

Development of a Habitat Monitoring System for Simulated Mars Missions

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The developers for the Habitat Monitoring System (HMS) for the Mobile Extreme Environment Research Station (MEERS) Mission Control System (MCS) faced challenges in the design and implementation of their human machine interface. Designing a human machine interface for a diverse group of end users presents technical and design challenges for the developers. By applying human factors concepts and following the engineering process, the development team was able to produce a human machine interface that met the product requirements and satisfied their product owners. This presentation discusses the process used by the development team to create the interface for the Habitat Monitoring System.

Key words: human machine interface, MEERS, human factors