

## **GCSE Graphic ergonomics tips**

This sheet will contain ergonomic and anthropometric information. Ergonomics is the application of scientific information concerning humans to the design of objects. On this sheet you should consider:

- Research your users / client's human sizes e.g. heights, eye level, etc.
- Consider product size, weight, shape, compared to the size of your user.
- Will your product be in a well lighted place, will it be in a hot place, and so how will your product cope with this?
- Will your graphics be easy to read?
- Colour contrast is an ergonomic factor. A small amount of the population is red/green colour blind.
- What anthropometrics data will you consider? How high to make your point of sale unit, what will the target markets eye level is?
- Create a table to present your anthropometrics data in.
- Most graphical products are hand held so special attention should be made to hands and readability at varying distances from the eye.

### **Anthropometrics**

Anthropometrics is the application of ergonomics on the human form and are used to describe the 'client' or 'targets' population for your product. 'Anthropo' means 'human' and 'metrics' means 'measurements'. You can represent this in a table format.

11 - 18 hand sizes and heights:-

<http://www.ergonomics4schools.com/lzone/anthropometry.htm>

(Also see your revision guide on page 39).

### **Music pupils will need to consider:**

#### **What height should my POS unit be?**

You will need to consider how high the counter is that your POS unit will be on?

You will then need to make sure it is designed to be at eye level! What height will eye level be? What heights are other similar products?

#### **What size will your tickets / CD'S / merchandise need to be?**

Big enough to fit in some ones hand. What are the hand measurements? What heights are other similar products?

### **Research**

Human sizes, hand sizes, eye level sizes for your target market and readability of text.

**Shop front pupils will need to consider:**

**What height should my Shop front model be?**

You will need to measure a shop fronts dimensions so you know what dimensions to scale down your model to.

**What size will your signs / leaflets / posters / merchandise need to be?**

Big enough to fit in some ones hand. What are the hand measurements? What heights are other similar products?

**Research**

Human sizes, height sizes, hand sizes, eye level sizes for your target market and readability of text.

**Ergonomics**

Ergonomics is the application of scientific information concerning humans to the design of objects, systems and the environment for human use. Designers look at ergonomics with a view to making things easier for people to use.

**Consider:-**

- Shape / Weight
- Size
- Light / Noise
- Smell / temperature

**Music pupils will need to consider:**

**POS considerations?**

How many CD's will your POS unit hold so how strong should it be? What shape will it be? Will it need to be placed in a light part of the shop so you can read it well? Ensure your POS is not next to a radiator as it will be card!

**CD'S / merchandise need to be?**

Make sure the text is readable; big enough consider colour, contrast and size of text.

**Shop front pupils will need to consider:**

**What height should my Shop front model be?**

Door sizes, window sizes, will your shop have enough light inside? Will your model be made to scale?

**What size will your signs / leaflets / posters / merchandise need to be?**

Make sure the text is readable; big enough consider colour, contrast and size of text.