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Add to Compare

M2 Human Computer Interaction

Master's degree

Specialisation Computer Science

Enrolment type

Formation initiale

Formation continue

Language(s) of instruction

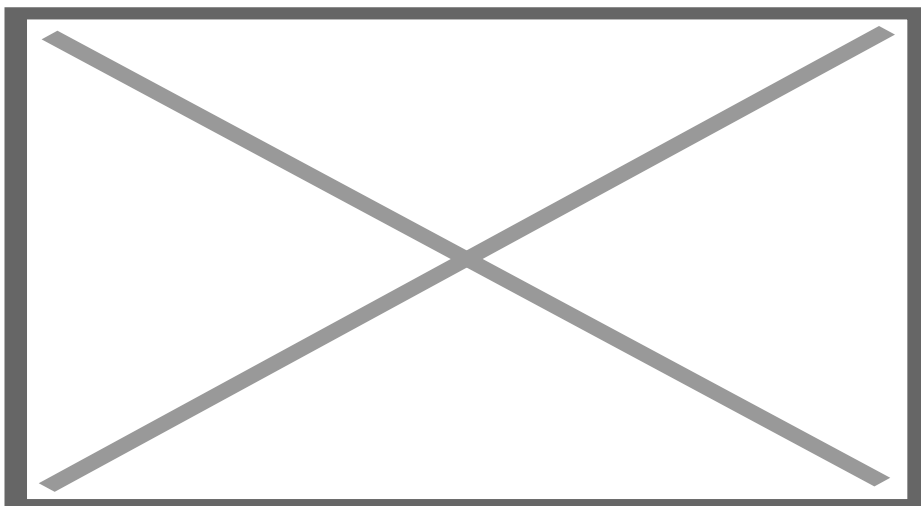
English

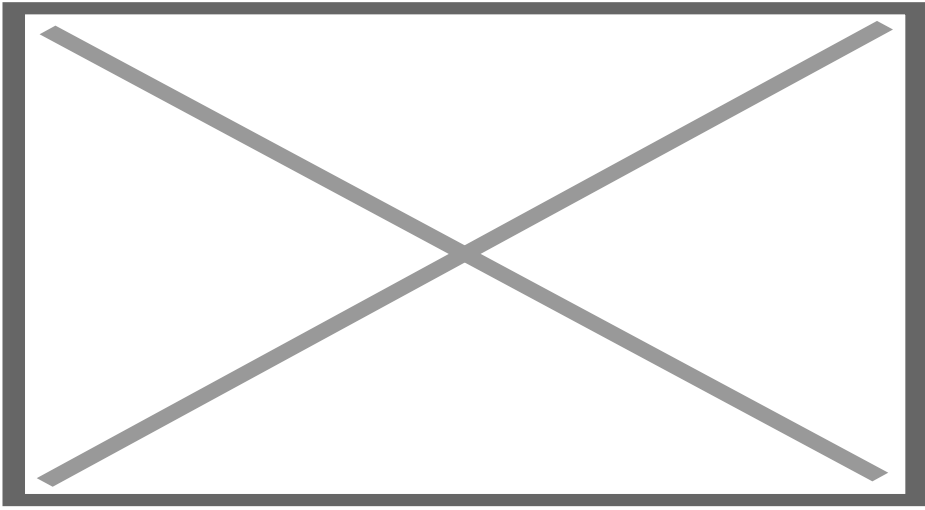
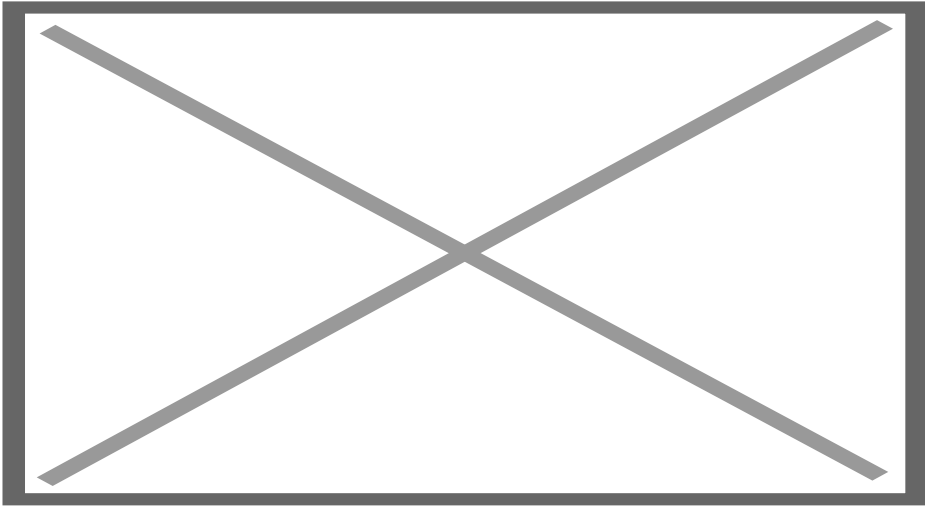
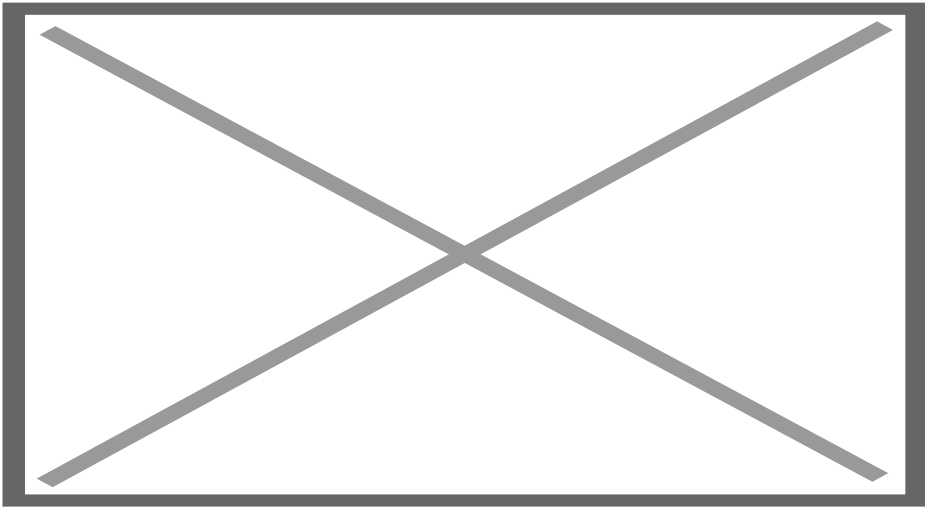
The domain of Human-Computer Interaction is attracting considerable attention in many areas of industry and digital technologies in general. This master prepares students for jobs in academic research, research and development, industry and consulting: interaction designer, user interface specialist, designer and project manager of interactive applications on various supports: desktop computer, web, mobile, virtual and augmented reality.

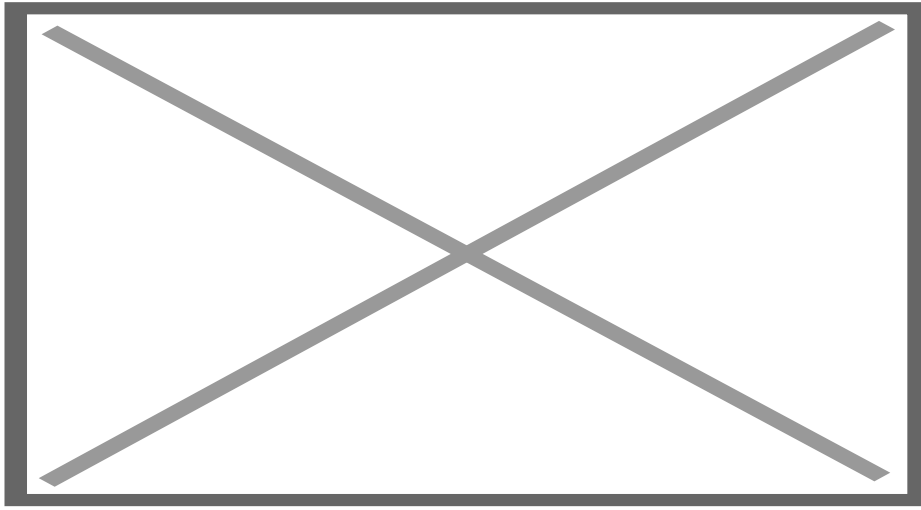
The suitability of digital systems to user needs is a determining factor in the acceptability of systems and, ultimately, in the success of any digital product. Paris-Saclay University has one of the largest human-computer interaction research departments in Europe. The Human Computer Interaction program is ideal for jobs in companies with departments specializing in interaction design and in numerous university research teams working on the topic of human-machine interaction. This master's degree is taught entirely in English. It is a two-year program, divided into four semesters, but enrollment is only possible in September. The final semester is devoted to internships, which can be completed in a public laboratory or in industry.

[Télécharger la fiche détaillée](#)

[Apply Now](#)







Information

- [Overview](#)
- [Application requirements](#)
- [Schedule](#)

Présentation

Skills

- Have insight and be able to explain the fundamental concepts of human-computer interaction
- Have expertise techniques needed to design and implement interactive human-computer systems using a user-centered approach
- Have expertise in methods for evaluating and comparing interactive human-computer systems adapted to the needs of their users

Objectives

- This curriculum covers the fundamental aspects of interaction, emphasizing multidisciplinary aspects, user-centered design and evaluation methods, and a wide range of forms of interaction
- It addresses Human-Computer Interfaces in their various forms: graphical, hybrid, tangible, multimodal, multi-surface, tactile, mobile, etc.
- It offers training in Virtual and Augmented Reality and its applications to video games, design, simulation, and training

Calendar

Start of programme (indicative date)

31/08/2026

Admission

Capacity

Available Places

20

Target Audience and Entry Requirements

- M1 (1st year of master) in Computer Sciences with a focus on Human-Computer Interactions. More specifically, the latter should include fundamental concepts of human-machine interaction, interactive systems programming, virtual or augmented reality, user-centered design, and methods for evaluating interactive systems. Bachelor's degree (4 years), even with honors, is NOT sufficient to apply directly to our M2. You should apply to M1 instead
- English level B2 (Common European Framework of Reference for Languages) or above. Applicants must provide proof of their level of English for their file to be examined: Results of a standardized test (TOEFL, IELTS, etc.), proof of studies carried out in English, etc.

Période(s) de candidature

Inception Platform

From 01/03/2026 to 30/04/2026

Supporting documents

Compulsory supporting documents

Copy diplomas.

Motivation letter.

Motivation letter in English

All transcripts of the years / semesters validated since the high school diploma at the date of application.

Transcript of Record in english or french

Certificate of English level (compulsory for non-English speakers).

Our HCI master is taught in English. You must provide proof of English language proficiency. IELTS: Overall score ≥ 6.0 . TOEFL: Overall score ≥ 90 . TOEIC ≥ 785 Some waivers: having completed a higher education degree instructed in English.

Curriculum Vitae.

CV in english

Selection sheet completed.

Ranked choices of master's tracks in English or French

Additional supporting documents

Supporting documents (TOEFL, TOEIC, certificate of a teacher ...) of a level of a foreign language.

VAP file (obligatory for all persons requesting a valuation of the assets to enter the diploma).

Supporting documents :

- Residence permit stating the country of residence of the first country
- Or receipt of request stating the country of first asylum
- Or document from the UNHCR granting refugee status
- Or receipt of refugee status request delivered in France
- Or residence permit stating the refugee status delivered in France
- Or document stating subsidiary protection in France or abroad
- Or document stating temporary protection in France or abroad.

Programme

Subjects	ECTS	Semester	Lecture	directed study	practical class	Lecture/directed study	Lecture/practical class	directed study/practical class
[HCI] Augmented Reality Experience Design and Previsualization ■	3	Semester 1	10.5	10.5				
Charger le détail [HCI] Mixed Reality and Tangible Interaction ■	3	Semester 1	10.5	10.5				
Charger le détail [HCI] Motivational and Persuasive Interaction ■	3	Semester 2	10.5	10.5				
Charger le détail [HCI] Collaborative Computing ■	3	Semester 2	10.5	10.5				
Charger le détail								

Subjects	ECTS	Semester	Lecture	directed study	practical class	Lecture/directed study	Lecture/practical class	directed study/practical class
[HCI] Experimental Design and Analysis	3	Semester 1	10.5	10.5				
Charger le détail								
[HCI] Action, Cognition & Learning	3	Semester 1	10.5	10.5				
Charger le détail								

Subjects	ECTS	Semester	Lecture	directed study	practical class	Lecture/directed study	Lecture/practical class	directed study/practical class	distance learning courses
Stage long	30	Semestre 2							
Charger le détail									

Subjects	ECTS	Semester	Lecture	directed study	practical class	Lecture/directed study	Lecture/practical class	directed study/practical class	distance learning courses
UE obligatoire									
Career Seminar	3	Semestre 1	10.5	10.5					
Charger le détail									
1 UE optionnelle à choix									
The art of fabricating tangible surfaces	3	Semestre 2	10.5	10.5					
Charger le détail									
[IDSMH] Neuroscience of human movement	3	Semestre 1							
Charger le détail									
[IDSMH] Perception, decision and psychophysics	3	Semestre 1							
Charger le détail									
Sport	3	Semestre 2		21					

Subjects	ECTS	Semester	Lecture	directed study	practical class	Lecture/directed study	Lecture/practical class	directed study/practical class	d
Charger le détail									
Langue	3	Semestre 2							
Charger le détail									
History and Societal Impact of AI	3	Semestre 1	10.5	10.5					
Charger le détail									

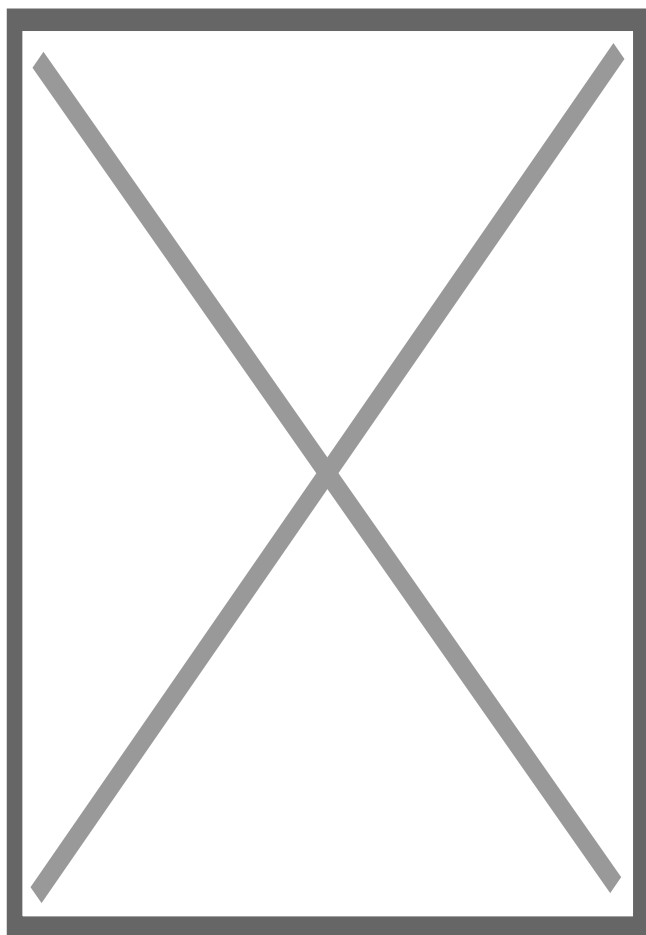
Subjects	ECTS	Semester	Lecture	directed study	practical class	Lecture/directed study	Lecture/practical class	directed study/practical class	c
Profil Informaticien									
[DKAI] Foundations of Knowledge Graphs	3	Semestre 1	10.5		10.5				
Charger le détail									
[M1 DiPaQ] Programmation C++ avancée	3	Semestre 1	10.5		10.5				
Charger le détail									
Profil diversifié									
[IDSMH] Neuroscience of human movement	3	Semestre 1							
Charger le détail									
[IDSMH] Perception, decision and psychophysics	3	Semestre 1							
Charger le détail									

Teaching Location(s)

ORSAY
GIF SUR YVETTE
PALAISEAU

Training campus

Javascript est requis pour visualiser cette carte.



Orsay Bures

Orsay / Bures-sur-Yvette

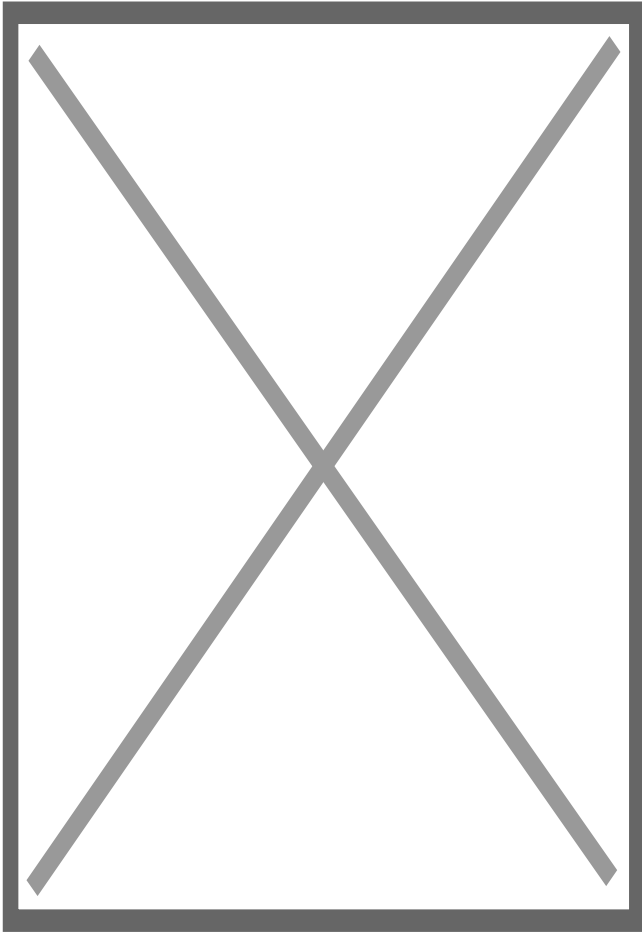
Bus 4607, 4626

RER B Orsay ville ou Bures-sur-Yvette

[Voir](#)

Library

Community center



Saclay Moulon

Saclay / Gif-sur-Yvette / Orsay

Bus 4606 / 4609 / 4611 / 5154

RER B Le guichet

[Voir](#)

Student restaurant (CROUS)

Library

Sports facilities

Student residence

Contact

- **Ouriel GRYNSPAN**

<http://www.universite-paris-saclay.fr/formation/master/informatique/m2-human-computer-interaction>