Edison College Canada
SINCE 1973
LEARN TODAY, LEAD TOMORROW

Information Kit

User Interface (UI) & User Experience (UX) Design

Diploma

53 Weeks Program

Program Duration:
Theory: 53 weeks / 1060 hours

Delivery Methods:
In-Class/Distance

Campus Location:
Victoria, BC

Program Description

The UI/UX Design diploma program is designed to equip students with the skills and knowledge necessary to excel in the dynamic field of user interface (UI) and user experience (UX) design, preparing them as professional UI/UX developers.
Students will learn how to build interactive websites, design intuitive applications, and develop complex web templates, as well as understand the technical aspects of coding and visual design, which will help them build a rewarding career in the field of UI/UX design.
Ready to take the next step in your career? Our flexible online programs help you gain job-ready skills without leaving home.

Career Opportunities

- Junior UX/UI Designer
- UI Designer
- UX Designer
- Product Designer
- Front-End UI/UX Professional/Developer
- Web Designer
- Interactive Designer

Estimated Salary

UI/UX designers typically earn an annual salary in the range of $41,600 to $109,990, according to the Canadian Job Bank. Employers pay higher salaries to those who have more experience and strong portfolios.
On an hourly basis, UI/UX designers earn in the range of $20.00 to $52.88 per hour. Provinces like British Columbia, Ontario, and Quebec generally pay higher salaries to UI/UX professionals.

UI/UX Designer

Salary Range

$41,600 - $109,990

Admission Requirements

High school graduate or equivalent or mature student status (19 years or older before starting the program).

Meet one of the following English language Proficiency requirements:

Minimum Grade 10 English plus a minimum of three years of full-time secondary education (Grades 8–12) completed in English in a country where English is one of the principal languages of instruction, or

Overall minimum IELTS (Academic) score of 5.5, or

Overall minimum TOEFL score of 46 (only TOEFL iBT is accepted), or

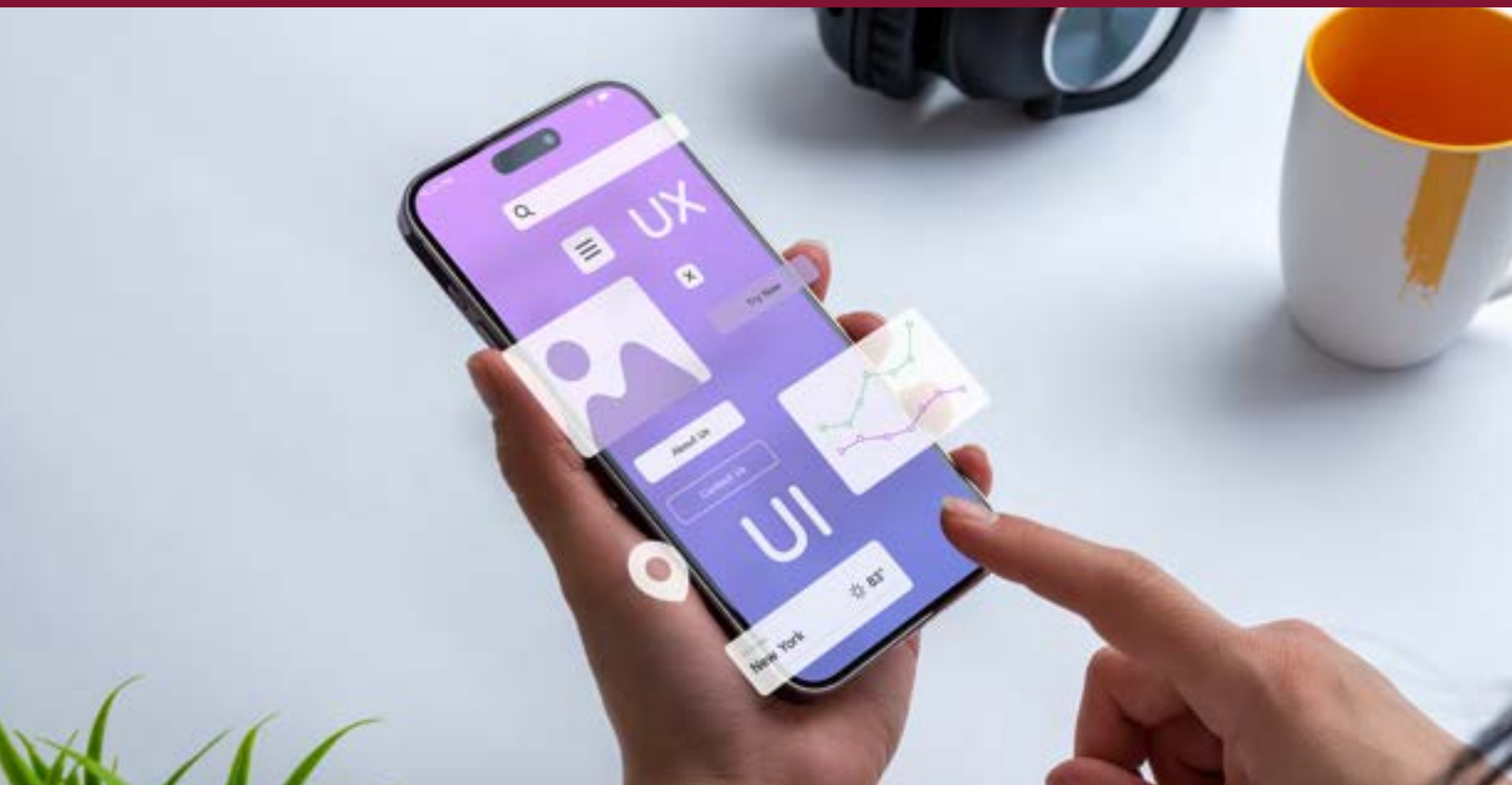
Overall minimum CAEL score of 40, or overall minimum CELPIP score of listening 6, reading 5, and writing 5, or overall minimum Duolingo English Test (DET) score of 95.

The Accuplacer assessment may be accepted only under the following conditions:

English is the program's language of instruction, and the applicant is a mature domestic student facing barriers, and the applicant cannot access their educational records or cannot provide sufficient evidence of secondary or post-secondary education.

The applicant provides attestation that they have completed at least three years of full-time instruction in English in a country where English is one of the principal languages.

The applicant provides a signed self-declaration and minimum overall reading of 235 and writing of 235, and WritePlacer: 4.



Courses

Adobe Illustrator 1 (60 Hours)
Students create and design scalable computer graphics with Adobe Illustrator, including core drawing and shape tools, transformation and reshaping features, text manipulation, and the pen tool. The module prepares the students to create simple vector graphics, educates them about best practices to enhance workflow, and trains them on how to integrate and manipulate colour and type in designs and to prepare documents for output to print, web, and video.

Adobe Illustrator 2 (60 Hours)
This course offers a more complex approach to using different tools, drop-down menus, and panels to create intricate projects. Students will use a perspective grid for creating 3D artwork that fades to a vanishing point. Other techniques taught are clipping mask creation, object rotations, pattern creations, and moving projects on a vertical and horizontal axis point. Students will use objects for aligning graphics, use brushes to paint, and work with live corners for visual effects.

Adobe Photoshop 1 (60 Hours)
Students examine the essential capabilities and creative applications of Adobe Photoshop CC, from correcting colour and print to retouching portraits, navigation, resolution, cropping, selecting, printing, and making web graphics.

Adobe Photoshop 2 (60 Hours)
This course covers advanced compositing techniques, including painting with the mixer brush, adding a background, matching colour schemes across images, and blending multiple pictures to create a panorama. Students also learn how to apply layer styles, use layer effects, add adjustment layers, and use various blending modes.

Adobe XD (User Experience Design Essentials) (80 Hours)
This course focuses on Adobe XD—an essential tool for the User Interface Design (UI) and User Experience Design (UX). Students will gain technical experience by applying these tools and applying best practices to create a design prototype. Distinguish key user needs in a project environment—both in an individual setting and in group discussions. App or web user interface prototype development lessons are covered.

Capstone Project (120 Hours)
The Capstone Project is the culminating experience of the UI/UX Design Diploma program, offering students an opportunity to apply the skills and knowledge acquired throughout the course in a real-world context. Guided by industry-standard design processes, students will engage in every aspect of UI/UX design, including user research, wireframing, prototyping, user testing, and iterative design. They will have the opportunity to work on a project of their choice or one provided by the instructor, simulating real-world design challenges and client expectations.

Information Architecture (160 Hours)
This course is focused on the discipline of labeling, navigation, and search systems for web and interactive products. Information architecture (IA) is a science that teaches students the organizing and structuring of content of the websites, web and mobile applications, and social media software. This course has become the fundamental study in many spheres, including design and software development.

Career Prep and Digital Portfolio Development (200 Hours)
This course combines career preparation with portfolio development, helping students build research and programming skills through hands-on projects in their disciplines. Participants will learn project management and creation techniques while receiving guidance on crafting tailored resumes and standout job applications. Through practical exercises, expert discussions, and peer feedback, students will enhance their ability to present key achievements effectively. By the end of the course, students will have a polished resume and a professional portfolio, equipped with the confidence to navigate the job market and advance their careers.

Introduction to Web Development (60 Hours)
This course provides a foundational understanding of web development, focusing on HTML5, CSS3, and responsive design principles. Students will learn to hand-code web pages, style content with CSS, and implement media queries for mobile-first, responsive layouts. The course introduces JavaScript and the DOM, along with frameworks like Bootstrap and Tailwind CSS. Practical lessons include building a functional landing page, equipping students with the skills to design, develop, and deploy modern, user-friendly websites.

UI/UX Strategies (120 Hours)
This course is designed for professionals aiming to advance their skills in UI/UX strategy, focusing on the creation of user-centric digital experiences. Students will explore advanced user journey mapping, service design concepts, and the use of key performance metrics like usability scores and conversion rates. Through workshops on industry-specific design—such as mobile apps and SaaS platforms—and integration of Agile and Lean UX methodologies, this course will equip students to collaborate effectively and contribute to high-performing teams.

Visualization Techniques (80 Hours)
This course covers the critical thinking strategies for effective graphic design and explores its effectiveness in various settings. Students will learn how to create a satisfying concept for an ad.

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Visualization Techniques (80 Hours)
This course covers the critical thinking strategies for effective graphic design and explores its effectiveness in various settings. Students will learn how to create a satisfying concept for an ad, brand assessment, and event campaign content and build a visual identity around an image or semblance. The course provides techniques on drawing and sketching concepts by hand before digital content creation.

Student Support Award

$5,000

Note:

Effective October 2026, the Student Support Award is applied toward program tuition fees. Following each disbursement, the applicable portion of the Award will be provided to the student within 6–8 weeks, provided the student meets the required attendance and academic performance conditions.

To remain eligible, students must successfully complete all required courses and the practicum, graduate from the program, and have no outstanding tuition balance.

Students who withdraw, are terminated, or fail the program will not be eligible for the Award and must repay to the College any Award amount that is required to be returned. If not repaid, the amount may be sent to collections, where applicable.

Full Name _____ **Date** _____

Signature _____

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