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|               | <b>FALL TERM</b><br>September - December |  | <b>WINTER TERM</b><br>January - April   |  |
|---------------|--|--|---|--|
| <b>Year 1</b> | DGL 101 Digital Culture                  |  | DGL 104 Application Dev Foundations<br>prerequisite: one of CPS 100, CPS 102, CPS 114, DGL 113 or DGL 123 |  |
|               | DGL 103 HTML/CSS                         |  | DGL 111 UX / UI Design  |  |
|               | DGL 105 Digital Graphics                 |  | DGL 113 Intro to JavaScript<br>prerequisite: DGL 103  |  |
|               | CPS 100 Computer Programming I           |  | DGL 114 Intro to Mobile App Development<br>prerequisite: CPS 100 or CPS 102                               |  |
|               | CPS 146 Database Fundamentals            |  | English* <sup>S</sup><br>see program page for eligible courses  |  |

Most courses are only offered in one term as indicated in the chart above. Courses marked with an asterisk (\*) may be offered in both fall and winter terms. Courses marked with (s) may also be offered in the spring term (May – August); please consult the [Course Catalogue](#).

Carefully consider prerequisites when planning your schedule. It is your responsibility to ensure you have met course prerequisites.

If you wish to **reduce the number of courses taken per term**, your program completion date will be delayed. Recommended progression:

| <b>Year 1</b>   | <b>Year 2</b>           |
|---|-------------------------|
| Fall: DGL 103, CPS 100, 146<br>Winter: DGL 104, 111, 113, 114 | Fall: DGL 101, 105, ENG |

This program can be taken on a part-time basis. [Contact an educational advisor](#) to discuss further options.

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