Course Title: HUMAN FACTORS
Course Number: IND133

Course Description: Students will study the psychological and physical factors that affect humans on a daily basis as they interact with products, facilities, and the environment. Also explore the capabilities and limitations of the human user.

Course Length: 11 Weeks
Contact Hours: 44 Hours
Credit Values: 3 Credits

Quarter Credit Hour Definition

A quarter credit hour is an amount of work represented in intended learning outcomes and verified by evidence of student achievement that is an institutionally established equivalency that reasonably approximates not less than:

(1) One hour of classroom or direct faculty instruction and a minimum of two hours of out-of-class student work each week for 10-12 weeks, or the equivalent amount of work over a different amount of time; or

(2) At least an equivalent amount of work as required in paragraph (1) of this definition for other academic activities as established by the institution including laboratory work, internships, studio work, and other academic work leading to the award of credit hours.

Course Competencies:
Upon successful completion of the course, the student should be able to:

**Integrate interdisciplinary skills to achieve a successful project**
- Apply alternative technologies to project development.
- Acknowledge influences from the social and natural sciences.

**Generate technically accurate drawings using perspective**
- Generate sketches that capture proper proportions of anatomy.

**Identify key legal issues including intellectual property laws, contracts, negotiations, and product liability**
- Develop an awareness of the legal obligations and limitations.

**Analyze research data to define the project parameters to establish the basis for developing design concepts**
- Develop a concise problem statement clearly defining the scope of the problem to be solved.

**Design efficient, effective and safe products; systems and environments that address the needs of diverse populations**
- Show awareness of technology, cultural and inclusive design issues.
- Interpret published data and apply to actual design project.
- Relate actual psychological measurements to specific design parameters.
- Respond to play patterns of various age groups.
- Address unique user group characteristics such as safety and cognitive abilities including age, ability, and attitude.
- Provide organization and storage devices in support of human needs.
Apply a user-centered approach to design problems that incorporates principles of psychology and human interaction with products

- Observe users to understand basic human factors issues.
- Conduct detailed analyses of user interface issues and summarize results in a professional quality presentation.
- Use study models and mockups to evaluate user interface and interaction issues; document and present results.
- Interpret and apply percentiles and other statistical data to design projects.
- Integrate ergonomics, anthropometric, and biomechanical processes into design projects.

Evaluate viability of design concepts and solutions based on prescribed objectives and criteria

- Apply appropriate methodologies to select the optimum design concepts for development.
- Use testing methods to verify effectiveness and durability of a product e.g. task analysis, functional analysis, surveys, and market analysis.

Course Prerequisites: NONE

Textbooks:
Title: The Psychology of Everyday Things
Author: Don Norman
Date: 1988
Publisher: Basic Books
ISBN: 978-0465067091

Materials and Supplies: See instructor’s syllabus addendum for details.

Attendance Policy:
Students must notify the Registrar’s Office if they will be missing two weeks of classes. After two consecutive weeks of absences in all courses students are subject to being administratively withdrawn from school, regardless of notification.

Plagiarism:
Students are expected to meet academic standards of honesty in all aspects of their work at The Art Institute of Seattle. All work submitted, including papers and projects, written and oral examinations, and oral presentations and reports, must be free of plagiarism. Plagiarism is using the creations, ideas, or words of someone else without formally acknowledging the author or source through appropriate use of quotation marks, references, and citations.

Examples of plagiarism include using another person’s ideas as your own; copying words from a book or magazine without using quotes and citation; paraphrasing another person’s work without citation; or presenting designs, art or digital files created by someone else as your own. Any student who is uncertain whether his or her use of the work of another will constitute plagiarism should consult the course instructor before submitting the course work involved. Citation standards and guidelines are available from you instructors and The Art Institute Library.

The Art Institute of Seattle Policy on Plagiarism- It is the policy of The Art Institute of Seattle that students who copy or otherwise plagiarize the assignments, examinations, artwork, media or projects of other individuals are subject to disciplinary action, including failure of the course in which the plagiarized work was submitted or possible termination from The Art Institute of Seattle.

Disability Services:
The Art Institute of Seattle provides accommodations to qualified students with disabilities. The Office
Disability Support Services assists qualified students with disabilities in acquiring reasonable and appropriate accommodations and in supporting equal access to services, programs and activities at The Art Institute of Seattle.

Students who seek reasonable accommodations should notify the Office of Disability Support Services at 1-855-855-0567 or via email at TheCenterDSS@edmc.edu of their specific limitations and, if known, their specific requested accommodations. Students will be asked to supply medical documentation of the need for accommodation. Classroom accommodations are not retroactive, but are effective only upon the student sharing approved accommodations with the instructor. Therefore, students are encouraged to request accommodations as early as feasible with The Office of Disability Support Services to allow for time to gather necessary documentation. If you have a concern or complaint in this regard, please contact the Office of Student Conduct and Resolution at studentresolution@edmc.edu. Complaints will be handled in accordance with the school’s Internal Grievance Procedure for Complaints of Discrimination and Harassment.

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The Art Institute of Seattle provides accommodations to qualified students with disabilities. The Disability Services office assists qualified students with disabilities in acquiring reasonable and appropriate accommodations and in supporting equal access to services, programs and activities at The Art Institute of Seattle.

Students who seek reasonable accommodations should notify the Disabilities Services Coordinator at Sara Lyttle, MaED, Disability Services Officer, Direct Line: 412.518.3304, Fax: 480.999.8966, Email: slyttle@edmc.edu of their specific limitations and, if known, their specific requested accommodations. Students will be asked to supply medical documentation of the need for accommodation. Classroom accommodations are not retroactive, but are effective only upon the student sharing approved accommodations with the instructor. Therefore, students are encouraged to request accommodations as early as feasible with the Disability Services Coordinator to allow for time to gather necessary documentation. If you have a concern or complaint in this regard, please contact Sara Lyttle, MaED, Disability Services Officer, Direct Line: 412.518.3304, Fax: 480.999.8966, Email: slyttle@edmc.edu. Complaints will be handled in accordance with the school’s Internal Grievance Procedure for Complaints of Discrimination and Harassment.
Similarly, I constantly see "The Design of Everyday Things" suggested in these kinds of conversations. I think it's supposed to give engineers great insights into design and how humans interact with objects around them. This is supposed to change our outlook for the software we build for people.