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Advances in Ergonomics in Design : Proceedings of the AHFE 2017 International Conference on Ergonomics in Design, July 1721, 2017, The Westin Bonaventure Hotel, Los Angeles, California, USA / / edited by Francisco Rebelo, Marcelo Soares
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Computational intelligence Engineering design User interfaces (Computer systems) Cognitive psychology Manufactures Computational Intelligence Engineering Design User Interfaces and Human Computer Interaction Cognitive Psychology Manufacturing, Machines, Tools, Processes
Inglese
Materiale a stampa
Monografia
Includes bibliographical references at the end of each chapters and index.
A preventive ergonomic approach based on virtual and immersive reality Improving the design of virtual reality devices applying an ergonomic guideline Virtual reality self-induced motion sickness: An exploratory study Comparing three stimulus presentation types in a virtual reality experiment to study the route-choice of users during an emergency situation Methods and procedures for usability testing in virtual reality systems Eye tracking-based reverse inference approach for design of restaurant information display Ergonomics evaluation of a manual braking system for skateboards Improving HMI of vehicle exterior design using adaptive structures

	Ergonomic/human factors in the design process: Methodological tool for context characterization and analysis of accessibility Evaluation of macro-ergonomic methods for the application of organizational analyzes in start-ups Design and development of bionic hand prosthesis Modularity and variety in the customization of functional clothes for people with disabilities A study exploring the ergonomic facets in ethnic products Comparison of anthropometric data for the design of chairs between seven countries Segmentation of anthropometric data of the Brazilian female population.
Sommario/riassunto	This book provides readers with a timely snapshot of ergonomics research and methods applied to the design, development and prototyping – as well as the evaluation, training and manufacturing – of products, systems and services. Combining theoretical contributions, case studies, and reports on technical interventions, it covers a wide range of topics in ergonomic design including: ecological design; educational and game design; cultural and ethical aspects in design; user research and human–computer interaction in design; as well as design for accessibility and extreme environments, and many others. The book places special emphasis on new technologies such as virtual reality, state-of-the-art methodologies in information design, and human–computer interfaces. Based on the AHFE 2017 International Conference on Ergonomics in Design, held on July 17–21, 2017, in Los Angeles, California, USA, the book offers a timely guide for both researchers and design practitioners, including industrial designers, human–computer interaction and user experience researchers, production engineers and applied psychologists.