

Overview

What is IST?

Life in IST

Cooperative Experience

Financial Aid

Undergraduate

Undergraduate Experience

BS in IT

BS in NSA

Minors

Adv. Placement / Placement Exams

Graduate

Graduate Experience

MS in IST

MS in NSA

MS in HCI

Overview

Courses

Handbook (PDF)

MS in MI

Advanced Certificates

General Information

Masters in Human Computer Interaction

Interact with IT

Built on foundations of human understanding, students in the Masters HCI program at RIT create innovative solutions to real-world problems.

Our career-oriented program prepares students to solve complex user-focused problems in the ever-changing landscape of technology, enabling global leadership in user experience design. Students are exposed to theoretical and practical themes in user experience (UX), interaction design (IxD), human factors (HF), information architecture (IA), and usability. Students and faculty work collaboratively designing solutions in contemporary contexts. Technology and research skills are acquired and applied to challenges found in business, government, entertainment, health care, education, and academia.

Academic Foundations

The program and courses attract a range of students and faculty from various majors within the institute. Major courses balance cognitive, behavioral, emotion, motivation, and technology theory with HCI practices and research methods. Students choose from a variety of HCI electives and contemporary domains of interest. HCI courses are delivered through interactive instruction for both online and in-class learners. Students work with faculty to complete an 8 credit hour capstone project or thesis.

Faculty and students from across the university join an international community of HCI researchers and practitioners through peer-reviewed conference papers and journals. Students work with researchers specializing in:

- User Experience Design
- Interaction Design
- Information Architecture
- Universal Access/Accessibility
- Cognition
- User Interface Design Strategy
- Mobile Experiences for Tourism
- Modeling and Physical Computing
- Gamification in business and education
- Serious Games
- Visual Attention and Perception
- Geo-Informatics
- Geospatial Technology and Interaction
- Geographical Visualization
- Collaboration Systems and Group Work
- Bio/medical-Informatics
- E-Learning
- Web Development
- Security
- Smart Devices
- Ubiquitous Computing

Career Orientation

Our design studio approach to teaching provides opportunity to experience real projects often found in the workplace. Students work closely with computer scientists, web developers, cognitive psychologists, and other interaction designers to deliver compelling design innovations. Team projects have impact. In the classroom students will interact with local and international research and development organizations, such as Eastman Kodak Company, Xerox Corporation, Johnson and Johnson, ModStar Design Studio, Environmental Systems Research, Genesee Village Country & Museum, Edinburgh Napier University, Various United Nations Groups, Institute (Esri).

Graduates are consistently hired as user experience, usability, and interaction designers, developers, analysts, specialists, and managers, human factor engineers, architects, and user experience researchers working in a variety of domains.

For More Information

Check out:

- The [RIT information page](#)
- Click [here](#) to download the 2013-14 degree handbook.
- [Application timelines](#) and general [background requirements](#)
- Email us at: InformaticsGrad@rit.edu
- Call us at (585) 475-2700

Quick Links

[Overview of IST](#)

[Programs of Study](#)

[Apply Online](#)

[Support IST](#)

[login](#)

Social

[Facebook](#) [Google+](#) [Twitter](#)

Come to a meet and greet event Thursday, Aug. 28 from 12:30-1:30pm in GOL-1610! This is for IST students. Come join us!

— @ISTatRIT via Twitter

IST Department, 152 Lomb Memorial Drive, Rochester, NY 14623

Archives

[August 2014](#)

[July 2014](#)

[June 2014](#)

[May 2014](#)

[April 2014](#)

[March 2014](#)

[Older](#)