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| Editors: Vlad Petre Glăveanu (Editor-in-Chief)

Human-Systems Integration

- Guy André Boy (1) (2) Email author (guy.andre.boy@gmail.com)

1. CentraleSupélec, Paris Saclay University, , Gif-sur-Yvette, France

2. ESTIA Institute of Technology, , Bidart, France

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Abstract

Human-systems integration (HSI) denotes a possible evolution of two disciplines, that are Human Factors and Ergonomics (HFE) and Human-Computer Interaction (HCI), that led to Human-Centered Design (HCD), more specifically within the field of Systems Engineering (SE). HSI pragmatically considers the Technology, Organizations, and People (TOP) Model that supports integration of Technology, Organizations, and People during the whole life cycle of a system. HSI is inherently multi-agent, takes the system approach, and looks for the elicitation of emergent systemic properties through human-in-the-loop simulations (Virtual HCD). Human and machine are represented as systems defined by their structures and functions, which are characterized using the “context-resource orthogonality” framework. This encyclopedia entry provides HSI psychological and sociotechnical foundations, based on a nonlinear and self-organizing system perspective that departs from the traditional linear reductionist approach in psychology and engineering. This HSI epistemological endeavor addresses concepts such as separability, familiarity, emergence, tangibility, agonist-antagonist processes, symbiotic cognitive, and physical structures and functions.

Keywords

Human-systems integration Tangibility Human-centered design
System science Systems engineering Systems of systems Complexity

Open-nonlinear self-organizing systems Emergent properties
 Human-in-the-loop simulation Multi-agent modeling TOP model
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Section editors and affiliations

- Samira Bourgeois-Bougrine

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