Human-Computer Interaction MSc /

Human-Computer Interaction (HCI) is concerned with the design and use of computer and mobile technology, focusing on the interfaces between people and systems. This interdisciplinary degree programme sits at the intersection of engineering, behavioural sciences, and design. It combines academic rigour with practical and professional skills highly valued by employers.

Degree summary

Students develop an understanding of the relevance and application of human physical, cognitive, social and affective knowledge to the design of interactive systems. They learn to analyse and test user performance, preferences and experience in relation to human-centred interactive systems. Students will be able to characterise and apply range of human-computer interaction and user-centred design styles.

This programme is taught by the UCL Interaction Centre (UCLIC), a world leading Centre of Excellence in Human-Computer Interaction, working collaboratively with industry and the research community. UCLIC, and before it the UCL Ergonomics Unit, have provided training in this field for over thirty years. We have excellent links with industry partners, offer students a weekly industry speaker series and run visits to consultancies and field sites.

Our modules use a combination of lectures and practical activities. Activities are often structured around individual or group projects, such as the evaluation of a system or the creation of a prototype. Assessments are varied and include design portfolios, presentations, videos and reflective reports as well as academic essays and exams.

The MSc research project allows students to undertake cutting-edge research in human-computer interaction. Many former projects have contributed to publications at leading international conferences, such as the ACM SIGCHI conference.

Degree structure

Mode: Full-time: 1 year; Part-time: 2 years; Flexible: up to 3 years
Location: London, Bloomsbury

Students undertake modules to the value of 180 credits. The programme consists of two compulsory 30 credit core modules, four 15 credit optional modules and a 60 credit research project.

A Postgraduate Diploma (120 credits, full-time nine months or flexible up to three years is offered) consisting of two compulsory 30 credit core modules and four 15 credit optional modules.

A Postgraduate Certificate (60 credits), full-time three months or flexible up to two years is offered. This consists of one 30 credit core module and 30 credits of optional modules.

CORE MODULES
- Interaction Science
- Interaction Design

OPTIONAL MODULES
- Accessibility and Assistive Technologies
- Affective Interaction
- Future Interfaces
- Human Factors for Digital Health
- Persuasive Games
- Physical Computing and Prototyping
- Socio-technical Systems

DISSERTATION/REPORT
- The MSc project gives you the opportunity to conduct research in the area of human-computer interaction under the supervision of a member of UCLIC staff. A broad range of topics and questions are offered and you will work closely with your supervisor in selecting and carrying out your project. Many former projects have contributed to publications at leading international conferences, such as the ACM SIGCHI conference.
Your career

Our graduates are employed by technology multinationals, start-ups, government agencies, consultancies and in academia. They take up roles such as User Experience (UX) Researchers, Interaction Designers, Usability Specialists and Information Architects. Many progress to senior roles within a few years of graduation.

Employability

This degree is highly regarded by our colleagues in industry. Along with developing HCI research skills, the programme allows students to demonstrate skills in presenting, writing and collaboration that are valued by employers. We have a large network of alumni working in London and across the world. Many of them are involved with our industry speaker series and careers events, and they regularly send opportunities to our jobs mailing list for recent graduates.
Entry requirements

A minimum of an upper second-class degree in computer science, psychology or ergonomics or a minimum of an upper second-class degree in a computer science-, psychology-, or ergonomics-related field (e.g. interface design, business IT, product design). Account will be taken of any relevant practical or work experience.

Attention must be given to the instructions in writing the personal statement.

English language proficiency level

If your education has not been conducted in the English language, you will be expected to demonstrate evidence of an adequate level of English proficiency.

The level of English language proficiency for this programme is: Good.

Information about the evidence required, acceptable qualifications and test providers is provided at:
www.ucl.ac.uk/graduate/english-requirements

Your application

Students are advised to apply as early as possible due to competition for places. Those applying for scholarship funding (particularly overseas applicants) should take note of application deadlines.

FEES AND FUNDING 2017/18 ENTRY

// UK: £10,430 (FT), £5,185 (PT)
// EU: £10,430 (FT), £5,185 (PT)
// Overseas: £25,130 (FT), £12,570 (PT)

The tuition fees shown are for the year indicated above. Fees for subsequent years may increase or otherwise vary. Further information on fee status, fee increases and the fee schedule can be viewed on the UCL Current Students website.

Fees for flexible, modular study are charged pro-rata to the appropriate full-time Master's fee taken in an academic session.

Full details of funding opportunities can be found on the UCL Scholarships website: www.ucl.ac.uk/scholarships

APPLICATION DEADLINE

All applicants: 3 March 2017

Applications for this programme for September 2017 entry are currently closed.

Details on how to apply are available on the website at:
www.ucl.ac.uk/graduate/apply

CONTACT

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EU referendum

For up-to-date information relating to specific key questions following the UK’s decision to leave the EU, please refer to www.ucl.ac.uk/eu-referendum