INDIANATECH

Paying Tuition

You have multiple options for paying your tuition. Detailed below are the different methods you can utilize. Please make sure you keep this form someplace you can

Remember, payment is due the Wednesday before your course starts!

Wire Transfer

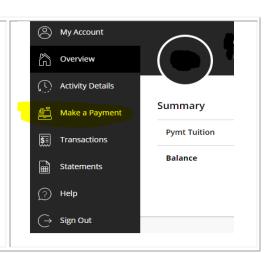
If you are wanting to pay by international wire transfer to Indiana Tech, give your bank the following information:

Name of Bank:	Star Financial (Fort Wayne, IN)
Beneficiary (Payee) address:	215 W. Main Street Fort Wayne IN 46802
SWIFT Code:	SFIBUS44
ABA:	074901672
Account Name:	Indiana Institute of Technology
Account Number:	51042060
Student Name:	"Your First and Last Name"
Student ID Number:	Your Indiana Tech ID Number
	(listed on your acceptance letter)
Sender's Name:	Full name of Sender
Sender's Address:	Full address with country name of Sender

Email a copy of your wire transfer receipt to BusinessOffice@IndianaTech.edu so they can conditionally clear you for courses.

CashNet

- 1. Login to my.indianatech.edu
- 2. Under "Resources" choose Make a Payment
- 3. This will bring you to CashNet / TransAct
- 4. You will see a summary of your account, including statements and balance
- 5. On the lefthand side, choose Make a Payment
- 6. You will pay the full account and enter the payment information (or choose the saved payment).
- a. You will be able to pay via US Bank Account or card



Flywire

Go to https://pay.flywire.com/

Select the country/region of the institution you want to pay

MAKE A PAYMENT

Select the institution you want to pay to begin

Indiana Tech

Continue

Your payment

Indiana Tech receives

Country or region * Indiana Tech receives

India

Amount will be formatted in the destination currency, in this case United States Dollars. i.e. 10,000.00 for ten thousand USD.

Next ->

Next ->

Business Office

You are also able to stop by the Business Office (Abbott 2nd Floor) in order to pay if you are having issues with the above options. You would need cash or check or card to complete payments in person.