# PLAN OF STUDY
## FALL 2022 (ON-CAMPUS)

### MASTER OF SCIENCE IN HUMAN-COMPUTER INTERACTION (HCI)

<table>
<thead>
<tr>
<th>Required Core (15 cr.)</th>
<th>Required Selectives (9 cr.)</th>
<th>Open Electives (6 cr.)</th>
<th>Final Project (6 Cr.)</th>
</tr>
</thead>
<tbody>
<tr>
<td>H541, H543, H561, H563, H564.</td>
<td>Choose one: H517 or H565  Choose one: H567 or H581 or H582 or H583  Choose one: H566 or H570 Tangible &amp; Embodied Int.</td>
<td>Recommended electives include: HSCI Professional Internship (I595); any 500-level course on campus that complements your HCI background; Any selective courses not taken.</td>
<td>MS Final Project: [H680 and H681, taken sequentially] or MS Thesis: 2 × H694 (faculty approval required)</td>
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</tbody>
</table>

**FALL 2022**

- **Register for the two required courses:**
  - H541 Interaction Design Practice  (O)
  - H543 Interaction Design Methods  (O)
- **Register for one more course based on the following:**
  - **Required in either Year I Fall OR Year 2 Fall:** H563 Psychology of HCI  (O)
  - **Selective Option (choose one):**
    - H517 Visualization Design & Eval. (Online Only)
    - H565 Collaborative & Social Computing
  - **Required in Year I (Fall OR Spring)**
    - H564 Prototyping for Interactive Systems

**SPRING 2023**

- **Register for the two required courses:**
  - H561 Meaning and Form in HCI  (O)
  - H564 Prototyping for Interactive Systems  (O)
- **Register for one more course based on the following:**
  - **Selective Option (choose one):**
    - H567 Internet-Of-Things Design for Business Innovation
    - H581 Experience Design of Access Technologies
    - H583 Conversational User Interfaces (Online Only)
    - H566 Experience Design and Ubiquitous Computing
  - **Open Electives available include:** HER-V500 Visual Design of User Interfaces, Digital Making courses; see page 2 for more options.

**SUMMER**

- **Optional courses:**
  - Elective or I595 Internship*
    - Check summer schedule for availability of electives, selective, or core courses available. Options may include:
      - H565 Soc. Computing
      - H566 UbiComp
      - H570 Tangible Int.
      - H582 UXD Ethics

**FALL 2023**

- **Register for the required final project course:**
  - H680 HCI Professional Practice 1
- **Register for two more courses based on the following:**
  - **Required in either Year I Fall OR Year 2 Fall:** H563 Psychology of HCI  (O)
  - **Selective Option (choose one):**
    - H517 Visualization Design & Eval. (Online Only)
    - H565 Collaborative & Social Computing
  - **Open Electives available include:** Examples: INFO-I575; Digital Making NEWM courses; see page 2 for more options.

**SPRING 2024**

- **Register for the required final project course:**
  - H681 HCI Professional Practice 2
- **Register for two more courses based on the following:**
  - **Selective Option (choose one):**
    - H567 Internet-Of-Things Design for Business Innovation
    - H581 Experience Design of Access Technologies
    - H582 UX Design Ethics
    - H583 Conversational User Interfaces (Online Only)
    - H566 Experience Design and Ubiquitous Computing
  - **Open Electives available include:** HER-V500 Visual Design of User Interfaces, Digital Making courses; see page 2 for more options.

**NOTES:** (O) = Online section available. We recommend taking no more than three graduate courses per semester.

For questions on degree requirements and course selection, contact the HCI Program Director Professor Davide Bolchini dbolchin@iupui.edu
The Professional Practice Courses H680-H681 constitute the Final MS Project: The “default” graduation option for all MS students is the MS Final Project of 6 Cr. Hrs., consisting of the sequence H680 and H681.

1. 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

3. The H680/681 course sequence includes a formally scheduled in-class time that students must attend.
   Students will work on one, final project (typically team-based) 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) positions the students for timely graduation.

H694 Thesis OPTION: Upon permission granted by a faculty member who commits to be a thesis advisor, a student may request permission to replace the H680-H681 course with a H694 Thesis (6 credits). This option requires much more proactive commitment, early planning, time management, research skills and autonomy than the final project 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 approved by the thesis advisor and the committee members, presented and orally defended. 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 thesis.

INFO-I595 Professional Internship (Counts as 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-N 501 Foundations of Digital Production
- 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.
Additional Potential Elective Courses in Other Schools on Campus
(Students MUST Check for Prerequisites & Course Availability from the Schools and Departments on campus)

**DESIGN (HERRON)**
- HER–V500 Topic: Visual Design for User Interfaces (3 cr.) Online
- HER–V501 Design Thinking (1.5 cr.)
- HER–V502 Human Factors in Design (1.5 cr.)
- HER–R511 Visual Research (3 cr.)

**PSYCHOLOGY**
- PSY570 Industrial Psychology – Fall, odd yr
- PSY572 Organizational Psych – Spring, even yr
- PSY615 Physiological Psych – Fall, even yr
- PSY640 Social Psychology I – Fall, odd yr
- PSY656 Cog Development – Fall, even yr

**COMPUTER SCIENCE**
- CSCI 507 Object-Oriented Design & Prog
- CSCI 537 Intro to Distributed Computing
- CSCI 541 Database Systems
- CSCI 550 Computer Graphics
- CSCI 552 Advanced Graphics and Visualization
- CSCI 565 Programming Language

**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
- ANTH-E404 Field Meth in Ethnography
- COM 501 Qualitative Research
- COM 502 Applied Qualitative Research Methods
- EDU 520 Strategies for Educational Inquiry
- EDU 611 Qualitative Inquiry in Education
- NURS–L 650 Data Ana for Clinical & Admin Decis-Making
- NURS–R 612 Interpretive Data Analysis (2 Cr.), Summer I-II
- PSY 600 Statistical Inference (Fall Even Yr)
- PSY 601 Experimental Design (Spg Even Yr)
- PSY 608 Measurement Theory and Interpret Data
- PSY 640 Survey of Social Psychology I
- PSY 655 Cognitive Development (Fall Even Yr)
- PSY-I 643 Field Methods & Exper
- SOC–R 551 Quantitative Methods – Sociology
- SOC–R 559 Intermediate Soc Statistics
- STAT 511 Statistical Methods 1
- STAT 512 Applied Regression Analysis
- STAT 516 Basic Probability Appl
- STAT 519 Intro to Probability