

## Job Description

Title: Human Factors Engineer I

### **Purpose:**

The Human Factors Engineer I role is a multi-faceted one in which you'll work collaboratively with team members to plan, execute, and evaluate training research as well as support the design and testing of software and technology solutions. Research topics in support of defense, other government, and industry clients will include training systems design, training effectiveness evaluation, adaptive training, human performance assessment using behavioral and physiological means, and other related topics. Additionally, software and technology design activities include front-end analysis (interviews, focus groups, observations), qualitative data analysis, requirements definition, design of wireframes and mockups, content maintenance, and usability and effectiveness evaluations.

### **Duties and Responsibilities:**

- Lead and assist in preparing critical reviews of research literature and competitive analyses
- Support the execution of research project plans and the software development life cycle
- Support activities such as user needs analysis, cognitive task analysis and other analyses to identify end-user needs
- Support empirical and qualitative data collection activities
- Conduct statistical analyses using software including SPSS and Excel
- Apply human factors principles and theory to software design
- Be capable of understanding customer requirements and turning those requirements into software design features
- Work to ensure existing product content libraries are maintained and up to date
- Interface with clients and ensure they receive excellent service
- Assist in the preparation of project reporting requirements (e.g., monthly and final reports, presentations, briefings)
- Assist in preparation of proposals
- Actively participate in the training research community through conference presentations and publications

### **Qualifications:**

- MS/MA in Human Factors, Cognitive or Experimental Psychology, Applied Psychology, Modeling and Simulation or other relevant area of study *and* 2+ years of related experience  
**OR** PhD in this area of study.

- Interest in technology-based training, human performance assessment, game-based training, simulation, adaptive training, mobile learning or instructional design
- Familiarity with military training (preferred)
- Strong written and oral communication skills
- Experience leading experimental research projects related to human performance, human factors, education, or training
- Experience leading data collection efforts
- Familiarity with Microsoft Word, Excel, PowerPoint, Project, SPSS
- Ability to maintain a SECRET level clearance

**Work Environment:**

This position does not require physical activities beyond a typical office environment. It does require computer use, web-based video communications (e.g. Skype, Google Hangouts), and telephone use.

**Travel:**

The Human Factors Engineer will be expected to travel up to 10-25% of working hours per month for the following purposes:

- Data collections and information gathering at military, other government, and industry installations
- Conference presentations and attendance
- Team and organizational meetings (if remote)
- Business development opportunities

**Security Clearance:**

All employees must have or be capable of acquiring a Secret DoD security clearance. Guidelines indicating those items that may prevent you from obtaining a security clearance can be found here: <http://www.fas.org/sgp/isoo/guidelines.html>.