

Policy for inclusion of a computer in a student's cost of attendance.

The Higher Education Amendments of 1998 included a provision that allows an institution, on a case-by-case basis, to include in a student's cost of attendance (COA) the **documented** cost of a personal computer. Allowing inclusion of the cost is not based on any particular program of study or program requirement. The following policies and procedures will be in effect for Montana State University Bozeman undergraduate and graduate students:

1. The maximum allowance for purchase of a computer is \$2,500, which can include the cost of a printer.
2. Requests for inclusion of costs for maintenance and/or repair of a computer will not be considered. However, the cost of a maintenance contract or extended warranty purchased with the computer can be included.
3. The cost of non-bundled software, diskettes, printer cartridges, monthly online service fees, etc. will be assumed to be covered by the books and supplies and miscellaneous allowance already included in the students cost of attendance.
4. Scholarships and grants are not available to cover the cost of a computer. Students may apply for federal or alternative educational loan funds. Students should consult with the Office of Financial Aid Services to find out about loan eligibility.
5. In order to have the cost of the purchase of a computer added to the cost of attendance, the student must provide a written request to the Office of Financial Aid Services, with a dated receipt or proof of purchase attached. Therefore, the computer must be purchased prior to the disbursement of the financial aid loan funds that have been approved for the cost of the computer.
6. The purchase must have occurred no earlier than 60 days prior to the request.
7. Inclusion of the cost of a computer will be allowed only once per program of study (once for undergraduate studies and once for advanced degree graduate studies).
8. Request must be submitted no later than March 31st for the current academic year.