

DESIGN CONSIDERATIONS

Task Design

- 1) Posture
- 2) Force
- 3) Repetition
- 4) Boredom versus complexity
- 5) Rate, duration, and recovery
- 6) Static versus dynamic muscle activity

Workstation Design

- 1) Sit versus stand
- 2) Work surface height
- 3) Reach zones
- 4) Work envelopes
- 5) Visual zones
- 6) Chairs
- 7) Slanted surfaces
- 8) Sharp edges
- 9) Footrests
- 10) Floor mats/insoles
- 11) Shelving

Manual Materials Handling Design

- 1) Push versus pull
- 2) Manual materials handling guidelines

Environmental Design

- 1) Lighting
- 2) Temperature
- 3) Noise
- 4) Vibration
- 5) Clothing
- 6) Footwear
- 7) Gloves
- 8) Office design

Tool Design

- 1) Grips
- 2) Leverage
- 3) Weight
- 4) Balance
- 5) Triggers
- 6) Torque
- 7) Vibration
- 8) Handle design

Equipment Design

- 1) Knobs and switches
- 2) Control locations
- 3) Lighting
- 4) Keyboard and mouse
- 5) Lettering and character size
- 6) Analog versus digital
- 7) Colors

Adapted from ASSE Professional Safety Magazine April 2010