

M.S. User Experience & Interaction Design

On Demand Information Session



Neil Harner

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Assistant Professor



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Jefferson

CREATE WHAT'S NEXT

PROGRAM DESCRIPTION

The M.S. in User Experience and Interaction Design is an 18-month to two-year on-campus program made up of 31-37 credits, depending on an applicant's qualifications upon entering the program. This program is designed to prepare working professionals and recent college graduates to expand their careers into the rapidly moving fields of User Experience Design (UX) and Interaction Design (IxD).



Thomas Jefferson University User Experience and Interaction Design students:

Develop skills in planning, organizing and executing a product design or service design process using a human-centered approach.

Practice research, critical thinking and problem-solving skills for complex problems on both a formal and conceptual level.

Gain a competence in digital technologies, analytics, information design, strategy and methods of usability.

Learn to collaborate on interdisciplinary work, fundamental to the success of products designed with a strong user experience

Learn best practices in visual communication and information literacy.

Work with and design for widely adopted and emerging technologies used by consumers and in various industries.

Expand development, production and post-production knowledge.

JOB TITLE

User Experience Designer OR Researcher

OUTLOOK

The most common positions students from this program pursue and obtain are roles as a UX Designer or UX Researcher. These roles vary in scope but are often part of the same team. Companies ranging from agencies to manufacturers are actively seeking UX professionals to create better products, services and solutions.

SALARIES

MAX	\$110,000
MEDIAN	\$75,000
START	\$60,000



Interaction OR User Interface Designer

OUTLOOK

Many students gravitate towards being more hands on with the actual interface that a user engages with whether its visual or non-visual in nature. Agencies and many technology companies are actively seeking interaction and interface designers to make more usable and engaging products for users.

SALARIES

MAX	\$90,000
MEDIAN	\$70,000
START	\$50,000



Tany Odathumparambil

India

CLASS OF 2020 (fall)

Tany joined the program after having about 5 years of experience as an interface designer and creative director in India seeking to obtain a deeper knowledge for the user experience design process.

Tany earned his Bachelor of Engineering in Information Technology from Don Bosco Institute of Technology.

Currently he is a UX/UI Design Intern at Inverse Paradox, a design agency located in the Philadelphia suburbs.



Katie Wofford

Maryland, USA
CLASS OF 2021 (spring)

Katie earned her Bachelor of Arts in Studio Art and Art History from University of Maryland College Park. Following years of working in the arts including a long-term position in the Howard County Arts Council, she decided she wanted to pivot her art and research skills into the UX field.

Currently she is fully dedicated to the program where she excels at the design research process.



Mike Begley

Adjunct Professor

BFA IN GRAPHIC DESIGN FROM WEST CHESTER UNIVERSITY
MA IN DESIGN FOR SOCIAL IMPACT FROM UNIVERSITY OF
THE ARTS

Mike has taught for the program for over 3yrs. His background in graphic design started in advertising and grew to working for the Philadelphia Flyers. He currently is a Design Strategist for Penn Medicine.

COURSES

- IDD-621N - DIGITAL EXPERIENCE DESIGN
- IDD-941N - UXD THESIS PROJECT PREPARATION



Lauren Dillard

Adjunct Professor

BS IN NEW MEDIA COMMUNICATION FROM OREGON STATE UNIVERSITY

MS IN DIGITAL MEDIA MANAGEMENT FROM THE NEW SCHOOL

Lauren has taught with the program for over 3yrs and has contributed the development of the program's information architecture course. She is currently a Lead Product Designer for Mass Mutual in New York City.

COURSES

- IDD-700 - INFORMATION ARCHITECTURE
- IDD-942 - UXD THESIS PROJECT



Neil Harner

Program Director, M.S. User Experience & Interaction Design
and Assistant Professor

BA IN WEB & MULTIMEDIA DESIGN FROM WESTWOOD COLLEGE
MBA IN PROJECT MANAGEMENT FROM AMERICAN
INTERCONTINENTAL UNIVERSITY

Neil has been teaching with the University for 8yrs including many courses in the undergraduate programs in the School of Design & Engineering. He is currently the Chair of the College Curriculum Committee. Outside of the University he continues to own and operate Inverse Paradox, a digital agency in the Philadelphia suburbs.

COURSES

- IDD-510 - ESSENTIALS OF INTERACTIVE DESIGN
- IDD-942 - UXD THESIS PROJECT



Fredric Freeman

Creative Director & Founder, Kuzu Creative House
PHILADELPHIA, PA (hometown & current)
PHILADELPHIA, PA (current)
CLASS OF 2020

Fredric recently earned his MS specializing in VR/AR and immersive media. Having earned his BS from Philadelphia University in Digital Design in 2008, Fred has maintained a long-term relationship with the University.

He also teaches VR/AR subjects for the University as an adjunct professor and has had a leading role in developing new courses in the subject for undergraduate and graduates alike in the School of Design & Engineering.

Fredric has leveraged his years of experience to build his own business and consultancy, Kuzu Creative House.



Casey Kallen

UX/UI Designer, Arcweb Technologies
PHILADELPHIA, PA (hometown & current)
CLASS OF 2019

Casey entered the program shortly after completing her BA in Journalism. Having focused in photojournalism and a strong foundation in research, she quickly proved to have exceptional skills aligned to UX.

While in the program she obtained a design role at Lifeshield Home Security and shortly after graduating found her current position at Arcweb Technologies, a leading software development agency in Philadelphia. Her role has included working on software systems for clients like Capital One.



Mina Razavi

Manager of UX/UI, Benchmark Education Company
Iran (home country)
New York, NY (current)
CLASS OF 2017

Mina came to the program after years of experience as an Industrial Designer in her home country of Iran.

Through the program, she quickly demonstrated a strong capability for thorough UX research and committed herself to designing solutions which would have a social impact or benefit people in their learning and growth.

Mina has continued to be an active part of the Jefferson UX community offering to mentor international students and participate in critiques including acting as a jury member for final thesis defense presentations.

OUTCOMES

GRADUATION RATE

90%

JOB PLACEMENT RATE

95%

RANKINGS

#25 Top 50
Best Value
Interaction
Design/UX/H
CI Graduate
Degrees 2020,
2020 - Value
Colleges



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Company™**



COMCAST



QVC



Vanguard®



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CREATE WHAT'S NEXT

Admissions Requirement Checklist

- Completed [Application for Graduate Admissions \(online\)](#).
- Official Academic Transcripts.
- Current Resume/CV.
- 2 Letters of [Recommendation](#) (may be emailed directly by recommenders).
- A thoughtful essay, focused on the unique ways you anticipate contributing to this interdisciplinary program.
- Design portfolio, preferably in an interactive format. PDFs are accepted.

Admissions Requirement Checklist

For International Students:

- Minimum TOEFL scores: 79 IBT; test must have been taken within last two years
- Minimum IELTS score: 6.5; test must have been taken within last two years
- [Other Options](#)

For 18-Month Consideration:

- Interactive portfolio that demonstrates established work in the interactive field.
- Minimum of 3-years working experience in relative profession.
- Conduct an in-person or video-conference interview with the program director.

Admissions Tips

- Organize your portfolio around your BEST work not the MOST work. Quantity is not a metric of capability and pre-requisite knowledge.
- Don't be afraid to show diversity in your work. UX is a multidisciplinary profession.
- You do not need to be a web or interactive designer to apply. Your portfolio is an assessment of your understanding of design processes which can be assessed from many professional and academic backgrounds such as industrial design, graphic design, architecture and even fine arts.

Common Questions

- Is the program recognized as a STEM degree?

Yes. Our international students do qualify for the OPT extension allowing them to practice in the U.S. for up to 3-years.

- Is the program online or on-campus?

The program is an on-campus program.

- When do classes take place?

Classes take place in the evening on weekdays to allow students to continue to work or obtain internships.



Common Questions

- What's the time commitment of the program?

During the term, students are on campus on average 3 nights per week for approximately 3 hours per night. The workload outside of the classroom is manageable and time commitment can vary.

- Are there internships?

Yes. Many of our students, especially international students, obtain advanced-level internships throughout the region for one or more terms in the program.

Common Questions

- Does the University help students to obtain employment following graduation?

Our University's [Career Services](#) posts many opportunities for students. In addition, many employers connect directly with program faculty seeking recommendations for students and alumni. Finally, the program maintains its own job board which actively sees new opportunities presented to students on a weekly basis.

- Are there scholarships or teaching assistant programs?

There are no scholarships in the program; however, the University has a [Graduate Assistantship](#) program that prospective students can apply for.



Office of Admissions

Cara Bishop, Graduate Admissions Counselor
Cara.Bishop@Jefferson.edu

Financial Aid

jefferson.edu/tuition-and-financial-aid.html
Email Address: FinancialAid@jefferson.edu



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