

Human Factors in the Development of the Mobile Extreme Environment Research Station (MEERS) Mission Control System (MCS)

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The developers for the MEERS MCS were required to develop a novel interface for their product. During the development of the MCS, analytical human factors methods and display principles were implemented to create the user interface. The methods and principles were also used so the MCS had a user centered design. The MCS went through several iterations of design. This presentation discusses the development process of the MEERS MCS from a human factors standpoint.

Key words: MEERS, human factors, displays, software development, user centered design