ENT535	Entrepreneurial Marketing	3
ENT550	Digital Transformation and Social Media	3
ENT555	Leadership and Management	3
Required Practicum (6 credits)		
Course Number	**Course Name**	**Credits**
ENT590 or	Entrepreneurship and Innovation Practicum I	3
ENT591 and	Entrepreneurship and Innovation Practicum 1	1.5
ENT592	Entrepreneurship and Innovation Practicum 2	1.5
ENT595 or	Entrepreneurship and Innovation Practicum II	3
ENT596 and	Entrepreneurship and Innovation Practicum 3	1.5
ENT597	Entrepreneurship and Innovation Practicum 4	1.5
Total 30 Credits		

MS in Management and Leadership in Creative Technologies		
Core Courses - 21 Credits		
Course Number	**Course Name**	**Credits**
BUS575	Fundamentals of Project Management	3
CTL511	Understanding the Business of Creative Industries	3
CTL525	Professional Ethics and the Law	3
CTL535	Strategic Marketing in Creative Enterprises	3
CTL540	Culture and Globalization	3
CTL581	Metrics and Data Analytics	3
ENT555	Leadership and Management	3
Electives (Choose 3 courses / 9 credits from the list below)		
Course Number	**Course Name**	**Credits**
BUS576	Essentials of Agile and Scrum Project Management	3
BUS510	Business Analysis	3
BUS520	Risk Analysis and Management	3
CTL541	Leading and Managing Change	3
CTL543	Conflict Management	3
CTL560	Creative Design Thinking for Leaders	3
ENT520	Business Models and Planning	3
ENT540	Negotiation, Sources and Uses of Power	3
ENT550	Digital Transformation and Social Media	3
Capstone Courses – 5 Credits		
Course Number	**Course Name**	**Credits**
CTL590	Leadership Experience Lab	1
CTL595	Leadership Capstone A	2
CTL596	Leadership Capstone B	2
Total 35 Credits		

The CSE programs on Pages 53-56 are replaced with the below curriculum:

Certificate in Cloud Computing (CCC) Curriculum		
Core Courses		
Course Number	**Course Name**	**Credits**
CS101	Fundamentals of Computing	4
CS106	Introduction to Scripting	4
CS262	Software Development in the Cloud	4
Electives - 4 credits (select one)		
Course Number	**Course Name**	**Credits**
CS261	Systems Architecture in the Cloud	4
CS263	SysOps for Cloud Computing	4
CS360	Database Management Systems	4
Total 16 Credits		

BS in Computer Science (CS) Curriculum

Core Courses - 75 Credits

Course Number	Course Name	Credits
BUS110	Principles of Management and Entrepreneurship	3
CS101	Fundamentals of Computing	4
CS111	Code 0: Introduction to Programming and Logic	4
CS130	Introduction to Cybersecurity	3
CS135	Studio 1	3
CS211	Code 1: Intermediate Programming	4
CS221	Linux Programming Environment	3
CS235	Studio 2	3
CS297	Data Structures: Introduction to efficient data storage	3
CS311	Code 2: Advanced Programming	4
CS320	Operating Systems Concepts	3
CS325	Algorithms: Memory and CPU Efficient Computing	3
CS335	Studio 3	3
CS341	Network Systems	3
CS351	Computer Architecture	3
CS360	Database Management Systems	4
CS361	Introduction to Compilers	3
CS421	Systems Analysis and Design	3
CS459	Big Data and Visualization	3
MATH295	Discrete Mathematics	3
MATH315	Mathematics for Computing	4
RWPS480	Senior Capstone Project 1	3
RWPS485	Senior Capstone Project 2	3

CSE Program Approved Courses (PAC) - Select 15 credits from the list below

Course Number	Course Name	Credits
BUS246	Business Intelligence and Analytics	3
CS106	Introduction to Scripting	4
CS115	Web Programming: HTML5, CSS and JavaScript	3
CS189	Object-Oriented Programming with Python	3
CS200	User Experience: Application Interface Design and Implementation	3
CS205	Internet of Things: RaspberryPi and Arduino Development	4
CS212	Java Programming	4
CS261	Systems Architecture in the Cloud	4
CS262	Software Development in the Cloud	4
CS263	SysOps for Cloud Computing	4
CS300	Computers That Listen: Introduction to Natural Language Processing	3
CS316	Advanced Web Programming	3
CS375	Mobile Programming for iOS	3
CS376	Mobile Programming for Android	3
CS446	High Performance Computing	3
CS447	GUI and Graphics Programming	3
CS450	Cryptography: Introduction to Modern Cybersecurity	3
CS457	Machine Learning and Artificial Intelligence	3
DAT110	Desktop Production Fundamentals	4
DAT115	Desktop Audio Production	4
DAT210	Digital Sound Synthesis	3
MATH116	Pre-Calculus	4
MATH143	Calculus 1	4
MATH145	Calculus 2	4
MATH240	Applied Probability and Random Processes	3
MATH290	Linear Algebra and Transformations	3
SWE361	Software QA, Testing and Validation	3
SWE449	Tools Programming	3

General Education Courses - 30 credits

Total 120 Credits

BS in Software Development (SWD) Curriculum

Core Courses - 75 Credits

Course Number	Course Name	Credits
BUS110	Principles of Management and Entrepreneurship	3
CS101	Fundamentals of Computing	4
CS111	Code 0: Introduction to Programming and Logic	4
CS115	Web Programming: HTML5, CSS and JavaScript	3
CS130	Introduction to Cybersecurity	3
CS135	Studio 1	3
CS200	User Experience: Application Interface Design and Implementation	3
CS211	Code 1: Intermediate Programming	4
CS221	Linux Programming Environment	3
CS235	Studio 2	3
CS297	Data Structures: Introduction to Efficient Data Storage	3
CS311	Code 2: Advanced Programming	4
CS316	Advanced Web Programming	3
CS325	Algorithms: Memory and CPU Efficient Computing	3
CS335	Studio 3	3
CS341	Network Systems	3
CS360	Database Management Systems	4
CS421	Systems Analysis and Design	3
MATH295	Discrete Mathematics	3
MATH315	Mathematics for Computing	4
RWPS480	Senior Capstone Project 1	3
RWPS485	Senior Capstone Project 2	3
SWE361	Software QA, Testing and Validation	3

CSE Program Approved Courses (PAC) - Select 15 credits from the list below

Course Number	Course Name	Credits
BUS246	Business Intelligence and Analytics	3
CS106	Introduction to Scripting	4
CS189	Object-Oriented Programming with Python	3
CS212	Java Programming	4
CS261	Systems Architecture in the Cloud	4
CS262	Software Development in the Cloud	4
CS263	SysOps for Cloud Computing	4
CS320	Operating Systems Concepts	3
CS351	Computer Architecture	3
CS361	Introduction to Compilers	3
CS375	Mobile Programming for iOS	3
CS376	Mobile Programming for Android	3
CS447	GUI and Graphics Programming	3
CS450	Cryptography: Introduction to Modern Cybersecurity	3
CS451	Introduction to Self-Driving Cars	3
CS457	Machine Learning and Artificial Intelligence	3
CS459	Big Data and Visualization	3
DAT110	Desktop Production Fundamentals	4
DAT115	Desktop Audio Production	4
DAT210	Digital Sound Synthesis	3
MATH290	Linear Algebra and Transformations	3
SWE449	Tools Programming	3

General Education Courses - 30 credits

Total 120 Credits

The BS in Digital Audio Technology (DAT) program on Pages 63-64 is replaced with the below curriculum:

BS in Digital Audio Technology (DAT) Curriculum		
Core Courses - 81 Credits		
Course Number	**Course Name**	**Credits**
BUS110	Principles of Management	3
DAT103	Music Theory	4
DAT104	Audio, Technology, and Innovation	4
DAT111	Desktop Production Fundamentals	4
DAT116	Desktop Audio Production	4
DAT204	Songwriting	4
DAT208	Live Sound	3
DAT211	Digital Sound Synthesis	4
DAT213	Introduction to Game Audio	4
DAT221	Studio Production 1	4
DAT239	Principles of Room Acoustics	4
DAT281	Audio & Music Industry Business Principles	3
DAT321	Studio Production 2	4
DAT324	Studio Production 3	3
DAT327	Digital Sound Design	4
DAT331	Programming for Audio Production	3
DAT335	Music Perception & Cognition	3
DAT340	Film Scoring	3
DAT342 or DAT355	Interactive Game Composition or Game Audio Implementation	3
DAT405	The Ultimate Electronic Music Production	4
DAT485	Portfolio	3
RWPS480	Capstone Project A	3
RWPS485	Capstone Project B	3
General Education Courses - 30 Credits		
Course Number	**Course Name**	**Credits**
HUM100	Disruptive Imagination	3
MATH112	College Algebra	3
ENG100	English Composition	3
ENG250	Speech and Oral Communication	3
SCI101	Basic Physics 1	3
SCI102	Basic Physics 2	3
	Humanities/Arts Choice	3
	Written Communication 2 Choice	3
	300 Level GE Choice	3
	400 Level GE Capstone Choice	3
Electives - 9 Credits		
Course Number	**Course Name**	**Credits**
	Elective Course	3
	Elective Course	3
	Elective Course	3
Total 120 Credits		

COURSE DESCRIPTIONS

The following Course Descriptions listed on Pages 72-124 have been revised:

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Hours	Prerequisites
BUS575	Fundamentals of Project Management	3	45	0	45	None

The course is designed for individuals who want to pursue a fundamental understanding of project management. The curriculum is focused on best project management practices guided by the PMI PMBOK (Project Management Body of Knowledge). Students develop industry-recognized project management skills needed to lead and supervise complex projects, manage resources and communicate effectively with project stakeholders. This course is also intended to prepare students for the PMP certification examination. For students who do not meet eligibility requirement for the PMP exam, this course is also a good preparation course for the CAPM certification exam.

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Hours	Prerequisites
BUS576	Essentials of Agile and Scrum Project Management	3	45	0	45	None

In this dynamic business environment, project managers are increasingly expected to utilize Agile and Scrum methodologies to manage complex, team-based projects. This course provides students a better understanding of these frameworks and goes beyond the technicalities of managing agile projects. Students develop valuable and marketable skills they can use to effectively deliver projects. This course is also designed to help students prepare for the PMI ACP (Project Management Institute Agile Certified Practitioner) examination.

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Hours	Prerequisites
CS106	Introduction to Scripting	4	60	0	60	None

This class is a practical introduction to programming using the scripting programming language. Topics include the concepts of declarative ("what") versus imperative ("how") programming, problem breakdown, and solution techniques. Basic subjects and terms in computer science will be introduced, such as data structures, efficiency of a program and object oriented programming. Emphasis is put on the syntax of the programming language, and the process of starting with a problem and writing a program to solve it. Students will implement several small programming projects during the course.

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Hours	Prerequisites
DAA101	Foundations of Digital Art for Production	4	60	0	60	None

This course introduces the student to the stages of production found in 3D pipelines for pre-rendered and real-time content. Students will be able to contrast 2D and 3D content creation and how they fit in production. Students are introduced to industry-standard best practices and tools for 3D content delivered to various platforms such as broadcast, film, and games.

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Hours	Prerequisites
DAT281	Audio & Music Industry Business Principles	3	45	0	45	DAT111 and BUS110

An introduction to the principles of business specific to the audio and music industries. The course begins with an introduction to music copyright, performance rights, contracts for music publishing, contracts for studio musicians, and the basics of for-hire contract work. It also introduces how to build a client base and find work opportunities, working with clients and ensuring client satisfaction. Finally, it covers matters such as keeping tax records, how much to charge and pay for various services and maintaining a healthy balance between income and investment in gear and software.

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Hours	Prerequisites
DAT285	Second-Year Portfolio	3	15	60	75	DAT212 and DAT220

Introduction to audio and music industry career-related topics. Second Year Portfolio guides students through a series of exercises and reflections designed to educe a personal career narrative, silence inner negativity, encourage completion of projects and initiatives and identify one's entrepreneurial capacity. The course addresses career-related soft skills such as building a professional network, learning how to research positions and employers, writing an effective resume, performing well in interviews and client meetings, and negotiating rates, salaries and raises. The course culminates in the construction and presentation of a web-based professional portfolio that features the best of the student's audio and music production work to date. This course can be used to fulfill the requirements of DAT282 Professional Practices Seminar.

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Hours	Prerequisites
DAT480	Portfolio 1	3	15	60	75	DAT324 or DAT326

Part I of the senior capstone project. The practical focus will be on topic research, identifying relevancy, practicality, resources, challenges, competitive analysis and marketable advantages, project planning and gathering resources. Students will complete a rapid prototyping assignment based on their chosen project. Requirements and deliverables of the course will be customized based on the individual needs of each student's chosen portfolio product or service, and may include a marketing plan, an artist one-sheet, or a business plan. The lecture part of the course will be also customized and may include topics ranging from intellectual property, distribution and licensing, as they apply to audio production. The course will culminate with a written progress report, a Portfolio 2 production plan and time-line.

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Hours	Prerequisites
ENG050	Grammar and Composition	0	45	0	45	Placement Exam

This course provides support and practice to students to improve their English reading and writing skills in order to progress into college-level courses. This course emphasizes practice in reading, note-taking, grammar, and writing in various forms. (Preparatory Course – Does not carry degree credit.)

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Hours	Prerequisites
ENG060	Writing Support Lab	2	30	0	30	Placement Exam or ENG050

This course is designed to provide additional support to students in ENG100 - English Composition by providing additional time with an instructor to develop and refine skills in reading and writing. Students will be guided through exercises and material based on the ENG100 syllabus, in order to develop the necessary competencies to pass the course.

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Hours	Prerequisites
ENG100	English Composition	3	45	0	45	Placement Exam or ENG050

This course introduces students to the challenges and demands of college-level writing; clear language that explains, describes or informs. It explores basic critical thinking, as well as the techniques and practices of expository and argumentative writing. Students learn to generate ideas for writing based on readings, to organize and support their ideas, and to apply revision strategies to the production of polished work with accurately cited sources. The course emphasized content, format and correct grammatical structure and requires students to write and revise a minimum of 6,000 words.

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Hours	Prerequisites
ENG301	Writing to be Read	3	45	0	45	ENG250

Students will practice their writing skills in order to produce work that targets specific audiences to tell compelling stories about a topic developed in collaboration with faculty. This course concentrates on research-based non-fiction genres, including blog posts, research essays, investigative reporting, and creative non-fiction. Students will work with faculty and their peers to devise a topic, research, draft, and revise significant pieces of writing from different genres or for different audiences. Students will present their work in a variety of formats, including outside the classroom.

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Hours	Prerequisites
GAM101	Foundations of Interactive Design	4	60	0	60	None

Introduction to the fundamentals of interactive design through lectures and the building of analog games in a collaborative project based environment. Topics covered include: history of computer games, writing rules, play balance, statistics and probabilities, layout and level design, psychology and replayability, atmosphere, design documents and multiplayer issues.