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 or Online

Program requirements

2024 - 2025 Minor Map
Minor Map (Archives)

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 (SOBE OR SB) (3)

HSE 225: Human Systems Integration (3)

HSE 230: Statistics for Human Systems Research I (QTRS OR CS) (3)

HSE 290: Experimental Methods for Human Systems Research (QTRS OR L) (3)

HSE 323: Perceptual Systems (SOBE OR SB) or HSE 324: Applied Cognitive Science (SOBE OR SB) (3)

HSE 325: Human-Computer Interaction (3)

Elective Course (choose one) -- 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)

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 an advisor in The Polytechnic School to verify eligibility and to review all courses required for the minor. To schedule an advising appointment, students should go to the advising website.

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 with 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 or the minor program. 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 Online

ASU offers this program in an online format with multiple enrollment sessions throughout the year. Applicants may view the program's ASU Online page for program descriptions and to request more information.

Career opportunities

A broad range of professions need experts in human factors. They work on problems whose solutions involve an understanding of human performance in areas that 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. Graduates may work as a member of a design team for a product or system in a position such as:

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

Contact information

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