

User Experience (UX) Information Professional — Required and Recommended Courses

User Experience (UX) information professionals are responsible to create engaging designs (interaction, visual) for improving the users' physical and virtual experiences in libraries, archives, and museums (LAMs). They play important roles in investigating user needs and behaviors and developing strategies that make the LAM environments increasingly engaging and effective for users.

General Requirements for Emerging UX Information Professionals:

- Experience with web analytics, usability testing, web accessibility audits, or other user research methods.
- Experience in designing and conducting user research/usability evaluations using a variety of techniques (e.g., user testing, surveys, card sorting, interviews, personas & scenarios, use cases, focus groups, ethnographic research techniques).
- Proven knowledge of current information technologies and their application within LAMs.
- Demonstrated ability to identify and evaluate effectiveness of technology to meet user needs.
- Strong public service and user orientation/ Strong commitment to customer service.
- Preferred: Advanced degree, certification, or noted experience (including course work) in usability studies, user services, and design.

REQUIRED MLIS CORE (13 CREDIT HOURS)		
LIS 60020	Information Organization	3
LIS 60030	People in the Information Ecology	3
LIS 60040	Information Institutions and Professions (<i>foundational course for this pathway</i>)	3
LIS 60050	Research and Assessment in Library and Information Science	3
LIS 60280	Master's Portfolio in Library and Information Science	1

HIGHLY RECOMMENDED COURSES*		
LIS 60510	Digital Technologies I: Data Fundamentals	1
LIS 60511	Digital Technologies II: Internet Fundamentals	1
LIS 60613	Information Needs, Seeking and Use	3
LIS 60635	Cultural Heritage Informatics	3
LIS 60636	Knowledge Organization Systems, Structures and Services	3
LIS 60692	Internship in Information and Cultural Heritage Institutions	2-3
UX 60001	User Experience Design Principles and Concepts	3
UX 60002	User Experience Design in Practice	3
UX 60102	Principles of Interaction	3
UX 60104	Usability I	3

OTHER ELECTIVES*		
UX 60103	Researching the User Experience	3
LIS 60512	Digital Technologies III: Systems Fundamentals	1
LIS 60700	Foundations of Museum Studies	3
LIS 60702	Museum Communication (prerequisite = LIS 60700, Foundations of Museum Studies)	3
UX 60118	Accessibility Evaluation and Universal Design	3

*According to the iSchool's handbook, a maximum of 12 non-LIS graduate credits from iSchool programs (HI, KM, UX) can count toward the MLIS program. You can take up to 12 credit hours in UX if you take all your other courses in LIS. You can always take more than 12 credits of UX courses, but they will not count toward your degree.

Dual Degree

A MLIS student can apply for a dual degree with UX. At least one semester must overlap between the two degrees. Students are encouraged to apply for the UX degree as early as possible in their program so that they can maximize the available shared credits.

User Experience (UX) Information Professional Pathway — Additional Information and Resources



School of Information

Professional organizations:

- American Society for Information Science & Technology:
 - Special Interest Group: Computer-Human Interaction (CHI)
 - Special Interest Group: Information Architecture
 - Special Interest Group: Information Needs Seeking and Use (USE)
- User Experience Professionals Association

Sample job titles:

Web and User Experience Librarian
User Experience Librarian
Visual Designer - UX/UI (museum)
Digital Interactives Producer for Exhibitions
Digital Learning and User Experience Librarian
Librarian I - Digital User Experience
User Experience & Web Services Librarian
Senior User Experience Information Architect