1. **Introduction to human factors and experimental design** (Sept 5)
   1. *Product evaluation assignment:* Identify 4 products that have poor user interfaces. What are the consequences resulting from these poor designs. Describe a methodology for comparing the usability of two competing products.

2. **Task analysis** (Sept 12)
   - *Interface evaluation - presentation*

3. **Information processing** (Sept 19)
   - Assignment:
     - *Identify and review 5 web sites associated with Human Factor/Ergonomic design principles, standards and/or resources. Identify the relevance of each site to improving product design, performance, safety and/or quality of life.*
     - *Summary chapters 1 – 5 (HFE)*

4. **Control and display design** (Sept 26)
   - Assignment:
     - Preliminary selection of redesign project and topic
     - *Summary chapters 6 - 8*

5. **Usability testing** (Oct 3)
   - Assignment:
     - *Summary chapters 9-11*
     - *Hand in paper topic description*

6. **Anthropometry and workplace design** (Oct 10)
   - *Summary chapters 12 – 14*

7. **Product design and quality control** (Oct 17)
• Summary chapters 15 – 16

8. Paper & Project presentation (Oct 24)
   • Assignment
   • A 3 – 5 minute presentation of your paper and group project
   • Summary chapters 17 – 19

9. User interface design (Oct 31)
   • Assignment
   • Short group presentation – principles of UI design
   • Take home final handed out

10. Group processing learning and motivation (Nov 7)

11. Forensics - human factors and the law (Nov 14)
   • Annotated bibliography due

12. Selection, training and documentation (Nov 21)
   • Take home final due

13. Group project presentation (Dec 5)

Course Requirements
The following will determine your grade:
1. Class participation (I) and assignments (G)
2. Book chapter summaries – no more than 1.5 pages a chapter (I)
   • Main points
   • What did you find of particular interest
   • A specific design application
   • An area or question in need of additional investigation
3. 8 -10-page annotated bibliography of a human factors topic of your choice. (I)
   • Introduction to the area
   • A review of 8 - 10 articles, books
   • Summary of findings
4. Product redesign (G). The purpose of this project is to identify and correct an existing human factor problem (in a product of your choice). Due Dec 5.
   This project will include the following phases:
   • Problem identification
   • User requirement definition (use of multiple task analysis methodologies)
   • Alternative design solutions: relevant research, text and human factor data
   • Usability objectives and test plan
   • Must reference specific recommendations from DMM book
5. Take home final – no more than 5 pages