1. Record Nr. UNINA9910488716603321

Titolo	Advances in ergonomics in design : proceedings of the AHFE 2021 Virtual Conference on Ergonomics in Design, July 25-29, 2021, USA / / Francisco Rebelo, editor
Pubbl/distr/stampa	Cham, Switzerland : , : Springer, , [2021] ©2021
ISBN	3-030-79760-0
Descrizione fisica	1 online resource (1034 pages)
Collana	Lecture notes in networks and systems ; ; 261
Disciplina	745.4
Soggetti	Design - Human factors
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Intro -- Advances in Human Factors and Ergonomics 2021 -- Preface -- Contents -- Design for People -- Narrative Benchmarking in Scenario Assessments for Digital Design -- 1 Introduction -- 2 Methodology -- 3 Development -- 4 Conclusion -- References -- Gamification in Communicating the Concept of Circular Economy - A Design Approach -- 1 The Circular Economy in Geographical Areas of Low Density -- 2 The Role of Communication Design for Concepts Displays -- 3 Gamification -- 4 Methodology -- 5 Development -- 6 Conclusion -- References -- Functional and Perceptive Considerations for Type Design -- 1 Functional Characteristics -- 2 Legibility and Reading -- 2.1 Research on Legibility and the Reading Process -- 3 Considerations for Type Design -- 4 Closing Remarks -- References -- The Impact of Edward Johnston's Work on Calligraphy, in 20th and 21st-Century Type Design -- 1 Introduction -- 2 Relationship Between Calligraphy and the First Type Designs -- 3 The Separation Between Calligraphy and Typography -- 4 The Recovery of Calligraphy by Edward Johnston and Its Impact on Contemporary Typography -- 5 Conclusion -- References -- Portuguese Firefighters Anthropometrics: A Preliminary Comparison with Portuguese Workers -- 1 Introduction -- 1.1 Anthropometric Studies in PPE Design -- 1.2 Anthropometric Studies in Portugal -- 1.3 The Study Size FF Portugal -- 2 Materials and Methods -- 3 Results and Discussion -- 3.1 Demographic

Information -- 3.2 Statistics Analysis -- 4 Final Considerations -- References -- Sustainable Design of Finnish Modern Furniture -- 1 Introduction -- 2 Concept and Characteristics of Sustainable Design -- 3 Sustainable Development of Finnish Furniture Design -- 3.1 Sustainability in Finnish Folk Traditional Design -- 3.2 Sustainability Awareness in Finnish Modern Design.
3.3 Sustainability Consciousness Transcends Postmodernist Design -- 3.4 Finnish Contemporary Design for Sustainable Development -- 4 Analysis of Finnish Furniture Designers and Works Based on Sustainable Design -- 5 Sustainable Design Analysis of Modern Furniture Design -- 5.1 Research Focus on Sustainability of Furniture Design -- 5.2 Basic Principles and Methods Based on Sustainable Furniture Design -- 6 Results -- References -- Research Through Co-Design (RTC) and Ergonomics -- 1 Introduction -- 2 Methods -- 3 Results -- 4 Discussion and Conclusion -- References -- A Brand Argument Driven Through Art and Schematics. Designing New Perspectives to Transform and Empower the Neighborhood -- 1 Introduction -- 2 Theoretical Framework -- 3 Methodology -- 4 Context - "Re-inhabiting the Neighborhood: Processes of Transformation and Empowerment Between University-School-Society Through Artistic Practices" -- 5 Strategic Axes of Place Branding and of the Integral Tourism Plan of the Balearic Islands -- 6 Proposed Argument or Conceptual Brand Model for the Balearic Islands -- 7 Some Findings -- References -- Design, Meaning, and Intention: Communication in Times of a Pandemic -- 1 Introduction -- 2 Design Poster and Image -- 3 Method -- 4 Results and Discussion -- 4.1 Physical Distance -- 4.2 Use of Mask -- 4.3 Access and Importance of This Information in Changing Behaviour -- 5 Conclusions -- References -- Design and Communication for the Territory: Promotion and Enhancement of Heritage Based on Tourist Routes -- 1 Introduction -- 2 Heritage, Culture and Memory -- 3 Heritage and Identity -- 4 Communicate the Heritage -- 5 Results -- 6 Discussion -- References -- Book Covers as Gateways to Literature -- 1 Historical Evolution of Book Covers -- 2 The Design of Book Covers -- 3 The Book Cover in the Graphic Design Curricula -- 4 Conclusion -- References.
Mitigating the Ephemeral Character of Design Exhibitions -- 1 Introduction -- 2 Aligning Perspectives and Competences in Researching Design Exhibitions: The CIDEX.PT Project -- 3 Graph Representations: Networking the Information, a Core Approach -- 4 Conclusions -- References -- The Book's Relevance in the Contemporary Editorial Practice -- 1 Publishing in the Post-digital Condition -- 2 The Book as an Object of Artistic and Editorial Exploration -- 2.1 "Hybrid Novels" and "Visual Writing" -- 3 Conclusion -- References -- A Puzzling Confrontation: Overall Quality and Usefulness of PhD Design Research vs Master Design Research -- 1 Introduction -- 2 REDes - A Research Group Dedicated to the Assessment of Design Knowledge's Creation -- 3 A Close Look to Design PhD Theses -- 4 The Master's Design Sample -- 5 Comparing Overall Quality and Usefulness Between Design PhD Theses and Design Master Dissertations -- 6 Conclusions -- Reference -- Ergonomics for Buildings, Products and Living Spaces -- Urban Color Planning - Color/Space Systems are Central for Visual Languages Programming -- 1 Introduction -- 2 The Spatial Value of Color -- 3 Color as an Element of the Visual Space -- 4 Color/Space Unity -- 5 Color and Visual Comfort -- 6 Conclusion -- References -- Chromatic Plans for Urban Furniture: The Case of Multicolored Urban Zones -- 1 Introduction -- 2 Color Spatial Value as an Element of the Visual Place -- 3 Color and Identity in the Urban Landscape -- 4 The Role of Urban

Furniture on the Landscape -- 4.1 Multichromatic Cities -- 5 Conclusion -- References -- Evidence-Based Design of Unisex-Portable Toilets Layout in Taiwan -- 1 Introduction -- 2 Method -- 3 Results -- 3.1 The Design Proposal -- 3.2 Discussion -- 4 Conclusion -- References -- Emotional Social System Design of Smart Kitchen for Aging Population -- 1 Introduction.
2 Analysis on the Development Status of Emotional Social Kitchen -- 2.1 The Development of Emotional Social Kitchen -- 2.2 Research Status of Elderly Diet and Nutrition Service -- 2.3 Research on the Social Demand Service of the Elderly -- 3 Survey on the Needs of the Elderly -- 3.1 Elderly User Characteristics -- 3.2 The Mental Model of Elderly Users -- 3.3 The Mental Model of Elderly Users -- 4 Emotional Social Kitchen Design Strategy -- 4.1 Emotional Social Services -- 4.2 Human-Computer Interaction -- 5 Design of Emotional Social Service System in Smart Kitchen -- 5.1 Hardware Prototype and Interaction Design -- 5.2 Service Design Evaluation -- 6 Conclusion -- References -- Rebuilding a Social House Fabric as a Social Reconstruction -- 1 Introduction -- References -- Hospital Lobby and User's Perceptions Architectural Kansei Method -- 1 Introduction: Hospital Lobby and Well-Being -- 2 Applied Kansei Method -- 2.1 Instruments -- 2.2 Sample -- 3 Results and Discussion -- 3.1 Right Foot -- 3.2 Natural Lighting -- 3.3 Vegetation -- 3.4 Materiality -- 3.5 Form -- 4 Conclusions -- References -- China Household Ceramics Design in the Experience Economy -- 1 Introduction -- 2 The Current Situation and Problems of the Industry About China Household Ceramics -- 2.1 Current Situation of China Household Ceramics -- 2.2 The Existing Problems in the Household Ceramics Industry -- 3 The Development Demand of China Household Ceramics Design -- 4 The Design of Household Ceramics in the Experience Economy -- 4.1 Product Value in the Experience Economy -- 4.2 Product Value in the Experience Economy -- 5 Conclusion -- References -- Multifunctional Design of Portable Baby Carriage -- 1 Introduction -- 2 Classification of Baby Strollers -- 3 Problems of Baby Strollers in Domestic Market -- 4 Multifunctional Design Strategy of Baby Stroller.
4.1 Application of Ergonomics in Baby Strollers -- 4.2 Relationship Between Infant Body and Structure of Stroller -- 4.3 Material Selection of Baby Stroller -- 5 Fun Design of Baby Stroller -- 6 Conclusion -- References -- Design of Smart Building Operations and Maintenance Management Service System -- 1 Introduction -- 2 Background -- 2.1 The Development of Smart Building in China -- 2.2 HVAC Operations and Maintenance Management (HVAC-OMM) System -- 2.3 Product-Service System Design (PSSD) Applied in Smart Building -- 3 Methodology -- 4 Conceptual Design of Smart HVAC-OMM Service System -- 4.1 One on One Brainstorming -- 4.2 From Products to Service -- 4.3 User Experience Process -- 5 Conclusion -- References -- Digitalized Bamboo Product Design and Its Social Innovation System Construction -- 1 Introduction -- 2 Research Significance -- 2.1 Status Quo of China's Bamboo Industry -- 2.2 Index Analysis of the Bottlenecks that Hinder the Development of the Bamboo Industry -- 2.3 Market Demand Drives the Upgrades of the Bamboo Products -- 2.4 Digitalization in the OBM Development of the Bamboo Industry -- 3 Digitalization of the Bamboo Weaving Techniques -- 3.1 Logic of Bamboo Weaving Techniques -- 3.2 Parameterize the Bamboo Weaving Techniques -- 3.3 Study on the Preservation and Promotion of the Digitalized Bamboo Weaving Techniques -- 4 Digitalized Bamboo Product Design in Xiangxi, Hunan -- 4.1 Cultural and Creative Bamboo Product Development Based on the Bamboo Hat in Zhongfang

-- 4.2 Open Social Innovation Model in Bamboo Industry Under the Intervention of Design -- 5 Conclusions -- References -- Applications in Interaction Design -- Characteristics of Novice Drivers' Navigation Information Acquisition Based on Situated Cognition -- 1 Introduction -- 2 User Experience of Mobile Navigation APP Based on Situated Cognition.
3 Mobile Navigation APP Information Acquisition Feature Test.