



Georgia Tech
College of Computing

Degree Worksheet
MSCS

Area of Specialization: Human-Computer Interaction

Human-Computer Interaction Specialization = 15 hours of core + required electives
15 hours of "free" electives
30 Hours Total for Degree

Must earn grades of "B" or higher in all courses that count in Area of Specialization. Must earn a minimum 3.0 overall GPA to graduate. Only letter grade coursework will count.

SECTION 1 - Demographics

Name: _____ GT ID# (example: 90XXXXXXX): _____

Graduation Semester (example: Spring 2024): _____ Date: _____

SECTION 2 – Human-Computer Interaction Core (6 hours)

BOTH are required

Mark (X)	Prefix & No.	Course Title	Semester Taken	Credit Hours	Grade
	CS 6456 OR CS 7470	Principles of User Interface Software OR Mobile and Ubiquitous Computing			
	CS 6750	Human-Computer Interaction			

Transfer Credit / Substitutions

Prefix & No.	Course Title	Semester Taken	Credit Hours	Grade

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SECTION 3 – Human-Computer Interaction Required Electives (9 hours)

Pick three (3) courses from the two sub-areas below with at least one (1) course from each sub-area:

Sub-Area: Design and Evaluation Concepts

Mark (X)	Prefix & No.	Course Title	Semester Taken	Credit Hours	Grade
	CS 6010	Principles of Design			
	CS 6320	Software Requirements Analysis and Specification			
	CS 6435	Digital Health Equity (<i>formerly CS 8803 O16</i>)			
	CS 6455	User Interface Design and Evaluation			
	CS 6457	Video Game Design			
	CS 6460	Educational Technology: Conceptual Foundations			
	CS 6465	Computational Journalism			
	CS 6470	Design of Online Communities			
	CS 6795	Introduction to Cognitive Science			
	CS 7465	Educational Technology: Design and Evaluation			
	CS 7467	Computer-Supported Collaborative Learning			
	CS 7790	Cognitive Modeling			

Sub-Area: Interactive Technology

Mark (X)	Prefix & No.	Course Title	Semester Taken	Credit Hours	Grade
	CS 6440	Introduction to Health Informatics			
	CS 6730	Data Visualization: Principles & Applications			
	CS 6763	Design of Design Environments			
	CS 6770	Mixed Reality Experience Design			
	CS 7450	Information Visualization			
	CS 7451	Human-Centered Data Analysis			
	CS 7460	Collaborative Computing			
	CS 7470	Mobile and Ubiquitous Computing (CANNOT be used to satisfy both the core requirement AND the elective requirement)			
	CS 7632	Game AI			

Transfer Credit / Substitutions

Prefix & No.	Course Title	Semester Taken	Credit Hours	Grade

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SECTION 4 – “Free” Electives (15 hours) *“Free” Electives are any remaining letter grade courses not used above and within program rules.*

Prefix & No.	Course Title	Semester Taken	Credit Hours	Grade

Transfer Credit / Substitutions

Prefix & No.	Course Title	Semester Taken	Credit Hours	Grade

This section to be completed by MSCS Advisor

Notes:

S-GPA: _____

C-GPA: _____

Advisor

Sign _____

Date _____