



# POSITION DESCRIPTION

<b>Position Title:</b>	<b>Human Systems Scientist</b>
<b>Position Reference Number:</b>	PDWCSD004
<b>Division</b>	Weapons and Combat Systems
<b>Position Classification:</b>	S&T3/4
<b>Position Location:</b>	Edinburgh
<b>Security Level:</b>	NV1
<b>Minimum Academic Qualification:</b>	Bachelor's Degree/PhD or equivalent in psychology or human factors
<b>Enquiries:</b>	Susan Cockshell <a href="mailto:susan.cockshell@dsto.defence.gov.au">susan.cockshell@dsto.defence.gov.au</a> (08) 7389 5683

## Academic Disciplines

Aerospace/ Aeronautical Engineering, Naval Architecture	Chemical, Radiological, Biological, Food sciences	Materials Science
Computer Sciences, IT, Software Engineering, Telecommunications	Mathematics and physics	Psychology and Social Sciences
Mechanical and Mechatronic Engineering (including robotics)	Electronic/ Electrical Engineering	Other
		Human Factors

## Position Overview

Effective integration of the human operator is essential to achieving the full potential of modern defence systems. As part of the Human Systems Discipline, the Human Systems Scientist will conduct research and experimental analysis in human systems integration to improve the performance of Australian defence systems. The research will involve developing and analysing novel display concepts, investigating methods and techniques for improving individual and team performance, and the development of decision aids and tools. Simulation-based human in the loop experimentation will be used to explore and evaluate user interface design concepts, system design and integration, design concepts for the physical layout of command spaces and the division of roles and responsibilities within military command teams.

A background in psychology is required and an interest in how technology can be better designed to support humans will be beneficial.

## Position Duties

1. Under broad direction, and as part of a multi-disciplinary team, investigate ways to better support the integration of human operators with current and future combat systems.
2. Elicit user needs and conduct analyses to understand how to design and integrate systems to best support these needs.
3. Conduct human experiments using simulated environments.
4. Conduct cooperative research with academia, industry and international agencies,
5. Report on your work to military and civilian stakeholders, including academic and industry partners.

## Other Requirements

- The position will involve interaction with universities, industry partners, and Defence clients, in Australia or overseas.
- Appointees will be required to undertake occasional interstate and overseas travel, and occasionally attend land, air or sea trials.
- Appointees will be initially be engaged on a **BASELINE** security clearance with an upgrade to a **Secret Negative Vetting (NV1) Security Clearance** required upon commencement.