COURSE OVERVIEW

The MSc in Human-Centred Interactive Technologies is a full-time, one-year taught course that is intended for students seeking a professional career related to human-computer interaction, user experience, usability or related fields or those wishing to pursue research in the area.

The course is intended for students who already have a good first degree in a computer science or an appropriate discipline related to human-computer interaction or have equivalent industrial experience. The course covers a range of topics associated with designing interactive systems for good usability and enhancing the user experience. The course has been specifically designed for students wishing to specialise in the design and evaluation of interactive technologies.

There are four modules, two in the Autumn term and two in the Spring term, that are assessed via open assessments. The modules comprise a mixture of lectures, practical classes, and seminars, plus a significant amount of personal study time. There is then a further six person-month individual study module with assessed dissertation to be undertaken at the University of York with the guidance of an academic supervisor from the Department of Computer Science.
HUMAN-CENTRED INTERACTIVE TECHNOLOGIES MSc

MODULES*
- User Centred Design of Interactive Technologies
- Design and Research Practice for Interactive Technologies
- Advanced Topics in Interactive Technologies

ENTRY REQUIREMENTS
Typically, you will have achieved at least an upper second class honours degree (or international equivalent) in a computer science or an appropriate discipline related to human-computer interaction.

We are willing to consider applications from those who do not fit this profile but you must satisfy us that your knowledge and experience are appropriate for advanced study.

If English is not your first language, or your first degree was not taught in English, then you will need to have attained a suitable language qualification no more than two years before the start of the course.

The lecturers are all exceptional. They are very approachable and the group dynamic lends itself well to extending teaching beyond the classroom. Informal chats outside of class have helped me to put abstract ideas into focus and I have always felt that the lecturers treat us as peers rather than students.”

Jonathan Settle
MSc in Human-Centred Interactive Technologies

KEY FACTS
- First-class teaching, blending theory and practice in a world-class research environment
- Dedicated state-of-the-art facilities, including hardware and software laboratories
- Internships available at leading organisations
- Excellent career prospects – nine out of ten students in employment or further study within six months of graduating
- High staff-student ratio, including your own personal supervisor
- REF assessment: seventh overall in the UK (Research Excellence framework 2014)

HOW TO APPLY
For more information, and details of how to apply, go to cs.york.ac.uk/applyPG, or call +44 (0)1904 325404. Alternatively, you can email cs-pg-admissions@york.ac.uk

*modules included as a guide – subject to change