HUMAN CENTERED DESIGN & ENGINEERING

APPLICATION DEADLINE

January 15

DURATION

48 credits

- Part time: 3 years
- Full time: 2 years

TUITION

\$796 per credit

SCHEDULE

Evenings

PREREQUISITES

• Bachelor's degree *GRE not required*

APPLICATION MATERIALS

- Personal statement
- 3 letters of recommendation
- Resume or CV
- Department questionnaire
- Unofficial transcripts from previous schools
- Portfolio (optional)

MASTER OF SCIENCE IN HCDE

Putting people first, students and faculty in the University of Washington's department of Human Centered Design & Engineering (HCDE) research, design, and engineer interactions between humans and technology

The HCDE master's program is a professional graduate program designed to accommodate a diverse cohort of both full-time students and working professionals. To graduate, students complete a total of 48 credits, of which 22 are required core courses and 26 are electives. Students select electives in the areas of research, design, and engineering, to gain depth within their area of interest.

The department admits about 100 students annually. Admission is competitive; in 2017 the acceptance rate was approximately 25%.

INTERDISCIPLINARY EDUCATION

Our success is grounded in the interdisciplinary backgrounds of our faculty and graduate students, who come from fields as diverse as computer science, psychology, fine arts, public policy, and mass communications. Master's students work closely with faculty and PhD students on current research projects by enrolling in Directed Research Groups.

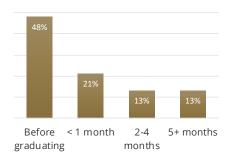


IN SEATTLE

Located in one of the world's leading science and technology regions, the department of Human Centered Design & Engineering gives students access to local tech giants such as Amazon, Facebook, Microsoft, Google, Boeing, Intel, and other prominent companies with offices in the Pacific Northwest. In addition, students benefit from Seattle's strong startup and entrepreneurial community.



TIME UNTIL EMPLOYMENT



INDUSTRIES







JOB TITLES

Software Developer

Product Manager

Engin





Software Engineer

Interaction Designer Software Developer

Product Designer

User Researcher

Systems Analyst Program Manager

Designer



Design Researcher

esearcher

Experience Designer





COMPUTING

HEALTH & WELLNESS

CONSUMER GOODS

VIRTUAL REALITY

MANUFACTURING

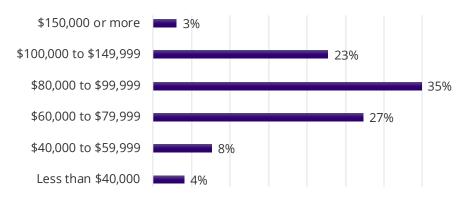
SOCIAL

INTERNET OF THINGS

SALARY

Salary for those who graduate and work in the field is highly competitive. 88% of our survey respondents are making more than \$60,000 within their first year of graduating; most of whom make more than \$80,000.

BIG DATA



EMPLOYERS

HCDE's Corporate Affiliates Program connects our students with members of industry for collaboration on realworld class projects and optional internships.

The following types of organizations regularly recruit HCDE graduates:

- Major employers in the tech sector
- Agencies and consultancies
- Federal and non-governmental organizations

Find a list of common employers at **hcde.uw.edu/employers.**

In Autumn 2016, HCDE conducted a survey of graduates from the years 2015 and 2016. We received 126 responses. At the time of the survey, 89% of the respondents had found full-time employment in the field and 3% were employed part-time. There were 5% currently seeking employment. The last 3% of respondents were continuing education in another degree program. The data above reflects information gathered from the alumni survey.

HUMAN CENTERED DESIGN & ENGINEERING UNIVERSITY of WASHINGTON

