

Diseño Centrado En Las Personas

Factores Humanos
en la
Industria Aeroespacial

Diego M Garcia
Medicina Aeroespacial
Factores Humanos

Disclaimer



INDUSTRIA 1.0



1784

1ª

REVOLUCIÓN INDUSTRIAL

Introducción de equipos de producción mecánicos impulsados por agua y la energía del vapor.

INDUSTRIA 2.0



1870

2ª

REVOLUCIÓN INDUSTRIAL

Introducción de la electricidad y del petróleo como fuente energética para la producción masiva (cadena de producción y concepto de división del trabajo en tareas).

INDUSTRIA 3.0



1970

3ª

REVOLUCIÓN INDUSTRIAL

Automatización de la producción basada en el uso de sistemas electrónicos y Tecnologías de la Información (TIC).

INDUSTRIA 4.0



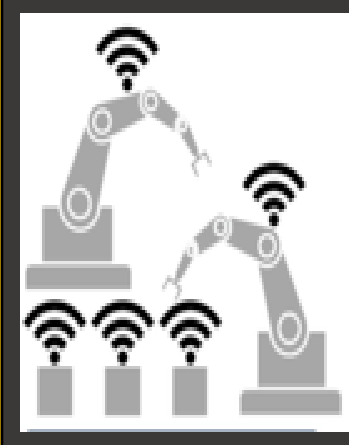
2011

4ª

REVOLUCIÓN INDUSTRIAL

Producción automatizada e interconectada basada en el uso de sistemas físicos cibernéticos (cyber physical systems – CPS).

INDUSTRIA 5.0



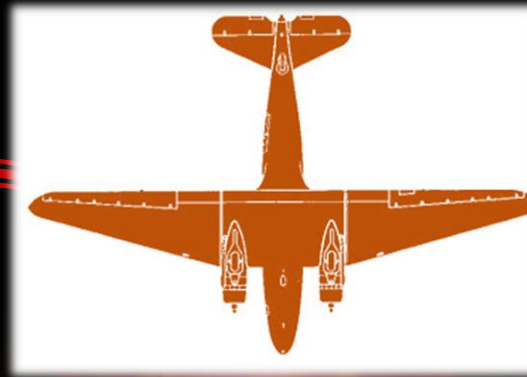
?

5ª

REVOLUCIÓN INDUSTRIAL Singularidad



Humans ON the loop





Humans IN the loop



Humans ON the loop

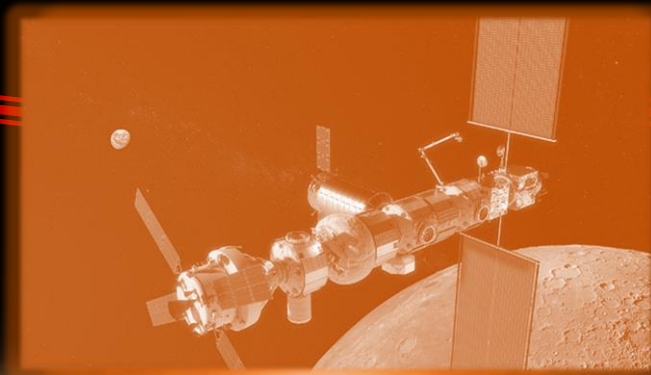




Humans ON the loop



Humans OUT the loop



Humans IN the loop



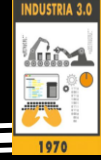


Personas

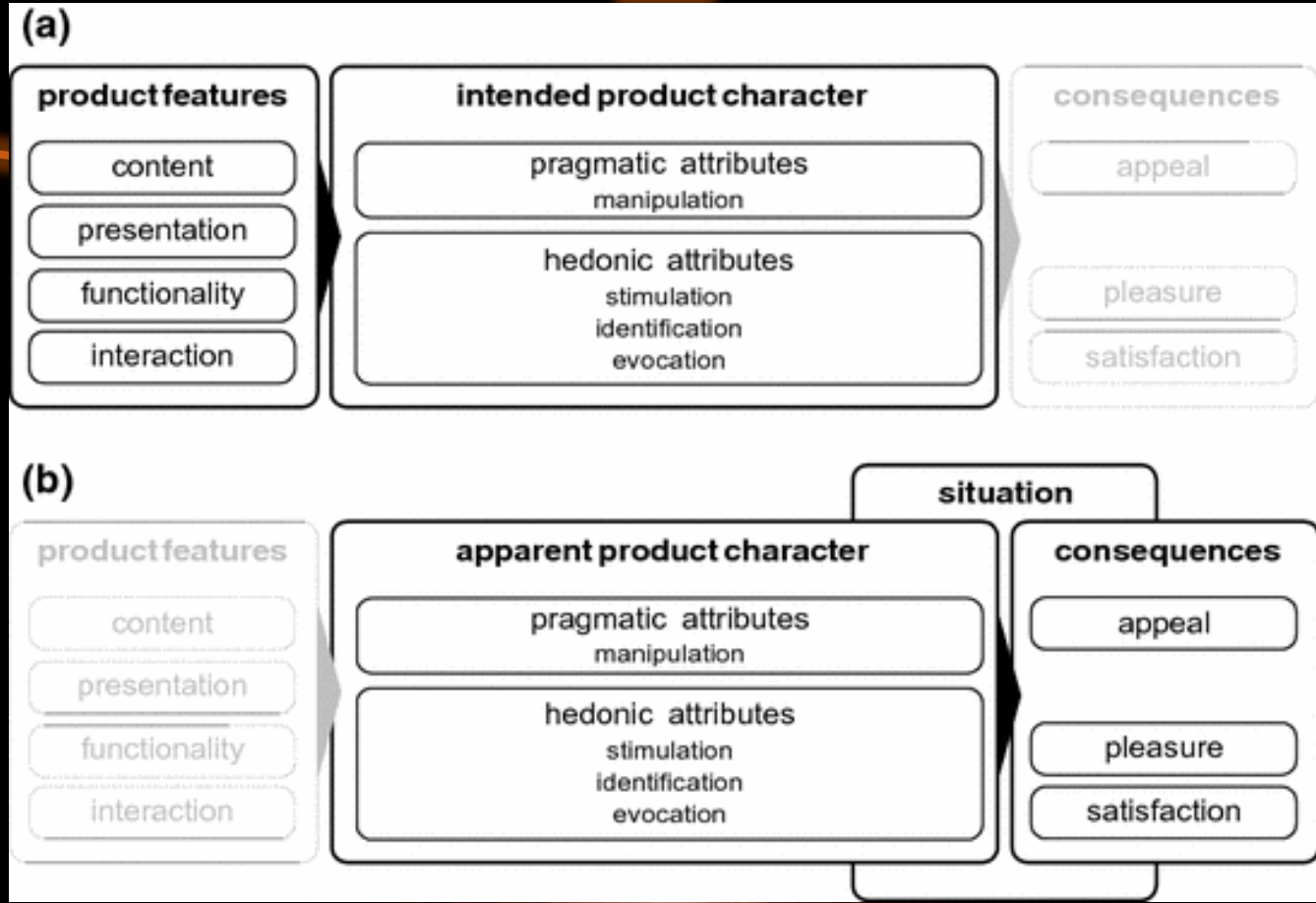


- Perfiles
- Niveles
 - Personal - Profesional - Tecnico
- Tareas y objetivos

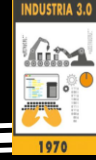
Usability.gov, [U.S. Department of Health & Human Services](#)



Experiencia del Usuario (UX)

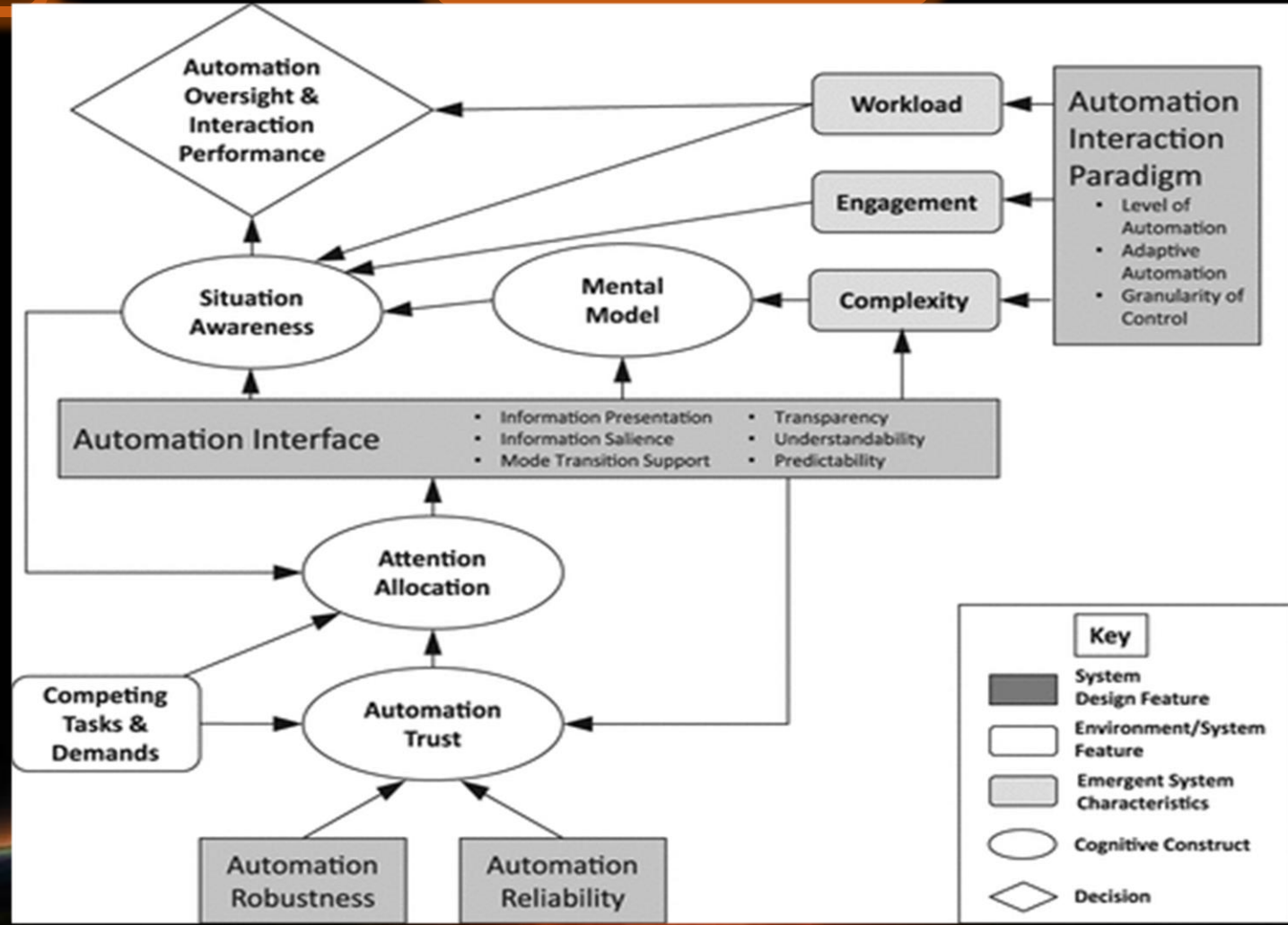


Hassenzahl M. (2018) The Thing and I: Understanding the Relationship Between User and Product. In: Blythe M., Monk A. (eds) Funology 2. Human-Computer Interaction Series. Springer, Cham



Experiencia del Usuario (UX)

Automatización (LoA)

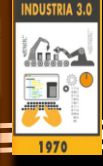


Endsley, M. R. (2018). Level of Automation Forms a Key Aspect of Autonomy Design. *Journal of Cognitive Engineering and Decision Making*, 12(1), 29–34. <https://doi.org/10.1177/1555343417723432>



Representacion de Realidad AR/VR





Ergonomia

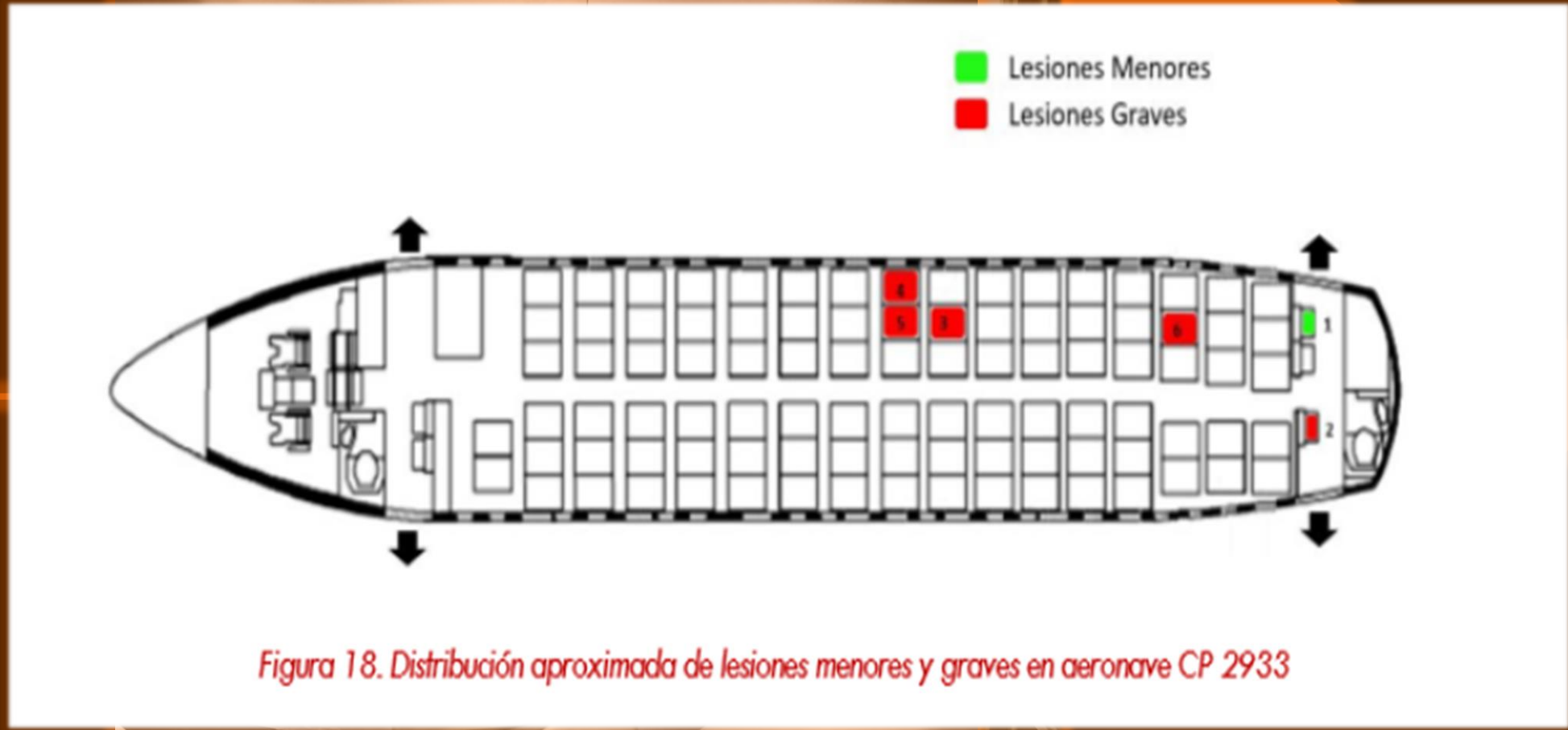
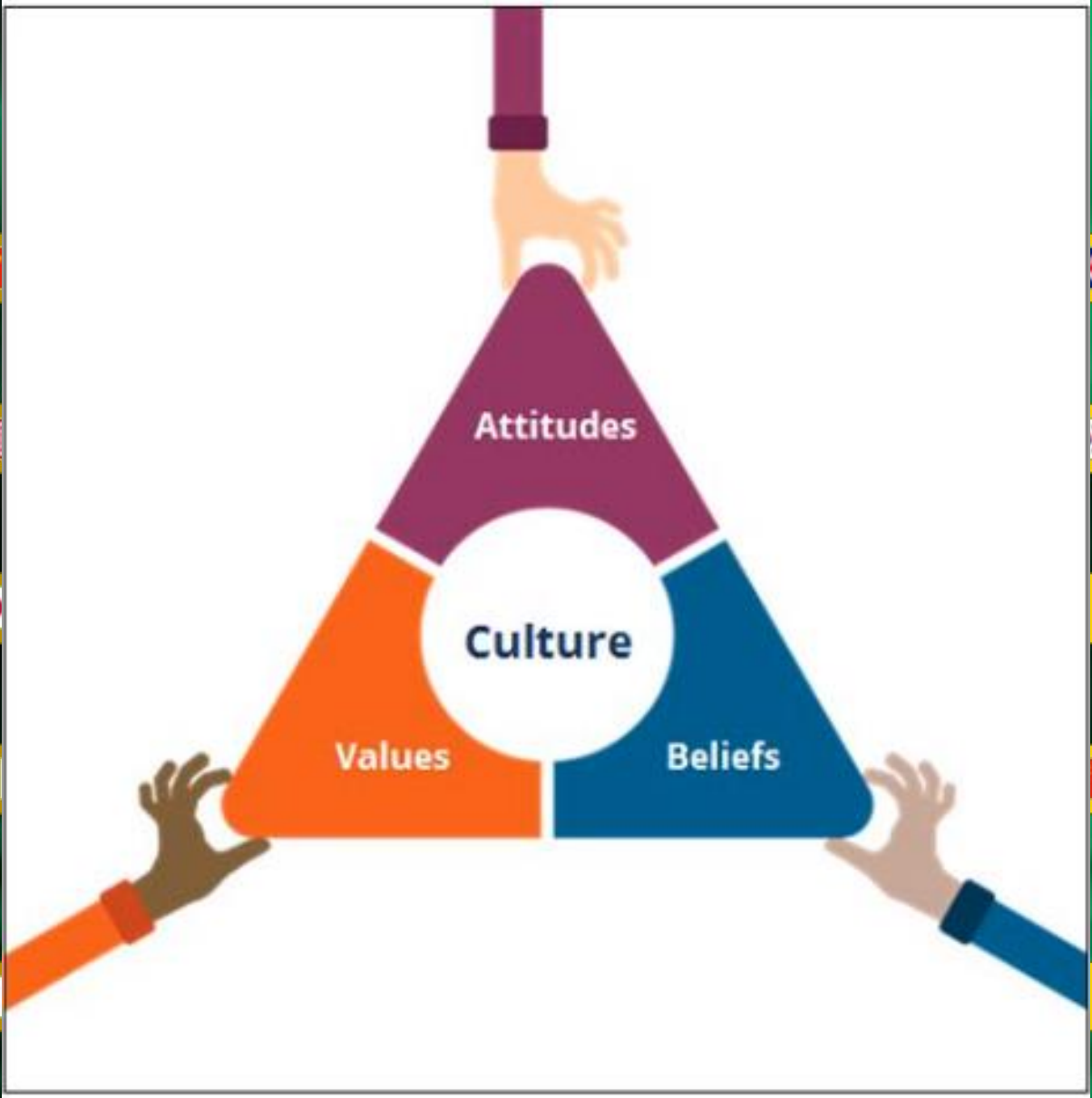


Figura 18. Distribución aproximada de lesiones menores y graves en aeronave CP 2933



Cultural dimensions

- High 
- Ind 
- Mas 
- High
- Long 



- Low 
- Col 
- Fem
- Low 
- Short


Jan 13, 2011

on
d



BasicMed



You can fly without an FAA medical certificate IF you meet **BasicMed** requirements.

You Can Fly Under BasicMed if

- Your aircraft is authorized to carry no more than six occupants
- Your aircraft has a maximum certificated takeoff weight of no more than 6,000 pounds
- You carry a valid U.S. driver's license while flying
- You carry no more than five passengers
- You fly within the United States, at less than 18,000 feet MSL, and don't exceed 250 KIAS
- You do not operate for compensation or hire
- You have held any level of FAA medical certificate that was valid after July 14, 2006

Learn more at FAA.gov/go/BasicMed



Federal Aviation
Administration

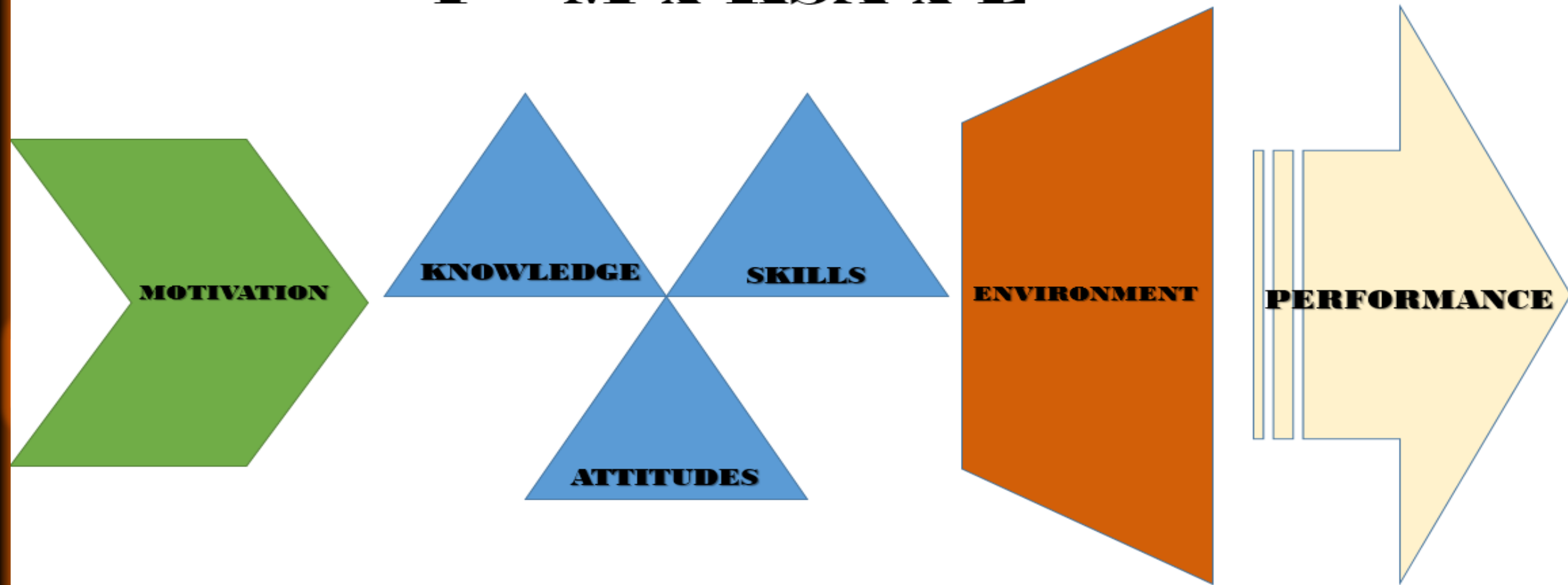
- Operators.
- Regulators.

**Fisiologia
Aeroespacial**



**Presentacion
Realidad
AR/VR**

$$P = M \times KSA \times E$$



Effective Training: Strategies, Systems and Practices, 5th Edition. Chapter Three P. Nick Blanchard and James W. Thacker. PERFORMANCE (P). MOTIVATION (M). KNOWLEDGE, SKILLS, AND ATTITUDES (KAS). ENVIRONMENT (E). $P = M \times KSA \times E$. Factors Determining Human Performance.

Decision Errors

Skill-Based Errors

Perceptual Errors

Routine Violations

Exceptional
Violations**ABC**(Habilidades, Comportamientos
y Cognición)

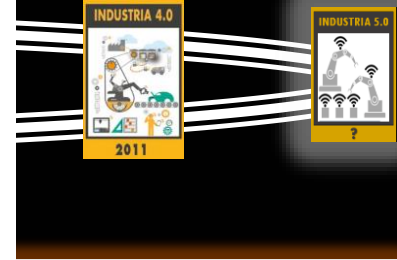


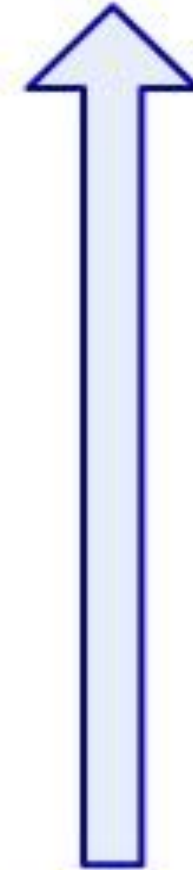
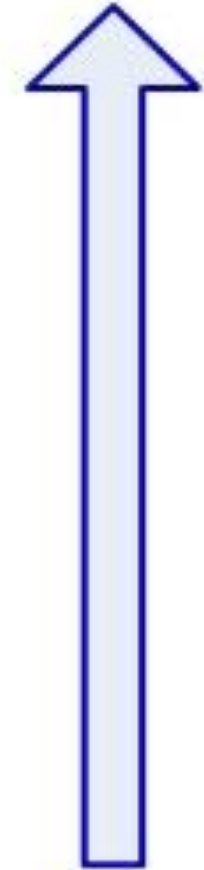
Figure 1. A new mind-set for the no-collar workforce

Humans and machines can develop a symbiotic relationship, each with specialized skills and abilities, in a unified workforce that delivers multifaceted benefits to the business.

Abilities ● Psychomotor, sensory, physical ● Cognitive **Skills** ● Content, process, system ● Social

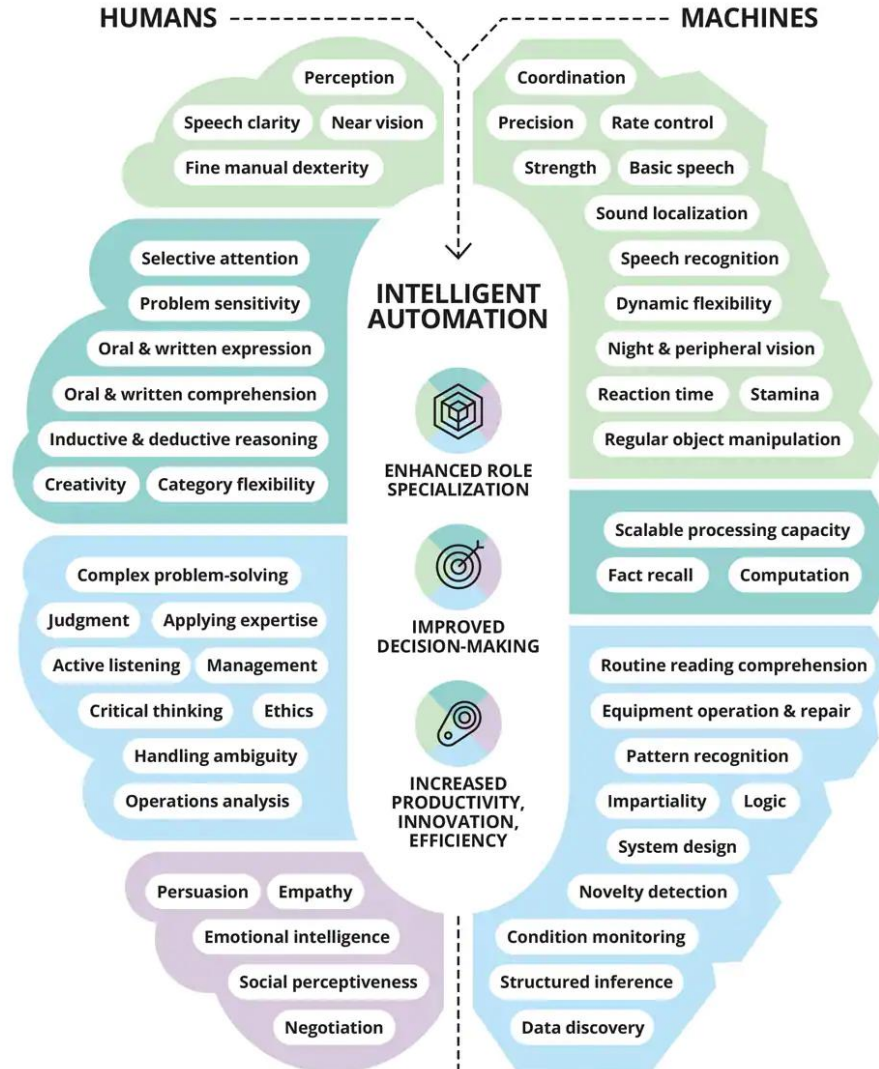
Complex

Abstract

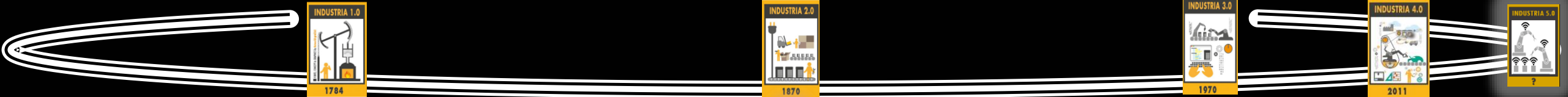


Simple

Concrete



Sources: Deloitte LLP, *Talent for Survival: Essential skills for humans working in the machine age*, 2016; Deloitte LLP, *From brown to brains: The impact of technology on jobs in the UK*, 2015; Jim Guszczka, Harvey Lewis, and Peter Evans-Greenwood, *Cognitive collaboration: Why humans and computers think better together*, Deloitte University Press, January 23, 2017; Carl Benedikt Frey and Michael A. Osborne, *The Future of Employment: How Susceptible are Jobs to Computerisation?*, University of Oxford, September 17, 2013; O*NET, US Department of Labor.

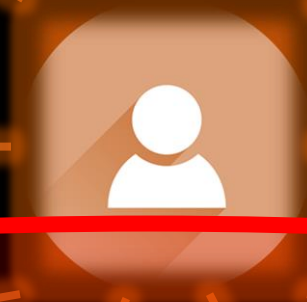


Experiencia del Usuario (UX)

Automatización (LoA)

Ergonomía

Representación de Realidad AR/VR



Cultura

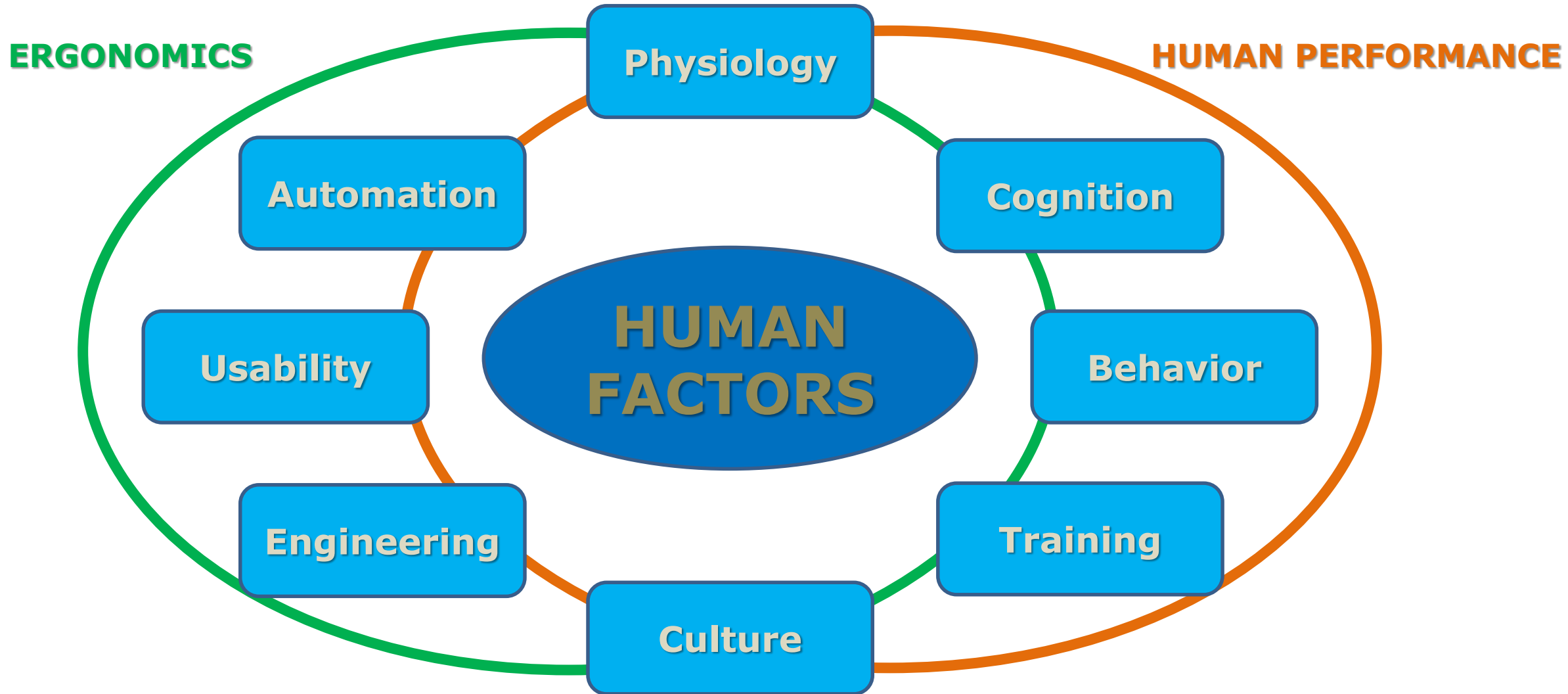
Aprendizaje

Fisiología Aeroespacial

**ABC
(Habilidades, Comportamientos y Cognición)**



• What the HHFF??





**Experiencia del
Usuario (UX)**

**Automatización
(LoA)**

Ergonomía

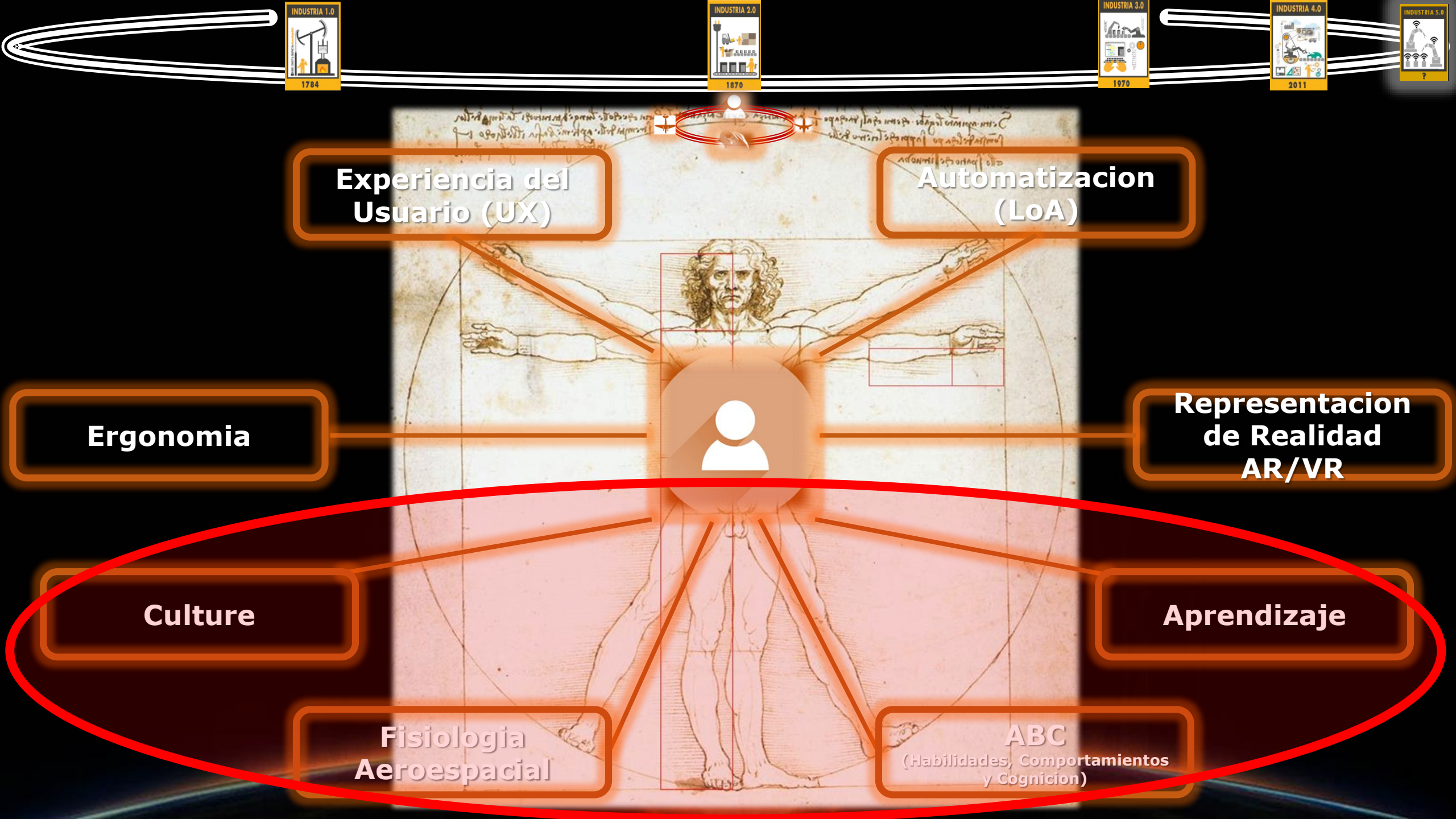
**Representación
de Realidad
AR/VR**

Culture

Aprendizaje

**Fisiología
Aeroespacial**

**ABC
(Habilidades, Comportamientos
y Cognición)**



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Factores Humanos
en la
Industria Aeroespacial

GRACIAS

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