USER EXPERIENCE DESIGN - M.S.

College of Communication and Information
School of Information
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Description
The Master of Science degree in User Experience Design prepares students for careers that require them to apply a solid understanding of usability, content strategy, information architecture and user research.

The user experience designer engages in a variety of design activities that help produce usable interfaces and help organizations meet business goals. User experience design addresses the structural, informational, psychological and emotional aspects of what makes a successful user interface, whether it is Web, mobile, tablet or any other device.

At Kent State University, user experience design is thought of as a process where students learn, understand, imagine, evaluate and inform. The design team begins by gathering data/information about users, clients, the organizational culture, common tasks and work environments. After sufficient data/information is gathered, the team seeks to understand the context in which the project will be undertaken. This phase is the bridge between data collection and design. Design in the imagine phase involves brainstorming, iterative prototyping and critiquing. The design team needs to constantly evaluate their designs to see if they work in the real world. This may involve activities such as paper prototyping, high-fidelity interactive prototyping and usability testing. The results of design must be communicated to appropriate audiences. This informing process involves giving presentations to clients and stakeholders, report writing and other forms of communication.

Fully Offered At:
• Online

Admission Requirements
• Bachelor’s degree from an accredited college or university for unconditional admission
• Minimum 3.000 undergraduate GPA on a 4.000 point scale for unconditional admission
• Official transcript(s)
• Résumé
• Goal statement
• Three letters of recommendation
• English language proficiency - all international students must provide proof of English language proficiency (unless they meet specific exceptions) by earning one of the following:
  • Minimum 587 TOEFL PBT score (paper-based version)
  • Minimum 94 TOEFL IBT score (Internet-based version)

  • Minimum 82 MELAB score
  • Minimum 7.0 IELTS score
  • Minimum 65 PTE score

For more information about graduate admissions, please visit the Graduate Studies website. For more information on international admission, visit the Office of Global Education website.

Program Learning Outcomes
Graduates of the program will be able to:
• Create a portfolio as a means to demonstrate competencies.
• Design and conduct research in a variety of ways necessary to understand users, stakeholders and competitors.
• Apply user experience research and design techniques to solve for user needs.
• Create and evaluate structures to support information and content organization.
• Test and critique existing designs and prototypes by employing usability-testing methods.
• Communicate design ideas in a variety of ways to design teams, stakeholders and developers.
• Demonstrate ability to manage user experience activities to align UX activities to organizational goals.

Program Requirements

Major Requirements

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<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
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</thead>
<tbody>
<tr>
<td>UXD 60001</td>
<td>USER EXPERIENCE DESIGN PRINCIPLES AND CONCEPTS</td>
<td>3</td>
</tr>
<tr>
<td>UXD 60002</td>
<td>USER EXPERIENCE DESIGN IN PRACTICE</td>
<td>3</td>
</tr>
<tr>
<td>UXD 60101</td>
<td>INFORMATION ARCHITECTURE I</td>
<td>3</td>
</tr>
<tr>
<td>UXD 60102</td>
<td>PRINCIPLES OF INTERACTION</td>
<td>3</td>
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<tr>
<td>UXD 60103</td>
<td>RESEARCHING THE USER EXPERIENCE I</td>
<td>3</td>
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<tr>
<td>UXD 60104</td>
<td>USABILITY I</td>
<td>3</td>
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<tr>
<td>UXD 60106</td>
<td>CONTENT STRATEGY I</td>
<td>3</td>
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Culminating Requirement, choose from the following: 3-6

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<table>
<thead>
<tr>
<th>Course</th>
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<tbody>
<tr>
<td>UXD 66080</td>
<td>PROFESSIONAL PORTFOLIO DESIGN AND ASSESSMENT</td>
</tr>
<tr>
<td>UXD 66092</td>
<td>MASTER'S INTERNSHIP IN USER EXPERIENCE DESIGN</td>
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<tr>
<td>UXD 66098</td>
<td>MASTERS PROJECT IN USER EXPERIENCE DESIGN</td>
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<tr>
<td>UXD 66198</td>
<td>MASTER'S RESEARCH PAPER IN USER EXPERIENCE DESIGN</td>
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<td>UXD 66199</td>
<td>THESIS I</td>
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Minimum Total Credit Hours: 36

1. Students may take a maximum 6 credit hours of HI, KM and/or LIS courses.