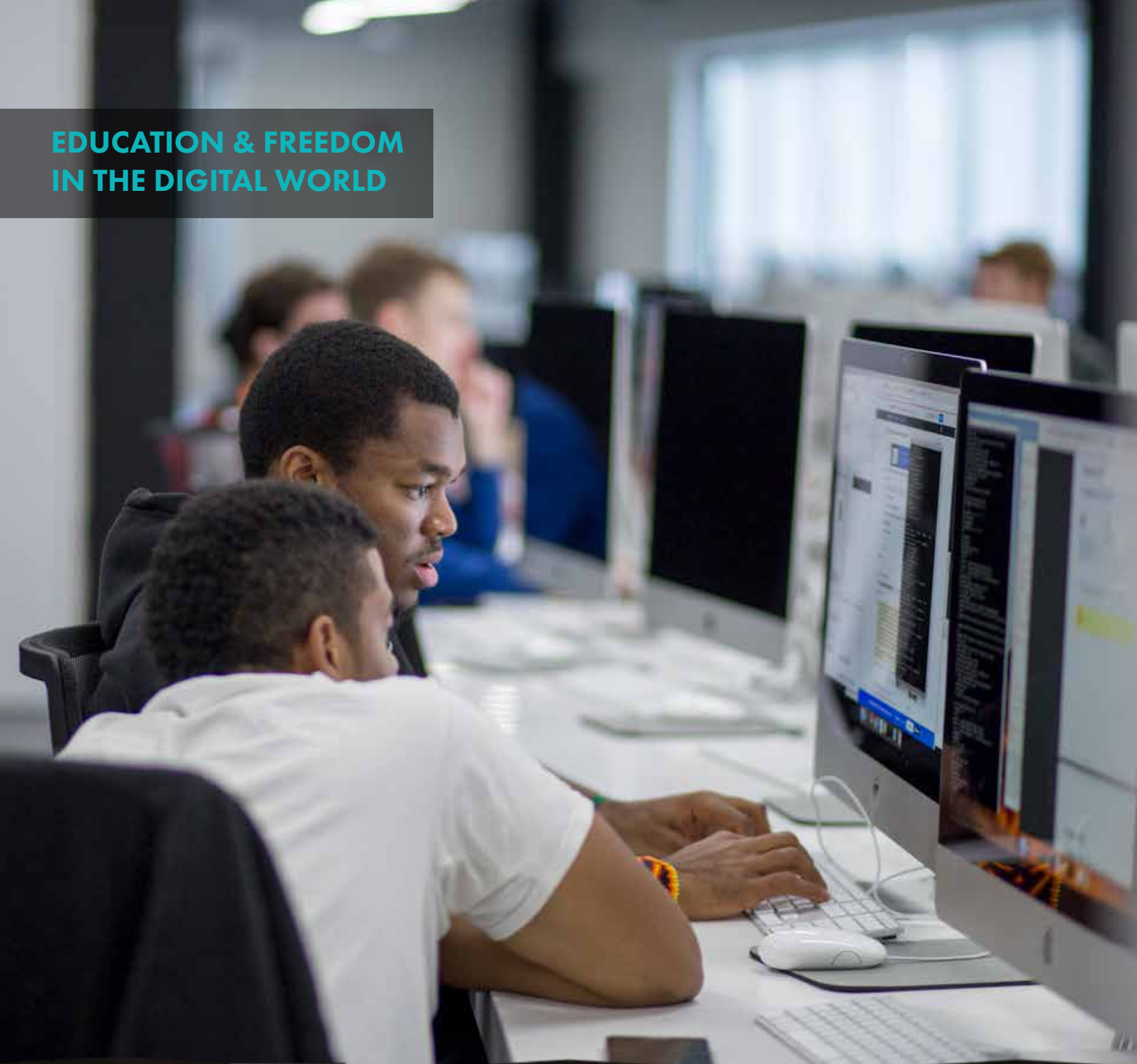


**EDUCATION & FREEDOM  
IN THE DIGITAL WORLD**



**42**

**SILICON VALLEY**



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# TODAY'S DIGITAL REVOLUTION

Today we find ourselves in a global digital economy whose rate of change is faster than what the world has seen for the last 300 years. Machine learning, automation, and artificial intelligence are set to change what work looks like, particularly as more and more industries undergo digital transformation. In light of this, **42** was born back in 2013.

The demand for software engineers is on the rise, but more importantly, so is the demand for people who can collaborate, think critically, problem solve, and create. America's educational

system cannot scale or train professors fast enough to keep pace with changing technology and industry demands. At **42**, students learn computer programming to not just sustain our digital economy, but to change it, lead it, and impact the world.

**42** offers the best computer programming and software engineering programs in the country using a learning system designed for the 21st century.

## DIGITAL TOOLS

At **42**, students don't just learn how to code: they gain a digital toolset with which they can change the world. Learning computer programming here at **42** means that you give yourself a set of digital tools through which you can create, build, and change technology to impact the world around you.

Students at **42** learn from the ground up and have a greater understanding of how computers, software, and networks work individually and together than if they did a computer science degree. In today's digital world, students have an advantage in understanding programming and in gaining significant experience actually building software, networks, algorithms, and data structures. They're ready for the real-world and have the experience and tools to create and change technology.

## FREEDOM

When you have the tools to change a digital world, it means you have freedom: the freedom to change what you don't like and make it better. Freedom is also about thinking critically. The two most important things you learn at **42** are how to be autonomous and how to be resourceful. In the digital world, the absence of freedom is being dependent on others for knowledge and learning. At **42**, you learn how to be autonomous and you learn how to find and use resources at your disposal.

Further, you learn motivation and how to set and achieve your objectives. These traits aren't inherent to outcomes of traditional educational systems, but they're required to thrive in our world today.



## IMPACT

At **42**, our goal is to impact the world through technology, whether that's a local community, America's national park system, or an entire global industry. We work with partners and take on projects that have both short-term and long-term impact, knowing that we're responsible for living in and building the world of the future, not just through technology, but through ourselves.

Students also have the opportunity to pursue projects of their own such as building a profitable business or creating an application that has high impact and no profitability, such as trail maintenance for California State Parks.



## CHANGE IN ACCESS TO KNOWLEDGE

The digital revolution has brought a massive change in access to knowledge. The internet makes just about anything available for free in a means unprecedented in world history: if you want to know something, you Google it. If you want to take a mini-course, you sign up to a MOOC.

As a result of this change, a new skill set is required for today and tomorrow's workforce: memorization won't help much today. We designed an education that takes this into account. Not everything on the internet is true, which means students need to be able to create their own framework to decide what is and is not true when it comes to the subjects they are learning. This skill is particularly important since computer programming languages are constantly changing and have a lifespan of anywhere from 3-7 years, meaning a coder will spend most of their life continually learning.

## REVOLUTIONIZED EDUCATIONAL MODELS

Since access to knowledge has changed, how should the education system and structure change as well? **42** was built based on the new access to knowledge, the future of the workplace, and today's digital world.

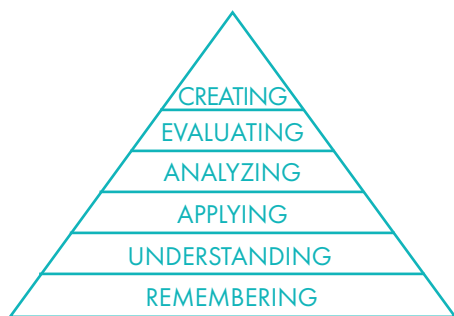
Similar systems include the Freinet and Montessori systems, as well as Finland's educational system. All apply practical, problem-solving methods for learning that allow for personalized learning, mixed age groups, and a strong emphasis on self-appropriation of knowledge.

### 20 Years' Experience in Education

At **42**, we employ elements of Piaget and Vygotsky's theory of constructive socio-cognitive conflict in our educational model. Combined with project-based learning, our curriculum is rigorous and students are passionate about their learning.

### Goodbye Lectures & Memorization

Since access to knowledge has changed, memorizing information has lost much of its value. Instead, humans add value in their ability to critically reason, problem solve, and create: these are the top levels of Bloom's taxonomy, a structure that illustrates the depth of learning:



Lectures and traditional learning live at the bottom levels. At **42**, our programs live at the top levels. Creating isn't just more effective for learning, it's also more fun, which is why our community is full of makers! If you were bored at college or in high school, come and try us - here, learning is fun.

## ELIMINATING THE SKILLS GAP

What's concerning about the traditional educational system is that it isn't preparing students for working and living in the real world. In today's digital world, employers are looking for critical and analytical thinking; problem solving; creativity; communication; teamwork and collaboration; time management; autonomous, capable workers. Those are exactly the skills students learn at **42**, meaning they are ready for the workplace and transition easily.

## PROJECT-BASED LEARNING

Instead of classes or courses, we have a connected galaxy of projects that last anywhere from 2 days to 6 months. Each project is a challenge with a brief description, objectives, and skills students will learn throughout the project.

Students control which projects they start and complete, when they work, and how they learn. Some projects are individual projects and others are done in groups with peers.

Project-based work imitates real-world work and encourages students to not just learn time management but to build conceptual frameworks of what is and is not important or relevant to a project. This skill of being able to establish structures and boundaries for projects is central to becoming an excellent coder and pushes students to think critically and learn through failure.

## PEER-TO-PEER LEARNING & CORRECTION

There are no classes and no professors at **42**; students are the ones in charge of their own success and that of their classmates. In order to progress on the projects that are offered to them, they must rely on the strength of the group. By giving and receiving information and by alternating between training and learning, students adapt and progress rapidly. This dynamic removes the subordinate relationship of students as each student is responsible for a part of the project's completion and success within the group just as it would be in the workplace.

By fostering opportunities for constructive debate into all project work, peer-learning at **42** primarily focuses on promoting passionate student engagement. Furthermore, thanks to having an organic framework of multiple peers, who commonly share no prior knowledge of the challenging situations they must confront and troubleshoot together, **42**'s collaborative dynamic yields a healthy and abundant exchange of ideas.

## GAMIFICATION

Progress at **42** is accounted for using experience points, (which was inspired by the way this happens in video games). Students develop their competencies through each of the proposed projects and receive experience in exchange for this. Each completed project unlocks the next project(s); each successive project is increasingly more substantial and more highly-rewarded. This gamification mindset allows all learning to be fun, while enhancing students' passion, persistence, and motivation to get to the next level.





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# PREPARATION FOR THE REAL WORLD

**NO TEACHERS.  
NO COURSES.  
NO CLASSES.  
NO LECTURES.**

42's founders have proven that a rigorous, open curriculum, one that actively involves students in passionate and collaborative projects, is the type of training method that forms the most inspired developers and innovators.

# GLOBAL SUCCESS

**42** has multiple campuses around the world. Our largest campus is situated in the San Francisco Bay Area and our original campus and headquarters hails from Paris, France. We also have locations in Lyon, Johannesburg, Bulgaria, Romania, and Ukraine.

## Fremont Campus

Our Fremont campus has around 200,000 ft<sup>2</sup>, of which around 80,000 ft<sup>2</sup> is for accommodation.



6

# 180,000

applications completed  
to attend 42

# 3,420

students enrolled  
worldwide (and growing)

# 600

free spaces for  
accommodation in Fremont

# 18%

of students accepted in  
Fremont at female

# 2+4

number of campuses  
and satellite campuses  
worldwide

# \$0

cost of tuition at  
42 campuses

"My God is **42** impressive. This is not another programming bootcamp. It's another MIT."

**Paul Graham**

*Co-founder, Y Combinator*

"It was SO cool to see. It's really unique and I haven't seen anything else like it in the world."

**Jack Dorsey**

*Co-founder & CEO, Twitter*



"I love the concept of **42**. I like the idea of peer learning."

**Stewart Butterfield**

*CEO & Co-founder, Slack*

"[**42** students] have the aptitude, they have the critical thinking skills, they have the qualities that we most look for in our entrepreneurs that are in our company."

**Peter Fenton**

*General Partner, Benchmark*

"I was blown away..."

**Kayvon Beykpour**

*CEO & Co-founder, Periscope*

"I would do everything in my power, if I were you, to go to be at **42**."

**Matt Cohler**

*General Partner, Benchmark*

"The really awesome thing about going to **42** is you feel like you're walking into a school from the future."

**Evan Spiegel**

*Co-founder & CEO, Snapchat*



# #DEBTFREE

America finds itself with a student debt crisis and an educational system that is structured so that students from lower socio-economic backgrounds struggle to obtain a degree or accredited qualification. At **42**, we're out to change that.

## ACCESSIBLE EDUCATION

Education should be accessible, no matter your previous academic background, parental income, parental educational attainment, or socio-economic status. At **42**, we're removing barriers to education.

## NO TUITION

**42** does not charge tuition for our programs at our campuses. We want education to be accessible.

## FREE ACCOMMODATION

Being in the Bay Area and knowing accommodation is expensive, we offer 600 free accommodation places on our campus. This removes financial and geographic barriers for students wanting to attend.

## OUR PROGRAMS

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### THE 42 PROGRAM

**2-5**  
YEARS

**LEVEL:**  
COLLEGE  
(Master's equivalent)

The **42** program is a flexible, college-level computer programming and software engineering program. Students control what they learn, when they learn, and how they learn. We have multiple start dates throughout the year.

**CAMPUS:** 42 Silicon Valley, Paris  
**AGES:** 18-30

### 42 STARFLEET ACADEMY

**1**  
YEAR

**LEVEL:**  
COLLEGE  
(Master's equivalent)

**42** Starfleet Academy is an intensive, one-year software engineering program. Students will complete a specified course of the normal **42** program in the course of 12 months. There are multiple start dates throughout the year. This program is designed for highly motivated students who want a challenge and don't want to spend more than 12 months in training.

**CAMPUS:** 42 Silicon Valley  
**AGES:** 18-30





"Educational institutions and even non-profit institutions are now charging a lot of money, and people have to go into debt in order to enroll in school. **42** is very much in line with our philosophy of building meritocracy and allowing people to have opportunity."

**Leila Janah**

Co-founder & CEO, Samasource

## HACKHIGHSCHOOL

**1-4**  
YEARS

**LEVEL:**  
HIGH SCHOOL

HackHighSchool is a free computer programming and coding program with open enrollment for high school students. It's run by **42** Silicon Valley and Code for Fun who together developed a specially designed curriculum that's easily replicated beyond our campus.

**CAMPUS:** 42 Silicon Valley, other location implementing our curriculum

**GRADES:** 9-12

"My family saw that I really liked computers. One of my friends sent me a message saying, 'Hey, there is a school that has just opened. It is free.' I was intrigued and I decided to do this instead of biology. I did intensive basic training, I saw that this was going to be a great opportunity for me and I just decided to really try, just try, try, try. That's why I am here!"



**Rene Ramirez**

21 years old

A photograph of three students in a classroom or computer lab, overlaid with a teal color filter. A young man on the left is partially visible, smiling. A young woman in the center is looking at a computer screen and smiling, with her hand near her chin. A young man on the right, wearing a cap and glasses, is also smiling and looking at the screen. The background shows other students and computer monitors.

# THE 42 PROGRAM

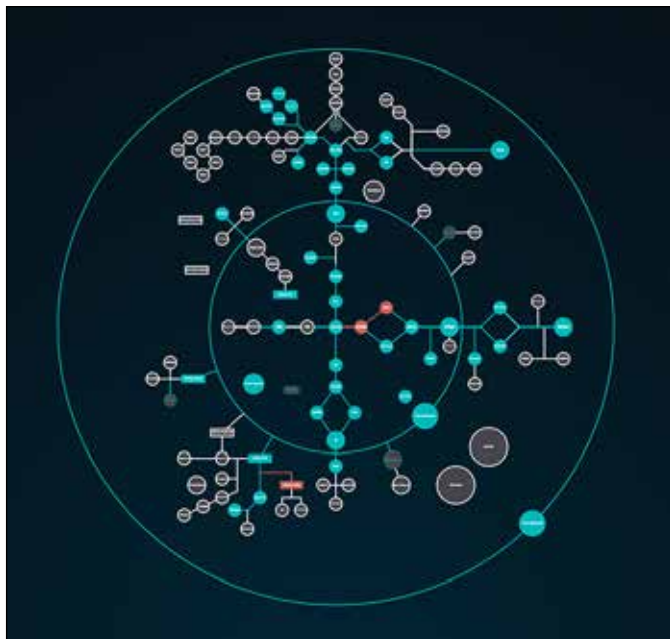
# THE 42 PROGRAM

The **42** program is a college-level software engineering or coding program in a professional environment. There are no classes, teachers, or courses: we use project-based learning, skills mastery, peer-to-peer correction, and gamification to foster learning. Major learning milestones are expressed as levels of experience rather than years; your individual experience sets the pace for learning – not the administrative calendar.

## CURRICULUM

The heart of **42** is code. Software development is the driving engine of all digital activity. Students develop fundamental technical competencies which gives them indispensable adaptability skills necessary for integration into the digital workforce. These technical competencies ultimately allow students to comprehend any programming language and develop his or her own understanding of programming paradigms.

Students control what they learn, when they learn, and how they learn with the **42** program. They learn at their own pace and can pursue three main branches of our curriculum: design/web/graphics, algorithms, or networks.



Topics covered include:

- Imperative programming
- Functional programming
- Object-oriented programming
- Algorithms
- Artificial intelligence
- Graphics
- Technology integration
- System programming
- Network & system admin
- Security & viruses
- Data & databases
- Parallel computing

Dive into each topic in depth such as the heart of operating systems, networks, clouds, and the services they encompass. How does information travel? At what speed? How quickly can you react to technical failures?

## CREATIVITY, INNOVATION, & 17 MEASURABLE SKILLS

A company's capacity to innovate is a fundamental factor in today's digital market.

**42** learners must be able to adapt, to think differently, in order to propose innovative solutions. Curriculum projects are specifically designed to develop this skill, while others, through their dynamism or new technologies, naturally have this state of mind.

Rather than a series of languages and specific technologies, **42**'s program follows a logical sequence of 17 long-lasting skills. These skills also have the same fundamental element: personal adaptability, learning, coping and solving new challenges that they will inevitably face regularly. Even if it has a few obligatory paths, **42**'s program is individually tailored throughout.



## PERSONAL DEVELOPMENT

When students struggle or don't know what to do, they ask fellow students. This encourages an exchange of knowledge, wisdom, and resources and allows students to overcome obstacles on their own. Students also have an innate sense of pride and passion in their work knowing that once they complete a project, they will be asked to help at some point and are bound to be able to answer questions from other students.

Once a student is already familiar with a project, they are encouraged to push and exceed their limits. For example, after having worked with a certain type of technology during an internship, it is not uncommon for our students to see associated **42** projects in a new light. As a result, they can progress faster and take on more complex challenges without having to wait for their classmates to catch up with them.

## PERSONALIZED LEARNING

Each student advances at their own pace. Some notions are instinctively simpler for them to develop, while others will require further attempts. On this basis, lessons at **42** do not have fixed time limits; each student progresses not in relationship to their position within the whole graduating class (where the individual who is the furthest behind slows down the entire group), but at their own pace. It is difficult to fall behind when following **42**'s educational curriculum because it is 100% individualized.

## PART-TIME OPTION

**42** doesn't separate "part-time" and "full-time" students. Many students live locally and complete the **42** program on what traditional universities would consider to be a part-time basis.

We use project-based learning and students progress in their own time-frame, so you can start and complete projects when it suits you. **42** is open 24/7, 365 days a year, so come when you have time.

As with all students, to be accepted, you'll need to pass Intensive Basic Training first. Once you've survived Basic Training and been accepted, you can then select a start date.





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# STUDENT PROJECTS

A large part of **42** is the projects students create and work on that are additional and supplementary to the **42** curriculum. Both students and companies can suggest projects, some of which are added to the **42** curriculum depending on their success. These are a great way for students to gain real-world experience and pursue their passions, and for companies to gain exposure to **42** students.

## Workshop

With students who have backgrounds in electrical or mechanical engineering and those who like building and making things, we started a spacious workshop for students to pursue and build various projects. Led by one of our robotics gurus, we're furnishing a space for students to develop projects that combine software and hardware.

The workshop is a great opportunity to engage in prototyping for both companies who work with us on projects and for students who want to launch startups.

## Self-Driving Car

With an acute interest in hardware and artificial intelligence, one of our students led a team who created a self-driving RC car. The car has multiple sensors and is trained to go around the track we built at the **42** campus. This is an important project because it combines software and hardware and gives students the opportunity for hands-on learning with self-driving vehicles and artificial intelligence, meaning they experience and encounter problems that simulation programs could never provide.

From there, it was time for an upgrade. **42** students are now working on creating a self-driving electric golf cart.

## Self-Watering Plants

A group of students decided that they wanted to automate plant watering - a project that involved a combination of hardware and software. They designed and built a plant tower that waters itself based on a number of input factors such as humidity, last watering, type of plant, air temperature, etc. With the success of this project, two team members then wanted to tackle the **42** campus sprinkler system with a view of developing a scalable automatic watering system to help reduce commercial water consumption.

## Earthquake and Seismic Activity Alert System with The Sigfox Foundation

Working with the Sigfox Foundation and the Mexican government, students are currently working on using tiny Sigfox sensors to detect seismic activity. Once data on seismic activity has been gathered, students and the Sigfox team will build an alert system to notify the general public of impending activity. Eventually, the goal is to advance to predicting earthquakes before they happen: a great way to use technology to save lives!



A photograph of two men in a classroom or office setting, looking at a laptop screen. The image is overlaid with a teal color filter. The man in the foreground is looking directly at the camera, while the man in the background is looking at the laptop screen.

# 42 STARFLEET ACADEMY

# 42 STARFLEET ACADEMY

**42** Starfleet Academy is a one-year, college-level software engineering program in a professional environment. There are no classes, teachers, or courses and instead we use project-based learning, skills mastery, peer-to-peer correction, and gamification to foster learning. The program is an intensive, condensed version of the **42** program with the goal of completing the equivalent of a master's degree in one year instead of six.

## CURRICULUM

The heart of **42** Starfleet Academy is a where curriculum meets camaraderie. The intense one-year program is about passion and learning how to learn. Students tend to work 50+ hours per week, not because they're forced to, but because they want to. With **42** Starfleet Academy, students have a set curriculum of projects with deadlines. If a student can't keep up with the intensity and pace of **42** Starfleet Academy, they can easily transfer to the **42** program and continue their studies at a less intense pace.

The **42** Starfleet Academy curriculum covers basic levels of C programming, Linux, networking, systems administration, C++, web, web frameworks, and Assembler. After that, students move on to algorithms, data structures, architecture and design, documentation, APIs, and creating video games.

### Soft Skills

Part of the program is working in teams, and inherent to the program structure, students will learn how to manage projects and having multiple projects simultaneously, autonomy, adaptability, and how to meet deadlines. Students gain the ability to handle a heavy workload while at the same time learning how to work with documentation, code maintenance, and deadlines.



## WHAT'S IT LIKE?

Starfleet Academy has a designated area of one of our computer clusters. This encourages students to work together and helps to form a sense of camaraderie as they pursue the same projects and deadlines. We asked our current Starfleet Academy members what it's like to be in the program. In a few words, here's what they had to say:

"Hard work!"

"This is the big leagues."

"A huge opportunity."

"It's like climbing Everest."

"Surpass yourself."

# ADMISSIONS

Fair warning: our admissions process is unlike any other because we believe that everyone who wants to try should have the opportunity for quality education.



## No Admissions Requirements

We don't ask for grades, GPA, recommendations, ACT/SAT test scores, transcripts, etc.



## Merit-Based Admissions

Admission is based on merit, not academics, ethnicity, background, or extracurricular activities.



## 2-Round Process

Our intensive basic training is part of the admissions process. Students have to pass basic training.

## PROCESS OVERVIEW

**NO PREVIOUS  
EXPERIENCE REQUIRED!**

**MUST BE 18-30 YEARS**

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Your admission to **42** starts on our website at [admissions.42.us.org](https://admissions.42.us.org). Create an account, then you'll be confronted with memory and logic tests. Pass these and you have the skills to attempt Intensive Basic Training.

Once you have validated the online tests, you will have to attend a "check-in" either at our campus in Fremont or online before being able to select your Intensive Basic Training session. The check-in dates are available online and new slots are added throughout the year.

Once you've attended a "check-in," you can sign up for one of our Intensive Basic Training sessions. These are part of the admissions process and are 4 weeks of intensive and immersive coding. No prior coding experience necessary at all!

If you survive Basic Training and are accepted to the **42** Program or the **42** Starfleet Academy, you can choose a start date - they're listed on our website.

# INTENSIVE BASIC TRAINING

Intensive Basic Training is a 28-day coding challenge. It's a new and immersive experience in which only motivation, willpower, and hard work will keep you afloat. Many students consider it to be one the best and most challenging parts of their **42** experience. Basic Training is the last step of our admissions process.

It's an intense 28 days: you sink or swim. 7 days a week, day and night, you'll be coding your heart out with hundreds of other candidates.



We start with the basics and using a computer: you write your first lines of code before moving on to more complex coding exercises. No previous programming experience is required. We simply ask that you know how to use a mouse and a keyboard.

Basic Training takes place on campus and must be completed in-person. It's an incredibly rewarding, once-in-a-lifetime experience. You'll try and fail, over and over again. However, the good news is that this trial-and-error process is a learning process in and of itself, developing problem-solving and creativity.

"I learned so many things: how to learn quickly, how to seek perfection in problems, how to search in Google, how to talk to and work with others in team projects, how to specifically explain a project and lots of things."



**Manasa Putsala**  
24 years old



A photograph of two young women sitting at a desk in a computer lab, viewed from behind. They are looking at multiple computer monitors. The image has a strong blue and green color cast. A dark horizontal bar is positioned across the lower half of the image, containing the text 'HACKHIGH SCHOOL' in white. A small blue horizontal line is located to the left of the text.

# HACKHIGH SCHOOL



# HACKHIGHSCHOOL

HackHighSchool is a free computer programming and coding program with open enrollment for high school students. Students can also opt to prepare for the AP Computer Science Principles exam. It's run by **42** Silicon Valley and Code for Fun who together developed a specially designed curriculum that's easily replicated beyond our campus. The program is a great opportunity for older **42** students to mentor high school students.



## CURRICULUM & PROGRAM OVERVIEW

Digital literacy is so important for today's world. Our mission is to make coding and programming accessible to high school students and to prepare them for the real world. HackHighSchool is not just about learning to code: it's about learning real-world skills and how to live and work. Our goal is to help transform teenagers into young adults and provide **42** students with opportunities to mentor.

### Program Details

- Saturdays 11:00 – 5:30pm
- Ongoing projects throughout the week
- Come any Saturday, September - May
- Check [42.us.org](http://42.us.org) for information about Saturdays on holiday weekends
- 6 month - 4 year program

### Curriculum Focus

- Programming concepts
- Collaborative work
- Self-learning habits
- Ethical coding practice
- Preparation for the AP CSP exam
- Algorithms
- Data structures



### Hacking the Curriculum

The HackHighSchool program is currently split into four levels where progress is tracked and graded. Each level contains multiple projects.

Level 1: Intro to Ruby or Python projects

Level 2: Text-based games, cryptographic puzzles, visualizing math

Level 3: Graphical games, interactive web- sites, music synthesis

Level 4: Build an Instagram clone in the web browser, make a chatbot or teach a robot how to walk, make an iOS or Android app.



## IMPLEMENT HACKHIGHSCHOOL ANYWHERE FOR FREE

While HackHighSchool is the particular program that's hosted at **42** Silicon Valley's campus in Fremont, the curriculum is designed to be replicated in other locations. We work with other educational institutions and organizations to implement the program across the nation. Our model is scalable and requires minimal resources, and our goal is to work with schools and districts to make it easy to implement so that coding education is effective, affordable, and accessible.

Contact us to learn more about accessing our curriculum.

## SUMMER CAMPS

**42** also hosts free high school coding summer camps on our campus. These are also an opportunity for **42** students to mentor high school students and share their passion for coding. Check our website for more information!



# CAMPUS LIFE

Many of our students comment that one of the highlights of **42** is the community. No matter where you come from, what you look like, or if you've worked before, the **42** community is a welcoming and open community with a passion for coding and creativity.

Situated in the East Bay outside of San Francisco, **42** Silicon Valley is located in Fremont, California. We've got collaborative spaces, 1024 retina-display iMacs, and some lounge areas including a patio.



## STUDENT CLUBS & ACTIVITIES

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Our students are encouraged to create their own clubs and participate in a variety of sports. To date, students have formed the following groups and club associations: The Climbing Club, Soccer club, Crossfit Training and Conditioning, Movie Nights, Juggling and Yoyo Tricks, Music/DJ club, a Writing club, Hiking club, Yoga club, and more. Students have also organized several E-Sport tournaments featuring games such as "Overwatch," "League of Legend," and "Counter-Strike."

Join something, start something, make something, and invite others around you!

Our campus is right next to Coyote Hills Regional Park that features hiking and biking trails. Many of California's magnificent and stunning National Parks and those of the western United States are within driving range too.



## DORMS & DINING

Nostromo Residence Hall is situated within 3 minutes walking distance of the main facility. We're got plenty of parking spaces among our two buildings. Accommodation is provided for free.

There are a limited number of dorm room spaces available, and they're in high demand. Those who are interested in securing housing in our dorms will need to apply by completing an application.

**42** also offers a cafeteria inside the residence hall that offers affordable home-cooked breakfast, lunch, and dinner.



## FACILITIES



Our main building is comprised of four computer clusters and shared spaces including lounge areas. The building is accessible to students 24 hours a day, 7 days a week, fostering access to education in time frames that work best for students.

We don't have any lecturehalls or classrooms. Our clusters are designed to facilitate exchanges of information and ideas. No matter where the student is in a cluster or even in the building, all of the computers are a part of the network. In order to allow ideas to be continually exchanged at the facility, there are a few modifiable spaces available that can be adapted to the students' needs.

"The **42** community is a bunch of very bright people. Attitude is very important because you won't be able to survive here if you can't communicate with people, don't know how to be a good team player, and don't know how to motivate yourself. Our community consists of people who are very motivated, open, supportive and helpful to each other.



**Julia Iliuk**  
27 years old



# JOBS & INTERNSHIPS

The **42** program is designed for those who wish to pursue a career as a software engineer, developer, programmer, or coder, however, students also become entrepreneurs, CTOs, UI/UX designers, web designers, and more. Some combine their previous background with their engineering skills.

**42** connects with companies in the Bay Area, from S&P 500 companies to local startups. We encourage our students to connect with companies to help them network in addition to gaining employment through internships.

## CONNECTING WITH COMPANIES

### Internships

Students can complete optional internships with the goal of the serving as a connection to a job offer. Internships are a great way for students to get hands-on experience but to also connect with potential future employers.

### Projects

We connect with companies in the Bay Area and beyond to conduct projects, similar to case studies or competitions at business school. Companies can present a topic, challenge, or need, and students interested can participate in the project. These are in addition to the curriculum.

### Presentations & Guest Speakers

Here at **42**, we love hosting guest speakers on a broad range of topics related to the technology industry. From open source to artificial intelligence to bitcoin, blockchain, and women in tech, we connect with a range of presenters in industry in the Bay Area and around the world. With students interested in roles as software engineers, developers, and product managers, we strive to invite a variety of speakers for students to connect with.

### Jobs, Internship & Career Fairs

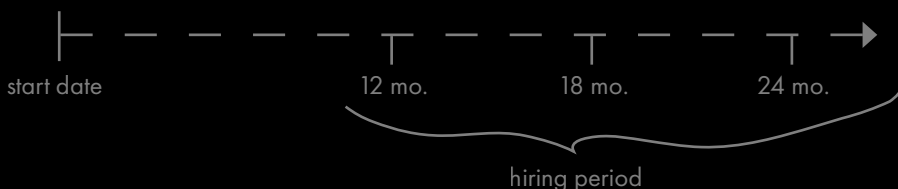
We host occasional internship and career fairs throughout the year. Companies from the surrounding area come to meet and recruit from our student population. We also have a job board where companies can post internships and jobs that are accessible only to **42** students.



## How Quickly Can You Get a Job?

In short, it depends what you want to do and what you're looking for. Many **42** students work part-time and continue their studies full-time.

Students have been hired at various companies (see below) after about one year, while others have decided to take longer and pursue more of the **42** curriculum. Companies are willing to hire students after about 10-12 months of doing one level per month of the **42** program, so it's partly up to students whether they want to work sooner rather than later or to specialize further.



## HIRED STUDENTS & ALUMNI

With an innovative and industry-leading curriculum, we are proud to say that our students work for and take internships with top Silicon Valley companies, from those in the S&P 500 to startups that are out to change the world. To name a few, here are some of the companies our students work for or have internships with:

- Instacart
- LinkedIn
- Uber
- XBrain
- Facebook
- Apple
- Scalify
- FusionStorm
- StarCityGames
- Axiad IDS
- Microsoft
- Sigma
- Super Evil Megacorps
- Aira
- Fanatics
- PayPal

### Beyond Silicon Valley

**42** students are dispersed around the world, and with an established campus in Paris, our alumni work for top tech companies around Europe and more. Just to name a few in case you are wondering:

- IBM
- Amazon
- BNP Paribas
- Carrefour
- Société Générale

In addition to careers at top tech companies, **42** students are also heavily involved in startups and startup communities. Recast.ai, a startup by **42** student that focuses on artificial intelligence and conversational interfaces, raised \$1 million in funding a year ago and was recently bought by SAP.



Three **42** students who were hired at Scalify within their first 14 months.



# PARTNERSHIPS & EVENTS

We're an innovation hub training today and tomorrow's digital workers. Part of what makes us **42** is our openness: we want to change and impact the world, and we won't do it alone. Our goal is to collaborate and partner with others who're interested in education access, diversity in tech, using technology to change and improve our society, and bringing STEM education to K12.

We're continually asking ourselves how can we develop better pathways for our students? How can we make the world a better place, from our local community to countries on the other side of the world? Who can we partner with to advance K12 STEM

education? How can we make digital education more accessible since we're in a digital world? From there, we're on the move to pull as many who are interested in the future into the **42** family.

## CENTER OF INNOVATION

### Hackathons

With 1024 stunning iMacs and a large lab, we're proud to serve the coding community and to host hackathons throughout the year. Notable hackathons include HighSchoolHacks, Google Developer Group's DevWeek hackathon.

### Innovation Tours

We're proud to say we've welcomed Innovation Tours from all over the world. Since many folks visit Silicon Valley to learn about what's up and coming in the world, corporate companies, educators, government officials, and tech enthusiasts from all over the world schedule tours of our campus. They're not just interested in our education model: they're amazed at a school that's future-oriented.

### Project Incubator: Open Innovation, Entrepreneurship, & High Impact Projects

We've developed a project incubator to enhance entrepreneurship, innovation, and impact in the Bay Area. Whether it's an open innovation project with large multinational companies or an application that helps maintain California's state parks, we take on collaborative projects to develop solutions to today and tomorrow's problems. We also give an opportunity for local entrepreneurs and **42** students to develop an idea and build an MVP for a business, product, or solution. Our students love taking on real-world challenges, projects that improve the lives of others, and having the opportunity to develop a real business in Silicon Valley. Companies and entrepreneurs love having access to diverse tech talent. In the end, it's a win-win!



A delivery-driver app called Courious, started by **42** students.

## COLLABORATORS

### Companies

We're proud to partner with companies and organizations not just for their hiring needs, but to change and impact the world. Companies recruit from us and are interested in how to support their short-term and long-term tech talent needs. More than that though, companies also find value in partnering with us on hackathons, projects, and issuing challenges to our students and seeing how they solve problems. Our value doesn't just lie in hiring students; it's in how we think, learn, and solve; it's in our passion.

Currently, we have official partnerships with FileMaker, an Apple subsidiary, and we're delighted to say there are more in the works. Stay tuned folks!

### K12 Schools & Organizations

We aren't the only educational institution who takes an untraditional approach to learning. We're pleased to partner and welcome to the **42** family schools and organizations working to impact K12 STEM education. Some schools use our HackHighSchool curriculum which we give away for free while others are creating pathways to the workplace through **42**.

### Community & Coding Organizations

At **42**, our goal is to impact the community around us, not just through education. We work with local and national organizations to help youth who want to pursue a career in computer programming and software engineering to develop pathways to the workforce through **42**. Some of the folks we're friendly with include Streetcode Academy, Women Who Code, Year-Up, AngelHack, and more.

"By partnering with **42** Silicon Valley, we are able to connect their talented developers with our FileMaker community in what is truly a win-win situation. These students will get exposed to the real-life custom app development work that FileMaker partners are doing across industries, and it will introduce them to the unique aspects of the FileMaker platform. At the same time, the FileMaker community gets the opportunity to work with a new breed of ambitious young developers."



**Brad Freitag**

VP of Worldwide Sales  
FileMaker, an Apple subsidiary



**FileMaker**  
An Apple Subsidiary

## OUR TEAM

**42** Silicon Valley boasts a small, solid team of both founders, staff, and student volunteers. Termed «The Bocal,» we're the nerve center of **42**, preserving the values of **42**, leading the community, overseeing operations and school facilities, forging partnerships, sharing our stories from the rooftops, and enriching the curriculum and academics at **42**. With a team of around 25, we're aiming to educate 5,000-10,000 students while maintaining a staff of around 35.



**XAVIER NIEL**

### CO-FOUNDER & CHAIRMAN

Xavier Niel is the founder and major shareholder of the Iliad Group, which owns and runs the leading French convergent telecom operator "Free". Launching a triple-play (internet, cable television, and phone service) offering on its "Freebox" in 2001, "Free" became the first company worldwide to combine these services out of a single device. Since 2012, the company has provided its customers with an inexpensive, revolutionary mobile service called the "Free Mobile Operator" (3G/4G). For many years Xavier has invested in the telecommunications sector throughout the world. He continues to finance more than 150 startups worldwide per year. He co-holds an ownership interest in the Le Monde newspaper as well as in several and in other media institutions. In March of 2013, Xavier co-founded **42** in Paris, which has helped over 3,000 young adult students, and **42** Silicon Valley in July of 2016, which aspires to train 10,000 young adults in the field of computer programming over the next 10 years. **42** has licensed its model collaborating with many different existing educational institutions worldwide ranging from South Africa, Romania, and Ukraine. In May of 2017, he opened the world's largest digital incubator, "Station F", a 350,000 square foot powerhouse in the heart of Paris.



**KWAME YAMGNANE**

### CO-FOUNDER & MANAGING DIRECTOR

Before launching **42** in France with Xavier Niel, Kwame participated in the creation of one the largest computer schools in France and has led a career completely dedicated to IT both as an entrepreneur and within major large companies. His background and his empathetic nature has led him to develop a strong social fiber. He is especially involved with underprivileged young adults in education regarding computer programming.



**BRITTANY BIR**

### CHIEF OPERATING OFFICER

Brittany Bir is Chief Operating Officer at **42** Silicon Valley. With a Bachelor's Degree in Spanish and a Masters in European Studies, Brittany went on to complete the **42** program along with the first, incoming, graduating class in Paris. Now as COO, she strives to encourage more young women to pursue tech and entrepreneurship.



"The high-tech arena and the quickly advancing digital age can be intimidating to many of us. When we decided to create 42, it was to give the keys to the next generation so that they would be able to assert themselves into lead roles in the digital stage both as creators and innovators."

**Kwame Yamgnane**  
Co-founder of 42

**JOIN US @ 42**



## Contact

### **42 Silicon Valley**

6600 Dumbarton Circle  
Fremont, CA 94555  
(510) 858-2249

### **Visit our website:**

[www.42.us.org](http://www.42.us.org)

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