COLLEGE OF COMPUTING
AND DIGITAL MEDIA

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School of Cinema and
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School of Computing

Institute for Professional
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oi   ca   s > MS in Human Computer Interaction

MASTER OF SCIENCE
Human-Computer Interaction
About the Program   •   Curriculum and Requirements

Graduate Degree Programs

OVERVIEW

The Master of Science in Human-Computer Interaction prepares students to ideate, design, implement, and evaluate computer-based technologies so they are useful and usable for end users. This interdisciplinary degree integrates concepts and methods from computer science, graphic design and the social sciences. Drawing upon these concepts and methods, students learn user-centered and

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participatory design approaches as they create information and communication technologies (ICTs) such as dynamic web sites, mobile apps and desktop applications. Particular emphasis is given to ICT evaluation, exploratory user research, information architecture, interaction design and prototype development.

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FACULTY   VIEW ALL ›

GET MORE INFORMATION

Peter Hastings ✉   Craig Miller ✉   Cynthia Putnam ✉

To receive information about this program please fill out the form below. **All fields required.**

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Last Name

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State

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ONLINE LEARNING

EARN THIS DEGREE ONLINE

CAREERS

A graduate degree in HCI will prepare you for many different kinds of careers in user experience (UX). Our graduates have many different job titles including, interaction designer, information architect, user experience designer, usability specialist, and user researcher. You will be entering a growing and dynamic profession that will afford you many exciting career options. Employers of our HCI graduates include Allstate, GfK, Grainger, JP Morgan Chase, Manifest Digital, Microsoft, Motorola, Razorfish, and Sears Holding Corporation.

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COURSES

The HCI program includes a foundational core of HCI courses supplemented by a diverse offering of electives. You may choose from a range of topics including mobile computing, social media, accessibility, and information visualization. In addition, students may take courses from other CDM majors including information systems, project management, software engineering and computer science.

LABS

There are two labs dedicated to software evaluation and user research in the downtown loop campus.

ADMISSION PROCESS

The Graduate Admission process involves completing an online application, sending in your transcripts, and any additional information, e.g. letters of recommendation, certifications, etc.

Please visit our Graduate Admissions page for more information.

FACULTY PERSPECTIVES

DEPAUL UNIVERSITY
COLLEGE OF COMPUTING AND DIGITAL MEDIA

Cynthia Putnam, HCI

from CDM DePaul

02:42

HD

RESEARCH

DePaul HCI faculty are active in multiple areas of HCI related research. For more information see the HCI Research page. If you are interested in one of the faculty's research projects, feel free to contact the faculty directly. Several students have not only been involved in research projects for independent study credit, but also have publications in peer reviewed venues that demonstrate their work. These research projects give you another option for adding real world projects to your portfolio.

PROFESSIONAL ORGANIZATIONS

Many of our HCI students and program graduates contribute to local professional organizations. Particularly active is the Chicago Interaction Design Association (IxDA), which has several program graduates currently serving in leadership roles. IxDA provides yet another opportunity for you as an HCI student to network with UX professionals and DePaul HCI graduates.

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DePaul University
College of Computing and Digital Media

243 South Wabash Avenue
Chicago, IL 60604
312 362 8381

CDM's Schools

School of Computing
School of Cinema and Interactive Media
Institute for Professional Development

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