



Technical Group Membership

HFES sponsors 23 Technical Groups (TGs) that are concerned with the human factors aspects of specific application areas. The activities and areas of interest of the TGs are described below. TGs publish newsletters, sponsor sessions at HFES and other meetings, and provide a useful mechanism for the exchange of technical information. TG members also receive the biannual *Council of Technical Groups Digest*, a compilation of outstanding articles from TG newsletters.

Use this form to join or renew your membership in one or more HFES Technical Groups. Technical group membership dues are for the calendar year.

Please Check Those Groups to Which You Wish To Belong:

Technical Groups (TGs)		Dues			Dues
• Aerospace Systems	AS	<input type="checkbox"/> \$6.00	• Individual Differences in Performance	ID	<input type="checkbox"/> \$4.00
• Aging	A	<input type="checkbox"/> \$5.00	• Industrial Ergonomics	IE	<input type="checkbox"/> \$4.00
• Augmented Cognition	AC	<input type="checkbox"/> \$4.00	• Internet	I	<input type="checkbox"/> \$0
• Cognitive Engineering and Decision Making	CE	<input type="checkbox"/> \$6.00	• Macroergonomics	ME	<input type="checkbox"/> \$5.00
• Communications	C	<input type="checkbox"/> \$6.00	• Perception and Performance	PP	<input type="checkbox"/> \$5.00
• Computer Systems	CS	<input type="checkbox"/> \$4.00	• Product Design	PD	<input type="checkbox"/> \$6.00
• Education	E	<input type="checkbox"/> \$4.00	• Safety	S	<input type="checkbox"/> \$6.00
• Environmental Design	ED	<input type="checkbox"/> \$3.00	• Surface Transportation	ST	<input type="checkbox"/> \$5.00
• Forensics Professional	FP	<input type="checkbox"/> \$5.00	• System Development	SD	<input type="checkbox"/> \$5.00
• Health Care	HC	<input type="checkbox"/> \$4.00	• Test and Evaluation	TE	<input type="checkbox"/> \$5.00
• Human Performance Modeling	HP	<input type="checkbox"/> \$5.00	• Training	T	<input type="checkbox"/> \$4.00
			• Virtual Environments	VE	<input type="checkbox"/> \$5.00

TG Membership Payment \$ _____

Total Enclosed \$ _____

PAYMENT OPTIONS:

- VISA MasterCard American Express

Number: _____ Exp. Date: _____

Zip code of billing address _____ Signature _____

Check Payable to Human Factors and Ergonomics Society or HFES (US\$ only, drawn on U.S. bank.)

RETURN THIS FORM TO: Human Factors and Ergonomics Society
P.O. Box 1369
Santa Monica, CA 90406-1369, USA,
FAX 310-394-2410

Name _____ Company _____

Street address _____ City _____

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Telephone _____ E-mail _____

Technical Groups

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Aerospace Systems

Is concerned with the application of human factors to the development, design, certification, operation, and maintenance of human-machine systems in aviation and space environments. The group addresses issues for civilian and military systems in the realms of performance and safety.

Aging

Is concerned with human factors appropriate to meeting the emerging needs of older people and special populations in a wide variety of life settings.

Augmented Cognition

Fosters the development and application of real-time physiological and neurophysiological sensing technologies that can ascertain a human's cognitive state while interacting with computing-based systems; data classification and integration architectures that enable closed-loop system applications; mitigation (adaptive) strategies that enable efficient and effective system adaptation based on a user's dynamically changing cognitive state; individually-tailored training systems; and roadmaps for future directions concerning Augmented Cognition science and technology (S&T) and guidelines of use for the technology and the user information that may be garnered from it.

Cognitive Engineering and Decision Making

Encourages research on human cognition and decision making and the application of this knowledge to the design of systems and training programs. Emphasis is on consideration of descriptive models, processes, and characteristics of human decision making, alone or in conjunction with other individuals or intelligent systems; factors that affect decision making and cognition in naturalistic task settings; technologies for assisting, modifying, or supplementing human decision making; and training strategies for assisting or influencing decision making.

Communications

Is concerned with all aspects of human-to-human communication, with special emphasis on communication mediated by technology.

In addition to work in telephone services, there is an increasing emphasis on multimedia communications, such as Internet services, Internet telephony, interactive TV, desktop videoconferencing, collaborative communications, and multimedia information services.

Computer Systems

Is concerned with human factors in the design of computer systems. This includes the user-centered design of hardware, software, applications, documentation, work activities, and the work environment. The CSTG is the organizational meeting place for many human factors practitioners and researchers interested in computer systems: hardware and software, cognition and anthropometry, graphical and character-based UIs, the Internet and intranets, and local and distributed applications.

Education (Formerly Educators' Professional)

Is concerned with the design of educational systems, environments, interfaces, and technologies and with human factors education. The group consists of educators, researchers, students, and others interested in educational human factors and ergonomics, directed at improving educational design and in addressing the educational needs of those seeking to increase their knowledge and skills in the human factors and ergonomics field.

Environmental Design

Is concerned with the relationship between human behavior and the designed environment. Common areas of research and interest include ergonomic and macroergonomic aspects of design within home, office, and industrial settings.

Forensics Professional

Is concerned with the application of human factors knowledge and techniques to "standards of care" and accountability established within the legislative, regulatory, and judicial systems. The emphasis is on providing a scientific basis to human factors/ergonomics issues raised within these systems.

Health Care (Formerly Medical Systems and Rehabilitation)

The Health Care Technical Group is interested in maximizing the contributions of human factors and ergonomics to medical systems effectiveness and the quality of life for people who are functionally impaired.

Human Performance Modeling

The Human Performance Modeling Technical Group focuses on the development and application of predictive, reliable, and executable quantitative models of human performance. It considers the human, engaged in some goal-directed behavior, in the context of a specific task environment

Individual Differences in Performance

Serves those who share an interest in any of the wide range of personality and individual difference variables that are believed to mediate performance.

Industrial Ergonomics

Is concerned with the application of ergonomics data and principles for improving safety, productivity, and quality of work in industry. It concentrates on service and manufacturing processes, operations, and environments, including the design of products that form the basis of industrial employment.

Internet

Is concerned with user interface design of Web content, Web-based applications, Web browsers, Webtops, Web-based user assistance, and Internet devices; behavioral and sociological phenomena associated with distributed network communication; human reliability in administration and maintenance of data networks; and accessibility of Web-based products.

Macroergonomics

Formerly the Organizational Design and Management Technical Group, focuses on organizational design and management issues in human factors and ergonomics as well as work system design and human-organization interface technology.

Product Design (Formerly Consumer Products)

Is dedicated to developing consumer products that are useful, usable, safe, and desirable. By applying the principles and methods of human factors, consumer research, and industrial design, the group works to ensure the success of products sold in the marketplace.

Perception and Performance (Formerly Visual Performance)

Consists of individuals interested in the relationship between perception and human performance. Areas of concern include the nature, content, and quantification of visual information and the context in which it is displayed; the physics and psychophysics of information display; perceptual and cognitive representation and interpretation of displayed information; assessment of workload using visual tasks; and actions and behaviors that are consequences of visually displayed information.

Safety

Is concerned with the development and application of human factors technology as it relates to safety in all settings and attendant populations. These include, but are not limited to, aviation, transportation, industry, military, office, public building, recreation, and home environments.

Surface Transportation

Provides a forum for individuals involved or interested in human factors to exchange information, methodologies, and ideas that are being developed and/or applied in the international surface transportation field. In essence, *surface transportation* refers to all forms of transit outside the aerospace sector.

System Development

Offers a forum for fostering research and exchanging information with respect to the integration of human factors and ergonomics into the development of systems. Specific items of interest include the system development process itself; developing tools and methods, notably modeling and simulation; case studies; and such critical issues as reduced staffing for complex systems, the impact of increasing computerization, and stress and workload effects on performance.

Test and Evaluation

Consists of people interested in all aspects of human factors and ergonomics as applied to the evaluation of systems. Evaluation is a core skill for all human factors professionals and includes measuring performance, workload, situational awareness, safety, and acceptance of personnel engaged in operating and maintaining systems.

Training

Provides a mechanism for information and interchange among people interested in training and training research.

Virtual Environments

Is concerned with human factors issues associated with human-virtual environment interaction. These issues include maximizing human performance efficiency in virtual environments, ensuring health and safety, and circumventing potential social problems through proactive assessment. For VE/VR systems to be effective and well received by their users, researchers need to focus significant efforts on addressing human factors issues.