

Areas of Research

1. Human Factors Engineering
(HMI / HCI / BCI / UCD / UX / Usability / DHM)
2. Visual Ergonomics / Neuroergonomics
3. Vehicle Ergonomics / Adaptive Interface
4. Creative Product R&D

Applications

Flexible Displays, Smart Devices, Smart Toys, Home Appliances, Automobiles, Ships, Warfare Systems, Future Products, etc.