User Experience, MS

You could be one of tomorrow's leaders in the user experience profession.

Program Description

Degree Awarded: MS User Experience
The MS program in user experience combines topics in web, human factors, visual displays and technical communication to make products, systems and services useful, usable and desirable.

Students learn how to research user needs, identify criteria for successful products and services, prototype those products and services, and refine them through usability testing and other user-centered evaluation methods.

User experience skills are increasingly valued by industry yet are not typically covered in depth in traditional engineering or technical communication programs.

At a Glance

- College/School: College of Integrative Sciences and Arts
  Ira A. Fulton Schools of Engineering
- Location: Polytechnic or Online

Accelerated Program Options

This program allows students to obtain both a bachelor's and master's degree in as little as five years. It is offered as an accelerated bachelor's and master's degree with:

Graphic Information Technology (User Experience), BS
Human Systems Engineering (User Experience), BS
Technical Communication (User Experience), BS

Acceptance to the graduate program requires a separate application. During their junior year, eligible students are advised by their academic departments to apply.

Degree Requirements

30 credit hours and a portfolio

Required Core (18 credit hours)
GIT 540 Cross-Media Design Solutions (3)
GIT 542 Usability and User Experience (3)
HSE 521 Methods and Tools in Human Systems Engineering (3)
HSE 542 Foundations of Human Systems Engineering (3)
TWC 501 Fundamentals of Technical Communication (3)
TWC 544 User Experience (3)

Electives or Research (12 credit hours)

Culminating Experience (3 credit hours)
portfolio (0)

Additional Curriculum Information
Students should see the academic units for a complete list of approved electives and research courses. Other courses may be used with approval of the academic units.

Admission Requirements

Applicants must fulfill the requirements of the Graduate College, the Ira A. Fulton Schools of Engineering and the College of Integrative Sciences and Arts.

Applicants are eligible to apply to the program if they have earned a bachelor's or master's degree in related fields such as psychology, graphic information technology, graphic design, human systems engineering, business, cognitive science, design or technical communication 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. personal statement
4. professional resume
5. writing sample
6. two 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 see the Graduate Admission Services website at https://admission.asu.edu/international/graduate/english-proficiency. Global Launch at ASU offers an online alternative to standardized testing for international students who are seeking admission to ASU but need proof of English proficiency.

https://globallaunch.asu.edu/learn-english/online-english/english-for-admission

**Attend Online**

**ASU Online**

ASU offers this program in an online format with multiple enrollment sessions throughout the year. Applicants may view the program description and request more information here.

**Application Deadlines**

**Fall**

**Spring**

**Summer**

**Career Opportunities**

Graduates with this degree possess the skills in research, analysis, design and communication to be UX professionals who effectively lead teams and collaborate with clients and technical personnel.

UX is a rapidly growing field. Graduates can typically expect to find jobs in the areas of:

- design research
- digital visualization design
- human-computer interaction
- human factors research
- interaction design
- interface design
- usability testing
- user experience
- user research