There are many definitions of human factors, however most of them (applying to the field of software and system engineering) are oriented on human-machine system operation in terms of usability of systems and programs, i.e. on those parts that are seen by (end-)user, but not by the requirements, specification and verification engineers. The fundamental goal of human factors engineering is to reduce errors, increase productivity and safety when the human interacts with a system. Engineering psychology applies psychological perspective to the problems of system design and focuses on the information-processing capacities of the human brain too. This report presents the results of our first seminar on “Human Factors in Software Engineering” held in the summer term of 2012. The deliverables to be developed by the students were a learning module prepared by each student as final presentation and the documentation of the learning module in an essay (content of this report).