

Human



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Factors



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Opportunities



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Industrial Design



The design of mass-produced everyday goods with an emphasis on the viewpoint of the user

Form functionality

Human Factors Opportunities

Goals for today

Finding Opportunities

Human Factors and Needs Identification

Clock Assignment Discussion

Needs Assignment



In Class BrainStorming at:

<http://web.mit.edu/2.744/www/ClassExercises/InClassBS.html>

Identifying Opportunities

Very new product strategies

Understand technology trends, what's new

Pie-in-the-sky, but possible
How things should be

Expert interviews and publications

I can't...
I don't like...
I would like to...

Identifying Opportunities

Very new product strategies

Observe

Improvisation = opportunity



Use a camera if you may

Identifying Opportunities

Very new product strategies

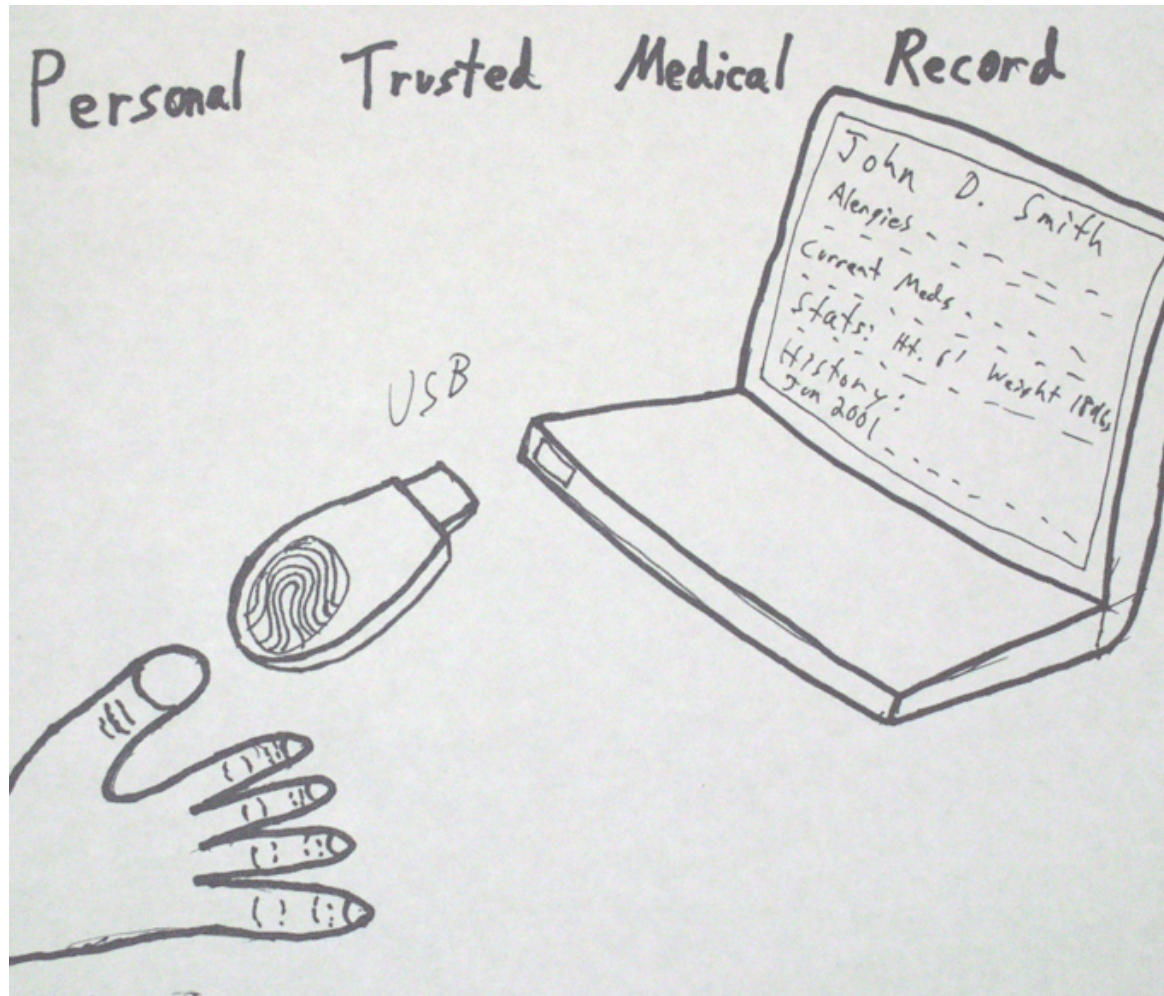
Remember design goals

Create, forward-looking, well-reasoned concepts that we may actually see 5 years from now.

Learn a variety of design techniques and develop an awareness of industrial design issues.

Identifying Opportunities

Example from Monday



Identifying Opportunities

Very new product strategies

Remember design goals

Create, forward-looking, well-reasoned concepts that we may actually see 5 years from now.

Learn a variety of design techniques and develop an awareness of industrial design issues.

An opportunity is not a solution

Understanding technology, conducting interviews and making observations do not give you a design.

Process for Identifying Needs

Given an opportunity...

Study user population and use conditions

Capabilities, environmental attributes

Analyze functions, tasks, hazards

What is the purpose?

What are the steps?

What can go wrong?

Analyze Functions

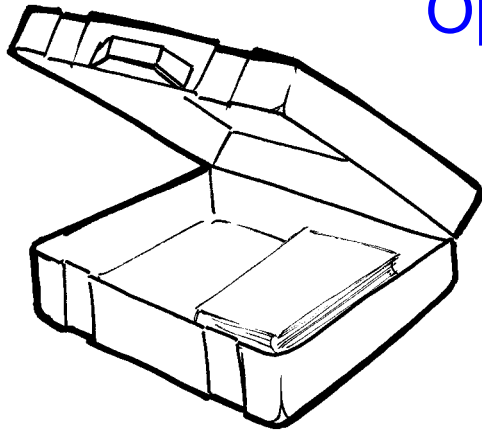
Walk through the product life-cycle

Identify phases

shipping, loading, operation, service, storage

Identify functions, tasks, hazards in each phase

Operation phase: use contents



REMOVE CONTENTS

- PLACE ON SURFACE
- UNLATCH
- OPEN LID

Process for Identifying Needs

Given an opportunity...

Study user population and use conditions

Capabilities, environmental attributes

Analyze functions, tasks, hazards

What is the purpose?

What are the steps?

What can go wrong?

Articulate key requirements

What is the core benefit?

Design and test

Process for Identifying Needs

Design and test



Process for Identifying Needs

The human factors design process

What is human factors?

A science devoted to the interaction between people and equipment.

human engineering, usability engineering, ergonomics

Human factors address the user interface of devices

Reference: <http://www.fda.gov/cdrh/useerror/>

Human Factors Design

Desired results

Products with:

Intuitive operation

Low reliance on manuals

Easy-to-read displays

Easy-to-use controls

Positive and safe interactions

Effective alarms warnings

Easy repair and maintenance

Is this just common sense?

Human Factors Design

Common sense?

"Good design is 98% common sense"

Conran book of design

"Common sense is uncommon"

Horace Greeley

"Wisdom is knowing what is important"

Albert Einstein

Thorough process matters

Human Factors

Design examples

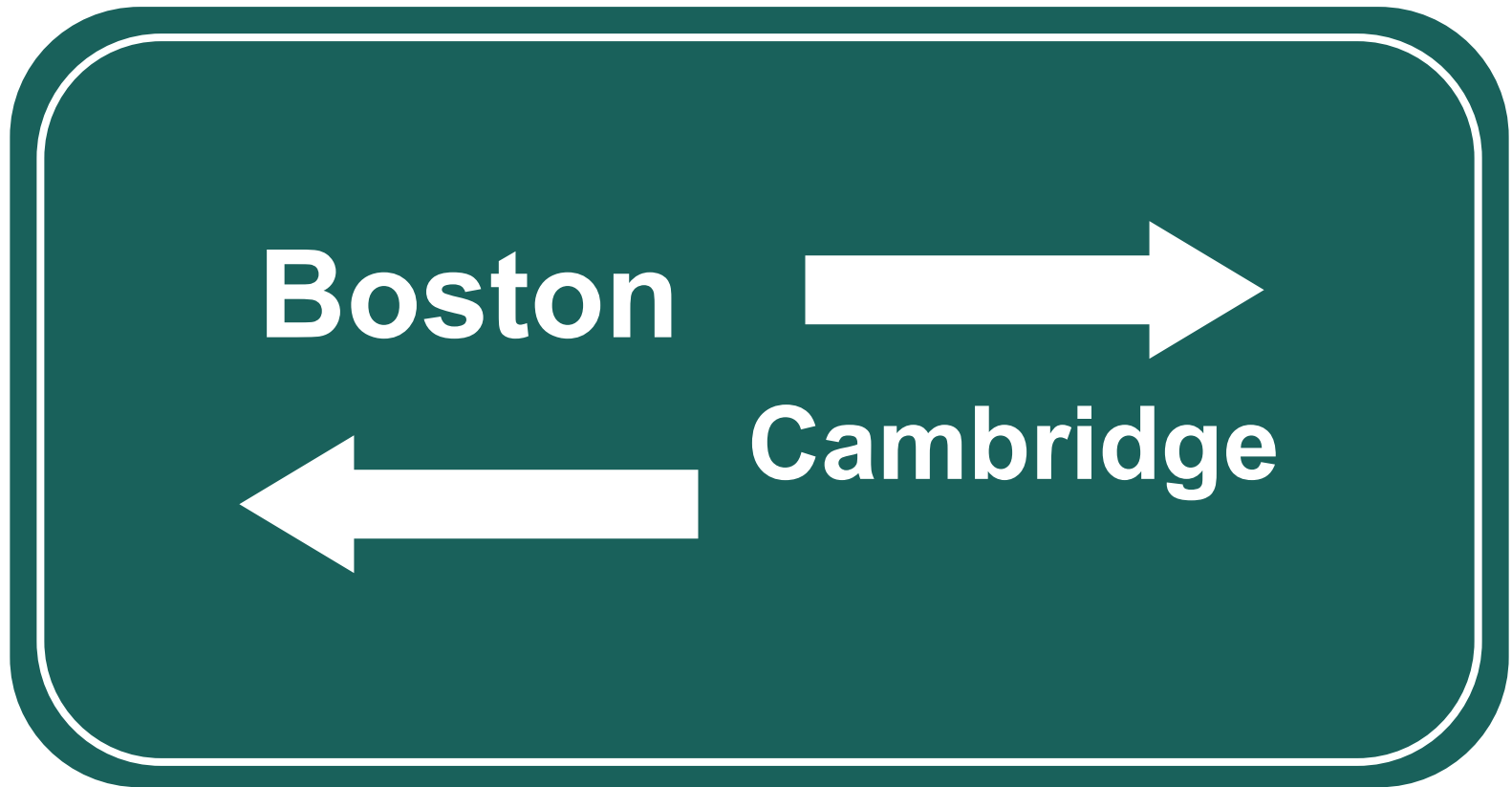
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Do human factors matter?

<http://www.baddesigns.com/>

Human Factors

Does it matter?



Human Factors

In Medicine

44,000-100,000

deaths

per year in US due to human error

To Err is Human: Institute of Medicine, National Academy of Sciences

November 1999 <http://www.fda.gov/cdrh/useerror/>

<http://www.patientsafety.gov/hf.html>

Human Factors

Usability Guidelines

Design to prevent errors

QuickTime

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ressor are needed to see this picture.

photo source: <http://www.baddesigns.com/>

Human Factors

Usability Guidelines

Make actions visible



Open Slowly

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photo source: <http://www.baddesigns.com/>

Human Factors

Usability Guidelines

Acknowledge standards

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photo source: <http://www.baddesigns.com/>

Human Factors

Usability Guidelines

Use direct metaphors

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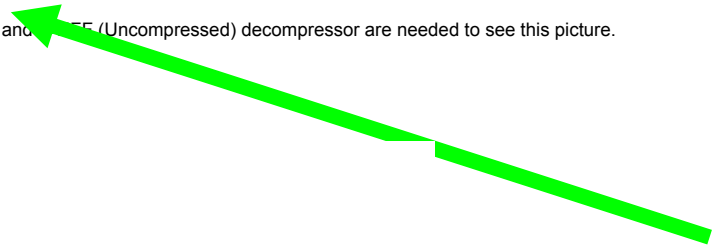
photo source: <http://www.baddesigns.com/>

Human Factors

Usability Guidelines

Embrace aesthetic minimalism

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photo source: <http://www.baddesigns.com/>

Human Factors

Usability Guidelines

Design for customization

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photo source: <http://www.baddesigns.com/>

Human Factors

Usability Guidelines

Make function recognizable

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photo source: <http://www.baddesigns.com/>

Human Factors

Usability Guideline Summary

Make function recognizable

Design for customization

Embrace aesthetic minimalism

Use direct metaphors

Acknowledge standards

Make actions visible

Design to prevent errors

Design for use conditions/state-of-mind

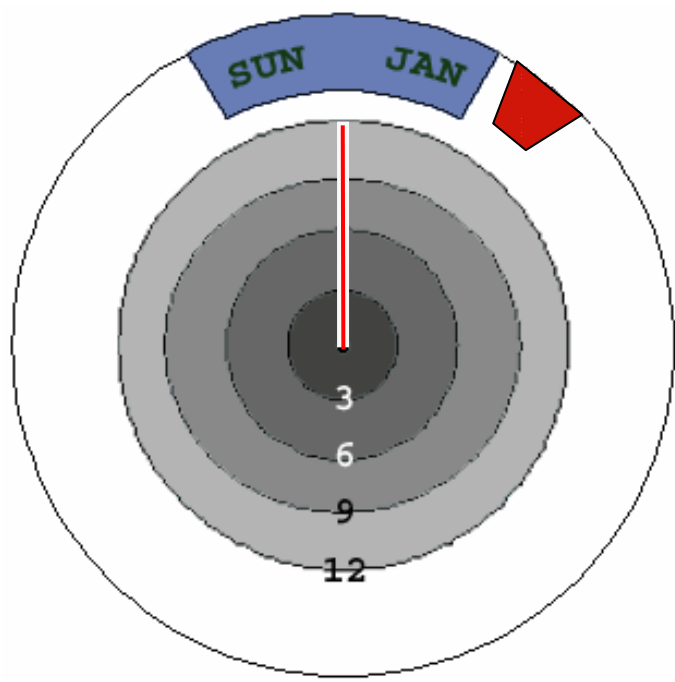
Provide system status information

Provide help and documentation

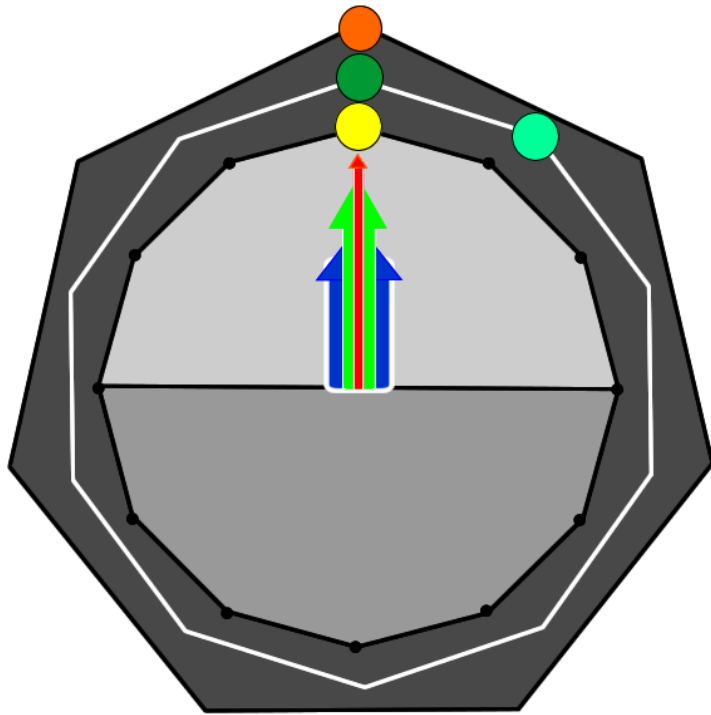
Human Factors

Palm Beach County Ballot

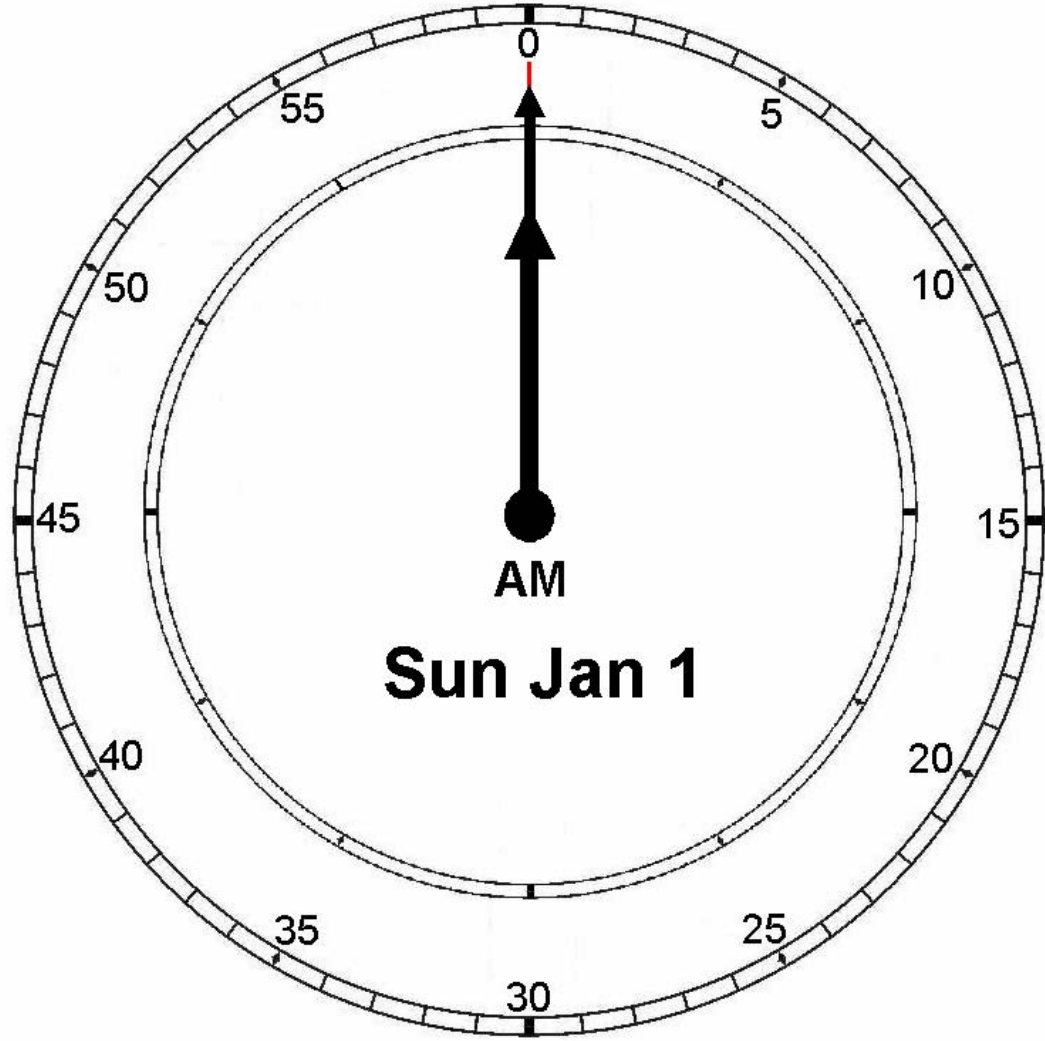
OFFICIAL BALLOT, GENERAL ELECTION PALM BEACH COUNTY, FLORIDA NOVEMBER 7, 2000		OFFICIAL BALLOT, GENERAL ELECTION PALM BEACH COUNTY, FLORIDA NOVEMBER 7, 2000	
<p>ELECTORS FOR PRESIDENT AND VICE PRESIDENT</p> <p>(A vote for the candidates will actually be a vote for their electors.)</p> <p>(Vote for Group.)</p>	<p>(REPUBLICAN)</p> <p>GEORGE W. BUSH--PRESIDENT 3 →</p> <p>DICK CHENEY--VICE PRESIDENT</p>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<p>(REFORM)</p> <p>← 4 PAT BUCHANAN--PRESIDENT</p> <p>EZOLA FOSTER--VICE PRESIDENT</p>
	<p>(DEMOCRATIC)</p> <p>AL GORE--PRESIDENT 5 →</p> <p>JOE LIEBERMAN--VICE PRESIDENT</p>		<p>(SOCIALIST)</p> <p>← 6 DAVID McREYNOLDS--PRESIDENT</p> <p>MARY CAL HOLLIS--VICE PRESIDENT</p>
	<p>(LIBERTARIAN)</p> <p>HARRY BROWN--PRESIDENT 7 →</p> <p>ART OLIVIER--VICE PRESIDENT</p>		<p>(CONSTITUTION)</p> <p>← 8 HOWARD PHILLIPS--PRESIDENT</p> <p>J. CURTIS FRAZIER--VICE PRESIDENT</p>
	<p>(GREEN)</p> <p>RALPH NADER--PRESIDENT 9 →</p> <p>WINONA LaDUKE--VICE PRESIDENT</p>		<p>(WORKERS WORLD)</p> <p>← 10 MONICA MOOREHEAD--PRESIDENT</p> <p>GLORIA La RIVA--VICE PRESIDENT</p>
	<p>(SOCIALIST WORKERS)</p> <p>JAMES HARRIS--PRESIDENT 11 →</p> <p>MARGARET TROWE--VICE PRESIDENT</p>		<p>WRITE-IN CANDIDATE</p> <p>To vote for a write in candidate, follow the directions on the long stub of your ballot card.</p>
	<p>(NATURAL LAW)</p> <p>JOHN HAGELIN--PRESIDENT 13 →</p> <p>NAT GOLDHABER--VICE PRESIDENT</p>		



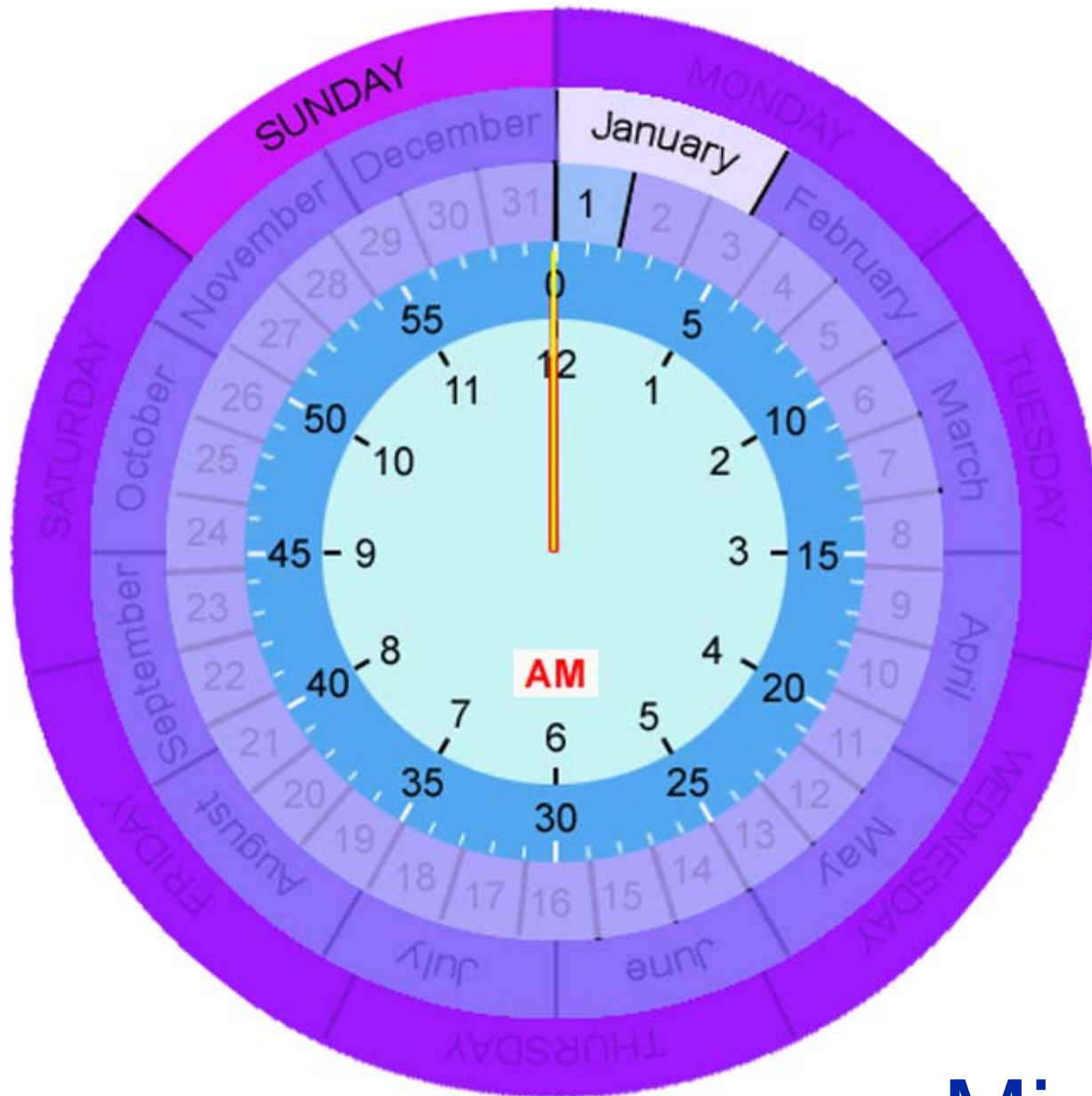
Beto



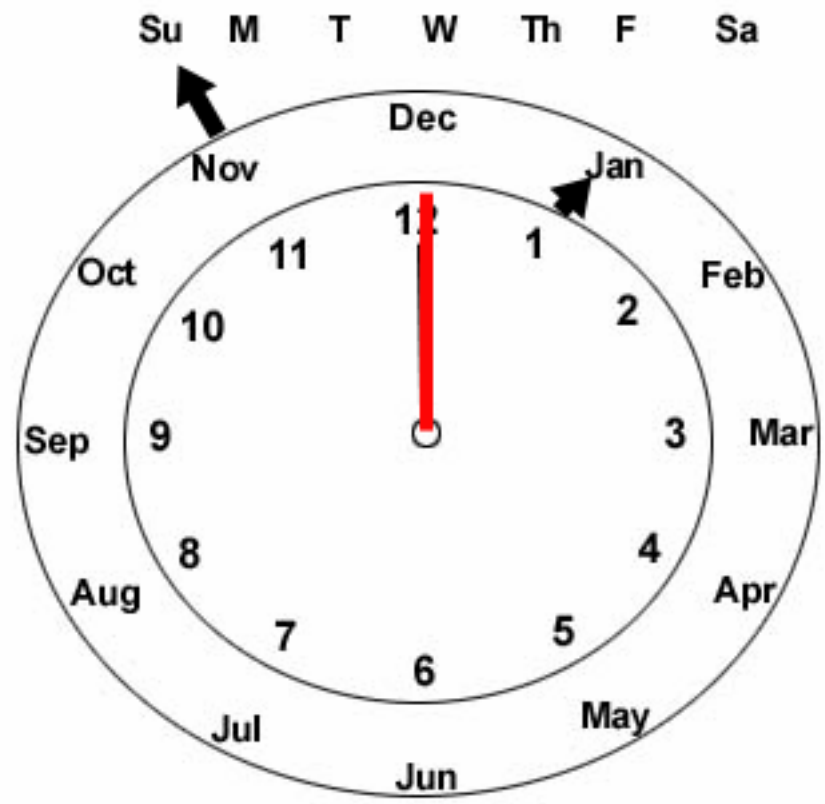
Charles



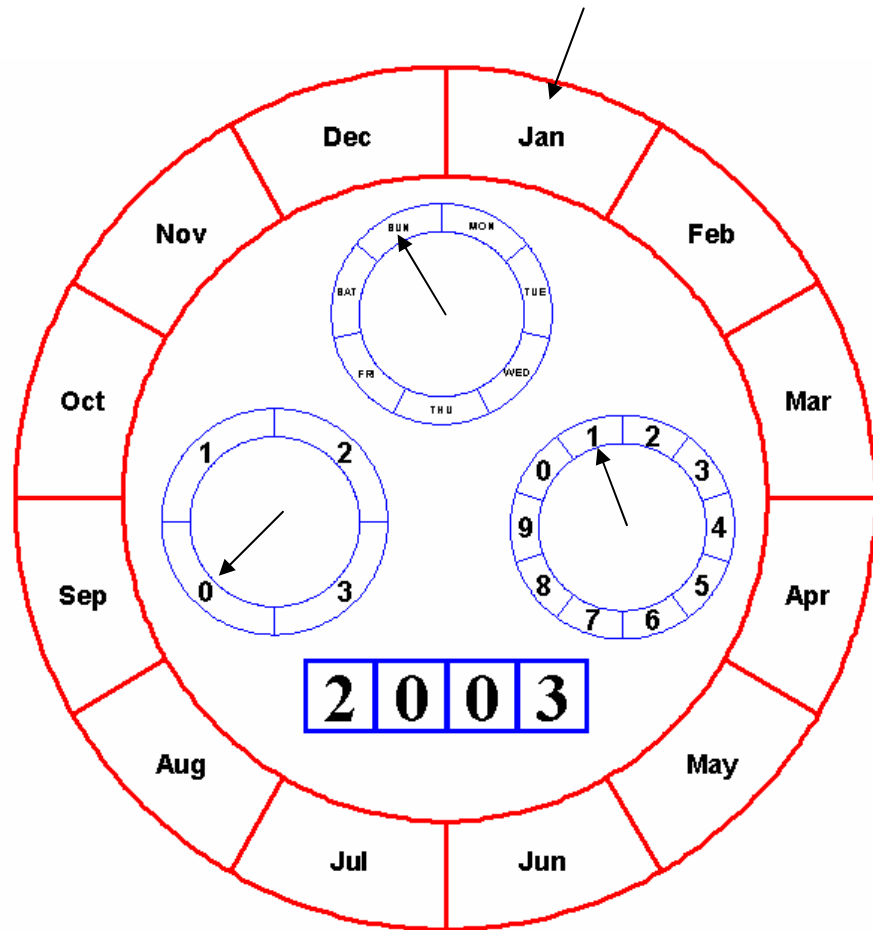
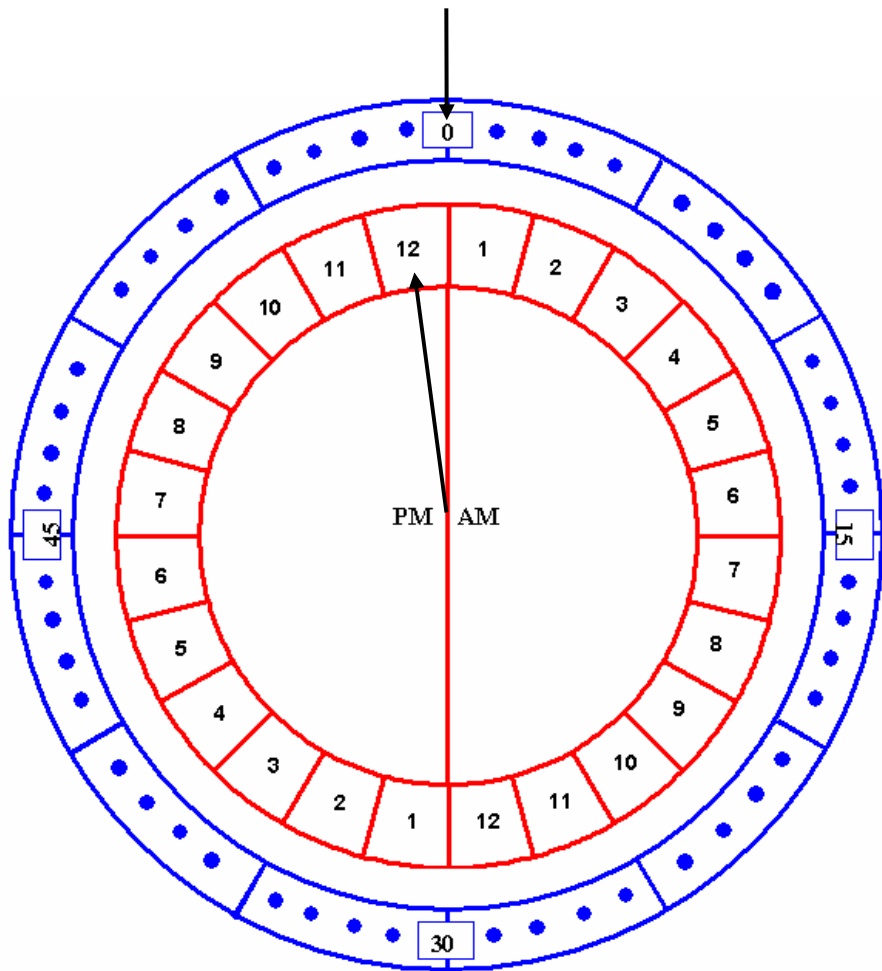
Connie



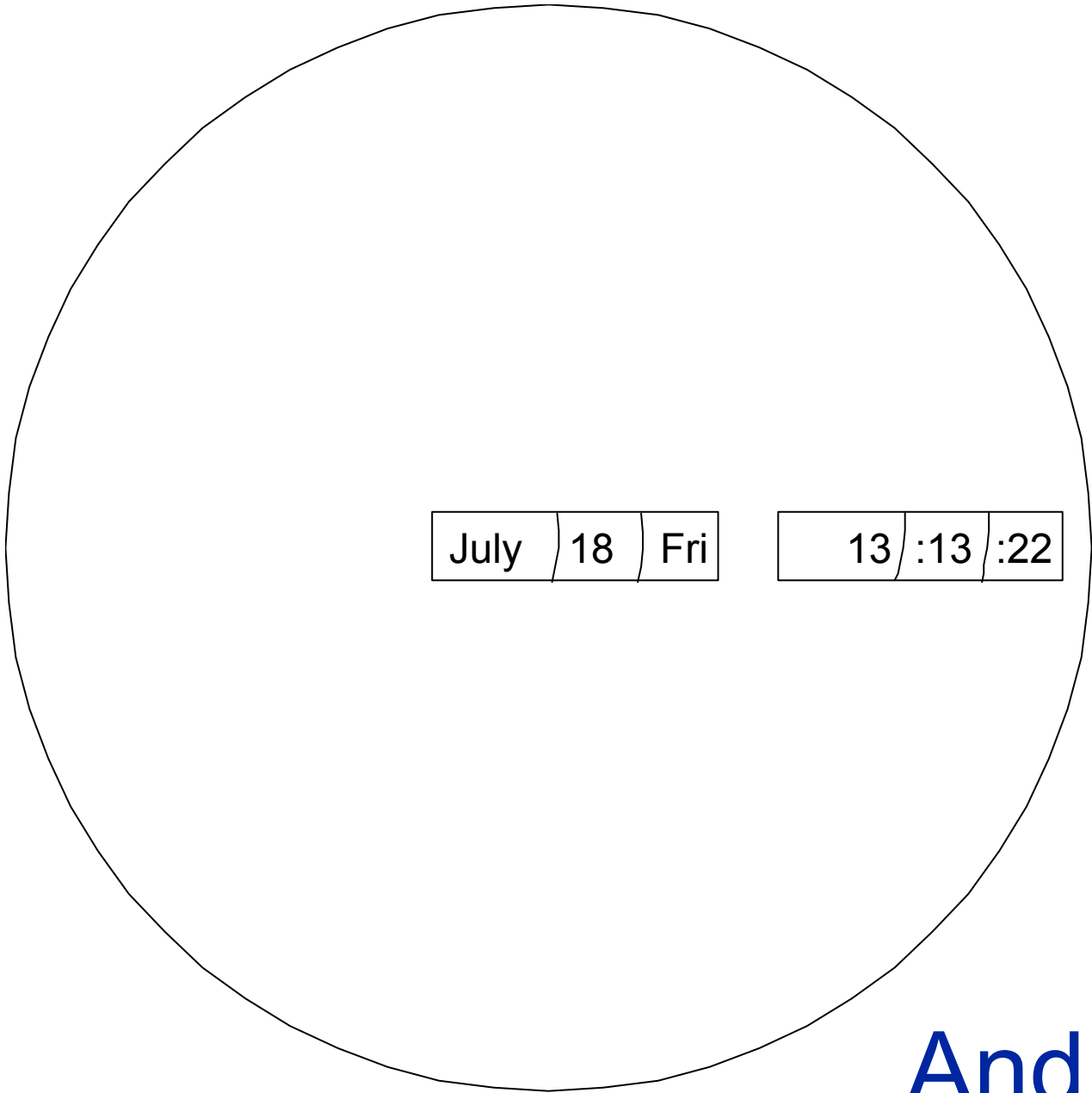
Miranda



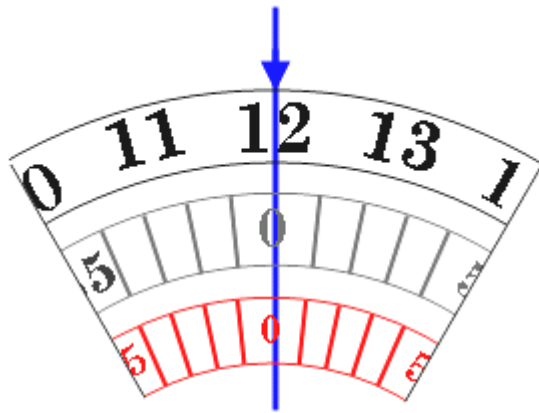
CTudryn



Anthony

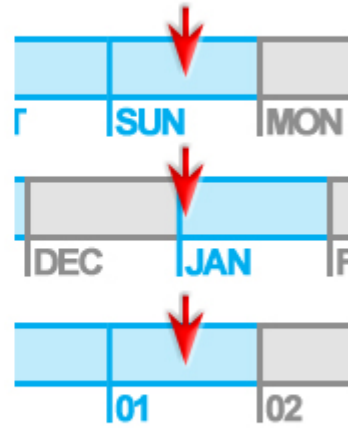
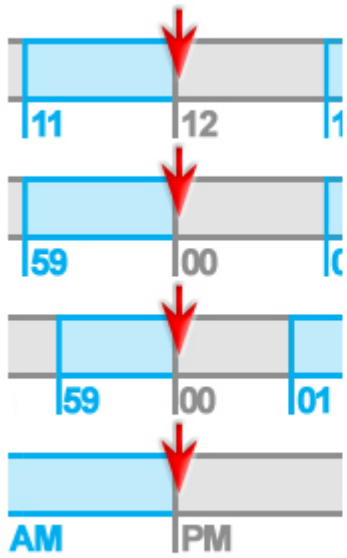


Andrew



**Sunday,
January 1**

Jagmeet



Sittha

Human Factors

Medical Safety Guidelines

Avoid reliance on vigilance

Avoid reliance on memory

Make things visible

Simplify operation

Natural mappings

Provide prompts and cues

Provide error recovery mechanisms

Design out dangerous error

www.fda.gov/cdrh/useerror/sandiego4.pdf

User Needs Assignment

Due Tuesday February 18

Identify an idea area or issue that you will focus on for the individual project. Provide information that motivates your choice.

Develop a prioritized, descriptive, concise list of key customer needs for the individual project. Interviews with experts, observing potential users, or studying relevant literature, magazines, and catalogs are effective techniques for identifying needs.

Make an html page that presents your findings in a professional, easy to comprehend fashion. You should reference sources where appropriate.

<http://web.mit.edu/2.744/www/CourseInformation/Assignments/UserNeeds/UserDescription.html>

<http://web.mit.edu/2.744/www/CourseInformation/Assignments/UserNeeds/UserHowToSubmit.html>