↘ University Facts

A WORLD LEADER IN EDUCATION FOR
Entertainment, Media & the Arts

The University

Founded in 1979

Graduate and Undergraduate Degree-Granting Institution

Campus and Online

Accredited by ACCSC
(Accrediting Commission of Career Schools and Colleges)

Awards & Recognition

Named 2008, 2011, and 2014 **"School/College of the Year"** by the **Florida Association of Postsecondary Schools & Colleges** (FAPSC)

Presented with the **"Center of Excellence"** Award in 2011 by **The New Media Consortium**

Ranked #7 of the **Top 100 Social Media Colleges** in 2013 by **StudentAdvisor.com**

Named one of the "**Best for Vets Colleges: 2013 and 2014**" by *Military Times EDGE Magazine*

Presented with **"21st Century Best Practices in Distance Learning"** Award in 2011 by the **United States Distance Learning Association** (USDLA)

Recognized as one of *Orlando Business Journal's* **"Best Places to Work"** in 2010, 2011, and 2012 as well as **"Best Company"** in the **2009** *Orlando Business Journal's* **Reader's Choice Awards**

Recipient of Apple's **Innovators in Education** Award in 2010

Named as the **2009 ITFlorida "Leader of the Year"**

Called **"The Harvard of Game Schools"** by *Tips & Tricks Magazine* in 2007

Named **1 of the 5 "Best Music Programs"** in the country by Rolling Stone Magazine in 2005 and one of the **"Best Music Departments"** in the country in *Schools That Rock: The Rolling Stone College Guide* in 2005

Recognized as **1 of the Top 5 Film Schools** in the country by *UNleashed Magazine*, 2005

Named one of the 2015 **"Top 25 Music Schools"** by *The Hollywood Reporter*

Presented with **"Most Innovative Program"** Award by the **Florida Association of Postsecondary Schools & Colleges** (FAPSC) in 1996

Named one of the 2015 **"Top Schools To Study Game Design - Graduate & Undergraduate"** by *The Princeton Review*

Named one of the 2015 **"Top Design Schools"** by *Graphic Design USA Magazine*

University Facts
2016

CAMPUS DEGREES

Graduate Programs
Entertainment Business
Film Production
Game Design

Undergraduate Programs
Cloud Technologies
Computer Animation
Creative Writing for Entertainment
Digital Arts & Design
Entertainment Business
Film
Game Art
Game Development
Media Communications
Mobile Development
Music Business
Music Production
Recording Arts
Show Production
Simulation & Visualization
Software Development
Sports Marketing & Media
Web Design & Development

Courses
English as a Second Language

ONLINE DEGREES

Graduate Programs
Business Intelligence
Creative Writing
Entertainment Business
Entertainment Business *with a Sports Management Elective Track*
Innovation & Entrepreneurship
Instructional Design & Technology
Internet Marketing
Media Design
Mobile Gaming
New Media Journalism
Public Relations

Undergraduate Programs
Audio Production
Computer Animation
Creative Writing for Entertainment
Digital Cinematography
Entertainment Business
Game Art
Game Design
Graphic Design
Internet Marketing
Media Communications
Mobile Development
Music Business
Music Production
Sports Marketing & Media
Web Design & Development

Graduate Certificates
Instructional Design & Technology
Internet Marketing

Our Students

» From 50 states and 67 countries
» 71% of campus students from outside the state of Florida
» 88% of online students from outside the state of Florida
» Average age: 21 years old (Campus), 28 years old (Online)
» Varying educational backgrounds

The Census

» 15,300 students
» 2,100 full-time equivalent employees
» 53,000+ graduates
» 620 educators who possess a wide-range of academic and professional credentials that contribute to Full Sail's unique learning experience.

Full Sail's Economic Impact

» Study conducted by The Washington Economics Group - Coral Gables, Florida
» $1,550,000,000 total annual economic impact
» Currently support 13,900 employment positions
» Largest employer in Winter Park, FL

STUDENTS ON CAMPUS ATTEND SCHOOL ON A PROFESSIONAL SCHEDULE
8-12 hours a day
24-hour round-the-clock schedule

ACCELERATED, INNOVATIVE CURRICULUM
Graduate degree attainable in 12 months
Undergraduate degree attainable in 20-32 months
Degrees start every month and make graduates available to the industry year round

Full Sail's Campus

» **210 Acres**

» **880,000+ square feet of real-world media production facilities**

» **110+ Studios / Labs, 60+ Classrooms**

Highlights Include...

Full Sail Backlot

REBL HQ

Full Sail Live

UX Lab

Full Sail Building 7 Lakeview

Full Sail Building 5 Online Headquarters

Full Sail Building 3

Full Sail Building 4

Full Sail Live 2

Full Sail Live

Full Sail Building 1

Full Sail Building 2

Full Sail Live Venue

Full Sail Live 3

Buildings 110, 120 & 130
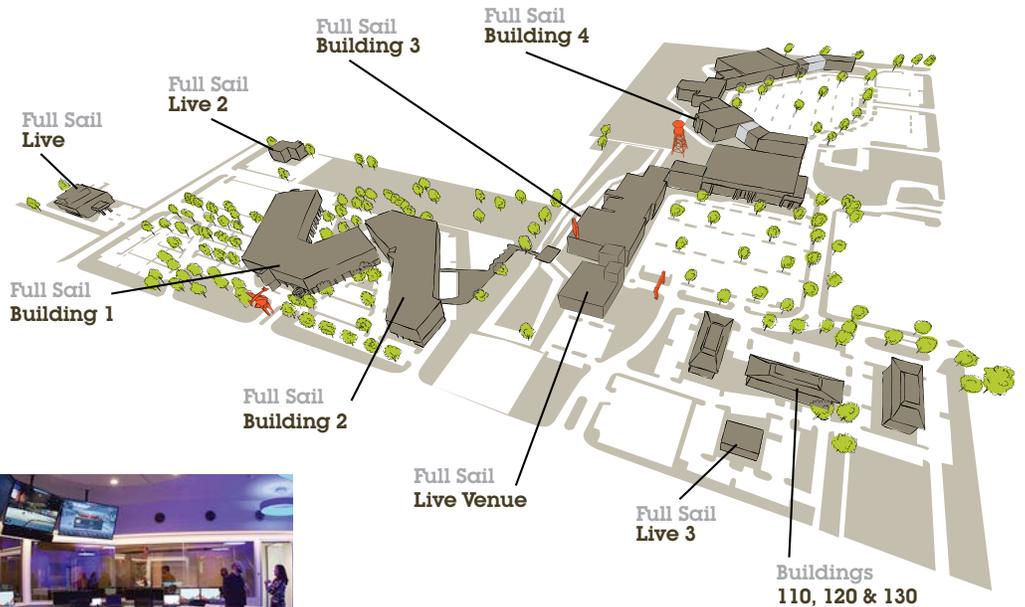
Full Sail Online

Full Sail's online programs are driven by a proprietary web-based platform that expands our unique approach to education to students across the globe.
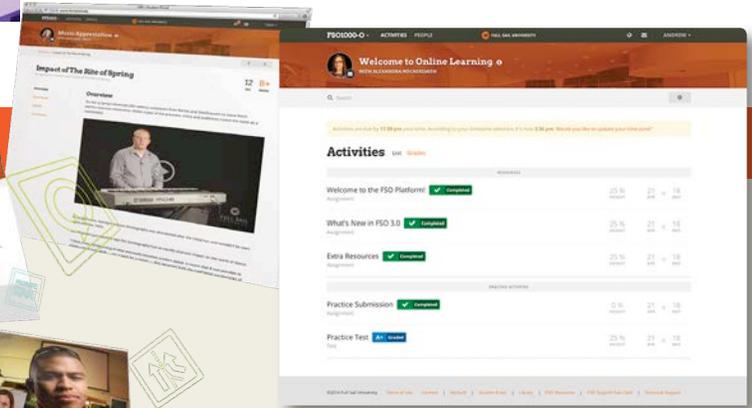
A HUMAN APPROACH

One of the foundations of the Full Sail approach is to keep students connected to people, so they may experience one-click access to instructors, exclusive guest lectures, and intuitive, collaborative tools that enable all to meet, share, and receive feedback from their fellow students.

INNOVATIVE CURRICULUM

From video, animation, and podcasts, to more traditional lectures and essay assignments, Full Sail has developed extensive original and engaging content that allows us to challenge and inspire the students we serve.

PROJECT LAUNCHBOX™

Through a relationship with Apple, all Full Sail online students, as well as campus students acquire an Apple MacBook Pro notebook computer loaded with powerful software, all at a deep institutional discount. The Mac is integrated into their curriculum, allowing students to utilize the power of Apple technology to create music, film, games, animation, design, and more.

2015 GRAMMYs®

- 52 Full Sail graduates were credited on 46 artists' releases that were nominated in 40 separate categories.
- 17 graduates worked on 11 GRAMMY®-winning projects across 14 categories at the 57th Annual GRAMMY® Awards.
- Full Sail graduates have mixed, recorded, or assisted on 18 GRAMMY®-winning Album of the Year releases over the past 25 years

2015 OSCARS®

- 27 graduates were credited on 9 Oscar-winning films at the 87th annual Academy Awards. Graduates of Full Sail University have participated in industry roles on 13 Best Picture winning films over the last 20 years, including this year's Best Picture winner, *Birdman*.
- A total of 113 graduates were credited on 24 OSCAR®-nominated films across 20 categories during the 87th Annual Academy Awards.
- Full Sail graduate and 2009 Hall of Fame inductee, Gary Rizzo won the 2011 OSCAR® for Best Achievement in Sound Mixing for *Inception*.

World Tours

Full Sail graduates have worked in concert production for the #1 grossing world tour 13 of the past 15 years.

2013: Bon Jovi "Because We Can"
2012: Madonna "MDNA"
2011: U2 "360"
2010: Bon Jovi "The Circle Tour"
2009: U2 "360"
2008: Madonna "Sticky & Sweet"
2006: The Rolling Stones "Bigger Bang"
2005: U2 "Vertigo"
2004: Madonna "Re-Invention"
2003: The Rolling Stones "Licks Tour"
2002: Paul McCartney "Back in the World"
2001: U2 "Elevation"
2000: Tina Turner "Twenty Four Seven"

Video Games

- 35 grads were credited on 16 nominated projects at The Game Awards 2014. 4 of those 16 projects went on to win awards, bringing the total number of grads who worked on winning projects to 18.
- Grads worked on nominated and winning projects including: **Game of the Year** *Dragon Age: Inquisition*, **Developer of the Year:** Nintendo, **Best Action/Adventure Game:** *Middle-earth: Shadow of Mordor*, **Best Online Experience:** *Destiny*, **Best Independent Game:** *Shovel Knight*, and **Most Anticipated Game:** *The Witcher 3: Wild Hunt*.

Other Industries

Grads have worked for the US State Department, Lockheed Martin, Ford Motor Company.

Full Sail graduates have worked behind-the-scenes for many of the world's most well-known corporations and widely acclaimed entertainment industry releases. Below is just a sample of companies and project titles our graduates have proudly served:

ABC Television
Aerosmith
American Horror Story
American Idol (FOX)
American Sniper
Beyoncé
Big Hero 6
Black Eyed Peas
Cable News Network (CNN)
Call of Duty: Ghosts
Cirque du Soleil
Coca-Cola
Conde Nast
Daft Punk
David Copperfield
Dancing With The Stars (ABC)
Dateline (NBC)
Destiny
Disney
Bob Dylan
E! Entertainment Television
ESPN
Frozen
Game of Thrones (HBO)

Good Morning America
Ariana Grande
Gravity
Green Day
The Good Wife
Guardians of the Galaxy
Homeland (Showtime)
Iggy Azalea
Interstellar
Jay Z
The LEGO Movie
Lil Wayne
LinkedIn
The Lord of the Rings (Trilogy)
Madden NFL
Madonna
Nicki Minaj
Maroon 5
Paul McCartney
Metallica
Microsoft
MTV
National Geographic
NCIS (CBS)

Nickelodeon
NPR
Paramount Pictures
Pharrell
Pixar
Rihanna
Rockstar Games
The Rolling Stones
2 Broke Girls
Shakira
Ed Sheeran
Star Trek Into Darkness
Star Wars: The Force Awakens
Gwen Stefani
Tampa Bay Buccaneers
Taylor Swift
U2
Universal Studios
Vans Warped Tour
VH1
The Walking Dead
WebMD.com
Witcher 3

Full Sail's 2015 Hall of Fame Inductees

ASHISH MANCHANDA
Recording Engineer/ Producer, Entrepreneur and Founder of Flying Carpet Productions

CREDITS INCLUDE:
Dev D, Bhaag Milkha Bhagg, The Chronicles of Narnia, Garth Brooks, Sona Mohapatra, MTV India

FRANK SCHEURING
Mixer and Sound Editor

CREDITS INCLUDE:
StarTalk, Discovery, TLC, Travel Channel, *Dog Whisperer*, National Geographic

JEFF UNAY
Director, Cinematographer, Producer, Award-winning Artist

CREDITS INCLUDE:
Quake 4, King Kong, Avatar, Free to Play, Greywater
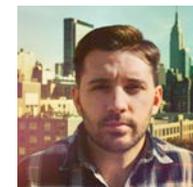
JORDAN "DJ SWIVEL" YOUNG
Recording and Mix Engineer, Co-Founder of SKIO Music

CREDITS INCLUDE:
Beyoncé, Jay Z, Monica, Rihanna, Mary J. Blige, Nelly

KEITH GUERRETTE
Visual Effects Artist

CREDITS INCLUDE:
Uncharted, The Last of Us, Uncharted 2: Among Thieves, Naughty Dog, Visceral Games (EA), Santa Monica Studios (SCEA)

MICHELLE SABOLCHICK PETTINATO
Front of House Engineer

CREDITS INCLUDE:
Styx, Ke$ha, Gwen Stefani, Christina Aguilera, Adam Lambert, Goo Goo Dolls