

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

2025 – 2026
Catalog Year

1st Year			
Fall		Winter	
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
Total	9	Total	9
2nd Year			
Fall		Winter	
HCC 602: Design for Creative Learning Experiences	3	CIS 693: Master's Project	3
Track course 4	3	HCC 605: Professional Development for Human Subjects Research	1
Elective 1	3	Elective 2	3
Total	9	Total	7

- 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
Grade point average of 3.0 from undergraduate work
Resume detailing work experiences and accomplishments
Personal statement of career goals and background experiences, including an explanation of how this program will help achieve educational and professional objectives
Recommendations: 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 www.gvsu.edu/gradapply , and they will be sent a link to fill out their online recommendation.
Programming language knowledge, preferably Python (Computing Academy courses will be required to make up the deficit)
Applied statistics knowledge