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	FALL TERM September - December	WINTER TERM January - April
Year 1	DGL 101 Digital Culture	DGL 104 Application Dev Foundations prerequisite: CPS 100 Computer Programming I
	DGL 103 HTML/CSS	DGL 113 Intro to Javascript prerequisite: DGL 103 HTML/CSS
	CPS 100 Computer Programming I	DGL 114 Intro to Mobile App Development prerequisite: CPS 100 Computer Programming I
	CPS 146 Database Fundamentals	DGL 309 Capstone Project (6 credits)
	ENG 104 Foundations of Academic Writing* or 170 Writing Digital Content	
Year 2	DGL 204 Mobile App Development prerequisite: CPS 100 Computer Programming I	DGL 111 UX / UI Design
	DGL 213 Applied Javascript prerequisite: DGL 113 Javascript	DGL 211 Project Management
	DGL 105 Digital Graphics	DGL 214 Adv Mobile App Development prerequisite: DGL 204 Mobile App Development
	Elective	DGL 409 Capstone Project (6 credits)
	Elective	

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 (English can be taken at any time, including Spring / Summer):

Year 1	Year 2	Year 3
Fall: DGL 103, 105, CPS 100 Winter: DGL 104, 113, 114, ENG	Fall: DGL 101, CPS 146, Elective Winter: DGL 111, 211, 309	Fall: DGL 204, 213, Elective Winter: DGL 214, 409

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