ANSWER THE QUESTIONS WITH SKETCHES AND NOTES. CLICK ON EACH 'DOG' FOR HELPFUL LINKS.

ANTHROPOMETRICS AND ERGONOMICS KNOWLEDGE MAP AND EXERCISES
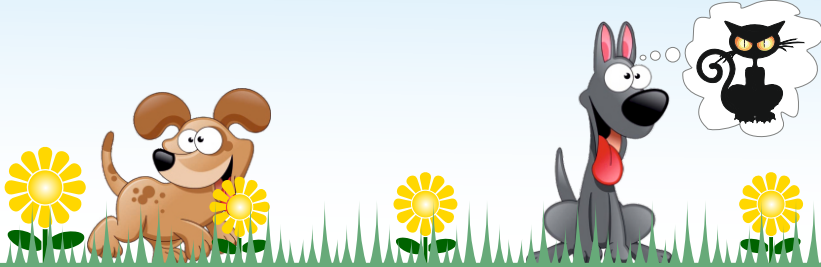
1. WHAT IS ANTHROPOMETRICS? WRITE A DEFINITION.

2. WRITE A SIMPLE EXPLANATION OF THE MEANING OF ERGONOMICS?

3. DRAW A DIAGRAM, THAT REPRESENTS THE ERGONOMICS OF A COMPUTER WORKSTATION / DESK.
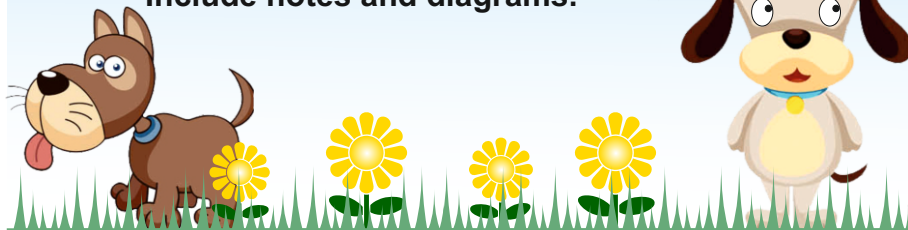Include descriptive notes / labels.

4. EXPLAIN / DESCRIBE THE MEASUREMENTS REQUIRED, IN ORDER TO DESIGN A CHILD'S HAND HELD EDUCATIONAL TOY?
Include notes and a sketch or table of results / figures.

7. WHAT ANTHROPOMETRIC DATA / MEASUREMENTS ARE COLLECTED, TO ENSURE THAT SHOES ARE DESIGN ERGONOMICALLY?
Include notes and diagrams.

6. WALKING TOYS ARE DESIGNED TO SUPPORT VERY YOUNG CHILDREN, WHEN LEARNING TO WALK. PASTE AN IMAGE OF A TYPICAL WALKING TOY. SKETCH A DIAGRAM, INDICATING THREE IMPORTANT MEASUREMENTS, REQUIRED FOR THE SUCCESSFUL DESIGN OF THIS TOY.

5. SKETCH A DIAGRAM THAT INDICATES THE MOST IMPORTANT MEASUREMENT, WHEN DETERMINING THE COMFORTABLE SEATING HEIGHT OF A CHAIR / STOOL.

8. THE EAMES LOUNGE CHAIR IS DESCRIBED AS BEING, ONE OF THE BEST ERGONOMICALLY DESIGNED CHAIRS OF ALL TIME. PASTE AN IMAGE OF THE CHAIR.

DESCRIBE THE FEATURES THAT MAKE IT SO COMFORTABLE.

9. THIS DOG HAS FOUND A STORAGE UNIT FOR 'DOG TREATS'. HOWEVER, THE HANDLES NEED IMPROVING, SO THAT THEY ARE ERGONOMIC / COMFORTABLE FOR THE DOG'S OWNER.
SKETCH A SOLUTION. EXPLAIN YOUR DESIGN.

Click on the hungry dog, for a link to useful information.