

PLAN OF STUDY [SPRING 2022]

MASTER OF SCIENCE IN HUMAN-COMPUTER INTERACTION

School of Informatics and Computing (SoIC)

MS: 36 Credit Hours				
Required Core Courses (15 cr.)	Required Selectives (9 cr.)	Open Electives (6 cr.)	Final Project (6 Cr.)	
H541, H543, H561, H563, H564	Choose one: {H565 or H517} Choose one: {H567 or H581 or H582, or N505}	HCI Internship (INFO-I595): any 500-level course on campus that complements your HCI background.	MS Final Capstone Project: [H680 and H681, taken sequentially]	
	Choose one: {H566 <u>or</u> H570 <u>or</u> H583}	Recommended electives include: H567, I575, H554, PSY6000; any selective course not taken as selective.	or MS Thesis: 2 × H694 (faculty approval required)	

SPRING	SUMMER	FALL
H541 Interaction Design Practice (O)	• Elective or	H543 Interaction Design Methods (O)
H564 Prototyping for Interactive Systems (O)	• Internship*	H563 Psychology of HCI (O)
<u>Choose one:</u> H567 IoT Interface Design for Business Innovation		Also available: H564 Prototyping for Interactive Systems
		Recommended Electives:
H582 UX Design Ethics		H567 IoT Interface Design for Business Innovation
		I575 Informatics Research Design
		H554 Independent Study in HCI (faculty approval required)
	 Elective or 	H681 HCI Professional Practice 2
H680 HCl Professional Practice 1	Internship*	
~.		Choose one:
		H565 Collaborative & Social Computing
		H517 Visualization Design and Analysis
noos Conversational User Interfaces (only online)		
NOTES: (0) = Additional Online section available	1	
NOTES. (O) – Additional Offilie Section available		
	 H564 Prototyping for Interactive Systems (O) Choose one: H567 IoT Interface Design for Business Innovation H581 Experience Design & Eval. of Access technologies 	**H564 Prototyping for Interactive Systems (O) **Choose one:* H567 IoT Interface Design for Business Innovation H581 Experience Design & Eval. of Access technologies H582 UX Design Ethics **H561 Meaning and Form in HCI H680 HCI Professional Practice 1 **Choose one:* H566 Experience Design and Ubiquitous Computing H570 Tangible and Embodied Interaction (only online) H583 Conversational User Interfaces (only online)

FINAL PROJECT REQUIREMENTS

H680-H681 Capstone: The "default" graduation option for all MS students is the Final Capstone Project of 6 Cr. Hrs., consisting of the sequence H680 and H681.

- H680 HCI Professional Practice 1 (3 cr.).
- Prerequisites: all core courses in first two semesters.
- 2. H681 HCI Professional Practice 2 (3 cr.)
 - Prerequisites: H680
- The H680/681 course sequence includes a formally scheduled inclass time that students must attend.
 - Students will work on one, final project (typically teambased) that extends throughout the two courses (fall and spring).
 - Students will receive an official grade at the conclusion of each course/semester.
 - Incompletes are NOT permitted.
 - The successful completion of the H680-H681 sequence (along with all other coursework) guarantees timely graduation for all students.

H694 Thesis: Upon permission granted by a faculty member who commits to be a thesis advisor, a student may replace the H680-H681 course with a H694 Thesis (6 credits). This option requires much more proactive commitment, time management, research skills and autonomy to the capstone and is granted only by a faculty member who is willing to accept the student as thesis advisor for at least two consecutive semesters. H694 will be considered completed only after the final thesis has been completed and approved by the thesis advisor and the committee members.

Students taking the H694 Thesis Option must take I575 -Research Design as one of their elective courses. Based on the thesis advisor's recommendation and the nature of the thesis work, the student may take an alternative research methods course as an elective, if useful to the completion of

Detailed schedule of each course is updated and published every semester on the **IUPUI Registrar's Website**.

HCI MS Plan of Study Revised: 1/6/2022 12:20:21 PM

HCI Professional Internship (I595)

(Equivalent to Elective Courses)

The Informatics Career Services Office assists students with finding HCI-related Internships (e.g., summer semesters) to gain valuable professional experience within the HCI industry prior to graduation. Up to 6 credits of internships (course I595) may be counted towards elective credits. Credit for an internship should be requested prior to the starting date of the internship since retro-credit is not permitted. Once approved authorization is given to register for an online credit internship course. Please contact Career Services (soiccso@iupui.edu) to learn more about internship opportunities and the credit internship evaluation and approval process.

Area of Emphasis in Digital Making

MS HCI students can pursue an area of emphasis in digital making by completing **9-12 credit hours** of Media Arts and Science graduate-level sections that count towards 6 elective credits and 3-6 credits of selective courses in the HCI MS programs. The area of emphasis in digital making allows students to complement their HCI preparation with *application development skills to produce interactive media experiences and environments*, and explore their connections with local businesses as well as the national industry. This area of emphasis is particularly well-suited to HCI MS students with a solid programming background. The Media Arts and Science graduate-level sections available for this area of emphasis include:

- NEWM N585 Motion Graphics (3 cr.)
- NEWM N505 Advanced Issues in Emerging Media Environments (3 cr.)
- NEWM-N 585 Experiential Innovation I Advanced Visualization (3 cr.)
- NEWM-N 585 Real-world Emerging Wearable Technology Applications for Enterprise Business (3 cr.)

Additional digital making courses may become available. Check with the Department Chair (dbolchin@iupui.edu) for updates.

Potential Elective Courses

(Students MUST Check for Prerequisites and Course Availability from the Respective Schools and Departments on campus)

OTHER ELECTIVE COURSES IN HUMAN-CENTERED COMPUTING

Entrepreneurship: H550 Legal and Business Issues in Informatics

Project Management: B505 Project Management.

PSYCHOLOGY

CSCI 507

PSY5/0	Industrial Psychology – Fall, odd yr
PSY572	Organizational Psych - Sping, even yr
PSY615	Physiological Psych – Fall, even yr
PSY640	Social Psychology I – Fall, odd yr
PSY655	Cog Development – Fall, even yr

COMPUTER SCIENCE

CDCIDO	Coject Chemica Besign & Freg
CSCI 537	Intro to Distributed Computing
CSCI 541	Database Systems
CSCI 550	Computer Graphics
CSCI 552	Advanced Graphics and Visualization
CSCI 565	Programming Language

Object-Oriented Design & Prog

DESIGN (HERRON)

HER-V500: Visual Design for User Interfaces (3 credits)

HER-V501 Design Thinking (1.5 cr.) HER-V502 Human Factors in Design (1.5 cr.) HER-R511 Visual Research (3 cr.)

COMMUNICATION

COMM-C 500 Advanced Comm Theory COMM-C 531 Media Theory and Criticism COMM-C 592 Advanced Health Communication COMM-C 620 Computer-Mediated Communication

SOCIOLOGY

SOC-R 556 Advanced Sociological Theory I
SOC-R 557 Advanced Sociological Theory II
SOC-R 559 Intermediate Sociological Statistics
SOC-R 593 Applied Fieldwork for Sociologists
SOC-S 530 Introduction to Social Psychology

GEOGRAPHY

GEOG-G 536 Advanced Remote Sensing
GEOG-G 537 Computer Cartography and Graphics
GEOG-G 538 Intro to Geographic Information Systems
GEOG-G 539 Advanced Geographic Information Systems

OTHERS

ANTH 501	Fundamentals of Applied Anthropology
ED 531	Computers in Education
SLIS-S 532	INFO Architecture for the Web

HCI MS Plan of Study Revised: 1/6/2022 12:20:21 PM