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
- School Director: 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) by earning one of the following:
  - Minimum 587 TOEFL PBT score
  - Minimum 94 TOEFL IBT score
  - Minimum 82 MELAB score
  - Minimum 7.0 IELTS 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.

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: 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>
</tr>
<tr>
<td>UX 60504</td>
<td>ACCESSIBILITY AND UNIVERSAL DESIGN</td>
<td>3</td>
</tr>
<tr>
<td>UX 60511</td>
<td>INFORMATION ARCHITECTURE FUNDAMENTALS</td>
<td>3</td>
</tr>
<tr>
<td>UX 60521</td>
<td>DATA-DRIVEN INTERACTION FUNDAMENTALS</td>
<td></td>
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<tr>
<td>UX 60531</td>
<td>DISCOVERY RESEARCH FUNDAMENTALS</td>
<td></td>
</tr>
<tr>
<td>UX 60541</td>
<td>USER EXPERIENCE EVALUATION FUNDAMENTALS</td>
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</table>

Fundamentals Elective, choose from the following:
- 3

Major Electives, choose from the following:
- 15

Table: Major Electives
<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
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<tbody>
<tr>
<td>EMAT 51510</td>
<td>PROJECT MANAGEMENT AND TEAM DYNAMICS</td>
</tr>
<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>
</tr>
<tr>
<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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<tr>
<td>ETEC 67432</td>
<td>DESIGNING MULTIMEDIA FOR EDUCATION</td>
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<tr>
<td>ETEC 67434</td>
<td>EMERGING TECHNOLOGIES FOR EDUCATION</td>
</tr>
<tr>
<td>ETEC 67435</td>
<td>VIRTUAL AND AUGMENTED REALITY</td>
</tr>
<tr>
<td>ETEC 67442</td>
<td>DESIGNING ONLINE AND BLENDED COURSES</td>
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<tr>
<td>ETEC 67444</td>
<td>TEACHING ONLINE AND BLENDED COURSES</td>
</tr>
<tr>
<td>ETEC 67445</td>
<td>DESIGNING INSTRUCTIONAL AND PERFORMANCE SOLUTIONS</td>
</tr>
<tr>
<td>ETEC 67449</td>
<td>RESEARCH IN ONLINE AND BLENDED LEARNING</td>
</tr>
<tr>
<td>HI 60414</td>
<td>HUMAN FACTORS AND USABILITY IN HEALTH INFORMATICS</td>
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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

<table>
<thead>
<tr>
<th>Minimum Major GPA</th>
<th>Minimum Overall GPA</th>
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- Completion of all requirements with a minimum C grade.
- Completion of a minimum 50 percent of coursework at the 60000-level.
- Evidence of preparation for professional advancement as approved by faculty advisor.

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.