



UNIVERSITÀ
DI TRENTO

MSc in
Human-Computer Interaction - HCI



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Master of Science in Human-Computer Interaction - HCI

Human-Computer Interaction aims at investigating people and their actions as a starting point for the purposes of **technology design**. It provides an effective approach to address the many **challenges** (public engagement, participation, privacy, emotion) currently faced by computer sciences.

The main goal of the Master is to prepare a new generation of **skilled researchers** and professionals in the HCI field able to manage and understand the **complexity of human cognition, behavior and emotion** at a micro-meso- and macro-level. The ultimate goal is to train researchers and professionals with **multidisciplinary skills** who will proficiently embed their expertise in the rapidly changing technology domains.

The Master in Human-Computer Interaction is jointly offered by the Department of Psychology and Cognitive Science and the Department of Information Engineering and Computer Science of the University of Trento.

Programme overview



Degree awarded

Master of Science - "Laurea Magistrale" - in Human-Computer Interaction

Language

English

Class size

Up to 35 students

Workload

The total workload for each student is 120 ECTS (European Credit Transfer System)

Intake

September each year

Duration

2 years full-time

Fees and funding (approximate range)

- EU: 340€ - 3.400€ (based on income/merit)
- Non-EU: 1.000€ - 6.500€ (based on merit)
- Income/merit based scholarships and tuition waivers available

Admission

Application deadlines (check on line for updates)

- February for non-EU citizens living outside Italy
- May for EU citizens and non-EU citizens resident in Italy

Selection criteria

- Assessment of previous studies and their coherence with the programme
- Academic curriculum
- Motivation letter
- References
- Self-presentation video pitch

Requirements

- Bachelor's degree (or equivalent)
- Specific preparation in Information science and/or Psychology attested by bachelor's degree exams
- English at B2 level of the Common European Framework of Reference for Languages

How to apply

- Access the online application form
- Upload the required documents
- Submit your online application by the deadline
- Check online for more information and updates:
www.unitn.it/mhci

Study Plan

The Master covers **three main areas** of knowledge:

- **social-cognitive area:** brain/mind interaction; human behavior and cognition; social processes;
- **computer science area:** user-interfaces; user-centered and participatory design; human-machine interaction; prototyping of interactive systems; affective computing;
- **methodological area:** experimental design; research methods, both qualitative and quantitative; ethic and epistemological planning.

The list of courses includes mandatory basic courses on all the three areas above as well as electives on advanced topics. In general, each course gives 6 ECTS and offers both the theoretical perspective and opportunities for practice on a specific topic.

The **internship** is an integral part of the Master's program. Students will conduct a study **research project** in one of the University labs, under the supervision of a qualified academic tutor or at a private or public company, under the supervision of an academic and/or an industrial qualified tutor.



Career opportunities

Graduates will acquire a solid background in the field of communication technologies for the evaluation and development of user-oriented and environmentally sustainable products, devices and interfaces, thus meeting a demand that has been constantly increasing on the changing market of novel technologies.

They can be employed in both the private (e.g. **marketing, research, industries** dealing with the creation and development of products requiring a human interface), and the public sector (e.g. **health, services, research**).

Graduates can also autonomously work as **consultants** for private and public institutions concerned with the analysis and development of Human-Computer Interaction, ergonomic systems and computational models of the cognitive processes.





CONTACT DETAILS

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