



## ISE Welcomes Three New Faculty

# Human Factors Engineering/Ergonomics

Human factors focuses on the application of the sciences of engineering, physiology, psychology, and living environments with explicit consideration of the physical and mental characteristics of users. Mathematical modeling of visual search and decision processes in human inspection, human reliability, cognitive engineering, operator training, productivity improvement in manufacturing systems, manual tasks are typically drawn from various fields in engineering, as well as from the behavioral and health sciences.

The Department of Industrial and Systems Engineering at the University at Buffalo has a long history in human factors. It has always seen its role as integrating human factors into the broader context of design. It is one of the few human factors graduate programs offered within an engineering school to be accredited by the Society for Human Factors and Ergonomics. [Read more about HF at UB here.](#)

Sponsored human factors engineering research is funded by such agencies as the U.S. Air Force, the National Science Foundation, the National Institute for Occupational Safety and Health, the National Institute for Environmental Health Sciences, the National Institutes of Health, as well as national and local corporations. Our research domains extend to service industries. Our interdisciplinary work not only solves applied problems, but also enriches our body of knowledge, as evidenced by our award-winning student chapter of the Human Factors and Ergonomics Society. Human factors positions in academic institutions, federal laboratories, and national corporations.

**Specialization in Human Factors/Ergonomics** Students take two fundamental research courses, six specialization courses: *Fundamental Research Courses (6 credits)*: IE 531 Research Methods (3 credits) IE 507

*Content Courses (Choose at least 3)*: IE 532 Human Information Processing IE 535 Human-Computer Interaction Safety IE 536 Physiological Foundations of Human Factors