



# Ergonomics & Anthropometrics



## What to include:

### GCSE Graphic ergonomics and Anthropometrics 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:

- o Research your users / client's human sizes e.g. heights, eye level, etc.
- o Consider product size, weight, shape, compared to the size of your user.
- o 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?
- o Will your graphics be easy to read?
- o Colour contrast is an ergonomic factor. A small amount of the population is red/green colour blind.
- o What anthropometrics data will you consider? How high to make your point of sale unit, what will the target markets eye level is?
- o Create a table to present your anthropometrics data in.
- o 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 21 and the hand out from your teacher).

### Console Example: -

#### What sizes should the controller be?

Look at hand sizes and list them, work out average size for your controller.

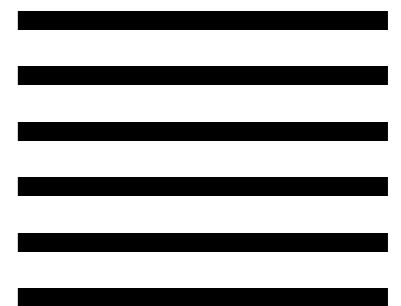
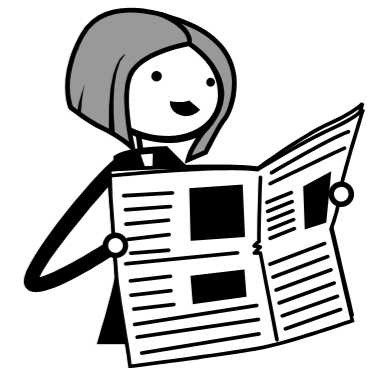
#### What size should the console be?

It needs to be Big enough to take a DVD plus electronics but to be able to be moved using both hands. What heights are other similar products?

#### What size will your game packaging be?

## Sheet 11

## Fred Blogs Magazine Game Project



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