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Human Factors In Engineering And Design



Synopsis

This is the seventh edition of a text that is quite popular and the respected leader in its field. Written for upper-level undergraduate and graduate students, as well as for practicing professionals, the book combines an emphasis on the empirical research basis of human factors with comprehensive coverage of basic concepts in the field of human factors and ergonomics. This edition of Human Factors in Engineering and Design has been thoroughly updated and contains a new chapter on motor skills. Several chapters have been extensively revised and renamed to reflect current emphases and research in the field.

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Customer Reviews

This book is an excellent beginner's manual for Human Factors. It is used in several college's Human Factor's initial courses. The topics it covers are the basic "physical" human factors topics. There is breadth but not depth. However it does not do much with UI design. There is nothing on Web design or computer station design. This book's data is limited to examples that illustrate various points in the book. If you need detailed anthropometric data or workspace recommendations you won't find it here. Alan Cooper's book About face can help you with the UI part. Jakob Nielson's Web Usability or Steve Krug's Don't make me think book can give you information on Web design. Woodson's Human Factors Design Handbook can help you with the computer station part. At lot of money for just this though. If you need detailed anthropometric data, the sources I am most

familiar with are: Human Factors Design Handbook by Woodson (though it is a biased sample, if this is all you can get it is better than nothing) Woodson's newer book (2nd edition) gives computer station information, but is pricey for just this. The measure of Man and Woman by Henry Dreyfuss and Associates (dated in 1970s) BodySpace by Stephen Pheasant (in metric) International data on Anthropometry by Hans W. Jurgens (gives you some international data found nowhere else). Another thing that may help you is the table of contents: Table of Contents: PART 1: INTRODUCTION 1. Human Factors and Systems 2. Human Factors Research Methodologies Part 2: INFORMATION INPUT 3. Information Input and Processing 4. Text, Graphics, Symbols and Codes 5. Visual Display of Dynamic Information 6. Auditory, Tactual and Olfactory Displays 7.

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