# INFORMATION EXPERIENCE DESIGN, MS

The Master of Science in Information Experience Design (IXD) program (STEM) is an innovative blend of the information science (IS), human-computer interaction (HCI), and user experience (UX) disciplines. The IXD program educates students with academic or professional backgrounds in the liberal arts, humanities, as well as social/behavioral sciences and prepares them for careers in the rapidly growing UX profession, which includes UX designers, information architects, interaction designers, UX researchers, usability analysts, and content strategists.

With its empathetic, research-based, and human-centered approach to technology design, the IXD program teaches students to be well-rounded UX professionals who are not just strong designers but also skilled researchers, communicators, and strategists.

## Course and Credit Requirements

The IXD program[2] consists of 36 credits (12 three-credit classes): 5 required courses and 7 electives, which must be completed with a B average or higher. The program is designed to be completed in two years (3 courses per semester) or three years (2 courses per semester). Summer courses may reduce the length of time spent in the program. Please note that international students must be enrolled full-time (3 courses, 9 credits per semester). Courses are held at 11:30 AM, 3:00 PM, and 6:30 PM.

| Code | Title | Credits |
| --- | --- | --- |
| **Required Courses** | | |
| Foundation | | |
| INFO-601 | Foundations of Information | 3 |
| IXD Core | | |
| INFO-643 | Information Architecture & Interaction Design | 3 |
| INFO-644 | Usability Theory & Practice | 3 |
| INFO-654 | Information Technologies [1] | 3 |
| Ethics and Social Responsibility Elective | | |
| Select one of the following: | | 3 |
| INFO-606 | Digital Accessibility | |
| INFO-619 | Information and Human Rights | |
| INFO-650 | Speculative Design | |
| INFO-651 | Emotional Design | |
| INFO-671 | Sustainable Interaction Design | |
| INFO-678 | Growing Up Digital | |
| INFO-681 | Community Building & Engagement | |
| INFO-686 | Animals and Experience Design | |
| INFO-697 | Special Topics | |
| **Electives** | | **21** |
| Select seven Elective courses, and maximum of 6 credits can graduate credits outside of INFO school | | |
| **Total Credits** | | **36** |

[1] The INFO-654 Information Technologies requirement may be waived for students with sufficient technical knowledge and/or experience; for more information please visit the Information Technologies course waiver web page.

### Elective Courses (7 Courses, 21 Credits)
**Institute-wide Elective (1–2 courses, maximum 6 credits)**
Pratt Institute graduate-level courses. Recommended departments include Graduate Communications Design, Digital Arts, History of Art and Design, Media Studies, Graduate Center for Planning and the Environment, Industrial Design, or any other School of Information course.

**Electives (5–6 courses, 15–18 credits)**

| Code | Title | Credits |
| --- | --- | --- |
| INFO-606 | Digital Accessibility | 3 |
| INFO-607 | Management and Leadership | 3 |
| INFO-608 | Human Information Interaction | 3 |
| INFO-610 | Introduction to Statistics | 3 |
| INFO-616 | Programming Interactive Visualizations | 3 |
| INFO-630 | Human-Centered Research Design & Methods | 3 |
| INFO-636 | Conversational User Experience Design | 3 |
| INFO-637 | Programming User Interfaces | 3 |
| INFO-638 | Web Development | 3 |
| INFO-639 | Database Design and Development | 3 |
| INFO-640 | Data Analysis | 3 |
| INFO-641 | Visual Communication & Information Design | 3 |
| INFO-642 | Content & Information Strategy | 3 |
| INFO-645 | Advanced Usability and UX Evaluation | 3 |
| INFO-646 | Digital Product Design | 3 |
| INFO-648 | Mobile Interaction Design | 3 |
| INFO-649 | Practical Ethnography for User Experience | 3 |
| INFO-650 | Speculative Design | 3 |
| INFO-651 | Emotional Design | 3 |
| INFO-656 | Machine Learning | 3 |
| INFO-658 | Information Visualization | 3 |
| INFO-664 | Programming For Cultural Heritage | 3 |
| INFO-666 | Writing for Digital Experiences | 3 |
| INFO-671 | Sustainable Interaction Design | 3 |
| INFO-672 | UX Design Systems | 3 |
| INFO-680 | Extended Reality:user Experience for AR/VR | 3 |
| INFO-681 | Community Building & Engagement | 3 |
| INFO-682 | Projects in Information Experience Design | 3 |
| INFO-685 | Digital Analytics: Web, Mobile and Social Media | 3 |
| INFO-686 | Animals and Experience Design | 3 |
| INFO-693 | Audience Research & Evaluation | 3 |
| INFO-696 | Advanced Projects in Visualization | 3 |
| INFO-697 | Special Topics | 3 |
| INFO-698 | Practicum/Seminar Information Science | 3 |
| INFO-699 | Independent Study | 3 |

[2] Please note that the MSIXD curriculum reflected above was revised for students entering in the fall 2022 semester and after. For students entering before fall 2022, please consult the catalog for the year you entered the program (https://catalog.pratt.edu/archive/).

## Scholarships

### Two-Year Renewable Scholarships for New Students

These scholarships are awarded at the time of admission and are renewable for the second year for students who maintain a GPA of 3.0 or higher. Students must be full-time (minimum of 9 credits per semester).

## Fellowships

The School of Information offers a number of fellowships in partnership with NYC cultural institutions. Each fellowship requires the completion of a 9-month internship (120 hours per semester) and is accompanied by a scholarship in the amount of $7,730. For a complete list of fellowship opportunities, please visit the School of Information website and go to Experiential Learning Opportunities, Fellowships (https://www.pratt.edu/information/experiential-learning-opportunities/fellowships/).

## Admission Requirements

Applicants must hold a baccalaureate degree from an accredited university. The applicant must have a superior scholastic record or be able to demonstrate the ability to perform work at the graduate level and is expected to offer evidence of maturity and leadership for the profession.

All applicants must apply using the online application and upload the following top three items and submit requests for recommendations online:

- Official transcripts of all previous postsecondary education
- A statement of purpose describing interest in the program and personal goals
- A current résumé/CV
- Request two letters of recommendation online from academic or professional sources

Note: Portfolios are not required

A TOEFL of 82 (internet and home test), TOEFL ITP Plus for China of 553, IELTS of 6.5 or a PTE of 53 is required for international students. Students who are not international but whose first language is not English must submit the GRE, TOEFL, IELTS, Duolingo, or PTE. Applicants may apply for nonmatriculated status if desired and take up to 6 credits.

Special Note for International Students: The IXD program is designated as a STEM program by the Department of Homeland Security (DHS) and thus qualifies for the STEM optional practical training (OPT) extension for F-1 students.

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| Course | Title | Credits |
|---|---|---|
| **Semester 1** | | |
| INFO-601 | Foundations of Information | 3 |
| INFO-643 | Information Architecture & Interaction Design | 3 |
| INFO-644 | Usability Theory & Practice | 3 |
| | **Credits** | **9** |
| **Semester 2** | | |
| INFO-654 | Information Technologies | 3 |
| Ethics and Social Responsibility Elective | | 3 |
| Information Experience Design Elective | | 3 |
| | **Credits** | **9** |
| **Semester 3** | | |
| Information Experience Design Electives | | 6 |
| All Institute or INFO Elective (graduate courses only) | | 3 |
| | **Credits** | **9** |
| **Semester 4** | | |
| Information Experience Design Electives | | 6 |
| All Institute Elective or INFO Elective (graduate courses only) | | 3 |
| Required E-Portfolio Submission | | 0 |
| | **Credits** | **9** |
| | **Total Credits** | **36** |

Throughout the IXD program, students will create a digital portfolio to highlight the work they have completed and demonstrate they have met the program's five student learning outcomes:

- Research – Apply appropriate research methods to identify meaningful insights about people's needs, behaviors, and experiences
- Communication – Compose compelling narratives and convey information to diverse stakeholders using appropriate communication styles (visual, written, and/or oral)
- Tools – Choose and effectively employ industry standard software associated with all phases of the user-centered design process
- Experience Design – Create quality digital interfaces through an iterative and purposeful user-centered process that incorporates relevant technical, social, and cultural factors
- Ethical Practice - Construct a strong professional identity that reflects a commitment to the ethical application of design and research and critically considers their impact on individuals, communities, or ecosystems.