

Contents

Part I Systems Engineering Applications

A Tool-Based Hybrid Methodology for Achieving Impactful Cross-Domain Systems Engineering	3
Dave Campbell, Eric Drewniak, Ryan LaFortune and Garrett Wampole	
Development of Weight-in-Motion Data Analysis Software	13
Rafiqul A. Tarefder and Md Amanul Hasan	
Play and Learn—A Serious Game for a Better Understanding of Severe Accidents in Nuclear Power Plants	23
Agnès Peeters, Stéphanie Tillement and Céline Grousson	
Design and Implementation of a Complex Virtual Reality System for Product Design with Active Participation of End User	31
Filip Górski, Paweł Buń, Radosław Wichniarek, Przemysław Zawadzki and Adam Hamrol	
A Hot-Backup System for Backup and Restore of ICS to Recover from Cyber-Attacks	45
Shinya Yamamoto, Takashi Hamaguchi, Sun Jing, Ichiro Koshijima and Yoshihiro Hashimoto	
Life Cycle Cost and Reliability Analysis to Evaluate Gas Destination	55
Larissa Barreto Paiva, Fernando Luiz Pellegrini Pessoa and José Eduardo Dias, Jr.	

Part II Internet of Things and Systems Engineering Lifecycle

Implementation of Human System Integration into the System Engineering Lifecycle and Model Based System Engineering at Airbus Defence and Space	67
Robert A. Sharples	

Mobile Application Usability: Heuristic Evaluation and Evaluation of Heuristics	77
Ger Joyce, Mariana Lilley, Trevor Barker and Amanda Jefferies	
Fast Subtractor Algorithm and Implementation	87
Gunamani Jena	
Human Interaction and User Interface Design for IoT Environments Based on Communicability	93
Marcia Ikezaki Ferrari and Plinio Thomaz Aquino, Jr.	

<http://www.springer.com/978-3-319-41934-3>

Advances in Human Factors, Software, and Systems
Engineering

Proceedings of the AHFE 2016 International Conference on
Human Factors, Software, and Systems Engineering, July
27–31, 2016, Walt Disney World®, Florida, USA

Amaba, B. (Ed.)

2016, X, 104 p. 39 illus., 30 illus. in color., Softcover

ISBN: 978-3-319-41934-3