User Experience and Usability
School of Information Science & Learning Technologies
Graduate Certificate

Our UXU certificate is uniquely positioned in the area of usability. Our Information Experience Laboratory (IE Lab) performs extensive usability and user experience research with internal and external clients.

Prepare for jobs in an expanding field where UXU competencies are used in education, industry, healthcare, museums and other learning and performance settings.

▶ 12 credit hour graduate certificate designed for students with diverse backgrounds
▶ 100% ONLINE
▶ Certificate hours may be transferred into SISLT’s M.S. or Ed.Sp. programs

REQUIRED COURSES:
ISLT 9474: Front End Analysis of Systems
ISLT 9461: Interaction Design
ISLT 9421: Usability of Systems and Services
ISLT 9480: User Experience Internship
The User Experience and Usability (UXU) Certificate prepares students to design and evaluate technology tools and information systems. The multi-faceted human-centered lens for design and evaluation is a systematic process supported by research and best practices.

The certificate curriculum consists of 12 graduate credit hours that may be transferred into SISLT’s M.S. or Ed.Sp. programs. The 12 graduate credit hours apply toward any of the emphasis areas: Online Education, Technology in Schools, or Learning Technologies and Design.

**ADMISSION MATERIALS AND CRITERIA**

- A GPA of 3.0 or higher (A=4.0) on the last 60 hours of undergraduate coursework.
- Resume summarizing education and relevant experience.
- A statement of purpose that demonstrates your goals align with our program.
- TOEFL scores (if applicable): 500 (paper-based) or 61 (Internet-based).

GRE scores are not required

**TOOLS AND SKILLS YOU WILL LEARN TO USE:**

Sociotechnical Design: sheds light on cultural and organizational structures to integrate technology into work processes.

Usability methods: understand end users interactions with systems.

Interaction design & prototyping: for iterative system development.

Eye tracking: captures participants natural eye movement when conducting usability testing.

**HOW TO APPLY**

- Submit an electronic version of your resume and statement of purpose using the Graduate Application system.
- Provide an official copy of your transcript from the college or university where you received your bachelor’s degree and your TOEFL scores if English is not your first language.

*Official transcripts should be sent to: Graduate Admissions, 210 Jesse Hall, Columbia, MO 65211*

**TOOLS AND SKILLS YOU WILL LEARN TO USE:**

Sociotechnical Design: sheds light on cultural and organizational structures to integrate technology into work processes.

Usability methods: understand end users interactions with systems.

Interaction design & prototyping: for iterative system development.

Eye tracking: captures participants natural eye movement when conducting usability testing.

---

**GRADUATE SCHOOL TUITION AND FEES**

<table>
<thead>
<tr>
<th></th>
<th>ONLINE</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>TUITION</strong></td>
<td>$360.00 per credit</td>
</tr>
<tr>
<td><strong>INFORMATION TECHNOLOGY FEE</strong></td>
<td>$13.49 per credit</td>
</tr>
<tr>
<td><strong>COLLEGE OF EDUCATION FEE</strong></td>
<td>$43.00 per credit</td>
</tr>
</tbody>
</table>

*Tuition and fees are subject to change.*