

SEFS Human Factors

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Abstract

Humans interact with systems. Humans have behavior and properties that we do not control, nor can we predict them. The emotional and physical state of humans impacts their behavior and capabilities. Humans show group behavior, emerging from the interaction of the individuals in the group. Organizations show more complex behavior resulting from individuals, groups, and organizational processes. Legislation and standards are means to cope with human aspects when developing systems.

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logo
TBD

Training

Equips Warfighters with the Knowledge Skills & Abilities (KSAs) needed

Design features that minimize human error and reduce risk of injury

Manpower

Personnel

Retention

Recruiting

Addresses all aspects of defining requirements for personnel as well as obtaining and retaining those individuals

System Safety

Environment

Occupational Health

Ensures that all aspects of the system are designed with full consideration of the inherent capabilities and limitations of the warfighter

Human Factors

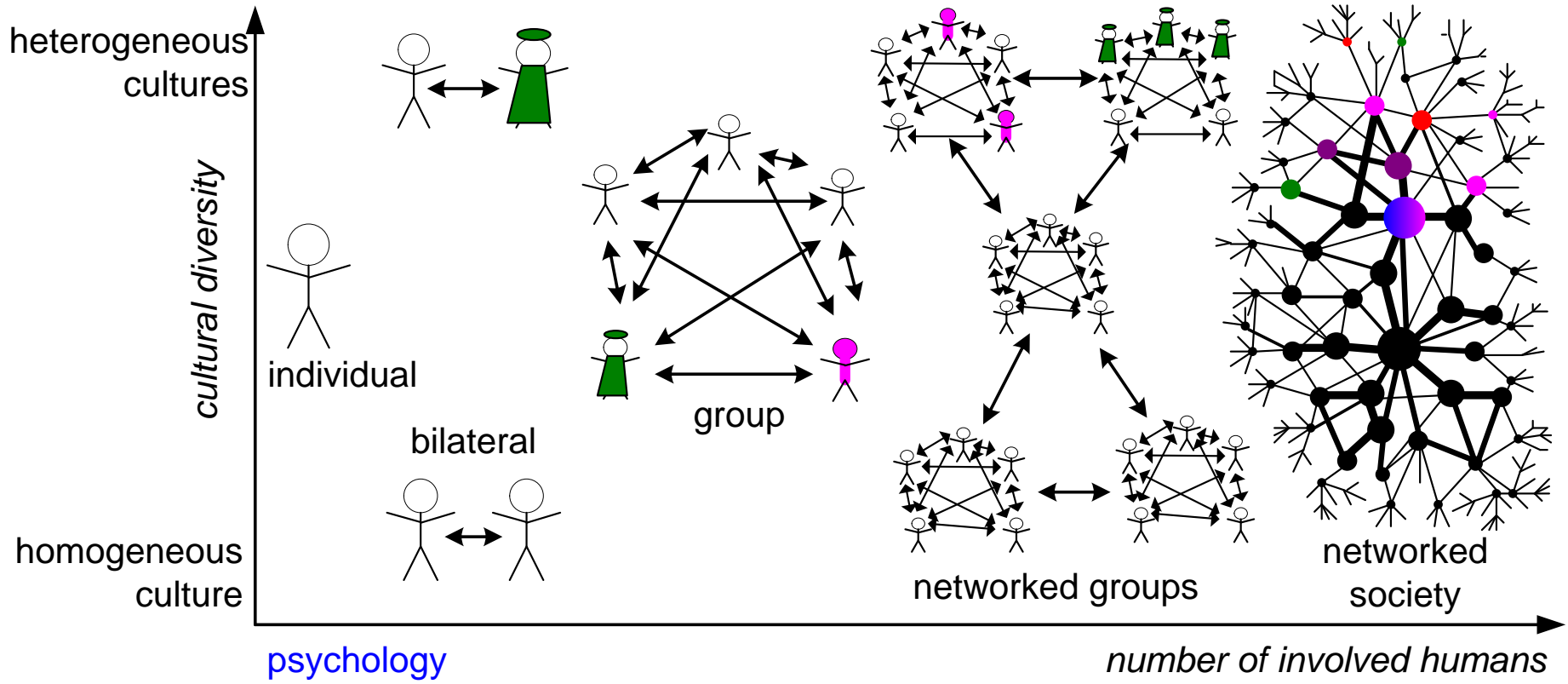
Personnel Survivability

Provides that the warfighter will have all personal protection needed

Ensures that all aspects of the living and working spaces are designed with the warfighter in mind

Habitability

Human Systems Integration in DoD Acquisition by Ms. Nancy Dolan CNO N125
<https://acc.dau.mil/GetAttachment.aspx?id=25755&pname=file&aid=3181&lang=en-US>



psychology
 psychiatry
 physiology pedagogy
 ergonomics
 medicine

group dynamics
 didactics
 sociology

cultural anthropology
 political science
 criminology

number of involved humans

environmental factors

personal factors

social status

education

relation
family

mental status

group influence

trauma
emotional status

fashion

physical status

culture

allergy
handicap

taboo
cultural

religion

taboo

location

preferences

time

taste

