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# Program Catalog

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Higher Education Coordinating Commission  
3225 25th St. SE  
Salem, OR 97302

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Oregon Higher Education Coordinating Commission  
Higher Education Coordinating Commission  
3225 25th St. SE  
Salem, OR 97302

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## Our Mission

Fidgetech's mission is to inspire hope and provide dignity for adults experiencing autism, to lead more meaningful and productive lives.

## Our Story

Fidgetech is the result of several years of collaboration between a small group of Portland-based individuals interested in the personal and professional success of adults with autism. Dr. Justine Haigh, Fidgetech's director, is mother to Dan (now an adult) who was diagnosed with autism at an early age. Since he was very young, Justine noticed her son loved focusing on technology and realized that other young adults experiencing autism share a similar passion. Committed to helping her son and others find their purpose through technology, Justine teamed up with David Karstens, Jeanna Johnson, and other volunteers to create a two-night/week program of computer-based activities for young adults experiencing autism.

During early discussions of program designs, Fidgetech's founders were involved with the success of two adults experiencing autism as they were accepted into internships at local Portland-based businesses. In both cases, these opportunities were the result of a collaboration between like-minded corporate representatives and advocates for adults with autism. That set the hook for Fidgetech's founders and the launch of the organization's core programs.

## Locations

Fidgetech is offered online to students anywhere in the world who can be online during the set class times.

### Our Staff

|                       |                                      |
|-----------------------|--------------------------------------|
| JUSTINE HAIGH, PHD    | President/Director                   |
| ANNETTE VARGASON, DBA | Director of Development & Operations |
| CHRIS RAMER           | Lead Technical Instructor            |
| DANIEL POMIDOR        | Lead Instructor Instructor           |

# Our Programs

Fidgetech offers three Certificate Programs Web and App development, Digital Design, and Video Production. Note that if you decide to pursue further education, most educational institutions will not accept Fidgetech coursework as transfer credits.

| Fidgetech Code  | Fidgetech Design  |  |
|---|---|--|
| <b>Web and App Development Certificate Program</b>  | <b>Multimedia Certificate in Digital Design</b>   | <b>Multimedia Certificate in Video Production</b>  |
| <p>The Web and App Development Certificate program is a 1,290-clock-hour, 18-month, trimester-based program designed to lead to employment in the competitive software development field. The program includes core instruction in programming languages including JavaScript and React, with AI embedded into the full curriculum.</p> | <p>The Multimedia Design Curriculum is a trimester-based, 52-week program designed to lead to employment in the competitive design industry. The program includes a core design curriculum that develops a necessary foundation in visual design and graphics, plus specialization in User Experience, User Interface Design, and work prep. AI is embedded into the full curriculum.</p> | <p>The Multimedia Design Curriculum is a trimester-based, 52-week program designed to lead to employment in the competitive design industry. The program includes a core design curriculum that develops a necessary foundation in visual design and graphics, plus specialization in short-form/social media video creation and work prep. AI is embedded into the full curriculum.</p> |

## DIVERSITY, EQUITY, AND INCLUSION

Diversity, equity, and inclusion (DEI) are core parts of the Fidgetech Mission. When you enroll at Fidgetech you are choosing to be a part of that mission. Your participation in our DEI mission starts with making our classroom a welcoming and inclusive place for everyone.

## INSTRUCTORS

Fidgetech is designed to help students build teamwork skills and self-reliance. Our instructors are there to help you when you're stuck or don't understand something.

When you have a question, students can work with classmates to figure out the answer. If you still can't figure out the answer, our instructors are always there to help and explain. We have approximately 1 instructor or instructor assistant for every 4 students.

## FIDGETECH CODE: FIDGETECH WEB AND APP DEVELOPMENT

- This program prepares students for the job title of Junior web developer, an entry/junior level occupation.
- The program is divided into three trimesters: 24, 26, and 28 weeks.
- Total program length for certificate: 18 months (full-time).
- Total duration: 78 weeks.
- Schedule: Monday–Friday, up to 6 hours per day.
- The maximum time to complete the program is 36 months (3 years).

AI is embedded into the full curriculum, reflecting the needs for all professionals to have skills in utilizing a range of AI tools.

Supporter services are also offered throughout, focusing on improving students' interpersonal skills, professional identity, and their confidence to pursue meaningful employment.

On most class days, you'll have the opportunity to practice pair programming: two people working on the same code at the same time, taking turns who is typing, typically this would be with an instructor. Online, you'll connect to each other's computers and talk on an audio stream. By working together, you catch each other's mistakes, teach each other new skills, and come up with ideas neither of you would have had alone. Pairing is increasingly used by tech companies (like Facebook and Square), and we've found that pair programming helps you learn programming concepts faster, too.

### **TRIMESTER 1 – INTRODUCTION TO PROGRAMMING (24 WEEKS)**

Students learn the foundational building blocks of creating static web pages. Through hands-on projects, students build website layouts using HTML, style them with CSS, and add interactivity with JavaScript. Along the way, students develop essential developer skills—including Git and the command line—while strengthening their programming foundation through core concepts such as arrays and loops.

- Courses: 101 – Git, HTML and CSS; 102 – JavaScript and Web Browsers; 103 – Arrays & Looping
- Duration: 24 weeks
- After completing this trimester, students may qualify for entry-level roles, such as:
  - Junior web assistant
  - Technical support associate

## **TRIMESTER 2 – INTERMEDIATE JAVASCRIPT (26 WEEKS)**

Students deepen their JavaScript knowledge to build more advanced, dynamic web functionality. Topics include Node.js, object-oriented programming, test-driven development, and API integration. By the end of this trimester, students will have a strong foundation for building data-driven applications.

- Courses: 201 – Getting Started with JavaScript; 202 – Object-Oriented JavaScript; 203 – Test-Driven Development and Environments; 204 – Asynchrony and APIs
- Duration: 26 weeks
- After completing this trimester, students may qualify for roles such as:
  - Junior back-end developer
  - QA/testing technician

## **TRIMESTER 3 – REACT AND TYPESCRIPT (28 WEEKS)**

Students explore functional programming concepts and learn to write more reliable, scalable code using TypeScript. They then dive into React to build modern user interfaces, integrating APIs and persisting data with Firebase and NoSQL databases. By the end of this trimester, students will be equipped to build responsive, production-ready applications and will have a solid foundation for entry-level roles in the industry.

- Courses: 301 – Functional Programming with JavaScript; 302 – TypeScript; 303 – React Fundamentals; 304 – React with Hooks and Context; 305 – React with NoSQL; 306 – React with APIs
- Duration: 28 weeks
- After completing this trimester, students may qualify for roles such as:
  - Junior full-stack developer
  - Junior software developer
  - Junior web developer

To complete your certificate, you will conclude with two courses designed to help you develop and present your portfolio, resume, and personal website and interview for jobs:

### **MARKETING YOURSELF**

Preparing for interviewing and employment by creating personal branding materials, a personal website, and a full portfolio. Class includes mock interviews, presentations, and GitHub portfolio walk-throughs.

### **WEB AND APPLICATION DEVELOPMENT FINAL PROJECT**

This class will involve learning to develop a plan for continued learning, exploring a tool or technology of your choice, and building portfolio-ready projects that you'll be able to add to your resume, share with potential employers, and show off to friends and family.

## FIDGETECH DESIGN: MULTIMEDIA CERTIFICATE IN DIGITAL DESIGN

- This program prepares students for the job title of Graphic Designer I, UI/Usability Designer I, or Junior Web Designer at an entry/junior level occupation.
- The program is divided into three trimesters: 19, 19, and 14 weeks.
- Total program length for certificate: 52 weeks (full-time).
- Schedule: Monday–Friday, 6 hours per day.
- The maximum time to complete the program is 36 months (3 years).

AI is embedded into the full curriculum, reflecting the needs for all professionals to have skills in utilizing a range of AI tools.

Supporter services are also offered throughout, focusing on improving students' interpersonal skills, professional identity, and their confidence to pursue meaningful employment.

### **Design Trimester 1: Foundations of Design**

Students learn the fundamental principles of art and design, develop an understanding of how to work with clients, and build core graphic design skills using Adobe Photoshop and Illustrator. The module introduces Figma and foundational concepts in user experience (UX) design before returning to the Adobe Creative Suite to strengthen visual fundamentals. Students conclude the module by collaborating on an advertising project, combining design skills with effective project management practices.

**Courses:** 101–105

**Duration:** 19 weeks

| Course Number | Course Name            | Duration |
|---------------|------------------------|----------|
| 101           | Fundamentals of Design | 3 weeks  |
| 102           | Graphic Design         | 4 weeks  |
| 103           | Design Thinking        | 4 weeks  |
| 104           | Digital Art            | 4 weeks  |
| 105           | Digital Advertising    | 4 weeks  |

- Learning Outcome: Students completing this module will learn the fundamentals of art & design, have basic graphic design skills, basic UX/UI Skills, and understand how to work with clients as freelancers.
- Job Qualifications: After completing this trimester, students may qualify for basic internship roles in Design.

## **COURSES**

### FUNDAMENTALS OF DESIGN

Introduction to the professional design field: The Critique Process, creation and understanding of creative briefs, peer reviews and revisions, roles and responsibilities, and time management.

### GRAPHIC DESIGN

Introduction to basic image and vector editing and digital illustration using Photoshop and Illustrator with an overview of basic design principles used to create effective visual communication. An overview of graphic design as a visual communication strategy. An introductory understanding of composition, design, art, basic color, and graphics, including text and image interaction, and graphic identity design.

### DESIGN THINKING

A toolkit for developing visual media, including building a design research process, building prototypes, and creating viable design solutions using user research, visualization, storytelling, and experimentation.

### DIGITAL ART

Fundamental concepts and practices in digital art production, integration of design, color, and compositional principles with contemporary digital tools. Introduction to vector drawing, bitmap painting, and rendering from 3D models.

### DIGITAL ADVERTISING

A foundation-based exploration of multimedia advertising from the developing

concepts through presentation to the customer. Students act as creative directors, including creating and responding to creative briefs, for development of campaigns reflecting true multi-media: imagery, video, text, audio.

## **Design Trimester 2: Web, Motion, and Visual Storytelling**

Students begin with an introduction to HTML, CSS, JavaScript, and site builders, applying these skills to build a website based on designs they previously created in Figma. The module then shifts into visual storytelling, where students develop scripts, storyboards, and animatics to communicate ideas effectively. These concepts are expanded through animation projects using Adobe Creative Suite tools. Students revisit core design principles—typography, color theory, and composition—using Adobe Illustrator and Photoshop, and conclude by applying their skills to data visualization projects that tell clear, compelling stories through design.

**Courses:** 106–110

**Duration:** 19 weeks

| <b>Course Number</b> | <b>Course Name</b>                       | <b>Duration</b> |
|----------------------|--|-----------------|
| <b>106</b>           | Web Design                               | 4 weeks         |
| <b>107</b>           | Storytelling                             | 4 weeks         |
| <b>108</b>           | Interaction and Animation                | 4 weeks         |
| <b>109</b>           | Typography, Color Theory and Composition | 4 weeks         |
| <b>110</b>           | Data Visualizations                      | 3 weeks         |

- Learning Outcome: Students completing this module will learn the basics of constructing websites, how to tell stories visually through storyboards and animation, and capping off their Graphic Design skills.
- Job Qualifications: After completing this trimester, students may qualify for basic Graphic Design roles.

## **COURSES**

## WEB DESIGN

Exploration of usability, interfaces, navigation, and information design as well as creation of dynamic content in websites. An introduction to HTML, CSS, and use of content management systems. Emphasis on advertising principles, website design and functionality, consumer experience, and branding to create well-designed websites.

## STORYTELLING

Introduction to scriptwriting, storyboarding, and overall storytelling in visual media. Pre-production planning for both linear and interactive media; development of scripts and storyboards; creating emotions through pacing and design, incorporating voice and brand into stories.

## TYPOGRAPHY, COLOR THEORY, AND COMPOSITION

Understanding typographic terminology, grid systems, development of letter forms, and how type has its own language as a primary aspect of graphic design; understanding color theory, color systems, and the language of color as a powerful element of visual communication. Includes an overview of cultural differences in color, and the practical application of color theory in design.

## INTERACTION AND ANIMATION

Introduction to interactions and 2D animation including photographs, illustrations, video clips, and 3D animation; compression and outputting for video and web.

## DATA VISUALIZATIONS

The fundamentals of converting data into easy-to-understand visual communication for multiple audiences. Includes practical ways to develop data visualizations for dashboards and reporting, as well as for infographics.

## **Design Trimester 3: Digital Design Specialization**

Students who have completed the first two design modules may choose to specialize in Digital Design, focusing on UX/UI skills and portfolio development through four design projects. Students gain mastery in Figma by creating two fully functional app prototypes based on self-directed prompts, followed by a third end-to-end application designed in response to external company prompts and feedback. The module also introduces Adobe After Effects to deepen understanding of micro-interactions. Throughout the program, students learn the fundamentals of user research, usability testing, and prototyping. By the end of the module, students graduate with a polished resume and portfolio, prepared to interview for UX/UI and digital design roles.

| Course Number | Course Name                            |
|---------------|--|
| DD201         | Fundamentals of Digital Design         |
| DD202         | Interface Design                       |
| DD203         | User Experience and Interactive Design |
| DD204         | Digital Design Final Project           |
| DD205         | Marketing Yourself                     |

- Learning Outcome: Students completing this module will emerge with a true User Experience/User Interface Design portfolio that they can use to get freelance work, as well as apply for design positions. Students will be adequately prepared to interview for design positions.
- Job Qualifications: After completing this trimester, students may qualify for roles such as: basic User Experience Design roles or basic User Interface Design roles.

**The Digital Design program then offers a course sequence to develop skills in interaction and UI/UX, including:**

**FUNDAMENTAL OF DIGITAL DESIGN**

This course is an overview of the basics of the digital design field, including common roles and responsibilities, and time management for digital projects. Additional focus on the industry-standard tools used to create the visual elements of user interfaces for varying screen sizes and devices, including the in-demand Figma and the well-known Sketch and XD.

**INTERFACE DESIGN**

Graphic and information design principles used to organize, navigate, and develop successful interfaces. This includes the design process, documentation, and tools used within the field. Topics include user research, information architecture, interaction design, prototyping, and usability testing.

**USER EXPERIENCE AND INTERACTIVE DESIGN**

This course focuses on the implementation of engaging and interactive content for web- and mobile-based designs, leveraging principles of user experience design to move beyond flat interfaces such as animation and micro-interactions in user experiences.

To complete your certificate, you will conclude with two courses designed to help

you develop and present your portfolio, resume, and personal website. Additionally, you will learn how to interview for jobs in your field:

#### DIGITAL DESIGN FINAL PROJECT

Leveraging all course content, students will work on a final project focused on the areas of digital design that reflect their skills and interests. This final project will be a signature portfolio piece and will include regular instructor and peer feedback.

#### MARKETING YOURSELF

Preparing for interviewing and employment by creating personal branding materials, a personal website, and a full portfolio. Class includes mock interviews, presentations, and portfolio walk-throughs.

## FIDGETECH DESIGN: MULTIMEDIA CERTIFICATE IN VIDEO PRODUCTION

- This program prepares students for the job title of Junior Video Editor or Social Media Assistant at an entry/junior level occupation.
- The program is divided into three trimesters: 19, 19, and 14 weeks.
- Total program length for certificate: 52 weeks (full-time).
- Schedule: Monday–Friday, 6 hours per day.
- The maximum time to complete the program is 36 months (3 years).

### **Design Trimester 1: Foundations of Design**

Students learn the fundamental principles of art and design, develop an understanding of how to work with clients, and build core graphic design skills using Adobe Photoshop and Illustrator. The module introduces Figma and foundational concepts in user experience (UX) design before returning to the Adobe Creative Suite to strengthen visual fundamentals. Students conclude the module by collaborating on an advertising project, combining design skills with effective project management practices.

**Courses:** 101–105

**Duration:** 19 weeks

| Course Number | Course Name            | Duration |
|---------------|------------------------|----------|
| 101           | Fundamentals of Design | 3 weeks  |
| 102           | Graphic Design         | 4 weeks  |
| 103           | Design Thinking        | 4 weeks  |
| 104           | Digital Art            | 4 weeks  |
| 105           | Digital Advertising    | 4 weeks  |

- Learning Outcome: Students completing this module will learn the fundamentals of art & design, have basic graphic design skills, basic UX/UI Skills, and understand how to work with clients as freelancers.
- Job Qualifications: After completing this trimester, students may qualify for basic internship roles in Design.

## **COURSES**

### **FUNDAMENTALS OF DESIGN**

Introduction to the professional design field: The Critique Process, creation and understanding of creative briefs, peer reviews and revisions, roles and responsibilities, and time management.

### **GRAPHIC DESIGN**

Introduction to basic image and vector editing and digital illustration using Photoshop and Illustrator with an overview of basic design principles used to create effective visual communication. An overview of graphic design as a visual communication strategy. An introductory understanding of composition, design, art, basic color, and graphics, including text and image interaction, and graphic identity design.

### **DESIGN THINKING**

A toolkit for developing visual media, including building a design research process, building prototypes, and creating viable design solutions using user research, visualization, storytelling, and experimentation.

### **DIGITAL ART**

Fundamental concepts and practices in digital art production, integration of design, color, and compositional principles with contemporary digital tools. Introduction to vector drawing, bitmap painting, and rendering from 3D models.

### **DIGITAL ADVERTISING**

A foundation-based exploration of multimedia advertising from the developing concepts through presentation to the customer. Students act as creative directors, including creating and responding to creative briefs, for development of campaigns reflecting true multi-media: imagery, video, text, audio.

## **Design Trimester 2: Web, Motion, and Visual Storytelling**

Students begin with an introduction to HTML, CSS, JavaScript, and site builders, applying these skills to build a website based on designs they previously created in Figma. The module then shifts into visual storytelling, where students develop scripts, storyboards, and animatics to communicate ideas effectively. These concepts are expanded through animation projects using Adobe Creative Suite tools. Students revisit core design principles—typography, color theory, and composition—using Adobe Illustrator and Photoshop, and conclude by applying their skills to data visualization projects that tell clear, compelling stories through design.

**Courses:** 106–110

**Duration:** 19 weeks

| Course Number | Course Name                              | Duration |
|---------------|--|----------|
| 106           | Web Design                               | 4 weeks  |
| 107           | Storytelling                             | 4 weeks  |
| 108           | Interaction and Animation                | 4 weeks  |
| 109           | Typography, Color Theory and Composition | 4 weeks  |
| 110           | Data Visualizations                      | 3 weeks  |

- Learning Outcome: Students completing this module will learn the basics of constructing websites, how to tell stories visually through storyboards and animation, and capping off their Graphic Design skills.
- Job Qualifications: After completing this trimester, students may qualify for basic Graphic Design roles.

## **COURSES**

### **WEB DESIGN**

Exploration of usability, interfaces, navigation, and information design as well as creation of dynamic content in websites. An introduction to HTML, CSS, and use of content management systems. Emphasis on advertising principles, website design and functionality, consumer experience, and branding to create well-designed websites.

### **STORYTELLING**

Introduction to scriptwriting, storyboarding, and overall storytelling in visual media. Pre-production planning for both linear and interactive media; development of scripts and storyboards; creating emotions through pacing and design, incorporating voice and brand into stories.

### **TYPOGRAPHY, COLOR THEORY, AND COMPOSITION**

Understanding typographic terminology, grid systems, development of letter forms, and how type has its own language as a primary aspect of graphic design; understanding color theory, color systems, and the language of color as a powerful element of visual communication. Includes an overview of cultural differences in color, and the practical application of color theory in design.

## INTERACTION AND ANIMATION

Introduction to interactions and 2D animation including photographs, illustrations, video clips, and 3D animation; compression and outputting for video and web.

## DATA VISUALIZATIONS

The fundamentals of converting data into easy-to-understand visual communication for multiple audiences. Includes practical ways to develop data visualizations for dashboards and reporting, as well as for infographics.

## Design Trimester 3: Video Production

Students who have completed the first two design modules may choose to specialize in Video Production, building editing skills and a professional reel through four video projects. Students develop proficiency in Adobe Premiere by creating two fully realized video projects based on self-directed prompts, followed by a third project built to client specifications. The module also covers modern social media standards and short-form video formats, including Reels, TikTok, and YouTube Shorts. Students complete the program with a polished resume, demo reel, and portfolio, ready to pursue video editing and production roles.

| Course Number | Course Name                       |
|---------------|-----------------------------------|
| VP201         | Fundamentals of Video Production  |
| VP202         | Video Editing                     |
| VP203         | Social Media and Short-form Video |
| VP204         | Video Production Final Project    |
| VP205         | Marketing Yourself                |

- Learning Outcome: Students completing this module will learn the fundamentals of video editing and production, and have the skillset to begin shooting & editing their own video projects for social media. Students will be adequately prepared for interviews with a reel, portfolio, and resume.
- Job Qualifications: After completing this trimester, students may qualify for basic Video Editor roles.

## **COURSES**

### **FUNDAMENTALS OF VIDEO PRODUCTION**

This course is an overview of the basics of the video production stages and process, time management, common roles and responsibilities within a video production or editing team, and focuses on the industry-standard tools used to create video content of various lengths and subjects, laying a foundation for editing and sound production.

### **VIDEO EDITING**

The basics of film aesthetics and editing techniques using software, acquisition of footage, skilled effects, and sound to support storytelling, media management, and exporting. Students will learn how editing choices impact the way a project will be perceived and ultimately influence its success.

### **SOCIAL MEDIA AND SHORT-FORM VIDEO**

Creating short-form content, 30 seconds to 3 minutes, for use in social media channels. An overview of social media platforms and their audiences and formats plus how to approach abbreviated storytelling and common tools.

To complete your certificate, you will conclude with two courses designed to help you develop and present your demo reel, resume, and personal website. Additionally, you will learn how to interview for jobs in your field:

### **VIDEO PRODUCTION FINAL PROJECT**

Leveraging all course content, students will work on a final project focused on the areas of video production that best reflect their skills and interests. This final project will be a signature portfolio piece and will include regular instructor and peer feedback.

### **MARKETING YOURSELF**

Preparing for interviewing and employment by creating personal branding materials, a personal website, and a full portfolio and demo reel. Class includes mock interviews, presentations, and portfolio/demo reel walk-throughs.

# Applying

We take applications on a rolling basis and close applications when classes are full. The earlier you sign up, the better your chances of getting into a program.

You don't need any design or coding experience to enroll at Fidgetech, but you should feel comfortable using a computer and the internet. You also need to be able to speak and read at least conversational-level English and have completed high school or equivalent.

Here's what you need to do to apply:

- Complete a basic video interview with Fidgetech staff to answer your questions and learn more about the program.
- Confirm your identity with a state-issued ID during that basic interview.
- Submit a copy of your high school diploma from a U.S.-based high school or equivalent achievement.
- Be experiencing autism or other forms of neurodivergence
- Complete a written essay expressing a genuine desire to learn coding or design.
- Complete a practical interview with an instructor to assess basic technical competency, including the ability to use a computer, internet, email, video conferencing services, cloud-based design and coding systems, ability to follow basic instructions, and create a rudimentary design or coding asset.
- Complete the application form at <https://www.fidgetech.org/student-application>. There are no application fees.

Optionally, email us to get any lingering questions answered at [info@fidgetech.org](mailto:info@fidgetech.org).

After you fill out the application form, we'll follow up with you within 5 business days to schedule your interviews. If you voluntarily withdraw from the application process, you are welcome to re-apply and continue where you left off. Transfers are not accepted. You will find out if you have been accepted to the program within 5 business days of completing all application steps.

If your application is denied due to missing information, you can re-apply at any time. If your application is denied because you do not or cannot meet the requirements now or in the future, you cannot reapply.

Fidgetech prohibits discrimination against its customers, employees, and applicants for employment and student applicants on the basis of race, color, national origin,

age, disability, sex, gender identity, religion, reprisal, and where applicable, political beliefs, marital status, familial or parental status, sexual orientation, or all or part of an individual's income is derived from any public assistance program, or protected genetic information in employment or in any program or activity conducted or funded by Fidgetech.

# Schedule

In 2026, Fidgetech is recommends enrollment on the following schedule, but enrollment is open year round.

- January 5, 2026
- May 4, 2026
- September 8, 2026

Fidgetech is closed for these holidays:

- January 19, 2026 - MLK Day
- February 16, 2026 - President's Day
- May 25, 2026 - Memorial Day
- June 19, 2026 - Juneteenth
- July 3, 2026 - Independence Day (observed)
- September 7, 2026 - Labor Day
- November 11, 2026 - Veterans Day
- November 26-27, 2026 - Thanksgiving
- December 25, 2026 - January 1, 2027 Winter Break

# Tuition

Fidgetech students aren't eligible for traditional student loans through the US Department of Education or government assistance programs. Tuition at Fidgetech is not tax deductible.

The tuition for our programs is \$1,295 per month for full-time students. This means most certificate programs are at the minimum approximately \$15,600 to complete but can be as much as \$62,160 if students decide to take longer to complete the program. We encourage students to work closely with their instructors and take a leave of absence if they do not plan to dedicate themselves to the program once started.

## Tuition & Payment Options

1. **Pay-as-you go: \$1,295 per month**, billed monthly while the student remains enrolled and active.
2. **Discounted tuition option**, if prepay for the trimester.

### Code Program

| Trimester   | Duration        | Normal Tuition  | Discount for Prepay   |
|---|-----------------|-----------------|-----------------------|
| Trimester 1 – Introduction to Programming (101-103) | 24 weeks        | \$7,170         | \$6,812 (5% discount) |
| Trimester 2 – Intermediate JavaScript (201-204)     | 26 weeks        | \$7,770         | \$7,382 (5% discount) |
| Trimester 3 – React and TypeScript (301-306)        | 28 weeks        | \$8,370         | \$7,952 (5% discount) |
| <b>Totals</b>                                       | <b>78 weeks</b> | <b>\$23,310</b> | <b>\$22,146</b>       |

## Design Program

| Trimester                           | Duration        | Tuition         | Tuition Pre-Pay Discount |
|-------------------------------------|-----------------|-----------------|--------------------------|
| Trimester Module 1 (101-105)        | 19 weeks        | \$5,700         | \$5,415 (5% discount)    |
| Trimester Module 2 (106-110)        | 19 weeks        | \$5,700         | \$5,415 (5% discount)    |
| Trimester Module 3 (Specialization) | 14 weeks        | \$4,200         | \$3,990 (5% discount)    |
| <b>Totals</b>                       | <b>52 weeks</b> | <b>\$15,600</b> | <b>\$14,820</b>          |

You can make payments by electronic check transfer (ACH) at no added cost. Payments must be made prior to the first day of class. Payments made by credit or debit card will incur a non-refundable 3% processing fee, and payments made by paper check will incur a non-refundable \$50 processing fee.

There are no other fees or required materials through Fidgetech. Students do need their own computer with a video cam, internet, and multimedia program students will need to subscribe to the Adobe Creative Suite through Adobe.

## Refunds

Because we have limited space at Fidgetech, we strongly encourage you to enroll only if you're sure you can attend. We hate turning away applicants, and it's even more painful if someone we accept then drops out. That said, if at any time, for any reason, you withdraw or are expelled from Fidgetech your refund will be calculated based on the following refund and cancellation policy.

- (1) A student may cancel enrollment by giving written notice (emailed to [info@fidgetech.org](mailto:info@fidgetech.org)) to the school. Unless the school has discontinued the program of instruction, the student is financially obligated to the school according to the following:
  - (a) If cancellation occurs after the enrollment date but before the first day of classes, all monies related to the enrollment agreement shall be refunded;
  - (b) If withdrawal or termination occurs after the first program day and before 50 percent of the total program days for the month are completed, the student shall be entitled to a 50% refund of the monthly tuition;
  - (c) If withdrawal or termination occurs after completion of 50 percent or more of the total program days, the student shall be obligated for the tuition charged for the entire month and shall not be entitled to any refund.
  - (d) For students who have prepaid for a trimester at the discounted rate, the trimester tuition will be divided equally by the number of months in that trimester to determine the monthly equivalent amount. Months that have not yet begun at the time of withdrawal will be fully refunded at the monthly equivalent rate. For the month in which withdrawal occurs, the refund provisions of subsections (b) and (c) above apply to the monthly equivalent amount.
  
- (2) For cancellation under Subsections 1 (a)-(d), the “date of enrollment” will be determined:
  - (a) When the enrollment occurs online, the date of enrollment will be the date the school receives:
    - (A) A copy of the enrollment agreement signed by the student and the student is granted access to the program, or
    - (B) Submission of student enrollment information through a secured website. The website must have a registration process that includes, but is not limited to, statements detailing the legal and financial obligations related to enrollment in the school. The student must verify that he/she has read and understands the enrollment agreement. A copy of the student enrollment agreement information that includes “a declaration by the student acknowledging the reading, understanding, and acceptance of the

enrollment obligations” shall be placed in the student file in lieu of a signed enrollment agreement.

- (3) No advanced deposits are required or taken. Fidgetech requires no deposits; students pay monthly for courses and the payment for the month (\$1,295) is due on the first day of each month. Students who elect to prepay for a trimester at the discounted rate will pay the full trimester amount prior to the start of that trimester.
- (4) Leave of Absence: Students can temporarily withdraw from the program without financial penalty and with a tuition pause and rejoin at a later date provided that they: a) Have completed all the core program courses; b) Have been in the program for a minimum of 8 months; c) Provide written notice of intent to withdraw before the commencement of classes along with an anticipated date of return to school; d) Do not access school systems or instructors during their leave of absence) Return to school within one year. If the student does not return to school within one year, they must reapply and start the program again.

Refunds will be issued within 30 days of withdrawal.

## Attendance

To be counted as present, you must be in class, not late or leave early.

We want to encourage you to take days off when you need to, but if you miss more than 50% of classes or meetings with your instructor in the first half of any month, you will need to repeat the class, upon review by the instructor. For Fidgetech Code, students move through sections, so the content that needs to be repeated will be decided by the instructor.

### SIGNING IN LATE OR OUT EARLY

Signing in to class 15 minutes late or more counts as being tardy. Signing out earlier than 15 minutes counts as leaving early. If you sign in late and leave early on the same day it counts as being absent. There may be exceptions to this at the discretion of the instructor.

### ALLOWED ABSENCES

If you are absent more than 50% of scheduled classes or meetings during the first half of the month, an instructor will talk to you about your attendance, remind you of

this policy, and send you an email. Instructors may make an exception to this policy at their discretion. No exceptions will be granted after 75% absent days.

#### COMMUNICATING WITH YOUR INSTRUCTOR

If you are absent, you should notify your instructor as soon as safely possible. You do not need to disclose the reason for your absence to any staff member or fellow student, though you are welcome to do so. If you are absent from class (or arrive late or leave early), it is up to you to make up whatever work you miss.

If you need to take a leave of absence for up to a year, Fidgetech staff can arrange for you to rejoin a later cohort. After a year, you will need to reapply to the program and restart your classes.

#### ATTENDANCE HONESTY

If you sign-in and then leave, have a friend sign in or out for you, or otherwise represent that you have attended class when you have not, that class will be considered an absence. If this happens more than once, you will need to repeat the class.

## Grading

As you progress through course material, you'll work alone on independent projects that will help you make sure you understand the topics covered in the course section and identify any gaps in your knowledge. By the end of the following week, your instructor will give you feedback.

Assignments can be found and submitted in the Fidgetech Learning System.

#### FIDGETECH CODE GRADING

Each independent project contains several objectives. Your instructor will assess whether your project passes by meeting each of the objectives. Each objective is assessed on the following scale and assigned a passing score if the code meets the standard all of the time or most of the time. A Project can be considered failing if any of the objectives is marked as "does not meet this standard yet."

|   |
|---|
| The code meets this standard all of the time. |
|---|

|  |
|--|
| The code meets this standard most of the time. |
| The code does not meet this standard yet.      |

To graduate, you must pass all certificate program courses. To pass a class, you must have passing grades on all your Independent projects.

Students are required to pass all Independent Projects and keep up with the pace of the program to graduate within the maximum program completion time. If you fall behind on your coursework, your instructor(s) will meet with you to consider your situation and any contributing factors. However, if you are not able to keep up with your coursework, you can extend the time it takes to complete the program for up to 48 months (4 years).

These policies are in place because it is our responsibility to ensure that when they leave our program, graduates are ready to be successful in their job search and eventual first role.

#### DEADLINES FOR FIDGETECH CODE

You must submit your project by the specified deadline. There are three deadlines for any given project:

- Initial submission: this is the first due date.
- Resubmission: within one week.
- Final submission: within one week after the resubmission feedback is given.

Once you have passed a project with a 3 or 4, there's nothing more required of you. You can tell whether you've passed or failed a project in the Fidgetech Learning System.

If you do not meet the objectives on your initial submission, you'll need to resubmit your project. It's commonplace for students to do a resubmission and the feedback will direct you on what's missing. Keep in mind that you do not have to wait until the resubmission deadline to turn in your project — we welcome you to turn in resubmissions early.

If your project does not pass all objectives by the resubmission deadline, one week after the project was assessed, you will have an additional week to meet all objectives on your project by the final deadline.

After the final deadline on any project, it is to the instructor's discretion to allow continued submissions after the final deadline.

#### FIDGETECH DESIGN GRADING

Each assignment contains several objectives. Your instructor will assess whether your project meets the objectives. Each assignment is assessed on a 5-point scale:

|   |  |
|---|--|
| 4 | Project meets all objectives             |
| 3 | Project meets the majority of objectives |
| 2 | Project meets a few of the objectives    |
| 1 | Project Incomplete                       |
| 0 | Did not submit                           |

To graduate, you must pass all certificate program courses. To pass a class, you must have all 3- and 4-level assessments on your assignments.

Students are required to pass all assignments and keep up with the pace of the program to graduate within the maximum program completion time. If you fall behind on your coursework, your instructor(s) will meet with you to consider your situation and any contributing factors. However, if you are not able to keep up with your coursework, you can extend the time it takes to complete the program for up to 48 months (4 years).

These policies are in place because it is our responsibility to ensure that when they leave our program, graduates are ready to be successful in their job search and eventual first role.

#### DEADLINES FOR FIDGETECH DESIGN

You must submit your project by the specified deadline. There are three deadlines for any given project:

- Initial submission: this is the first due date.
- Resubmission: this is always 3 days after the project was assessed.
- Final submission: This is 3 days after the resubmission feedback is given.

Once you have passed a project with a 3 or 4, there's nothing more required of you. You can tell whether you've passed or failed a project in the Fidgetech Learning System.

If you do not meet the objectives on your initial submission, you'll need to resubmit your project. It's commonplace for students to do a resubmission and the feedback will direct you on what's missing. Keep in mind that you do not have to wait until the resubmission deadline to turn in your project — we welcome you to turn in resubmissions early.

If your project does not pass all objectives by the resubmission deadline, 3 days after the project was assessed, you will have 3 additional days to meet all objectives on your project by the final deadline.

After the final deadline on any project, we will no longer accept any submissions and you will need to repeat the class. At the discretion of your instructors, you can dually enroll in up to two classes to stay with your cohort and graduate on time.

#### PROGRESS REPORTS

Students will be sent weekly or monthly progress reports through the Fidgetech Learning System, depending on the needs for program they have enrolled in. These reports include attendance, assignment grades, and any applicable notes from instructors. For Fidgetech Code students, monthly reports will also include progress rates and estimated completion dates of courses. If something is inaccurate in a progress report, the student needs to schedule an appointment with their instructor to correct any inaccuracies. If students fall behind on their learning or coursework, a student performance improvement plan will be included in the weekly progress report by the instructor.

We know Fidgetech is an intensive and demanding program, and that many factors can contribute to a student falling behind. Because of this, we do see students in every cohort retake all or part of the coursework. For whatever reason if you find yourself struggling, please reach out to an instructor as soon as possible so they can help you identify the best steps forward.

# Code of Conduct

At Fidgetech, students spend much of their time working together, in pairs, in groups of pairs, or in peer review sessions. In both learning and practicing software development and design, people learn more with better outcomes when working together than when working alone.

Such close collaboration requires that students at Fidgetech commit to supporting and respecting each other.

To participate in Fidgetech, you must agree to:

- Be kind to others. Most of the time, this should be easy. Occasionally, this will be difficult, especially with people you don't like, or with people who have not been kind to you. Nevertheless, under all circumstances, you agree to be kind to others.
- Assume others' good intentions. When someone does something that feels unkind to you, assume that person has good intentions. Perhaps they did not mean to be unkind. Perhaps they are in a bad mood. Perhaps you did something that hurt them without realizing it.
- Help other students be kind to you. Intention is different from impact. Even when you assume others' good intentions, others' behaviors and actions can impact you in negative ways. If someone does something that hurts or offends you, talk to them about what they did and how it hurt you. If you are not comfortable talking to them, ask an instructor or friend to help you talk to that person.
- Respect people's differences. Students at Fidgetech are of diverse races, genders, sexual orientations, abilities, ages, religions, economic statuses, and many other differences. Don't assume anything about someone's ability or personality because of such differences, and don't say anything hurtful about who they are. If you aren't sure if something might be hurtful, don't say it. Do not make assumptions about a person's gender pronouns and use the gender pronouns the person requests such as she, he, or they.
- Don't make others feel uncomfortable. Different people have different feelings and expectations about sex and romance. Sexual harassment can take many forms and it can be difficult to anticipate what conduct may be offensive or unwelcome to others. Be respectful to your classmates: if you aren't sure if something will make someone uncomfortable, don't do it.
- Work hard and stay focused. During class, stay focused on your work. Turn off your cell phone and don't check email, social media, or any other website that does not relate to the work at hand.

- Take care of yourself. Get enough sleep on school nights. Eat well. Exercise for at least 20 minutes every day, even if it's just walking. It will make you a better coder and designer, and a better teammate to your classmates.
- Treat school the way you would a job. Fidgetech is training for a career, so treat other students with the same professional courtesy you would co-workers, and your instructor and other staff with the same respect you would a work supervisor.
- Do not submit others' work and assignments as your own. We understand that deadlines can be stressful and you may feel pressured to submit any work, including work you did not create. Instead of submitting someone else's work, speak with your instructor immediately about how you can submit the assignment past the deadline. We understand in design and coding, you can emulate, be inspired by, or borrow from others' work, but you must create all your assignments yourself to complete your classes.
- Be honest about attendance. If you sign-in and then leave, have a friend sign in or out for you, or otherwise represent that you have attended class when you have not, that class will be considered an absence. If this happens more than once, you will need to repeat the class.

Hopefully, this Code of Conduct is how you strive to behave anyway. The Fidgetech staff will have the final say in the interpretation of this Code, and if they decide you have violated it, they will ask you to leave the class.

Fidgetech is an opportunity not just to learn design and development, but to practice working closely with others. On the rare occasions that you find such close collaboration difficult, we hope this Code of Conduct will be your guide.

#### PROBATION, SUSPENSION, AND EXPULSION

All students and staff must follow our Code of Conduct. If you violate the Code of Conduct, your instructor or another Fidgetech staff will talk with you about what you did, why it violated the Code of Conduct, and document the meeting by sending you an email. If you violate the Code of Conduct a second time, you will be placed on probation for one month and will need to meet weekly for one month with your instructor or another Fidgetech staff to discuss the Code of Conduct, with each meeting documented. If you violate the Code of Conduct a third time, you will be suspended for 1-3 months. For tuition payments and refunds, a suspension is treated like a leave of absence. If you violate the Code of Conduct a fourth time, you will be expelled and asked to leave the program and cannot re-apply. Expulsion is treated like cancellation for refund purposes.

Fidgetech's management may, in their sole discretion, deem your first violation malicious and expel you without previous warning. Examples of malicious violations include using racial slurs or making threats of violence.

If you've witnessed or been subject to behavior from another student that violates Fidgetech's Code of Conduct, please inform a staff member.

We realize that you may experience a situation that makes you feel uncomfortable or unwelcome, but that isn't a clear violation of the Code of Conduct, and that you may not feel comfortable sharing with a staff member. In this type of situation, you may fill out our anonymous complaint form. This form is anonymous and the information you share cannot be used to take concrete action against a student, such as determining a Code of Conduct violation. However, Fidgetech staff may use this information to inform the student of the impact of their action and ask them to be mindful of that impact in their future behavior.

# Discrimination and Harassment

Respect for students' and staff's diverse backgrounds is a cornerstone of Fidgetech's Code of Conduct. Fidgetech prohibits discrimination against or harassment with regard to any local, state, or federal protected classes towards its applicants, students, or employees. Protected classes include race, color, national origin, age, disability, sex, gender identity, religion, reprisal, political beliefs, marital status, familial or parental status, sexual orientation, receipt of public assistance, and protected genetic information.

If you believe you have been discriminated against or harassed, please notify our President, Justine Haigh, in writing at [justine.haigh@fidgetech.org](mailto:justine.haigh@fidgetech.org). Any person unlawfully discriminated against, as described in ORS 345.240, may file a complaint under ORS 659A.820 with the Commissioner of the Bureau of Labor and Industries. Fidgetech's policies governing employees will be enforced in situations where instructional staff or other school personnel have been found to have engaged in discriminatory behavior.

Fidgetech receives federal workforce funding and is subject to the nondiscrimination requirements of the Workforce Innovation and Opportunity Act (WIOA). Upon receiving a discrimination complaint, Fidgetech will send written acknowledgment within 3 business days. Our written response constitutes a Notice of Final Action. If you are dissatisfied with our resolution, you have 30 days from receiving the Notice of Final Action to file a complaint with the Director, Civil Rights Center, U.S. Department of Labor, 200 Constitution Ave NW, Room N-4123, Washington DC 20210. If we fail to respond within 90 days, you may file directly with CRC within 30 days of that deadline. You may also request mediation as an alternative - contact Justine Haigh to initiate this.

# Grievances

If for any reason you feel a student or staff member has violated the Code of Conduct, or if Fidgetech is not meeting your needs in any way, please talk with your instructor, advisor, or any other staff member. If you aren't able to resolve your grievance in another way, email our President directly at [justine.haigh@fidgetech.org](mailto:justine.haigh@fidgetech.org) with the subject "Student Grievance" and list your specific grievances with supporting documentation. Fidgetech will review your grievance and respond in writing within 15 days.

If you are not satisfied with our handling of a grievance, you may contact the Oregon Higher Education Coordinating Commission, per the below legally required language below:

Students aggrieved by actions of the school should attempt to resolve these problems with the appropriate school officials. Should this procedure fail students may contact:

Oregon Higher Education Coordinating Commission  
Higher Education Coordinating Commission  
3225 25th St. SE  
Salem, OR 97302

After consultation with appropriate Commission staff and if the complaint alleges a violation of Oregon Revised Statutes 345.010 to 345.470 or standards of the Oregon Administrative Rules 715-045-0001 through 715-045-0210, the Commission will begin the complaint investigation process as defined in OAR 715-045-0023 Appeals and Complaints.

# Student Files Policies

Fidgetech keeps copies of student transcripts and other documents indefinitely. You can access your student files on the Fidgetech Learning System.

Fidgetech staff will not release any information about you without your written permission, including whether or not you are (or have ever been) a Fidgetech student, except:

- if required to do so by a judicial order or subpoena;
- appropriate officials in cases of health and safety emergencies;
- specified officials for audit or evaluation purposes; and
- organizations conducting certain studies for or on behalf of the school.

For any inquiry about you other than those above, including from employers, Fidgetech will request your written permission before responding.

You may request that Fidgetech correct records which you believe to be inaccurate or misleading. If Fidgetech decides not to amend the record, you may request a formal hearing. If Fidgetech still decides not to amend the record, you may place a statement in your record setting forth your view about the contested information.

Fidgetech complies with the Family Educational Rights and Privacy Act (FERPA).

# Student Services: Work Prep Services

Fidgetech offers a comprehensive Work Prep Program you'll go through while you're learning to code to make sure you're set up for success after you graduate. Below, you can check out what to expect throughout the program.

- *Vital Skills Training*  
Students will complete a workshop – specifically designed for adults experiencing autism and other forms of neurodivergence – to help with the interpersonal and social dynamics of the workplace.
- *LinkedIn Profile and Portfolio Website*  
You will have time in class to create or update your LinkedIn profile to set you up for success in the tech or design industry.
- *Mock Interview*  
During your Marketing Yourself Course, you will complete several mock interviews. This will include both technical and non-technical questions and will be a great opportunity to sharpen your interview skills before your interviews with actual companies.
- *Resume and Cover Letters*  
During your Marketing Yourself Course, you will write a cover letter and resume, prepare and present your portfolio, and practice interview questions. These materials will be reviewed and critiqued by your instructor and discussed in class.
- *Job Applications*  
Once you have completed your job-seeking materials, there will be time set aside during the Marketing Yourself class to be matched and apply for jobs.

## INTERNSHIPS AND ENTRY-LEVEL JOBS

After completing their classwork, Fidgetech may facilitate internships for its students, the opportunity to interview with companies, and matching based on company and student preferences to get real-world experience. For students outside the Portland, Oregon area, we will help give you the tools to coordinate an internship for yourself that meets your needs.

## JOB SEARCH

Our staff builds relationships with local employers to find appropriate positions for our alumni. Fidgetech does not and cannot guarantee employment; however, Fidgetech will work closely with you after graduation to help you secure an internship.

# Accessibility

Fidgetech is committed to providing access and reasonable accommodation for students experiencing autism and those with disabilities and other needs. However, we aren't able to accommodate requests that would result in a student being unable to meet graduation requirements, such as waiving assessment requirements, or would result in major disruption to other students, such as regularly arriving significantly late for any peer review sessions.

Please discuss and request accommodations during the interview process. We will ask for documentation from a healthcare provider when applicable. Fidgetech staff will review your request and staff will work with you individually based on your needs to come up with a plan that best supports your success.