The Master of User Experience Design is open to anyone with a Bachelor’s degree. This conversion programme has been designed for graduates with non-design degrees wishing to enter the Interaction Design (IX) or User Experience (UX) design fields.

MASTER OF USER EXPERIENCE DESIGN

Demand for quality UX Design has surged as organisations worldwide increasingly value solutions optimised for their users.

The Wellington ICT Graduate School is creating a diverse supply of industry-ready talent in response to the ICT sector boom that is currently occurring in the Wellington region. The programmes are designed to build on students’ existing talents and skills, providing hands-on experience and real world projects to prepare them to take on jobs in the ICT industry.

User experience design is one of the largest growing design fields that addresses all aspects of user experience from understanding the identity of the users to the creation of the designs they interact with.

The Wellington ICT Graduate School has relationships with a number of leading companies in the ICT sector, and the programmes delivered through the School have been specifically created with industry involvement and reviewed by industry regularly. Students will also have the opportunity to engage with industry and industry leaders through guest lectures, projects, and business networking events.

PROGRAMME DELIVERY
The one year Master of User Experience Design (MUXD) is a Wellington ICT Graduate School programme delivered by the School of Design at Victoria University of Wellington.

For more information about the Master of User Experience Design, please contact the Wellington ICT Graduate School.
MASTER OF USER EXPERIENCE DESIGN

Graduates will leave with the knowledge and skills to succeed in this area of high demand. The Master of User Experience Design prepares you to launch your career in the IX or UX design fields.

PROGRAMME STRUCTURE

The Master of User Experience Design (MUXD) is a full-time, 180-point Master’s programme. You will complete this qualification in three consecutive trimesters over 12 months at Victoria University’s School of Design. The programme starts in July each year.

WHO SHOULD APPLY?

This qualification is intended for people with non-design degrees and/or industry professionals wishing to enter the Interaction Design (IX) or User Experience (UX) fields from another discipline or profession.

PROGRAMME OUTLINE

Trimester Two

CCDN412 Mātauranga Design
Engage with toi (Māori creativity) and matauranga (Māori understanding) in the production of both visual and material cultural design that honours our place and past in Aotearoa New Zealand. Guided by traditional Māori protocols and knowledge, students will learn how to understand and interact with Māori symbols and visual spatial strategies in ways that are culturally sound and appropriate.

CCDN422 Design Professional Practice
Covers advanced investigations into topics relevant to professional practice for design today including branding, marketing, networking, presentation and portfolio.

MDDN413 Graphic Design
Explore and utilise graphic design elements, software, and strategies in the pursuit of a body of design work. Through research, exercises and projects, develop technical mastery, formal graphic design skills and independent research skills.

MDDN414 UX Design
Explore the techniques common to user experience (UX) design, such as: persona development, case study analysis, user interface design, rapid visualization and prototyping. Students will also become adept at using the industry standard tools and techniques of UX design.

Trimester Three

MDDN416 Communication Design
Discover communication design practices, techniques and concepts. Moving from typography, composition, and similar graphic design fundamentals, the course will explore more complex issues such as context and audience and how the slight adjustment of design elements may radically change perceived meaning.

MDDN415 Information Design
Examine best practice for designing with information, including the importance of understanding the context and intended audience. Topics will span the techniques and concepts related to data acquisition, modelling, and displaying information through different media, and how interpretation may vary depending on design decisions.

MDDN402 Web Design and Development
Explore and implement current Web design software, planning and project strategies. An emphasis will be placed on front-end development, design and scripting techniques based on industry related projects.

WHO SHOULD APPLY?

This qualification is intended for people with non-design degrees and/or industry professionals wishing to enter the Interaction Design (IX) or User Experience (UX) fields from another discipline or profession.

FURTHER INFORMATION

For more information about the Master of User Experience Design Technology, please contact Wellington ICT Graduate School:

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W wellingtonict.ac.nz

The Wellington ICT Graduate School is a partnership between:

Victoria University of Wellington
Whitireia New Zealand