The Master of Science in Human Centered Design & Engineering 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**

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.

**LOCATION**

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.
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 below reflects information gathered from the alumni survey.

**TIME UNTIL EMPLOYMENT**

<table>
<thead>
<tr>
<th>Time Until Employment</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Before graduating</td>
<td>48%</td>
</tr>
<tr>
<td>&lt; 1 month</td>
<td>21%</td>
</tr>
<tr>
<td>2-4 months</td>
<td>13%</td>
</tr>
<tr>
<td>5+ months</td>
<td>13%</td>
</tr>
</tbody>
</table>

**ROLES**

Of those who responded to our recent graduate survey, User Experience Designer (or UX Designer) is the most common job title. Job titles within the “Other” category include Designer, Design Researcher, Interaction Designer, and Systems Analyst.

**INDUSTRIES**

- **COMPUTING**
- **HEALTH & WELLNESS**
- **BIG DATA**
- **CONSUMER GOODS**
- **VIRTUAL REALITY**
- **MANUFACTURING**
- **SOCIAL INNOVATION**
- **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.

- $150,000 or more | 3%
- $100,000 to $149,999 | 23%
- $80,000 to $99,999 | 35%
- $60,000 to $79,999 | 27%
- $40,000 to $59,999 | 8%
- Less than $40,000 | 4%

**EMPLOYERS**

HCDE’s Corporate Affiliates Program connects our students with members of industry for collaboration on real-world 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](http://hcde.uw.edu/employers).