DIGITAL
design + development

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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 Graphic Design Fnds	
	DGL 103 HTML/CSS		DGL 113 Intro to Javascript prerequisite: DGL 103 HTML/CSS	
	DGL 105 Digital Graphics		FIN 247 Intro to Digital Photography	
	BUS 152 or 162*[S]		English*[S] 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:

Year 1	Year 2
Fall: DGL 102, 103, 105 Winter: DGL 111, 112, 113, ENG	Fall: DGL 101, FIN 247, BUS

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