

# UI/UX DESIGN SPECIALIST & ADVANCED CO-OP DIPLOMA



**CORNERSTONE**  
International Community College of Canada



Message

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UI/UX

## Study & Work in Canada

# Program Overview

The **UI/UX Design Specialist & Advanced Co-op Diploma Programs** have been thoughtfully designed to build both the theoretical knowledge and practical foundations for the students to excel. The graduates of the program will be able to provide services to tech and non-tech companies that own and maintain software products, used by their customers.



## Career opportunities

- + UI/UX designer
- + UX researcher
- + Interface designer
- + Experience officer
- + Design manager
- + Product designer/manager
- + Communication designer

## Blended learning method

- + Exclusive virtual and in-class education
- + Customized training
- + Current and up-to-date methodologies
- + Join virtual classes from any location
- + Easy access and accelerated learning

## Admission requirements

- + High School Graduation or 18 years of age
- + Applicants must successfully demonstrate an English language proficiency level based on one of the following scores:
  - Academic IELTS 6.5
  - TOEFL IBT 79
  - TOEIC 850
  - Duolingo 105
  - Qualification for ESL level **advanced** on the CICC placement test



# A Career

## That Will Elevate You To The Next Level

Implementation of strong business strategies are vital for any company. Regardless of what industry you are in, knowing how to build marketing and communication plans and how to manage resources will be an asset for any management position.



**96%**  
Employment

Our students **get hired** during their education in Canada



**76**  
Countries

We work with students from **76 different countries**



**Over 30**  
Networking events

The **greatest chance** to build unprecedented network in Canada





# UI/UX Design Specialist & Advanced Program Outlines

## Program Duration

6-month academic training to **become a specialist**

12-month academic training to **become an expert**

6-month full-time paid co-op work (**480 hours**)

12-month full-time paid co-op work (**960 hours**)

### Introduction to Design

- + Understanding the foundations of graphic design
- + Problem solving with design tools and techniques

### Information Design

- + Applying different information architectures
- + Using information visualization in UI/UX design

### Interaction design method

- + Learning human-computer basic principles
- + Demonstrating design tools and techniques

### Multi Platform UI Design

- + Practicing the different design systems
- + Create responsive design across multiple platforms

### Design Evaluation

- + Qualitative and quantitative user study design
- + Designing user study experiments

### Design Sprint

- + Mapping out the problem to solve
- + Performing design sprint

### Design Communication

- + Design communication tools and techniques
- + Collecting feedback process on design

### Intro to Special Topics in UX Design

- + Learning trend in UI/UX design
- + Applying UI/UX techniques in special areas

### Introduction to Analytics

- + Defining user experience metrics
- + Improving the design based on data collected

### Intro to Web Design & Development

- + Learning user experience topics in web design
- + Understanding design prototypes

### Product Management

- + Developing stages in product design
- + Covering product evaluation and assessment

### Agile UX

- + Agile methodology in product design
- + Advancing scrum and lean strategy

### Social Media in Product Design

- + Running user experience studies on social media
- + Collecting user's feedback on UI/UX decisions

### Business Foundations for Design

- + Learning business models & value proposition
- + Practicing market and user research

### Product Design Projects

- + The project involves all the students have learned including UI/UX design, evaluation and communication. The students will define their own projects which would be a design for a mobile and web application and should be approved by industry professionals.



# \$63,523/a year Average Salary

The base salary is  
\$48,000/a year  
in Canada

Source: payscale.com

## The Benefits of a Dual Diploma

- Gain in-demand skills that Canadian employers are looking for
- Increase your chances of getting hired by Canadian companies
- Diversify your experience and extend your working time in Canada
- Acquire scholarships for further study in Canada

# Vancouver has got it all



- Web & Mobile App Development**  
 Learn how to code to communicate your designs better, and it can help you to empathize with the development process
- Digital Marketing Specialist**  
 Build your career in the digital marketing industry along with developing your soft skills
- International Business Management**  
 Upgrade your soft skills with enhanced organizational and management principles through practical projects
- Customer Relations Specialist**  
 Improve your soft skills that are required for public relations in any type of business

### Tech Hub

Vancouver has one of the best startup ecosystems in the world. That helps to have the fastest growth in terms of tech talents in North America.

### On The Rise

The IT industry has been one of the fastest growing industry in BC and generating more than \$17 billion in revenue annually.

### TALK

Monthly talks by entrepreneurs and business titans who engage our students by offering advice, wisdom and encouragement to achieve their goals.

### FOCUS

Earn additional certificates while taking short and soft-skills workshops that will give you an added advantage in your Canadian job market search.



# Your Success, Our Priority

**100%**  
Job Placement  
Support

**Get Ready For**  
Industry-Recognized  
Certifications

**Start A Career**  
in the Canadian  
UI/UX Industry



*UI/UX design is all about developing an awesome product that is not only usable and user-friendly, but also effective and useful to navigate any product easily.*

**Ali Reza**

Product & Software Developer



*UX/UI diploma has been designed by local industry leaders to meet the needs of the workforce focusing on skill sets required. We train today for tomorrow's demand.*

**William Gerard**

CEO of CICC



*UI/UX is where business, science and art meet. The ultimate goal is to create intuitive and useful products that help people solve their problems, regardless of the tech or platform they are on.*

**Fernanda Ave**

Head of Tech Programs



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