

# HUMAN COMPUTER INTERACTION (MS)

The MS in Human Computer Interaction focuses on user research, design, implementation, and evaluation to create technologies that are useful, easy to use and accessible for diverse users.

Program Requirements	Quarter Hours
Introductory Courses	0-16
Degree Requirements	48
<b>Total hours required</b>	<b>48-64</b>

## Learning Outcomes

Students will be able to:

- Plan and conduct ethical user research with human participants using appropriate data collection methods, and analyze the data using both qualitative and quantitative methods.
- Create, justify, and critique interface designs using appropriate theoretical and methodological HCI frameworks.
- Create prototypes that simulate the interactivity of user interfaces and have enough functionality for usability testing with human participants.
- Design and conduct usability tests for an existing or prototyped product or service.

## Degree Requirements

### Course Requirements

No Introductory course (a course numbered 400 through 419) may be substituted for any other course at any level.

### Introductory Courses

Introductory courses may be waived for any of the following conditions:

- The student has the appropriate course work to satisfy an Introductory Course.
- The student has appropriate and verified professional experience to satisfy an Introductory Course.
- The student passes a Graduate Assessment Examination (GAE) in the Introductory Course area.

Course	Title	Quarter Hours
IT 411	SCRIPTING FOR INTERACTIVE SYSTEMS	4
HCI 406	WEB SITE DESIGN FOR HCI	4
HCI 412	HCI DESIGN FUNDAMENTALS I	4
IT 403	STATISTICS AND DATA ANALYSIS	4

### Foundation Courses

The following Foundation Courses are listed in the suggested sequence for the program.

Course	Title	Quarter Hours
HCI 440	INTRODUCTION TO USER-CENTERED DESIGN	4

HCI 450	FOUNDATIONS OF HUMAN-COMPUTER INTERACTION	4
HCI 430	PROTOTYPING AND IMPLEMENTATION	4

Students currently taking Foundation Courses may also register for Major Elective Courses if they have successfully completed the prerequisites for those courses.

### Advanced Courses

The following Advanced Courses are listed in the suggested sequence for the program.

Course	Title	Quarter Hours
HCI 445	USER RESEARCH METHODS	4
HCI 454	INTERACTION DESIGN AND INFORMATION ARCHITECTURE	4
or HCI 457	INFORMATION ARCHITECTURE AND CONTENT STRATEGY	
HCI 460	USABILITY EVALUATION METHODS	4
HCI 472	HCI DESIGN FUNDAMENTALS II	4

Course	Title	Quarter Hours
At least one of the following major electives is also required:		4
HCI 511	ACCESSIBILITY CONSIDERATIONS IN HCI	
HCI 514	GLOBAL USER RESEARCH	
HCI 515	DESIGN ETHNOGRAPHY	
HCI 516	BEHAVIORAL SCIENCE & UX	
HCI 520	LEARNER-CENTERED DESIGN	

### Major Elective Courses

Students must complete 12 credit hours of Major Elective courses from the lists below:

#### HCI Electives

Course	Title	Quarter Hours
HCI 421	DESIGNING FOR CONTENT MANAGEMENT SYSTEMS	
HCI 511	ACCESSIBILITY CONSIDERATIONS IN HCI	
HCI 512	INFORMATION VISUALIZATION AND INFOGRAPHICS	
HCI 514	GLOBAL USER RESEARCH	
HCI 515	DESIGN ETHNOGRAPHY	
HCI 516	BEHAVIORAL SCIENCE & UX	
HCI 520	LEARNER-CENTERED DESIGN	
HCI 522	UX STRATEGY AND WEB ANALYTICS	
HCI 530	MOBILE DESIGN	
HCI 541	SURVEY DESIGN AND ANALYSIS	
HCI 545	EMBODIED INTERACTION	
HCI 553	SOCIAL INTERACTION DESIGN	
HCI 558	INTERACTION DESIGN AND ANALYSIS	
HCI 580	USER EXPERIENCE DESIGN PRACTICUM	

HCI 590	TOPICS IN HUMAN-COMPUTER INTERACTION
HCI 596	HCI RESEARCH CAPSTONE

### NON-HCI Electives Open to All HCI students

Course	Title	Quarter Hours
CSEC 440	INFORMATION SECURITY MANAGEMENT	
DSC 424	ADVANCED MODELING AND ANALYSIS TECHNIQUES	
DSC 441	FUNDAMENTALS OF DATA SCIENCE	
DSC 465	DATA VISUALIZATION	
CSC 484	ETHICS IN ARTIFICIAL INTELLIGENCE	
CSC 587	COGNITIVE SCIENCE	
GAM 424	GAME DESIGN WORKSHOP	
IS 430	FUNDAMENTALS OF IT PROJECT MANAGEMENT	
IS 451	DATABASE DESIGN FOR INFORMATION SYSTEMS	
IS 485	REQUIREMENTS ELICITATION, ANALYSIS, AND SPECIFICATION	
IS 511	SOCIAL ISSUES OF COMPUTING	
IS 570	MANAGING CHANGE FOR DIGITAL TRANSFORMATION	
IS 586	CUSTOMER RELATIONSHIP MANAGEMENT TECHNOLOGIES	
IT 432	WEB ARCHITECTURE	
IT 590	TOPICS IN INFORMATION TECHNOLOGY	
MKT 555	MARKETING MANAGEMENT	
PSY 404	PERCEPTION AND COGNITION	
PSY 473	THE PSYCHOLOGY OF JUDGMENT AND DECISION-MAKING	
PSY 680	INDUSTRIAL AND ORGANIZATIONAL PSYCHOLOGY	
SE 430	OBJECT ORIENTED MODELING	
SE 482	REQUIREMENTS ENGINEERING	

### Capstone

Course	Title	Quarter Hours
HCI 594	HUMAN-COMPUTER INTERACTION CAPSTONE	4

### Degree Requirements

Students in this degree program must meet the following requirements:

- Complete a minimum of 48 graduate credit hours in addition to any required introductory courses of the designated degree program.
- Complete all graduate courses and requirements listed in the designated degree program.
- Earn a grade of C- or better in each introductory course of the designated degree program.
- Maintain a cumulative GPA of 2.5 or higher.
- Students pursuing a second (or more) graduate degree may not double count or retake any course that applied toward the completion of a prior graduate degree. If a required course in the second degree was already completed and applied toward a previous degree, the

student must meet with a faculty advisor to discuss a new course to be completed and substituted in the new degree. This rule also applies to cross-listed courses, which are considered to be the same course but offered under different subjects.

- Students pursuing a second master's degree must complete a minimum of 48 graduate credit hours beyond their first designated degree program in addition to any required introductory courses in their second designated degree program.

Students with a GPA of 3.9 or higher will graduate with distinction.

For DePaul's policy on repeat graduate courses and a complete list of academic policies see the DePaul Graduate Handbook.