

A.A.S. Degree Cost Estimate - 1st Year

	First Semester	Second Semester	TOTAL
Credit Hours Required	15	15	30
First Year Experience Class	\$50.00		\$ 50.00
Estimated Tuition/Fees	\$2,700.00	\$2,725.00	\$5,425.00
Estimated Required Supplies	\$260.00	\$0.00	\$ 260.00
TOTAL ESTIMATES	\$3,010.00	\$2,805.00	\$5,735.00

A.A.S. Degree Cost Estimate - 2nd Year

TECHNICAL EDUCATION	Third Semester	Fourth Semester	TOTAL
Credit Hours Required	7	9	16
Estimated Tuition/Fees	\$1,275.00	\$1,680.00	\$2955.00
Estimated Supply Expense	\$260.00	\$0.00	\$260.00
TOTAL TECHNICAL ESTIMATES	\$1,535.00	\$1,760.00	\$3,215.00
GENERAL EDUCATION			
Credit Hours Required			16
Estimated Tuition/Fees			\$3,013.00
Calculator Required for most Math Classes			\$135.00
TOTAL A.A.S. DEGREE ESTIMATE			\$12,178.00

Costs are subject to change. Actual costs are determined after enrollment and may vary depending upon which courses enrolled in different semesters. A non-refundable enrollment deposit is due at time of enrollment. Account balances are due, or payment arrangements made, before the first day of the semester enrolled in. A late fee of \$50/month will be assessed on the balance due after the 1st day of the semester. Textbook prices may vary; please check fhctc.ecampus.com for current textbook prices.

ENTRANCE

- Fall & Spring

TESTING CRITERIA

- ACCUPLACER NEXT-GEN scores: Sentence Structure-236; Reading-236; Arithmetic-236 OR Quantitative Reasoning, Algebra, Statistics-236; **OR**
- ACCUPLACER Scores: Sentence-41, Reading-43, Elementary Algebra-35, Arithmetic-47 **OR**
- ACT Scores: English 11, Reading 13, Math 15

SUPPLIES ON PAGE 2

SUPPLIES

Do not purchase any supplies or textbooks until you check with the instructor. Supplies are subject to change each semester.

Cengage Unlimited - \$120 per semester **OR** \$180 per year – see Virtual Bookstore @ fhc.ecampus.com

- Flash Drive (required – minimum 8Gb)
- 8-pack tabbed notebook index dividers (optional – required for Game Design Course)
- Kleenex (1 box per semester, required)
- 3-Ring view binder (optional – required for Game Design Course)
- Pocket folders (bottom pocket type – one per course, required)
- 2 Reams of copy paper per semester – required