

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.

Academic path

The opportunity to advance your education by transferring into this program or gain credit for previous postsecondary courses may be available.

There may also be opportunities to further your education once you graduate.

Learn more about program and institution transfer options.

Credentials

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

Practicum, Co-op and Work Integrated Learning

You can participate in an optional work term after your first year.

You'll also 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.

Admission requirements

Applicants educated in Canada

Applicants must demonstrate English language proficiency and meet the following requirements or equivalents:

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

Applicants educated outside of Canada

All applicants must demonstrate English language proficiency.

SAIT evaluates international documents for admissions. After applying, consider our international document assessment service if your education is from outside Canada. SAIT may also accept courses completed at certain international post-secondary institutions.

Costs

2024/25 tuition and fees

The following costs are effective as of July 1, 2024.

Domestic Students

| Year | Number of semesters | Tuition fees | Additional fees | Total per year |
|------|---------------------|--------------|-----------------|----------------|
| 1 | 2 | \$9,630 | \$1,608 | \$11,238 |
| 2 | 2 | \$9,630 | \$1,608 | \$11,238 |
| | | | Total cost: | \$22,476 |

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

International Students

| Year | Number of semesters | Tuition fees | Additional fees | Total per year |
|------|---------------------|--------------|-----------------|----------------|
| 1 | 2 | \$23,580 | \$1,608 | \$25,188 |
| 2 | 2 | \$23,580 | \$1,608 | \$25,188 |

| Year | Number of semesters | Tuition fees | Additional fees | Total per year |
|------|---------------------|--------------|-----------------|----------------|
| | | | Total cost: | \$50,376 |

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.

Computers and laptops

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

For this program, you will need the following:

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

All computers must meet the following minimum specifications.

Laptop

- Required
 - o MacBook Air with M2 chip
 - o 8-Core CPU, 10-Core GPU
 - o 8GB Unified Memory
 - o 512GB SSD Storage
- Preferred
 - 14"Apple MacBook Pro with M2 Pro chip.
- Students with PC laptops must have the minimum power user hardware and software requirements for this program.

Note: Some UX designers use software that is only for Mac.

Software

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

2023/24 tuition and fees

The following costs are effective until June 30, 2023.

Domestic Students

| Year | Number of semesters | Tuition fees | Additional fees | Total per year |
|------|---------------------|--------------|-----------------|----------------|
| 1 | 2 | \$9,450 | \$1,570 | \$11,020 |
| 2 | 2 | \$9,450 | \$1,570 | \$11,020 |

| Year | Number of semesters | Tuition fees | Additional fees | Total per year |
|------|---------------------|--------------|-----------------|----------------|
| | | | Total cost: | \$22,040 |

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

International Students

| Year | Number of semesters | Tuition fees | Additional fees | Total per year |
|------|---------------------|--------------|-----------------|----------------|
| 1 | 2 | \$23,571.60 | \$1,570 | \$25,141.60 |
| 2 | 2 | \$23,571.60 | \$1,570 | \$25,141.60 |
| | | | Total cost: | \$50,283.20 |

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