Defence Research and Development Canada (DRDC)
Human Systems Performance (HSP) Centre of Expertise - Affiliate information

| Last Name | First Name | Professional Title (if applicable) |

| Department | Organization |

| Telephone | E-mail | Lab/Professional Website |

Please select the HSP Research Theme(s) most closely related to your area of interest (rank choices if more than one). See complete list below.

☐ Computational/Cognitive ☐ Physiological Issues ☐ Automation/Robotics ☐ Ethics

Relevant Recent Publications: (Please list up to five publications or provide a link to your on-line list of publications)

1)

2)

3)

4)

5)

HSP Key Areas of Research: Please choose up to <u>SIX</u> keywords preferably from the list below.

Workshop, Toronto, February 27, 2017

☐ **I wish to participate in the 1-day workshop in Toronto, Feb 27, 2017.**

☐ **I wish to participate in a social event on the evening of Feb 27, 2017.**

☐ **I would be interested extending for a half-day visit of DRDC Toronto Research Center on Feb 28, 2017.**

☐ **I wish to participate in the workshop through Web-X.**

☐ **I will not attend this specific workshop, but would like to be kept informed of developments.**

☐ **I would be interested in presenting a 15 minute talk on my field of expertise at the workshop**

If you wish to present, please provide a tentative title:

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Note: There is no fee to attend the workshop. Travel and living expenses are to be assumed by participants. Coffee and lunch will be provided by DRDC on 27th and 28th Feb. The optional evening social event will take place in a local restaurant at participants' own cost.

Comments:

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Please forward completed application to:
The HSP Centre of Expertise Advisory Committee
DND.DRDC-COE-HSP.MDN@forces.gc.ca

HSP Key Areas of Interest

Computational/Cognitive	Automation / Robotics	Physiological Issues	Ethics
Aerospace landing	Automation	Artificial body parts	Adaptation
Artificial intelligence	Adaptive systems	Athletics / sports	Attitudes
Assistants (virtual)	Autonomous systems	Attention	Biomedical
Augmented cognition	Biotechnology	Auditory perception	Education
Augmented reality	Devices	Biomechanics	Ethics
Brain computer interface (BCI)	Haptic interfaces	Biomedical engineering / enhancement	Gaming
Cognitive performance	Low power electronics	Brain	Human optimization
Cognitive systems	Optimization techniques	Cameras	Implants
Cognitive workload	Personal lift augmentation devices	Circadian rhythm	Learning
Computer aided instruction	Positioning & timing	Cognitive enhancement	Legal issues
Computer assisted surgery	Reaction time	Cognitive enhancement substances	Military
Computer vision	Robotics	Diet & supplements	Performance
Computers	Robots	Doping	Policies
Decision support	Sensing (function)	Drugs (specified)	Responsibility
Detection	Sensors (hardware)	Electrophysiology	Social-general
Displays	Sensory	Emotions	Technology
Education	Signal detection	Endurance	Training
Embodied cognition	Smart technology	Ergogenic aids	Transhumanism
Emotions	Surgery – virtual	Ergonomics	Trust
Facial recognition	Teleoperation	Exercise & fitness	
Human computer interaction (HCI)	Telepresence	Exoskeleton	
Human factors (engineering)	Telerobotics	Gait & walking	
Human system interaction (HSI)	User-computer interface	Human enhancement / augmentation	
Image / imaging	Video	Load (carriage)	
Instruction (computer-aided)	Virtual reality	Metabolism	
Intelligent systems & agents	Vision enhancement	Mobility	
Interfaces	Wearables	Motion (human)	
Landscape (changes)		Motor (function)	
Learning		Movement	
Low power computing		Muscle / skeletal	
Machine learning		Neurophysiology	
Magnetic resonance imaging		Nootropic agents	
Memory (human)		Nutrition, diet, supplements	
Mobile devices		Optimization	
Mobile systems		Perception	
Navigation		Performance (general)	
Neural networks		Performance (task)	
Night vision		Performance enhancement	
Pattern recognition		Performance enhancing drugs	
Performance (human/cognitive)		Physiology – general	
Position		Protective equipment, clothing	
Recognition		Sleep / wake	
Remote sensing		Specific drugs	
Simulation		Stimulants (non-specified)	
Simulation		Stimulation (physical)	
Situational awareness		Stress	
Social Networks		Thermal adaptation	
Target acquisition		Transcranial stimulation	
Tracking			
Training			
Ubiquitous computing			
Visual (enhancement)			
Visualization			