Master of Human Interface Technology (MHIT)

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 this programme cover?

The technology industry is growing rapidly and interactive media is one of the world's largest and fastest growing media sectors. The Human Interface Technology Laboratory New Zealand (HIT Lab NZ) recognises the high demand in interactive media industries for skilled graduates with analytic, coding and creative skills.

Students in our MHIT programme engage with industry through dynamic projects and scholarships. Graduating with a MHIT prepares students to enter the workforce or continue their research with a PhD.

The MHIT programme, run through the HIT Lab NZ, teaches students how Human Interface Technology is applied, developed, and analysed in research and industry settings. We teach an exciting range of diverse topics: ideation, user-centred design, rapid prototyping of hardware and software, and formal user evaluation.

The MHIT programme is a 75% thesis and 25% taught qualification.

The programme consists of two taught courses, and a thesis to be completed full-time over 12 months. Students select their research topic and supervisors to allow them to explore research topics they are interested in and passionate about.

A primary focus of the lab is collaboration with industry, including:

- Education
- High performance sport
- Entertainment
- Crisis and disaster management
- Medicine
- Rehabilitation
- Construction

In 2020 the HIT Lab NZ formed the Applied Immersive Gaming Initiative (AIGI) to join our existing VR/AR Research. AIGI at the University of Canterbury explores the design and development of applied immersive games, including games that facilitate learning, support decision-making, or help individuals with disabilities to better deal with the challenges they face in daily life.

What are the entry requirements?

4-year Bachelor's degree with honours

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

AT A GLANCE

Start Dates
February

Months to Complete
MHIT ....12 Months

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

Tuition fees*
MHIT $45,000

Scholarship
We have a number of Scholarships available through the university and industry projects. Prospective students are welcome to contact the Centre Manager for more information.

For more information on scholarships go to www.canterbury.ac.nz/get-started/scholarships/

*The price (tuition fee) is indicative for 2022.

The HIT Lab NZ

The HIT Lab NZ at UC is a research centre which provides people with cutting edge technological solutions to enhance their work and daily life. We put people first by looking at the tasks they are trying to accomplish, then add an appropriate mix of technology, to solve real-world problems.

The HIT Lab NZ is a multi-disciplinary, innovative team which focuses on Virtual Reality (VR), Augmented Reality (AR), and Applied Immersive Gaming. It has been operating since 2002 and is recognised internationally as a leader in Human Interface Technology research and education.

Special entry conditions

Suitable fields include Computer Science, Design, Statistics, and Psychology. However students from other fields in areas such as Arts, Education, Health, Architecture, Sports Science, Business, and Engineering may also qualify.

What careers can this lead to?

Graduates of the programme have skills to work as:

- User experience design professionals
- AR & VR developers
- Software developers
- Senior product designers
- Head researchers
- Consultants

Average salary

$95,000 with masters 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 Departmental Administrator
info@hitlabnz.org
www.canterbury.ac.nz/hitlab/

Important information

Refer to our website for more information on:

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

AT A GLANCE

Why New Zealand?

- 2nd most peaceful country (Global Peace Index, 2021)
- 4th in the world for natural environment (Legatum Prosperity Index, 2021)
- 12th in the world for education (Legatum Prosperity Index, 2021)

Why Christchurch?

- Largest city in South Island
- 2nd largest city in New Zealand
- Easy to get around
- 2nd most affordable city (christchurchnz.com)
- Strong economy and lowest unemployment rate (christchurchnz.com)

Why the University of Canterbury?

- Top 1% Universities in the world (QS World University Rankings, 2023)
- 38 subjects ranked in the top 300 (QS World University Rankings by subject, 2022)
- Residential campus
- 3000+ Employer connections
- 35 Research Centres
- Ranked 1st globally for Sustainable Development Goal (SDG) 12 and 50th overall in the Times Higher Education (THE) Impact Rankings

'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

This information was correct at April 2023

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