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	WINTER TERM September - December	FALL TERM January - April	
Year 1	DGL 101 Digital Culture*	DGL 114 Intro to Mobile App Development prerequisite: CPS 100 Computer Programming I	
	DGL 103 HTML/CSS*	CPS 146 Database Fundamentals	
	DGL 105 Digital Graphics* or DGL 102 Graphic Design*	ENG 104 Foundations of Academic Writing <sup>s</sup> or 170 Writing Digital Content	
	DGL 111 UX / UI Design	Elective recommended: DGL 203 Advanced CSS	
	CPS 100 Computer Programming I*	Elective	
Year 2	DGL 104 Application Dev Foundations prerequisite: CPS 100 Computer Programming I	DGL 211 Project Management	
	DGL 113 Intro to Javascript prerequisite: DGL 103 HTML/CSS	DGL 213 Applied Javascript prerequisite: DGL 113 Javascript	
	DGL 204 Mobile App Development prerequisite: CPS 100 Computer Programming I	DGL 214 Adv Mobile App Development prerequisite: DGL 204 Mobile App Development	
	DGL 309 Capstone Project (6 credits)	DGL 409 Capstone Project (6 credits)	

In the 2022-23 academic year, **most courses are only offered in one term** as indicated in the chart above. Courses marked with an asterisk (\*) are offered in both fall and winter terms. Courses marked with (s) may also be offered in the spring term (May – August); please consult the <u>Course Catalogue</u>.

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

This program can be taken on a part-time basis. <u>Contact an educational advisor</u> to discuss further options.

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