Human Systems Engineering, Minor

ESHSEMIN

Description

The minor in human systems engineering in the Ira A. Fulton Schools of Engineering provides students with an understanding of the science of human performance and with experience using methods and tools that will enable them to apply their understanding to design and problem-solving. These skills can be used in a wide variety of domains, such as product usability, learning design, sports performance, and workplace and hospital safety.

At a Glance

- **College/School:** Ira A. Fulton Schools of Engineering
- **Location:** Polytechnic campus or online

Program Requirements

Minor Map (Archives)

2021 - 2022 Minor Map

The minor requires 21 credit hours. All required minor courses must be passed with a "C" (2.00 on a 4.00 scale) or better.

Required Courses -- 18 credit hours

- HSE 101: Introduction to Human Systems Engineering (SB) (3)
- HSE 225: Human Systems Integration (3)
- HSE 230: Statistics for Human Systems Research I (CS) (3)
- HSE 290: Experimental Methods for Human Systems Research (L) (3)
- HSE 323: Perceptual Systems (SB) or HSE 324: Applied Cognitive Science (SB) (3)
- HSE 325: Human-Computer Interaction (3)
Elective Course -- 3 credit hours

HSE 422: Human Factors in Sport (3)
HSE 423: Human Factors in Transportation (3)
HSE 424: Human Automation Interaction (3)
HSE 425: Human Factors in Medical Systems (3)
HSE 426: Training and Expertise (3)
HSE 427: Designing for Learning (3)
HSE 428: Judgment and Decision Making (3)
HSE 429: Product Design and Evaluation (3)

Depending on a student’s undergraduate program of study, prerequisite courses may be needed in order to complete the requirements of this minor.

Enrollment Requirements

GPA Requirement: 2.00

Incompatible Majors: BS in human systems engineering

Other Enrollment Requirements: None

Students should consult with a Polytechnic School advisor to verify eligibility and to review all courses required for the minor. To schedule an advising appointment, students should go to https://fultonapps.asu.edu/advising.

Current ASU undergraduate students may pursue a minor and have it recognized on their ASU transcript at graduation. Students interested in pursuing a minor should consult their academic advisor to declare the minor and to ensure that an appropriate set of courses is taken. Minor requirements appear on the degree audit once the minor is added. Certain major and minor combinations may be deemed inappropriate by the college or department of either the major program or the minor. Courses taken for the minor may not count toward both the major and the minor. Students should contact their academic advisor for more information.

Attend Online

ASU offers this program in an online format with multiple enrollment sessions throughout the year. Applicants may view the program description and request more information here.

Career Opportunities

A broad range of professions need experts in human factors to work on problems that involve an understanding of human performance. Interest areas include user experience, aviation human factors,
cognitive performance, consumer psychology, transportation human factors, patient safety, effective
teamwork, health psychology, learning optimization, social cognition, threat detection and sports
psychology.

The human systems engineering minor prepares students for industry and government careers in positions
such as:

- game designer
- human factors engineer
- human systems integrator
- interface designer
- user experience designer
- usability engineer

Graduates may work as a member of a design team for a product or system.

**Contact Information**

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