

PSYCHOLOGY (PSY)

PSY 500 Psychological Testing and Assessment Credits: 3

Typically Offered: Spring.

Course Description: Basic principles of tests, measurements, and assessment. Detailed study and evaluation of some of the most useful and meaningful person assessment techniques. Professional and ethical standards as well as social issues related to testing.

PSY 515 Applied Univariate and Multivariate Statistics Credits: 3

Typically Offered: Departmental Discretion.

Course Description: Statistical procedures applied to behavioral research; focuses on the integration of the use of computers for data collection, analysis, and presentation.

PSY 550 Graduate Research Credits: 1-5

Typically Offered: Fall, Spring, Summer.

Course Description: Graduate Research.

PSY 590 Human Factors Theory and Methods Credits: 3

Typically Offered: Fall.

Course Description: The fundamental principles of Human Factors theory and evaluation methods. This course covers human performance in system design, perception, attention, displays, communication, selection of action, spatial cognition, haptic control, signal detection, judgment and decision making in system design, workload, situation awareness, operator stress, automation, and related topics. **Prerequisite(s):** Admission to the Psychology Major or MAS in Human Factors and Usability Testing program.

PSY 600 User Experience Principles Credits: 3

Typically Offered: Fall.

Course Description: The fundamental principles and theoretical bases of human computer interaction from a cross disciplinary perspective. This course covers the history of human computer interaction, the evolution of methodologies, and the current best practices.

PSY 610 User Experience Lab Credits: 3

Typically Offered: Spring.

Course Description: User Experience (UX) as it applies in professional practice, including current development practices, current tools, and current design processes and related topics. **Prerequisite(s):** PSY 600.

PSY 680 Internship Credits: 1-4

Typically Offered: Fall, Spring.

Course Description: Develops and applies skills and then work with professional development teams in a career work experience. May be repeated up to 4 credit hours.

PSY 692 Designing User Experiences Lab Credits: 1-6

Typically Offered: .

Course Description: Current professional practices in User Experience, Interaction Design, Human Factors, and related topics.

PSY 693 Seminar in Human Centered Design I Credits: 1

Typically Offered: Fall.

Course Description: This course is the first of two one credit seminars students take in the Human Factors and Usability Testing option. The goal is to facilitate discussion of general trends in Human Factors, share experiences from internships, and discuss current research in the area.

Prerequisite(s): Admission to the Human Factors Program.

PSY 695 Thesis Credits: 1-4

Typically Offered: Fall, Spring.

Course Description: Graduate level research in Human Factors/Usability/ Human Computer Interaction which culminates in a Master's level thesis. May be repeated up to 4 credit hours.