

Minor in Human Factors

The Minor in Human Factors is designed to emphasize and support the need for lifelong learning, to facilitate pathways for continuing education in discipline or related discipline, and to provide a competitive edge to its graduates by equipping practitioners and researchers to critically analyze human performance capabilities, limitations, and error across a wide array of industries and applications, and by showcasing additional skills and research interests to current and prospective employers.

With rapid advances in science, technology, and applications in advanced technologies, such as automation, robotics, artificial intelligence, and virtual/augmented/mixed realities, sociotechnical interfaces are becoming increasingly more complex. This trend emphasizes the need to optimize the interaction between humans and systems, to enhance safety, security, performance, usability, and satisfaction. The multidisciplinary curriculum was designed for working professionals, as is evidenced by the flexibility of the online platform and highly relevant content, applications, and assessment protocols.

Some majors may not be eligible to pair with this minor. See the Minor Restrictions (<https://catalog.erau.edu/programs/undergraduate/minors/restrictions/>) list for details.

Daytona Beach Minor Requirements

PSYC 101	Introduction to Psychology	3
HFCT 300	Human Factors Principles and Fundamentals	3
Choose Three of the Following:		9
HFCT 310	Human-Computer Interaction	
HFCT 315	Automation and Systems Issues in Aviation	
AVSF 320	Human Factors in Aviation Safety	
HFCT 312	Ergonomics and Bioengineering	
HFCT 321	Psychopharmacology	
HFCT 323	Aging: Behavioral and Biological Foundations	
HFCT 325	Human Factors and System Safety	
HFCT 326	Human Performance in Extreme Environments	
HFCT 330	Human Factors in Space	
HFCT 335	Human Factors in Air Traffic Control	
HFCT 337	Driving Safety: Role of Driver Behavior, Design, and Policy	
HFCT 352	Human Factors in Entertainment Systems	
HFCT 410	Human Factors Engineering: Crew Station Design	
HFCT 412	Simulating Humans in Complex Systems	
HFCT 415	Human Factors in Simulation Systems	
HFCT 422	Applied Ergonomic Design, Analysis, and Evaluation	
HFCT 440	Aerospace Physiology	
HFCT 399	Special Topics in Human Factors	
HFCT 499	Special Topics in Human Factors	
Total Credits		15

Prescott Minor Requirements

PSYC 101	Introduction to Psychology	3
or PSYC 222	Introduction to Industrial/Organizational Psychology	
HFCT 300	Human Factors Principles and Fundamentals	3
Choose Three of the Following:		9-12
ENGR 101	Introduction to Engineering	
or ENGR 119	Introduction to Computing for Engineers	
HFCT 302	Human Factors Methods and Techniques	
HFCT 310	Human-Computer Interaction	
HFCT 312	Ergonomics and Bioengineering	

HFCT 307	Human Factors Performance Processes
HFCT 307L	Performance Processes Laboratory
HFCT 400	System Design
PSYC 315	Cognitive Psychology
PSYC 321	Psychology of Gaming
or PSYC 320	Aviation Psychology

Total Credits **15-18**

Worldwide Minor Requirements

Students majoring in the B.S. in Human Factors Psychology may not declare this minor.

PSYC 101	Introduction to Psychology	3
HFCT 300	Human Factors Principles and Fundamentals	3
Choose Three of the Following:		9
AVSF 320	Human Factors in Aviation Safety	
HFCT 302	Human Factors Methods and Techniques	
HFCT 307	Human Factors Performance Processes	
HFCT 310	Human-Computer Interaction	
HFCT 315	Automation and Systems Issues in Aviation	
HFCT 320	User Experience/User Interface	
PSYC 310	Sensation and Perception	
PSYC 315	Cognitive Psychology	
Total Credits		15

Estimated Cost of Attendance: California Student Information (<https://catalog.erau.edu/student-life/student-affairs/california-student/>)