

USER EXPERIENCE - M.S.

College of Sciences and Humanities
 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? With the M.S. degree in User Experience, you will 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

Program Delivery

- **Delivery:**
 - Fully online

Examples of Possible Careers and Salaries*

Web and digital interface designers

- 7.0% faster than the average
- 128,900 number of jobs
- \$98,090 potential earnings

Web developers

- 7.5% faster than the average
- 86,000 number of jobs
- \$90,930 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 scale¹
- Official transcript(s)
- Résumé
- Goal statement
- Two 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:²
 - Minimum 94 TOEFL iBT score
 - Minimum 7.0 IELTS score
 - Minimum 65 PTE 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

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

Program Requirements

Major Requirements

Code	Title	Credit Hours
Major Requirements		
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	
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 60401	HEALTH INFORMATICS MANAGEMENT
HI 60403	HEALTH INFORMATION SYSTEMS
HI 60414	HUMAN FACTORS AND USABILITY IN HEALTH INFORMATICS
HI 60419	CONSUMER HEALTH INFORMATICS
KM 60301	FOUNDATIONAL PRINCIPLES OF KNOWLEDGE MANAGEMENT
KM 60302	DESIGNING AND IMPLEMENTING KNOWLEDGE MANAGEMENT IN THE WORKPLACE
KM 60308	EMERGING TECHNOLOGIES IN KNOWLEDGE MANAGEMENT
KM 60370	SEMANTIC ANALYSIS METHODS AND TECHNOLOGIES
LIS 50645	DATABASE FUNDAMENTALS FOR INFORMATION PROFESSIONALS
LIS 60613	INFORMATION NEEDS, SEEKING AND USE
LIS 60636	KNOWLEDGE ORGANIZATION STRUCTURES, SYSTEMS AND SERVICES
LIS 60637	METADATA ARCHITECTURE AND IMPLEMENTATION
UX 60505	ARTIFICIAL INTELLIGENCE LITERACY FOR THE INFORMATION PROFESSIONS
UX 60506	ARTIFICIAL INTELLIGENCE TOOLS IN USER EXPERIENCE
UX 60507	THE PSYCHOLOGY OF HUMAN-INFORMATION INTERACTION
UX 60511	INFORMATION ARCHITECTURE FUNDAMENTALS ¹
UX 60521	DATA-DRIVEN INTERACTION FUNDAMENTALS ¹
UX 60531	DISCOVERY RESEARCH FUNDAMENTALS ¹
UX 60541	USER EXPERIENCE EVALUATION FUNDAMENTALS ¹
UX 60691	SEMINAR IN USER EXPERIENCE ²
UX 60693	VARIABLE TITLE WORKSHOP IN USER EXPERIENCE ²
UX 60792	ELECTIVE INTERNSHIP IN USER EXPERIENCE ²
UX 61095	SPECIAL TOPICS IN USER EXPERIENCE ²
UX 61096	INDIVIDUAL INVESTIGATION IN USER EXPERIENCE ²
UX 66199	THESIS I ²

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 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 this program will be able to:

- Articulate the values of a user experience professional in the context of agile, multidisciplinary design teams.
- Design and conduct research to understand user needs.
- Apply interaction design fundamentals to address user needs.
- Test and assess design ideas, prototypes and existing systems by employing data collection and analysis methods.
- Communicate research findings and contribute design solutions in collaborative teams comprising designers, developers and stakeholders.
- Create and evaluate digital systems that meet user needs in the context of stakeholder priorities.
- Demonstrate professional competencies aligned with career goals.

Dual Degree with Master of Business Administration

Students have the opportunity to complete a dual degree program with the M.S. degree in User Experience and the M.B.A. degree in Business Administration. A separate application must be submitted for each program. Students can view admission requirements for each program on their respective catalog page.

The fully online dual degree prepares students for responsible leadership positions in an integrated business and user experience curriculum. Graduates are prepared for roles in the design, development and delivery of products and services that meet the expectations and needs of users, customers, investors and other stakeholder communities.

Code	Title	Credit Hours
Major Requirements		
ACCT 63037	FINANCIAL ACCOUNTING FOR DECISION MAKING	2
ACCT 63038	MANAGERIAL ACCOUNTING FOR DECISION MAKING	2
BA 64005	ANALYTICS FOR DECISION MAKING	2
BA 64027	SUPPLY CHAIN MANAGEMENT	2
CIS 64042	GLOBALIZATION AND TECHNOLOGY STRATEGY	2
ECON 62021	MACROECONOMIC ENVIRONMENT OF BUSINESS	2
ECON 62022	MANAGERIAL ECONOMICS	2
FIN 66050	LAW AND ETHICS	2
FIN 66060	MANAGERIAL FINANCE	2
HRM 64271	HUMAN RESOURCE MANAGEMENT	2
MGMT 64158	LEADERSHIP	2
MGMT 64399	BUSINESS STRATEGY	3
MGMT 68051	BUSINESS PROFESSIONAL DEVELOPMENT I	1
MKTG 65051	MARKETING MANAGEMENT	2
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

User Experience (UX) Graduate Electives (50000 level and higher)	9
Major 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	
Minimum Total Credit Hours:	52

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 related disciplines.