Interactive Design - User Experience Major

SCHOOL FOR ADVANCED DIGITAL TECHNOLOGY

Overview

Are you passionate about turning your creative ideas into innovative design solutions? If so, our Interactive Design program with a User Experience major is right for you.

This program will help you become a designer who also excels in creating user-centric experiences using cutting-edge design tools and techniques.

This integrated program combines design fundamentals, design tools and design thinking with a focus on interactivity, usability testing, research and adaptability to deliver a holistic education in modern design practices.

In this program, you'll:

- develop a solid foundation in design principles and techniques while gaining a deep understanding of design thinking methodologies
- master the latest graphic design software and technologies
- learn to evaluate and create data-driven designs
- collaborate with peers to develop effective problem-solving skills with an emphasis on human-centred design principles
- create a portfolio of your work demonstrating applied design concepts tailored to specific client requirements
- expand beyond traditional design into software development and interactive design
- draft prototype designs for usability testing based on user insights
- dive deep into user research and analysis to inform design decisions while putting the user at the center of your design process.

You will plan for multiple outcomes and solutions and rigorously test and prototype your projects to meet client requirements and align with their goals.

Gain the skills and knowledge needed to excel in a tech-focused career as a designer in this unique program. Merge design with technology and shape the future of interactive design.

Traits, skills and aptitudes

Those in the interactive design field tend to be innovative, methodical and social.

You need:

- discretion in dealing with client information and industry secrets
- creativity
- self-discipline
- drawing ability and visual sense
- attention to detail
- analytical thinking
- communication skills
- time-management and organizational skills
- marketing skills
- resilience
- to be very comfortable using computers.

You should enjoy synthesizing information and finding innovative ways to present ideas, taking a methodical approach to tasks, consulting with people, learning from constructive criticism and dealing with deadlines.

Practicum, Co-op and Work Integrated Learning

You'll participate in a capstone project in your second year, where you'll investigate issues across many different subject areas or domains of knowledge, connect with community issues or problems, and create a solution.

You can participate in an optional work term between your first and second year of the program.

Please note: International students are not eligible to register in or participate in optional work-integrated learning opportunities, as optional placements do not meet current IRCC requirements for student work placements.

Credentials

Upon successful completion of this program, you'll be awarded a SAIT Interactive Design diploma with a major in User Experience.

Admission requirements

Applicants educated in Canada

Applicants must demonstrate English language proficiency and completion of the following courses or equivalents:

- at least 50% in Math 30-1 or at least 60% in Math 30-2, and
- at least 55% in English Language Arts 30-1 or at least 60% in English Language Arts 30-2.

SAIT accepts high school course equivalents for admission for applicants educated outside of Alberta.

Applicants educated outside of Canada

All applicants who were educated outside of Canada must demonstrate English language proficiency and provide proof they meet the program admission requirements with an international document assessment. Find accepted educational documents and assessment options.

SAIT may also accept courses completed at certain international post-secondary institutions.

Costs

2026/27 tuition and fees

The following costs are effective as of July 1, 2026.

The estimated total cost of tuition and fees is based on the suggested schedule of study. Following a modified schedule will impact the fees you pay per semester and may alter final costs.

Domestic Students

Year	Number of semesters	Tuition fees	Additional fees	Total per year
1	2	$9,810	$1,764.50	$11,574.50
2	2	$9,810	$1,764.50	$11,574.50
			Total cost:	**$23,149**

The estimated total cost of tuition and fees for domestic students is based on the recommended course load per year.

International Students

The program total is based on the estimated amount you will pay if you enter this program during the 2026/27 academic year. The program total amount listed on your letter of admission may appear higher. This amount is your maximum tuition guarantee for the program. SAIT will not exceed this maximum, regardless of changes in tuition and fees between academic years.

Year	Number of semesters	Tuition fees	Additional fees	Total per year

Year	Number of semesters	Tuition fees	Additional fees	Total per year
1	2	$24,060	$1,764.50	$25,824.50
2	2	$24,060	$1,764.50	$25,824.50
			Total cost:	**$51,649**

The estimated total cost of tuition and fees for international students is based on the recommended course load per year.

Books and Supplies

Books and supplies are approximately $2,000 per full-time year.

Find your booklist on the SAIT Bookstore's website. The booklist will be available closer to the program start date. Can't find your program or course? The bookstore didn't receive a textbook list. Contact your program directly to determine if they're still refining course details or if you're in luck; no textbook purchase is required this term.

This is a bring-your-own-device program with a custom computer hardware and software requirement.

You require a laptop with an integrated webcam, a smartphone with the ability to record audio and video and headphones with an integrated microphone.

All laptops must meet the following minimum specifications:

- MacBook Air with M2 chip
- 8-Core CPU, 10-core GPU
- 8GB Unified Memory
- 512GB SSD Storage

The recommended laptop is the 14"Apple MacBook Pro with M2 Pro chip.

Should you wish to use a PC laptop, it must meet minimum power user hardware and software requirements. Some UX designers use software that is only for Mac.

Required software

- Adobe CC Student Subscription
- Figma (free for education)
- FileZilla Client
- Chrome
- Visual Studio Code
- MS Office (included in your program)