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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 111 UX / UI Design
	DGL 105 Digital Graphics	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	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 103, CPS 100, 146 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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