

# Master of Science (M.S.) Human-Centered Computing Master's Thesis; Fall Start

2025 – 2026  
Catalog Year

1st Year			
<b>Fall</b>		<b>Winter</b>	
HCC 502: User Experience Research	3	HCC 601: HCC Synthesis: Foundations and Trajectories in Social Computing	3
HCC 503: User Experience Design	3	Track course 2	3
Track course 1	3	Track course 3	3
<b>Total</b>	<b>9</b>	<b>Total</b>	<b>9</b>
2nd Year			
<b>Fall</b>		<b>Winter</b>	
CIS 690: Thesis Research Preparation	3	CIS 695: Master's Thesis	3
HCC 602: Design for Creative Learning Experiences	3	HCC 605: Professional Development for Human Subjects Research	1
Track course 4	3	Elective	3
<b>Total</b>	<b>9</b>	<b>Total</b>	<b>7</b>

- This is a *suggested* curriculum guide that might not be applicable to every student.
- Students must have 34 credits to graduate, with a minimum of 24 credits taken at GVSU.
  - Prerequisites do not count towards the 34 credits.
- Students must maintain a 3.0 GPA to graduate.
- Elective must be approved by Graduate Program Director.

Admission Requirements
<b>Grade point average of 3.0</b> from undergraduate work
<b>Resume</b> detailing work experiences and accomplishments
<b>Personal statement</b> of career goals and background experiences, including an explanation of how this program will help achieve educational and professional objectives
<b>Recommendations:</b> Two professional or academic recommendations received online, addressing the candidate's potential for graduate study completion. You will provide the emails of two references in your account at <a href="http://www.gvsu.edu/gradapply">www.gvsu.edu/gradapply</a> , and they will be sent a link to fill out their online recommendation.
<b>Programming language</b> knowledge, preferably Python (Computing Academy courses will be required to make up the deficit)
<b>Applied statistics</b> knowledge