

Donald Bren School of Information & Computer Sciences
Master of Human Computer Interaction and Design PLOs

PLO1: Understand theories of human behavior and cognition and the ways in which they relate to use and engagement with computational systems

PLO2: Develop user face software, including high and low fidelity prototypes and understanding the place for HCI in the software development life cycle

PLO3: Use appropriate quantitative and qualitative methods to gather data about users and potential interactions and to evaluate prototype designs and completed systems

PLO4: Understand and apply a variety of ideation and design processes

PLO5: Communicate effectively with clients, software developers and within teams

PLO6: Function as an effective team member and team leader on mixed user experience design and evaluation teams.