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	FALL TERM September - December	WINTER TERM January - April
Year 1	DGL 101 Digital Culture	DGL 111 UX / UI Design
	DGL 102 Graphic Design Foundations	DGL 112 Typography pre / corequisite: DGL 102
	DGL 103 HTML/CSS	BUS 152 Entrepreneurship* ^s or BUS 162 Marketing* ^s
	DGL 105 Digital Graphics	FIN 247 Introduction to Digital Photography
	English* ^s see program page for eligible courses	Elective from BUS, DGL or FIN
Year 2	DGL 202 Graphic Design + Branding prerequisite: DGL 102 and 112	DGL 209 Capstone Project prerequisite: must be in final year of program
	DGL 203 Advanced CSS prerequisite: DGL 103	DGL 211 Project Management
	DGL 223 WordPress Development	DGL 221 Intro to Social Media
	FIN 200 Video + Sound 1	DGL 222 Advanced Topics in Design prerequisite: DGL 202
	Elective from BUS, DGL, ENG, or FIN	FIN 201 Video + Sound 2

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. Courses without prerequisites can be taken in any year but the progression outlined above is recommended.

If you wish to **reduce the number of courses taken per term**, your program completion date will be delayed. Recommended progression (ENG, BUS and electives can be taken at any time, including Spring / Summer):

Year 1	Year 2	Year 3
Fall: DGL 101, 102, 105 Winter: DGL 111, 112, FIN 247	Fall: DGL 103, 202, FIN 200 Winter: DGL 221, 222, FIN 201	Fall: DGL 203, 223 Winter: DGL 209, 211

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