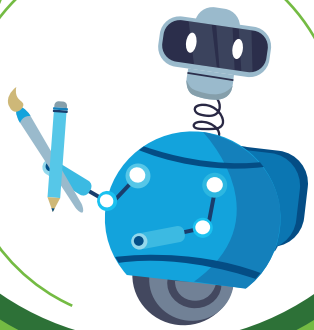
UX RESEARCHER



JOB DESCRIPTION

UX Researchers in aviation analyse how pilots, air traffic controllers, and passengers interact with aviation systems and technologies. They conduct usability testing and human factors research to enhance user experience, reduce cognitive load, and improve interface efficiency. Their work ensures that flight decks, air traffic management systems, and passenger interfaces are designed for optimal usability and safety.

SALARY

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DAILY ROUTINE

Conducting usability studies, heuristic evaluations, user interviews, and eye-tracking research. Collaborating with designers, engineers, and regulatory teams to create user-friendly aviation systems. Analyzing human factors data to identify interface improvements. Presenting research findings to stakeholders and design teams. Ensuring compliance with aviation HMI (Human-Machine Interaction) regulations.

IMPACT ON PRIVATE LIFE

The role generally follows regular office hours, but project deadlines and usability testing sessions may require additional work. Occasional travel for research, conferences, or testing in flight simulation environments may be required.

SKILLS AND COMPETENCIES

Expertise in usability testing, user interviews, surveys, eye-tracking, heuristic evaluations, and data analysis. Strong skills in design thinking, human factors, and aviation interface usability. Ability to translate research insights into actionable design recommendations.

SELECTION CRITERIA

Candidates must have experience in UX research within technology-intensive or regulated environments, ideally in aviation. They should be proficient in qualitative and quantitative methods, including eye-tracking, task analysis, cognitive workload assessment, and human error prediction. Experience with Figma, Axure, Adobe XD, and data visualization tools is preferred. Strong problem-solving, communication skills, and the ability to collaborate with multidisciplinary teams are essential. Familiarity with ISO 9241 (Ergonomics of Human-System Interaction) and aviation HMI guidelines is a plus. Some roles may also require experience in cockpit design, ATM interfaces, or usability of in-flight entertainment systems.

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SUPPORTED BY sesar JOINT UNDERTAKING

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EDUCATION

A bachelor's or master's degree in Human-Computer Interaction, Psychology, Cognitive Science, Design, or a related field.

YEARS OF TRAINING REQUIRED

Around 5-7 years to become fully qualified. The process starts with a bachelor's degree, followed by 2–3 years of experience in UX research, usability testing, and data analysis in aviation or related fields. Certifications in usability research, human factors in aviation, or eye-tracking analysis can enhance qualifications.