Master of Human Interface Technology (MHIT)

UNIVERSITY OF CANTERBURY
Te Whare Wānanga o Waitaha
CHRISTCHURCH NEW ZEALAND

Key facts about the programme

1. Apply from any 4-year undergraduate degree from most disciplines.
2. Undertake projects with industry.
3. Study in a diverse range of topic areas.
4. Work in a thriving research field.

What does the programme cover?

The MHIT programme, run through the Human Interface Technology Laboratory New Zealand (HIT Lab NZ), will teach you how Human Interface Technology (HIT) is applied, developed, and analysed in research and industry settings. You will learn an exciting range of skills such as:

- Ideation
- User-centred design
- Requirements gathering
- Prototype creation
- XR application design and development
- User interface evaluation
- Research methods and statistics

This programme will suit you if you are interested in the intersection of technology and people; and want to design, build, and evaluate technology interfaces that solve real-world problems.

Opportunities to engage with industry through projects and scholarships may be available.

Entry requirements

4-year Bachelor (Honours) degree.

Familiarity with basic programming concepts and statistical methods is recommended. Graduates from fields such as Computer Science, Design, Statistics or Psychology would be well suited.

Likewise, due to the multi-disciplinary scope of HIT research, graduates from other fields who have experience in programming or statistics may also apply.

English	Overall	Lowest Band
IELTS	6.5	6.0
TOEFL	90	19 writing
Pearson	64	58

Programme structure

The MHIT programme is completed full-time over 12 months. It consists of two compulsory taught courses and a thesis.

Taught courses

The two compulsory taught courses in Semester 1 will form the foundation for an applied design project and your thesis. They will make up 25% of your final grade.

- HITD602: Design and Evaluation
- HITD603: Prototyping and Projects

Thesis

The thesis component takes 9 months to complete and makes up 75% of your final grade.

MHIT thesis projects are design-oriented and based on real-world problems. You will select a topic and supervisors that align with your research interests.

AT A GLANCE

Start dates

February (Semester 1)

Duration to complete

Full-time ..... 12 Months
Part time ..... Not available

Features

Project ..... Yes
Internship option ..... Yes

Tuition fees*

International $48,000

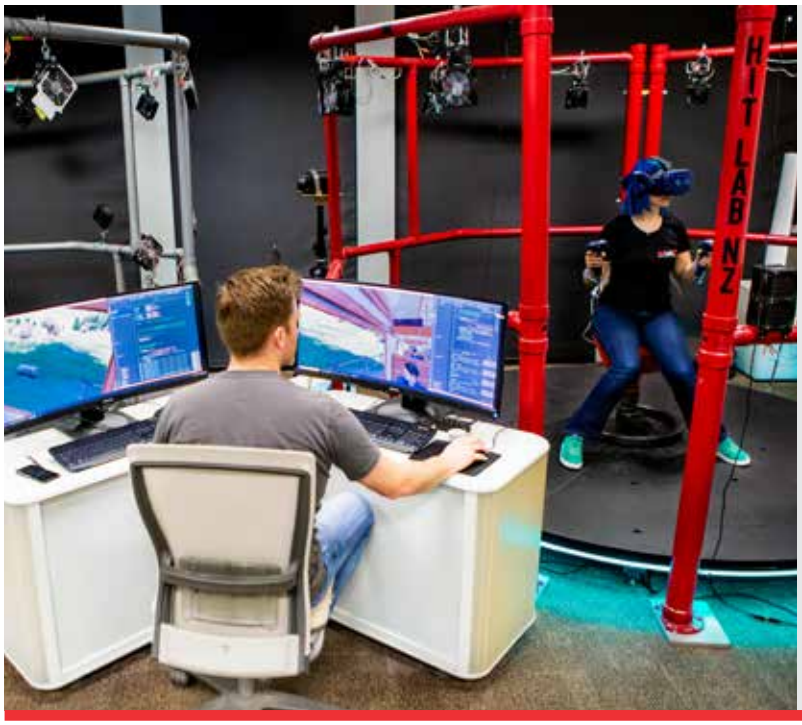
Scholarships

Some industry and UC scholarship funding may be available.

For information on scholarships go to www.canterbury.ac.nz/study/getting-started/scholarships

Prospective students are welcome to contact the Centre Manager to discuss available scholarships in more detail.

*The price (tuition fee) is indicative for 2024.



The HIT Lab NZ

The HIT Lab NZ at UC is a research centre whose work focuses on the intersection between people and technology. Established in 2002, it is recognised internationally as a leader in Human Interface Technology research and education.

The multi-disciplinary research team collaborates widely with academic teams from around the world, as well as industry partners from sectors such as Education and Training, High Performance Sport, Disaster Management, Health, Technology, and Construction.

HIT Lab NZ researchers have expertise in:

- Virtual, Augmented and Mixed Reality
- Applied Games Design and Development
- Human Augmentation
- Haptic Feedback
- (Socially) Intelligent Virtual Agents
- Artificial Intelligence

Learn more at www.hitlabnz.org

Career opportunities

The HIT Lab NZ recognises the high demand in interactive media industries for skilled graduates with analytic, coding, and creative skills.

Graduating with a MHIT will prepare you to enter the workforce or continue your research with a PhD. As a MHIT graduate you will have skills to work as a:

- User experience design professional
- VR, AR & MR developer
- Software developer
- Senior product designer
- Researcher
- Consultant

Average salary

$95,000 with Master's degree

Enrolment information

How to apply

Apply online through myUC:
https://myuc.canterbury.ac.nz

When to enrol

The programme starts in February.

Who to contact

Contact the Centre Manager
info@hitlabnz.org

www.canterbury.ac.nz/study/academic-study/subjects/human-interface-technology-pg

Important information

Refer to our website for information on:

- The University of Canterbury
- Christchurch as a study destination
- Student visa and insurance

AT A GLANCE

Why New Zealand?

- 4th most peaceful country (Global Peace Index, 2023)
- 11th in the world for natural environment (Legatum Prosperity Index, 2023)
- 18th in the world for education (Legatum Prosperity Index, 2023)

Why Christchurch?

- Largest city in South Island
- 2nd largest city by urban area population in NZ
- Easy to get around
- Top 100 best student city (Quacquarelli Symonds (QS) Rankings, 2023)

Why the University of Canterbury?

- Ranked in the top 300 Universities in the world (Quacquarelli Symonds (QS) Rankings, 2023)
- Ranked in top 80 globally in the Times Higher Education (THE) Impact Rankings in 2023
- 29 subjects ranked in the top 300 (QS World University Rankings by subject, 2024)
- #2 in New Zealand for employability (Quacquarelli Symonds (QS) Rankings, 2023)
- Residential campus
- 35 Research Centres

'Virtual and Augmented reality are areas of research that are innovative and creative. I find it interesting to investigate this interplay between the technology and the user's sensation and perception.'

Natalie McHugh
Graduate of a Master of Human Interface Technology

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