

## FACULTY



### BENJAMIN BARTON, PH.D.

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University of Alabama at Birmingham  
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Visual Processes, Auditory Processes, Virtual Environments, Pedestrian, Bike, and Motor Vehicle Safety, and Developmental Issues in Safety.

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Applications of the interconnectedness of cognition, posture, and action to high performance environments and dysfunction.



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Visual psychophysics, modeling of visual and cognitive processes, visual displays for aviation and driving, virtual environments and simulation, neuro-ergonomics and cognitive neuroscience.



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Navigational Safety, Visual Perception,  
Human Evolution



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Decision making, employee recruitment, and personnel selection



### STEFFEN WERNER, PH.D.

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Spatial cognition, navigation, dynamic map displays, cognitive ergonomics, virtual and built environments, remote control, computer security and visual passwords, neuro-ergonomics and cognitive neuroscience.



## HUMAN FACTORS AND ERGONOMICS SOCIETY (HFES)

Graduate students participate in the University of Idaho Chapter of the national Human Factors and Ergonomics Society. They present their research at the annual meeting of the society in front of an international audience and gain professional experience through career centers and mentor programs at the meeting. The University of Idaho student chapter has been recognized with the highest level of achievement (gold) award of its contribution to the field for two consecutive years.



## FOR MORE INFORMATION

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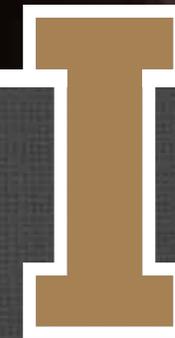
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University of Idaho **CLASS**  
College of Letters, Arts and Social Sciences

[www.uidaho.edu/human-factors](http://www.uidaho.edu/human-factors)



Ph.D. and Master's  
Degrees in

# HUMAN FACTORS PSYCHOLOGY

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## WHAT IS HUMAN FACTORS?

Human factors is an area of psychology and engineering that deals with a large range of applied topics – like product design, human performance, human-machine and human-computer interaction, interface design, safety, and ergonomics.

## WHAT DO HUMAN FACTORS PROFESSIONALS DO?

Researchers and user-experience engineers try to improve the ways that people interact with products and environments. Graduates from our program have found employment in diverse fields, including software and web usability, product development, consulting, public safety, healthcare, nuclear power, surface transportation, aviation systems, and research. They work for corporations such as Hewlett Packard, UserCentric, Battelle, and Bruce Power (Canada); and at research institutes such as the Idaho National Laboratory and the Virginia Tech Transportation Institute.

## WHAT OPPORTUNITIES DO WE OFFER IN GRADUATE TRAINING?

Our master's program in experimental psychology with an emphasis in human factors was founded in 1984. The program offers students the opportunity to learn concepts and skills necessary for a career in human factors or for continuing graduate training. Students take a broad array of courses such as Human Factors in Engineering Design, Engineering Psychology, Human-Computer Interaction,



Advanced Research Methods, Ergonomics and Biomechanics, Cognitive Psychology, Sensation and Perception, and Safety; and they work with faculty on ongoing human factors research projects. Many students present research at the annual meeting of the Human Factors and Ergonomics Society and are co-authors on scientific publications.

Our PhD program prepares students for a research career that may involve applied research in industry or an academic position. Coursework in the first two years will ensure that students have a solid background in human factors. Students work closely with faculty on research projects throughout their time in the program.

Graduate funding and research support are available for on-campus students.

The University of Idaho Human Factors program offers a number of on-campus laboratory facilities in which students conduct state-of-the-art research projects.

Students can leverage the knowledge gained through coursework by participating in research in a variety of specialty areas, including human-computer interaction, advanced displays and controls for aviation and process control, simulation and virtual

environments, transportation and pedestrian safety, and the emerging field of neuroergonomics. Laboratory equipment includes two eye-trackers, a head-mounted stereo display, and a head tracking system, which supplement traditional usability research methods.

Students interested in driving or aviation research have access to two well-equipped simulation labs. Motor movements may be tracked using a three-dimensional, full-body motion capture system with real-time biofeedback capability. Equipment to measure physiological responses such as skin conductance, heart rate variability, and pupillometry may be used to assess mental workload, stress, arousal, and other issues in neuroergonomics. Integration with the Idaho Child Safety lab provides students with the unique ability to learn about child-centered safety and product design.

## INTERNSHIPS

Students are strongly encouraged to enrich their academic studies through professional internships with a variety of companies. Students can also become involved in design projects at the University of Idaho.

