

	MHCI+D	CSE PMP	HCDE MS	iSchool MSIM	IxD MDes
	CAREER IMPACT				
Degree Earned	Master of Human-Computer Interaction + Design	Master of Science in Computer Science & Engineering	Master of Science in Human Centered Design & Engineering	Master of Science in Information Management	Master of Design in Interaction Design (terminal design degree)
Career Possibilities	<ul style="list-style-type: none"> • User Experience Researcher • User Experience Designer • Usability Researcher • Interaction Designer • Product Designer • Developer • Prototyper • Project or program Manager • User Experience Manager 	<ul style="list-style-type: none"> • Software Developer • Software Engineer • Computer Engineer 	<ul style="list-style-type: none"> • User Experience Designer • User Researcher • Information Architect • Interaction Designer • Product Designer • Product Manager • User Interface Developer • Web Developer • Business Analyst 	<ul style="list-style-type: none"> • Information Architect • User Experience Designer • Data Visualization Specialist • Systems Analyst • Data Scientist • Software Design Engineer • Risk Consultant • Web Computing Specialist • Network Administrator • Database Developer • Cybersecurity Professional • Project Manager 	<ul style="list-style-type: none"> • Senior Interaction Designer • Design Researcher • Design Strategist • Creative Director • Professor of Design
Focus	<ul style="list-style-type: none"> • Usability and user research • Design of interactive computing technologies • Prototyping interactive digital systems 	<ul style="list-style-type: none"> • Development of critical skills for career path enhancement for full time software developers 	<ul style="list-style-type: none"> • User-centered research and design • Use of communication, design, and visualization methods • Design and prototyping of interactive products, services, platforms, and systems • Applies to all domains, including technology and engineering 	<ul style="list-style-type: none"> • Information and information technologies management 	<ul style="list-style-type: none"> • Design of interactive products and services • Design research and strategy

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Capstone or Thesis Project	<ul style="list-style-type: none"> • Team-based project offers opportunity to work with outside sponsors • Project forms the spine of studio work for first 3 quarters • Culminates in a full time studio during final summer quarter 	<ul style="list-style-type: none"> • Neither 	<ul style="list-style-type: none"> • Capstone project • Team-based project offers opportunity to work with outside sponsors • Student-driven format and topic • 1 credit planning course followed by a 4 credit studio course 	<ul style="list-style-type: none"> • Capstone project • Team-based project offers opportunity to work with outside sponsors • Student-directed • Research or design oriented 	<ul style="list-style-type: none"> • Thesis • Student-directed Master's thesis • Year long • Faculty supervision from Design and other UW research units
Internship	NA	NA	Elective	Fulltime: Recommended Midcareer: Recommended	Elective
COURSES					
Curriculum	<ul style="list-style-type: none"> • Prescribed sequence of core courses • Electives from sponsoring departments and UW • Culminates in a capstone project 	<ul style="list-style-type: none"> • Choice of 8 core CSE courses • Choice of 8 CSE colloquia courses 	<ul style="list-style-type: none"> • Individualized program • Select core courses and electives in three specialized content areas (Research, Design, and Engineering) from HCDE and UW • Culminates in a capstone project 	Core courses plus concentration in <ul style="list-style-type: none"> • Data Science & Analytics • Information Architecture & Organization • Information Security • Information Management & Consulting 	<ul style="list-style-type: none"> • Individualized program • Core and elective courses in yr 1 • Student-directed thesis in yr 2 • Supplement design coursework with broad UW electives
Instructional Style	<ul style="list-style-type: none"> • Design studio, lectures, individual and group projects • Tightly integrated, project-based curriculum • Sequenced schedule 	<ul style="list-style-type: none"> • Lectures focusing on latest research and theory • Assignments, projects and examinations conform to time availability of full-time employed students 	<ul style="list-style-type: none"> • Project-based, lecture, and studio courses • Core courses in sequenced format • Flexible elective schedule 	<ul style="list-style-type: none"> • Lectures and project-based courses 	<ul style="list-style-type: none"> • Cross-disciplinary seminars, studios and independent study • Special projects available, often with corporate sponsorship, in alignment with interest area

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# of Credits by Course Type	Core: 27 Electives: 10 Capstone Project: 9	Core: 32 Colloquia: 8	Core: 22 Electives: 26	Fulltime Core: 21 Electives: 44 Midcareer Core: 16 Electives: 31	Core: 30 Electives: 35 Thesis: 25
Course Scheduling	<ul style="list-style-type: none"> Primarily daytime 	<ul style="list-style-type: none"> Weekday evenings Each course meets one night/week Colloquia can be attended or viewed online 	<ul style="list-style-type: none"> Primarily evening Each course meets one night/week Full-time or part-time students studying in the evening 	<ul style="list-style-type: none"> Fulltime Core: daytime; Electives: day and evening Midcareer Core: Friday evening and Saturday morning; Electives: other evenings 	<ul style="list-style-type: none"> Primarily daytime
UW AFFILIATION					
College/School Department/Division	<ul style="list-style-type: none"> Graduate School Interdisciplinary Programs Jointly sponsored by College of Engineering College of Arts & Sciences, iSchool 	<ul style="list-style-type: none"> College of Engineering Department of Computer Science & Engineering (CSE) Professional Masters Program 	<ul style="list-style-type: none"> College of Engineering Department of Human-Centered Design & Engineering (HCDE) Students earn Engineering degree 	<ul style="list-style-type: none"> Information School (iSchool) 	<ul style="list-style-type: none"> College of Arts & Sciences School of Art (SOA) Division of Design
Faculty	Interdisciplinary faculty from CSE, HCDE, iSchool, Division of Design plus external industry lecturers	Dedicated CSE faculty plus some notable industry research lecturers	Interdisciplinary tenure-track HCDE faculty plus industry lecturers	Dedicated iSchool faculty plus external industry lecturers	Dedicated Design faculty, plus industry lecturers and UW faculty outside of Design
Facilities	<ul style="list-style-type: none"> Dedicated design studio for the cohort 	<ul style="list-style-type: none"> UW Camps classrooms Use of CSE student computer labs 	<ul style="list-style-type: none"> Design Lab with shared access for all HCDE students UW campus classrooms 	<ul style="list-style-type: none"> iSchool classrooms Shared computing labs Group work space 	<ul style="list-style-type: none"> School of Art building Access to design studios, fabrication shops, and specialized equipment
Contacts	<ul style="list-style-type: none"> Linda Wagner, Program Director Eric Swangstu, MHCI +D Academic Adviser 	<ul style="list-style-type: none"> Dave Rispoli, PMP Advisor 	<ul style="list-style-type: none"> Pat Reilly, Academic Services Manager 	<ul style="list-style-type: none"> Sean McGann, MSIM program chair Jason Boyd, MSIM Academic Adviser Kari Brothers, MSIM Academic Adviser 	<ul style="list-style-type: none"> Laura Todd, Academic Adviser Ann Langford-Fuchs, Academic Adviser

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	TIME AND MONEY				
Duration	<ul style="list-style-type: none"> • 1 year (4 quarters), full-time, immersive experience • Students are members of a cohort of peers. 	<ul style="list-style-type: none"> • Average 2.5 years part-time • Average one 4-credit PMP course and one 1-credit colloquium course per quarter • Liberal leave policy for full-time working professionals 	<ul style="list-style-type: none"> • Self-paced, 5-6 quarters (1-3 academic years; most students graduate in 2 years) • Full-time and part-time students; many are working professionals 	<ul style="list-style-type: none"> • Fulltime program: 2 years, full time • Midcareer program: 2 years, Fri./Sat. courses 	<ul style="list-style-type: none"> • 2 years, full-time immersive experience
Option for full-time work while in school	No	Yes	Yes	Fulltime: No Midcareer: Yes	No
Application Deadline	<ul style="list-style-type: none"> • Jan 12 	<ul style="list-style-type: none"> • Autumn Quarter: Jul. 1 • Winter Quarter: Nov. 1 • Spring Quarter: Feb. 1 	<ul style="list-style-type: none"> • Jan. 15 (no applications will be considered after this date) 	<ul style="list-style-type: none"> • Jan. 15 (Full-time MSIM deadline) • May 1 (Mid-career MSIM priority scholarship deadline) • May 31 (Mid-career MSIM deadline) 	<ul style="list-style-type: none"> • Jan. 15
Number of Students Accepted Annually	30	85	75	<ul style="list-style-type: none"> • Fulltime: 70 • Midcareer: 35 	8-10
Required # of Credits	46	40	48	<ul style="list-style-type: none"> • Fulltime: 65 • Midcareer: 47 	90
Approximate Total Tuition subject to change and total credits taken	<ul style="list-style-type: none"> • \$45,770 • \$995/credit x 46 credits 	<ul style="list-style-type: none"> • \$37,000 • \$925/credit x 40 credits 	<ul style="list-style-type: none"> • \$34,992 • \$729/credit x 48 credits 	<ul style="list-style-type: none"> • Fulltime: \$48,425 • Midcareer: \$35,015 • \$745/credit in both 	<ul style="list-style-type: none"> • \$32,136

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Financial Aid	Occasionally tuition may be reduced through Fellowships and Teaching/Research Assistantships, which are offered by individual departments and based on merit.	Occasionally tuition may be reduced through Fellowships and Teaching/Research Assistantships, which are offered by individual departments and based on merit.	Occasionally tuition may be reduced through Fellowships and Teaching/Research Assistantships, which are offered by individual departments and based on merit.	Occasionally tuition may be reduced through Fellowships and Teaching/Research Assistantships, which are offered by individual departments and based on merit.	Occasionally tuition may be reduced through Fellowships and Teaching/Research Assistantships, which are offered by individual departments and based on merit.