B.S. in Human Factors Psychology

The field of Human Factors, rooted in understanding the interaction between humans and other system components, is becoming increasingly vital in our technology-driven world. With applications spanning across industries and disciplines, the relevance of an undergraduate program in this domain has never been more pronounced. This program helps ensure that future professionals are equipped with the necessary skills and knowledge to innovate and improve human-system interactions.

Human Factors Psychology is a unique area of psychology aimed toward the abilities and limitations of humans to sense, store and process information, and act. This knowledge is used to guide decisions for the design, use, maintenance and improvement of systems that rely on human interactions. This complete human factors cycle approach focuses on the fact that a broad range of professional areas benefit from human factors psychology, for example including: artificial intelligence; aviation; ergonomics, human systems integration, safety, simulation, and robotics.

The program includes an applied practicum or research experience. This requirement can be met in several ways, including co-ops, internships or working on a virtual Worldwide Campus research team. Coordinated through the Worldwide Campus COIN program, students will be provided opportunities to gain practical experience in real-world settings to increase career/career progression readiness upon graduation.

Students successfully completing the B.S. in Human Factors Psychology program will have a deep understanding and expertise in the human-centered aspects of system design and operation. In particular, graduates from the program will:

• Have a robust foundation in the principles and practices of Human Factors.

• Have the critical thinking and problem-solving skills pertinent to humansystem interactions.

• Be ready to meet the challenges of designing, evaluating, and implementing user-centered systems in various industries.

Estimated Cost of Attendance