

**NORTHERN LIGHTS COLLEGE  
REGISTRAR'S OFFICE  
PROGRAM INFORMATION AND COMPLETION GUIDE**

**Program Name:** Information Technology  
**Credential/Certification:** Diploma in Interactive and Digital Technologies  
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**Program Description:** The Diploma in Interactive and Digital Technologies prepares graduates to work in the growing information technology industry that combines internet, multimedia, networking, and software technologies, management and marketing skills.

**Admission Requirements:**

A. Domestic students and students from counties that practice Standard Written English ([see Appendix A](#)) must have official transcripts demonstrating that they have met the English Requirements: One of the following with a 'C' grade or higher: English 12 or English Literature 12 or English First Peoples 12, ENGL 050, or ENGL 099. Alternatively, any university-level English course with a 'C' grade or higher. Students who do not meet one of the above English Requirements must complete the NLC Writing Assessment for appropriate course placement.

B. International students who do not meet the requirement A above, and domestic students who received their secondary education in French or another language, must show that they have met the NLC English requirement: see [Appendix A \(General Academic English Language Proficiency Requirements\)](#).

C. Math Requirement: One of the following with a 'C' grade or higher: Precalculus 11, Principles of Mathematics 11, Foundations of Math 11, MATH 040; or equivalent; alternatively, readiness for MATH 050 as determined by the CCP Math appraisal.

Note that some course options have specific prerequisites. Meeting the program entrance requirements does not ensure course prerequisites have been met for all available courses.

**Length of Program:** (weeks and total hours)

Four academic semesters (60 weeks) with a minimum of 945 hours in total. Students are required to complete this program within a four year period from the start date due to the technical and changing nature of many of the program courses.

**Program Intake:** (start/finish dates) For students that start in either Fall or Spring on an odd year (e.g. 2023) it is a two year program taken over four semesters with minimum of 15 credits per semester. Students may be able to start part-time at any time, but as the program follows a 2 year cycle some courses are only offered every two years and it will take longer to complete the program.

If a student starts the program in the Winter semester of an even year (e.g. 2024) it will take longer to complete the program, as some courses have prerequisites and/or are only offered every 2 years.

**Available Seats:** N/A

**Application Deadline:** Last day for late registration as indicated in the NLC Calendar. International students should contact the International Department for deadlines specific to their situation.

**Career Prospects:**

Employment opportunities include:

- Animation in entertainment industry
- Application design
- Game design
- Information technology technician in industry and service companies

**Affiliations/Partnerships:** Academic courses transfer as per the BC Transfer Guide <http://www.bctransferguide.ca>.

**Location:** Fort St. John with some courses available on other NLC campuses.

**Additional Requirements/Supplies:** (fees, supplies, materials)

A computer with the minimum requirements, as noted on the NLC website.

**Eligibility for Canada Student Loans:** (Yes or No)

Yes, for domestic students. No, for international students.

**Required Minimum Grade:** (overall and/or minimum within a course)  
C (60%) cumulative GPA; D (50%) minimum in a course.

**Residency Requirement:** (percentage of courses which must be taken at NLC)  
50%; note that a minimum 60% or 'C' grade (60%) is required for courses to be considered for transfer into this program. The age of the course will also be considered in course transfer.

**Required Courses:** (list courses required to complete credential)

Semester 1:

ENGL 110: Introduction to Workplace Communications (3 credits; 45 hrs)

ITEC 112: Foundations of Web Development (3 credits; 45 hrs)

ITEC 150: Small Computer Systems: Organization and Architecture (3 credits; 60 hrs)

MGMT 104: Principles of Management (3 credits; 45 hrs)

Open Elective

Semester 2:

ENGL 230: Technical Writing (3 credits; 45 hrs)

ITEC 210: Database Design (3 credits; 45 hrs)

ITEC 220: Object Oriented programming with Java (3 credits; 45 hrs)

MGMT 107: Introduction to Marketing (3 credits; 45 hrs)

MGMT 217: Business Systems and Analysis and Design (3 credits; 45 hrs)

Semester 3:

ITEC 225: Android Mobile Application Development (3 credits; 45 hrs)

ITEC 235: Computer Graphics and Animation for the Web (3 credits; 45 hrs)

ITEC 245: iOS Application Development (3 credits; 45 hrs)

MGMT 450: Project Management (3 credits; 45 hrs)

Open Elective

Semester 4:

ITEC 255: Human Computer Interactions (3 credits; 45 hrs)

ITEC 290: Project Based Field Experience (3 credits; 90 hrs)

ITEC 320: Virtual Software Systems (3 credits; 45 hrs)

Open Elective

Open Elective

Students can use elective choice to add employable skills or specializations as follows, or for optimizing course transfer to programs at degree granting institutions:

Systems Administration:

ITEC 240: Server Management (3 credits; 45 hrs)

ITEC 250: Network Infrastructure (3 credits; 45 hrs)

Entrepreneurship:

MGMT 210: Advertising and Promotion (3 credits; 45 hrs)

MGMT 219: Entrepreneurship (3 credits; 45 hrs)

Additional suggested electives:

COMM 301: Organizational Communications (3 credits; 45 hrs)

FILM 100: Introduction to Film (3 credits; 45 hrs)

MATH 115: Introductory Discrete Math (3 credits; 45 hrs)

PHIL 110: Logic and Critical Thinking (3 credits; 45 hrs)

PSYC 224: Organizational Behaviour (3 credits; 45 hrs)