Master of User Experience Design (UXD), MUXD

Program Description

User Experience Design (UXD) involves the strategic design process, particularly for digital products, with a central focus on enhancing the end user's experience. The paramount objective is to develop products that deliver meaningful and pertinent user experiences--this encompasses not only visual aesthetics but also functionality, user-friendliness, and overall satisfaction and efficiency throughout user interactions with the product. The Master's Degree in User Experience Design offered by Utah Tech will be a pioneering and comprehensive program meticulously tailored to accommodate individuals with diverse academic and professional backgrounds. Specifically designed for those passionate about digital design, human-computer interaction, and optimizing product usability, this program underscores Utah Tech University's commitment to bridging gaps within the design industry. The ultimate goal is to cultivate visionary designers armed with theoretical insights and hands-on proficiency, thus charting a path toward innovation.

The Master's Degree in User Experience Design will be delivered through a hyflex format, offering in-person and online options. This hybrid approach will be instrumental in nurturing collaborative synergies and facilitating interactive learning environments, particularly in conjunction with students enrolled in related degree programs, such as software development.

Admission Requirements

1. Bachelor's degree from a regionally accredited institution with a minimum GPA of 3.0 in the last 60 hours of undergraduate coursework.
2. Letters of Recommendation: 2-3 letters, preferably from academic advisors, professors, or professionals in related fields.
3. Statement of Purpose: A 500-1000 word essay outlining interest in UXD, career goals, and how the program aligns with these objectives.
4. Portfolio: A digital portfolio with accompanying descriptions or case studies showcasing design work or related projects:

   - Digital Portfolio will be evaluated to determine a student's understanding of design principles
   - Students lacking specific design experience will be either assigned free targeted training (using Skill Share or Pluralsight) or assigned required pre-requisite courses (e.g. DES 1100 or DES 1300) prior to starting the program

5. Resume and Curriculum Vitae (CV): Includes academic and professional achievements, skills, technical proficiency, and relevant experience in design, research, computer science, or related fields.

6. Interview: A personal or video interview to assess fit, communication skills, and passion for UXD.

7. Additional Considerations:

   - Diversity in background, thought, and experience should be valued, as UXD benefits from multiple perspectives.
   - While not mandatory, proficiency in design tools such as Adobe Creative Suite, Sketch, Figma, InVision, etc., can be beneficial.
   - While not mandatory, knowledge of basic coding languages like HTML, CSS, or JavaScript can also be a plus.

8. International students may need to provide TOEFL or IELTS scores to demonstrate English proficiency.

Program Curriculum

30 credits

Code	Title	Hours
UXD 6100	UX Innovation	3
UXD 6140	Cultural and Global Perspectives in UX	3
UXD 6180	UX Methods	3
UXD 6200	Advanced Interaction Design	3
UXD 6240	Tech Entrepreneurship	3
UXD 6280	Advanced User Interface	3
UXD 6300	Multi-Platform UX Design	3

UXD 6340	Advanced User Experience	3
UXD 6600	Capstone I	3
UXD 6650	Capstone II	3

Graduation Requirements

1. Complete the required 30 hours of coursework.
2. Achieve at least a 3.0 GPA for the entire program.
3. Earn no less than a B- in any of the program courses.
4. Secure a B grade or higher in the comprehensive UXD Capstone Project.

1st Year

Fall Semester	Hours	Spring Semester	Hours
UXD 6100	3	UXD 6200	3
UXD 6140	3	UXD 6240	3
UXD 6180	3	UXD 6280	3
	9		**9**

2nd Year

Fall Semester	Hours	Spring Semester	Hours
UXD 6300	3	UXD 6340	3
UXD 6600	3	UXD 6650	3
	6		**6**

Total Hours 30

Master of User Experience Design Program Learning Outcomes

At the successful completion of this program, students will be able to:

1. Design User-Centered Solutions: Create user-centric designs that address contemporary user needs and challenges.
2. Evaluate User Experience Tools & Methods: Assess and employ cutting-edge UX methodologies, tools, and practices essential for advanced user experience design.
3. Ethical and Inclusive Design Considerations: Appreciate, incorporate, and champion ethical, inclusive, and accessibility considerations in design solutions, ensuring diverse user needs are met.
4. Collaborative Design: Work effectively within interdisciplinary teams to conceptualize, design, and refine user-centric solutions.
5. Effective Communication of Design Concepts: Articulate, justify, and visually communicate design decisions and concepts to both technical and non-technical stakeholders