USER EXPERIENCE - M.S.

College of Communication and Information
School of Information
www.kent.edu/iSchool

About This Program
Are you passionate about creating digital products that are both user-friendly and successful for businesses? In the M.S. degree in User Experience, you’ll engage in all phases of the interdisciplinary design process, from learning and understanding to imagining, evaluating and informing. Enroll today to become a skilled professional who can make a real difference in the digital world. Read more...

Contact Information
• Meghan Harper | iSchool@kent.edu | 330-672-2782
• Connect with an Admissions Counselor: U.S. Student | International Student

Program Delivery
• Delivery:
  • Fully online

Examples of Possible Careers and Salaries*
Web developers and digital interface designers
• 8.0% much faster than the average
• 174,300 number of jobs
• $77,200 potential earnings

* Source of occupation titles and labor data comes from the U.S. Bureau of Labor Statistics’ Occupational Outlook Handbook. Data comprises projected percent change in employment over the next 10 years; nation-wide employment numbers; and the yearly median wage at which half of the workers in the occupation earned more than that amount and half earned less.

For more information about graduate admissions, visit the graduate admission website. For more information on international admissions, visit the international admission website.

Admission Requirements
• Bachelor’s degree from an accredited college or university
• Minimum 2.750 undergraduate GPA on a 4.000-point scale
• 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 to waive) by earning one of the following:
  • Minimum 94 TOEFL iBT score
  • Minimum 120 DET score

1 Applicants who do not meet the minimum 2.750 GPA requirement must submit a statement that addresses the circumstances that contributed to the GPA and preparation for success in graduate study. Applicants should include recent professional achievements that indicate an ability to perform at a higher academic level to be considered for conditional admission to the program.
2 International applicants who do not meet the above test scores will not be considered for admission.

Application Deadlines
• Fall Semester
  • Application deadline: April 15
• Spring Semester
  • Application deadline: November 15
• Summer Term
  • Application deadline: March 15

Applications submitted after these deadlines will be considered on a space-available basis.

Programs Requirements
Major Requirements

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
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<tbody>
<tr>
<td>UX 60501</td>
<td>INTRODUCTION TO USER EXPERIENCE</td>
<td>3</td>
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<tr>
<td>UX 60502</td>
<td>USER EXPERIENCE PROCESSES AND PRACTICE</td>
<td>3</td>
</tr>
<tr>
<td>UX 60503</td>
<td>FUNDAMENTALS OF INTERACTION DESIGN</td>
<td>3</td>
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<tr>
<td>UX 60504</td>
<td>ACCESSIBILITY AND UNIVERSAL DESIGN</td>
<td>3</td>
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<tr>
<td>UX 60511</td>
<td>INFORMATION ARCHITECTURE FUNDAMENTALS</td>
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<tr>
<td>UX 60521</td>
<td>DATA-DRIVEN INTERACTION FUNDAMENTALS</td>
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<tr>
<td>UX 60531</td>
<td>DISCOVERY RESEARCH FUNDAMENTALS</td>
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<tr>
<td>UX 60541</td>
<td>USER EXPERIENCE EVALUATION FUNDAMENTALS</td>
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Fundamentals Elective, choose from the following:

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Major Electives, choose from the following: 15

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<tr>
<td>EMAT 51510</td>
<td>PROJECT MANAGEMENT AND TEAM DYNAMICS</td>
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<tr>
<td>EMAT 60999</td>
<td>PROJECTS IN EMERGING MEDIA AND TECHNOLOGY</td>
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<tr>
<td>ETEC 57403</td>
<td>INSTRUCTIONAL DESIGN</td>
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<td>ETEC 67410</td>
<td>SIMULATIONS AND GAMES IN EDUCATION</td>
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<tr>
<td>ETEC 67411</td>
<td>DESIGNING VISUALS FOR EDUCATION</td>
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<td>ETEC 67432</td>
<td>DESIGNING MULTIMEDIA FOR EDUCATION</td>
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<td>ETEC 67434</td>
<td>EMERGING TECHNOLOGIES FOR EDUCATION</td>
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<td>ETEC 67435</td>
<td>VIRTUAL AND AUGMENTED REALITY</td>
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<td>ETEC 67442</td>
<td>DESIGNING ONLINE AND BLENDED COURSES</td>
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<td>TEACHING ONLINE AND BLENDED COURSES</td>
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<td>ETEC 67445</td>
<td>DESIGNING INSTRUCTIONAL AND PERFORMANCE SOLUTIONS</td>
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<tr>
<td>ETEC 67449</td>
<td>RESEARCH IN ONLINE AND BLENDED LEARNING</td>
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HI 60414 HUMAN FACTORS AND USABILITY IN HEALTH INFORMATICS

LIS 60636 KNOWLEDGE ORGANIZATION STRUCTURES, SYSTEMS AND SERVICES

UX 60117 USER EXPERIENCE LEADERSHIP

UX 60511 INFORMATION ARCHITECTURE FUNDAMENTALS

UX 60521 DATA-DRIVEN INTERACTION FUNDAMENTALS

UX 60531 DISCOVERY RESEARCH FUNDAMENTALS

UX 60541 USER EXPERIENCE EVALUATION FUNDAMENTALS

UX 60691 SEMINAR IN USER EXPERIENCE

UX 60693 VARIABLE TITLE WORKSHOP IN USER EXPERIENCE

UX 60792 ELECTIVE INTERNSHIP IN USER EXPERIENCE

UX 61095 SPECIAL TOPICS IN USER EXPERIENCE

UX 61096 INDIVIDUAL INVESTIGATION IN USER EXPERIENCE

UX 66092 MASTER'S INTERNSHIP IN USER EXPERIENCE

UX 66099 MASTERS PROJECT IN USER EXPERIENCE

UX 66198 MASTER'S RESEARCH PAPER IN USER EXPERIENCE

UX 66199 THESIS

VCD 60012 CONCEPT DEVELOPMENT AND IMPLEMENTATION

Any graduate course approved by faculty advisor

Minimum Total Credit Hours: 30

1 Students may apply the course as a major elective if the course is not already fulfilling the fundamentals elective.

2 Maximum 6 credit hours, combined, may count toward the degree: UX 60691, UX 60693, UX 60792, UX 61095, UX 61096, UX 66092, UX 66099, UX 66198 and UX 66199.

Graduation Requirements

Minimum Major GPA

- 3.000

Minimum Overall GPA

- 3.000

- Evidence of preparation for professional advancement as approved by faculty advisor.

- No more than one-half of a graduate student's coursework may be taken in 50000-level courses.

- Grades below C are not counted toward completion of requirements for the degree.

Program Learning Outcomes

Graduates of the program will be able to:

1. Articulate the values of a user experience professional in the context of agile, multidisciplinary design teams.

2. Design and conduct research to understand user needs.

3. Apply interaction design fundamentals to address user needs.

4. Create and evaluate information structures to support usability and content strategy.

5. Test and assess design ideas, prototypes and existing systems by employing data collection and analysis methods.