

Master's Project

Last Updated: Tue, 03/17/2026

Course prefix: ID

Course number: 6400

Section: LM

CRN

89680

Instructor first name: Lisa

Instructor last name: Marks

Semester: Fall

Academic year: 2026

Course description: Under the guidance of a faculty member, students explore a design project that relates to advance theoretical research through a human perspective with a design and/or technology focus on a product. The project may include areas in instructional design, human-computer interaction, learning, neuroscience, perception, product design, user-centered design, and usability.

Academic honesty/integrity statement:

Students are expected to maintain the highest standards of academic integrity. All work submitted must be original and properly cited. Plagiarism, cheating, or any form of academic dishonesty will result in immediate consequences as outlined in the university's academic integrity policy.

Core IMPACTS statement(s) (if applicable):

This is a Core IMPACTS course that is part of the Social Sciences area.

Core IMPACTS refers to the core curriculum, which provides students with essential knowledge in foundational academic areas. This course will help students master course content, and support students' broad academic and career goals.

This course should direct students toward a broad Orienting Question:

- How do I understand human experiences and connections?

Completion of this course should enable students to meet the following Learning Outcome:

- Students will effectively analyze the complexity of human behavior, and how historical, economic, political, social, or geographic relationships develop, persist, or

change.

Course content, activities and exercises in this course should help students develop the following Career-Ready Competencies:

- Intercultural Competence
- Perspective-Taking
- Persuasion