

USER EXPERIENCE & INTERACTION DESIGN (MS)

Contacts

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Campus: East Falls

Program Website (<https://www.jefferson.edu/academics/colleges-schools-institutes/kanbar-college-of-design-engineering-commerce/school-of-design-engineering/academic-programs/ms-user-experience-interaction-design.html>)

Program Description

User Experience (UX) and Interaction Design (IxD) prepares students to be professionals who will change standards by which society communicates and interacts. When one looks at websites, mobile devices, graphical user interfaces, or integrated systems, one sees the importance of interaction in communicating a rich media experience. For businesses, success depends on a well-designed, engaging, dynamic and robust user experience. The MS in User Experience and Interaction Design program provides students the necessary skillsets and promotes the critical thinking that is vital to this evolving field.

Learning Goals/Outcomes

- Use principles of design, such as visual organization, information hierarchy, typography, narrative, and aesthetics to solve problems
- Plan and design usable digital products—including websites, mobile apps, and digital interfaces—by collecting and interpreting data through various research methods
- Analyze and evaluate data to plan and execute intuitive interfaces, user experiences, and rich interactive designs
- Use equipment, technology, and resources that represent current trends and standards in the field
- Conduct design research through user interviews, usability testing, and contextual inquiry to inform and validate product decisions
- Explore and apply emerging technologies and interfaces—including voice, AR/VR, AI, and multimodal interaction—in innovative design solutions
- Integrate iterative validation strategies, such as prototyping, testing, and stakeholder feedback, into the product development lifecycle to ensure design efficacy and relevance
- Analyze and design functional prototypes for iterative development and user validation
- Apply user experience design principles across diverse platforms and contexts
- Evaluate and respond to user needs and develop solutions to usability problems through design thinking processes

- Illustrate an understanding of digital technologies in the creation, production, and use of visual communication
- Utilize and synthesize digital tools including software, photography, time-based media, and interactive media to create effective visual designs

Curriculum: 1.5 - 2 Years, 31-37 Credits

Standard Plan (Fall Start)

Course	Title	Credits
First Year		
Fall		
IDD 511	Design Thinking & Strategy	3
IDD 512	Interface & Interaction Design	3
INDD 700	Research & Desn Process Meths	3
Credits		9
Spring		
IDD 621N	Digital Experience Design	3
IDD 700	Information Architecture	3
INDD 701	Design Bus & Entrepreneurship	3
Credits		9
Summer		
UX Elective		3
Credits		3
Second Year		
Fall		
IDD 941N	UXD Thesis Project Preparatn	1
IDD 637	Mobile Communication Design	3
IDD 601	Cognitive Psych for Design	3
UX Elective		3
Credits		10
Spring		
IDD 942	UXD Thesis Project	6
Credits		6
Total Credits		37

Standard Plan (Spring Start)

Course	Title	Credits
First Year		
Spring		
IDD 511	Design Thinking & Strategy	3
IDD 512	Interface & Interaction Design	3
INDD 700	Research & Desn Process Meths	3
Credits		9
Second Year		
Fall		
IDD 621N	Digital Experience Design	3
IDD 637	Mobile Communication Design	3
IDD 601	Cognitive Psych for Design	3
Credits		9
Spring		
IDD 941N	UXD Thesis Project Preparatn	1
IDD 700	Information Architecture	3
INDD 701	Design Bus & Entrepreneurship	3
UX Elective		3
Credits		10

Course	Title	Credits
Summer		
UX Elective		3
Credits		3
Third Year		
Fall		
IDD 942	UXD Thesis Project	6
Credits		6
Total Credits		37

Accelerated Plan (Professionals & Undergraduate Pathway)

Course	Title	Credits
First Year		
Fall		
IDD 621N	Digital Experience Design	3
INDD 700	Research & Desn Process Meths	3
IDD 637	Mobile Communication Design	3
Credits		9
Spring		
IDD 941N	UXD Thesis Project Preparatn	1
IDD 700	Information Architecture	3
INDD 701	Design Bus & Entrepreneurship	3
UX Elective		3
Credits		10
Summer		
UX Elective		3
Credits		3
Second Year		
Fall		
IDD 942	UXD Thesis Project	6
IDD 601	Cognitive Psych for Design	3
Credits		9
Total Credits		31