Human Factors

2 units (selection)

Atsuya Yoshida · Professor / Institute of Socio-Arts and Sciences

Target⟩ The objective of this class is to provide students with sufficiently thorough appreciation of the many facets of the human factors discipline so that they may make use of it to their own doctoral works.

Outline⟩ This class offers a broad and comprehensive overview of the human factors/ergonomics discipline with four areas of emphasis, (1) historical review of human factors research, (2) human physical, perceptual and cognitive capabilities and limitations, (3) application of human factors research data in design, especially in the interface design of computer-based systems, and (4) discussion about the relationship between the designed system (technology) and people.

Schedule⟩
1. What is Human Factors
2. Historical Overview of Human Factors
3. Multi-Disciplinary Aspect of Human Factors
4. Health and Safty Issue of Human Factors
5. Human Psychological Capability
6. Task Analysis
7. Human Error
8. Universal Design
9. Cognitive Artifact
10. Visibility and Affordance
11. Human-Computer Interaction
12. Human Information Processing
13. Knowledge and Mental Model
14. Usability Paradigms and Principles
15. Evaluation and Testing
16. Making system that makes us smart

Contents⟩ http://cms.db.tokushima-u.ac.jp/cgi-bin/toURL?EID=216806

Student⟩ Able to be taken by only specified class(es)

Contact⟩
⇒ Yoshida (+81-88-656-7897, yos@ias.tokushima-u.ac.jp) Mail