HUMAN Fit

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What is Human Fit?

• Human Factors
• Ergonomics
• Anthropometrics
• Universal Design
• Usability / Ease of Use
Human Factors

- Physical Abilities
- Cognitive Abilities
- Social Factors
ERGONOMICS

• Environmental Fit
• Prevent Injury
• Increase Comfort
• Increase Worker Satisfaction
• Increase Productivity
Anthropomometrics

- Study of human body measurement
- Used extensively by military after WWII
- Applied to product development by Henry Dreyfuss in 1950s
- The Measure of Man, 1959
Universal Design

• The design of products and environments to be usable by all people, to the greatest extent possible

• Patricia Moore
Usability / Ease of Use

- Learnability
- Efficiency
- Memorability
- Errors
- Satisfaction
Examples

- Computer Interface (mice, keyboard, etc.)
- Cutlery
- Chairs
Computer Interface

• Ergonomics is a key focus in designing keyboards and mice.
Cutlery

- A variety of knife handle configurations are available
- Informal research
Chairs

- A large amount of anthropometric data was used in the development of the Freedom chair.
More Examples

• Home Electronics
• Shoes
• Architecture
• Cars
Case Study

- OXO - Good Grips Line
  - Improve existing products using human fit
  - Product showcase
OXO Philosophy

• Dedicated to providing innovative consumer products that make everyday living easier
OXO Methodology

- User testing key to design process
- Large number of prototypes
OXO Products
Implementation in Design

- Know the User
- Research
- Observation
- Adjustable Products
- Conspicuous Function
- Adequate Feedback
- Make the design forgiving
- Fit vs. Function
Resources

- Norman, *The Design of Everyday things*
- Dreyfuss, *The Measure of Man and Woman*