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	<b>FALL TERM</b> September - December	<b>WINTER TERM</b> January - April	
<b>Year 1</b>	DGL 101 Digital Culture		DGL 104 Application Dev Foundations prerequisite: one of CPS 100, CPS 102, CPS 114, DGL 113 or DGL 123
	DGL 103 HTML/CSS		DGL 113 Intro to JavaScript prerequisite: DGL 103
	CPS 100 Computer Programming I		DGL 114 Intro to Mobile App Development prerequisite: CPS 100 or CPS 102
	CPS 146 Database Fundamentals		DGL 309 Capstone Project (6 credits)
	ENG 104 Foundations of Academic Writing* or 170 Writing Digital Content		
<b>Year 2</b>	DGL 204 Mobile App Development prerequisite: DGL 114		DGL 111 UX / UI Design
	DGL 213 Applied JavaScript prerequisite: DGL 113		DGL 211 Project Management
	DGL 105 Digital Graphics		DGL 214 Adv Mobile App Development prerequisite: DGL 204
	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):

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

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