

# USER EXPERIENCE - M.S.

College of Communication and Information  
 School of Information  
[www.kent.edu/iSchool](http://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](mailto:ischool@kent.edu) | 330-672-2782
- Connect with an Admissions Counselor

## 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<sup>1</sup>
- Official transcript(s)
- Résumé
- Goal statement
- Three letters of recommendation (*starting with spring 2026 admission term, two letters of recommendation will be required*)
- 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:<sup>2</sup>
  - Minimum 94 TOEFL iBT score
  - Minimum 7.0 IELTS score

- Minimum 65 PTE score
- Minimum 120 DET score

<sup>1</sup> 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.  
<sup>2</sup> 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

All application materials (including applicable fee, transcripts, recommendation letters, etc.) submitted after these deadlines will be considered on a space-available basis.

## Programs Requirements

### Major Requirements

Code	Title	Credit Hours
<b>Major Requirements</b>		
UX 60501	INTRODUCTION TO USER EXPERIENCE	3
UX 60502	USER EXPERIENCE PROCESSES AND PRACTICE	3
UX 60503	FUNDAMENTALS OF INTERACTION DESIGN	3
UX 60504	ACCESSIBILITY AND UNIVERSAL DESIGN	3
Fundamentals Elective, choose from the following:		3
UX 60511	INFORMATION ARCHITECTURE FUNDAMENTALS	
UX 60521	DATA-DRIVEN INTERACTION FUNDAMENTALS	
UX 60531	DISCOVERY RESEARCH FUNDAMENTALS	
UX 60541	USER EXPERIENCE EVALUATION FUNDAMENTALS	
Major Electives, choose from the following:		15
EMAT 51510	PROJECT MANAGEMENT AND TEAM DYNAMICS	
EMAT 60310	CREATIVE CODING FUNDAMENTALS	
EMAT 60999	PROJECTS IN EMERGING MEDIA AND TECHNOLOGY	
ETEC 57403	INSTRUCTIONAL DESIGN	
ETEC 67410	SIMULATIONS AND GAMES IN EDUCATION	
ETEC 67411	DESIGNING VISUALS FOR EDUCATION	
ETEC 67432	DESIGNING MULTIMEDIA FOR EDUCATION	
ETEC 67434	EMERGING TECHNOLOGIES FOR EDUCATION	
ETEC 67435	VIRTUAL AND AUGMENTED REALITY	
ETEC 67445	DESIGNING INSTRUCTIONAL AND PERFORMANCE SOLUTIONS	
ETEC 67449	RESEARCH IN ONLINE AND BLENDED LEARNING	

HI 60414	HUMAN FACTORS AND USABILITY IN HEALTH INFORMATICS
LIS 60636	KNOWLEDGE ORGANIZATION STRUCTURES, SYSTEMS AND SERVICES
UX 60511	INFORMATION ARCHITECTURE FUNDAMENTALS <sup>1</sup>
UX 60521	DATA-DRIVEN INTERACTION FUNDAMENTALS <sup>1</sup>
UX 60531	DISCOVERY RESEARCH FUNDAMENTALS <sup>1</sup>
UX 60541	USER EXPERIENCE EVALUATION FUNDAMENTALS <sup>1</sup>
UX 60691	SEMINAR IN USER EXPERIENCE <sup>2</sup>
UX 60693	VARIABLE TITLE WORKSHOP IN USER EXPERIENCE <sup>2</sup>
UX 60792	ELECTIVE INTERNSHIP IN USER EXPERIENCE <sup>2</sup>
UX 61095	SPECIAL TOPICS IN USER EXPERIENCE <sup>2</sup>
UX 61096	INDIVIDUAL INVESTIGATION IN USER EXPERIENCE <sup>2</sup>
UX 66199	THESIS I <sup>2</sup>

**Minimum Total Credit Hours:** **30**

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

<sup>2</sup> Maximum 6 credit hours, combined, may count toward the degree: UX 60691, UX 60693, UX 60792, UX 61095, UX 61096 and UX 66199.

## Graduation Requirements

Minimum Major GPA	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.
6. Communicate research findings and contribute design solutions to designers, developers and stakeholders.
7. Demonstrate professional competencies aligned with career goals.

## Full Description

The Master of Science degree in User Experience prepares students for careers in discovery research, information architecture, interaction design, prototyping, usability testing and user experience strategy and assessment. As essential members of multidisciplinary design teams, user experience professionals engage in a variety of activities to produce

usable products that delight users and help organizations meet the needs of their clients, patrons, users and stakeholders. User experience analysis addresses the structural, informational, psychological and emotional dimensions that make interactive communication and information technologies useful and successful.

Kent State's program provides a broad introduction to all phases of the multidisciplinary design process, with the opportunity to build deeper knowledge and skills in a focus area. The program includes electives from aligned master's programs in the College of Communication and Information and related disciplines.