Human System Engineering (User Experience Research), MS

ESHSEUERMS

Program Description

Degree Awarded: MS Human Systems Engineering (User Experience Research)
The MS program in human systems engineering with a concentration in user experience research focuses on designing products that are useful, usable, desirable, easy to learn, efficient to use and easy to remember. It focuses on the research, design and validation of all system components an end user interacts with, including software user interfaces, documentation, help systems, user support, aesthetics and communication. It is an important specialization within human systems engineering with a bright job outlook.

Students may complement their education with courses in graphic information technology, technical communications and entrepreneurship to strengthen their skills in information architecture, visual design and user interface prototyping. Additionally, hands-on user experience projects in these classes help students build portfolios necessary for entry-level positions.

At a Glance

- **College/School:** Ira A. Fulton Schools of Engineering
- **Location:** Polytechnic

Degree Requirements

30 credit hours and a portfolio, or
30 credit hours and a thesis, or
30 credit hours including the required applied project course (HSE 593)
Required Core (12 credit hours)
HSE 520 Methods and Tools in Applied Cognitive Science (3)
HSE 530 Intermediate Statistics for Human Systems Engineering (3)
HSE 531 Data Analytics: Modeling Human Subjects Data (3)
HSE 542 Foundations of Human Systems Engineering (3)

Concentration (9 credit hours)
HSE 521 Methods and Tools in Human Systems Engineering (3)
HSE 525 Health and Human Systems Engineering (3)
TWC 511 Principles of Visual Communication (3)
TWC 514 Visualizing Data and Information (3)
TWC 544 User Experience (3)

Electives or Research

Culminating Experience
HSE 593 Applied Project (6) or
HSE 599 Thesis (6) or
portfolio (0)

Additional Curriculum Information
For electives and research coursework, enrollment in HSE 592 Research for three credit hours is required for students completing a thesis and optional for students completing the applied project or portfolio culminating experience. Students in all culminating experience options should contact the academic unit for an approved electives list.

Students completing a portfolio for the culminating experience must complete nine credit hours of electives and research coursework.

Admission Requirements

An applicant must fulfill the requirements of both the Graduate College and the Ira A. Fulton Schools of Engineering.

Applicants are eligible to apply to the program if they have earned a bachelor's or master's degree in engineering, user experience, psychology or a related field from a regionally accredited institution.

Applicants must have a minimum cumulative GPA of 3.00 (scale is 4.00 = "A") in the last 60 hours of their first bachelor's degree program, or applicants must have a minimum cumulative GPA of 3.00 (scale is 4.00 = "A") in an applicable master's degree program.

All applicants must submit:

1. graduate admission application and application fee
2. official transcripts  
3. curriculum vitae or professional resume  
4. professional statement  
5. research summary  
6. three letters of recommendation  
7. proof of English proficiency

**Additional Application Information**  
An applicant whose native language is not English must provide proof of English proficiency regardless of current residency. Applicants should review the Graduate Admission Services website at [https://admission.asu.edu/international/graduate/english-proficiency](https://admission.asu.edu/international/graduate/english-proficiency).

Unofficial transcripts may be submitted at time of application. If admitted, applicants must then submit official transcripts to ASU Graduate Admission Services.

**Career Opportunities**

This master's degree program prepares students for industry and government careers in positions such as:

- game designer  
- human factors engineer  
- human systems integrator  
- information systems designer  
- interface designer  
- military scientist  
- usability engineer  
- user experience designer

Graduates of the Master of Science program in human systems engineering find employment in user experience design and user experience research at companies like Apple, Hulu, Slack, HP, GoDaddy and Intel.

**Contact Information**

[Human Systems Engineering](mailto:polygrad@asu.edu) | SUTON 240  
[polygrad@asu.edu](mailto:polygrad@asu.edu) | 480-727-4723