

## Technical Certificate Cost Estimate

	First Semester	Second Semester	TOTAL
Credit Hours Required	15	15	29
First Year Experience Class	\$50.00		\$ 50.00
Estimated Tuition/Fees	\$2,815.00	\$2,815.00	\$5,630.00
Estimated Required Supplies	\$260.00	\$0.00	\$ 260.00
<b>TOTAL ESTIMATES</b>	<b>\$3,125.00</b>	<b>\$2,815.00</b>	<b>\$5,940.00</b>

## A.A.S. Degree Cost Estimate

TECHNICAL EDUCATION	Third Semester	Fourth Semester	TOTAL
Credit Hours Required	8	9	17
Estimated Tuition/Fees	\$1,500.00	\$1,779.00	\$3279.00
Estimated Supply Expense	\$260.00	\$0.00	\$260.00
<b>TOTAL TECHNICAL ESTIMATES</b>	<b>\$1,760.00</b>	<b>\$1,779.00</b>	<b>\$3,539.00</b>
GENERAL EDUCATION			
Credit Hours Required			16
Estimated Tuition/Fees			<b>\$3,270.00</b>
Calculator Required for most Math Classes			<b>\$135.00</b>
<b>TOTAL A.A.S. DEGREE ESTIMATE</b>			<b>\$12,844.00</b>

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 1<sup>st</sup> day of the semester. Textbook prices may vary; please check fhtc.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**

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## SUPPLIES

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

- 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