DIMITRIS NATHANAEL · KOSTAS GKIKAS · NICOLAS MARMARAS

Human Factors in Interactive Systems Design

a student's guide

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Abstract

The present book is an introduction to Human Factors / Cognitive Ergonomics for interactive systems design, coupling applied theories of cognition with design methodology. The book came as a need to provide a comprehensive guide in user centered design destined primarily to students in information technology, engineering and design disciplines. This work is the culmination of many years of experience in teaching Human Factors / Ergonomics together with relevant research and professional practice. Along with established and contemporary academic literature, this experience allowed the collection and development of a wide variety of examples and case studies of real-world systems from home appliances to large scale critical systems that the authors have found effective for transferring knowledge to students in a hands-on, experiential and dialectic manner. The readers can either use the book as an introductory guide to human cognition, a methodological companion for the user centered design process or as a collection of examples and case studies to enrich their repertoire.