

DEA 4700/6700 Applied Ergonomics Methods

| Semester | 2019—20 Spring |
|-------------------------|--|
| Credit | 3 units for both DEA 4700 and DEA 6700 |
| Lecture room | Kennedy Hall 213 |
| Time | Mondays and Wednesdays 11:40-12:55 |
| Course website | Cornell Canvas |
| Instructor | Jay Yoon, PhD |
| Instructor email | iy846@cornell.edu |
| Office | 3427 Martha Van Rensselaer Hall |
| Office hour | Thursdays 21:00 - 22:00 / Fridays 09:00 - 11:00 by appointment |
| Teaching Assistant (TA) | Linna Hu |
| TA email | lh642@cornell.edu |

COURSE DESCRIPTIONⁱ

This course focuses on the practices of ergonomics that make productsⁱⁱ more efficient, easier, more pleasurable, and happier to use, optimizing the quality of physical, cognitive, behavioral, and affective aspect of human-product relationships. The course covers a set of ergonomics methods and techniques, and their applications to the design and analysis of products, product-service-systems, and built-environments. Students will learn key concepts of ergonomics issues in relation to safety, productivity, functionality, and wellness in product use and develop an understanding of how the capabilities and (situated) constraints of human beings can be systematically considered in the development of products.

Prerequisite(s):

- For DEA 4700: DEA 3510 Human Factors: Ergonomics, Anthropometrics, and Biomechanics
- For DEA 6700: DEA 6510 Human Factors: Ergonomics, Anthropometrics and Biomechanics

LEARNING OBJECTIVES

- To develop knowledge of the main concepts of ergonomics including human capabilities/limitations and how they would be incorporated into designed systems
- To develop the practical skills to identify, analyze, and solve ergonomics problems of designed systems

LEARNING OUTCOMES

On successful completion of the course, students should be able to demonstrate:

- Knowledge of ergonomics issues and relevant terminologies with respect to theories, processes, and practices.
- A repertoire of skills associated with ergonomics assessment methods and analytical techniques.
- An ability to select and deploy appropriate ergonomics methodologies and to articulate ergonomics issues qualitatively and quantitatively.
- An ability to analyze the unmet needs and expectations of users, formulate informed ergonomic solutions, and select appropriate resources for designing with the users in mind.

i The current version of the syllabus is subject to revision (last updated: March 30, 2020). Revisions will be announced and distributed via Cornell Canvas

ii 'Product' represents a continuum of different design solutions that encompass multiple manifestations and scales, e.g., user interface, interior, service, product, training program, and facility planning.



COURSE DELIVERY AND LEARNING MODES

The course delivery of DEA 4700/6700 consists of a combination of several education activities, including lectures, tutorials, fieldwork, in-class project work, student seminars, inter- and intra-group discussions, reflections, quizzes, and project presentations. These different types of learning activities will be coordinated and adjusted based on the topic and goal of each session and the course progress. The course contents are outlined in the section of course contents and schedule.

Apart from the sessions for presentations and guest lectures, each session includes two (or three) class readings that are crucial for students to get familiar with the session's topic. The chosen reading materials are a curated compilation of topic-specific journal articles, book chapters, conference proceedings, web articles, and booklets. All students are expected to read the chosen reading materials, which will be distributed in a digital format via Canvas.

Two group projects for both DEA 4700 and 6700 students will be conducted. Each project entails practices of (1) analyzing ergonomics issues associated with a particular design context by means of the learned design methods and tools and (2) generating design solutions that are to be conceptualized and tested through iterative prototyping. The ergonomics methods and tools covered in class will equip the students with the ability to plan, execute, and communicate their work. Generally speaking, the first and second projects will focus on designing (1) a comfortable product to use and (2) a pleasurable product to use respectively. The details of the project setup are described in the section of assessment and grading.

A series of seminars will take place where the students delivers mini-lectures and stimulates peer learnings. The seminar topics will be assigned to project groups, each covering two topics. The topic allocation will follow as soon as the project groups are formed.

There is a total of four formative course reflections throughout the semester, through which the course delivery will be moderated and improved. Students will provide the instructor and teaching assistant with constructive feedback with respect to the appropriateness and effectiveness of the course topics, ways of the course delivery and the instructor's support, teaching materials, team dynamics, time management, schedule, etc. The reflections will be facilitated in the form of an anonymous survey and open-discussion. Upon collection and analysis of the feedback, students will be informed of the results and the way forward. Similarly, two peer-review sessions will take place in which project groups internally assess their group dynamics and offer feedback on each member's performance and contribution to the project.

| # | Date | Торіс | Reading |
|-----|-------------|---|--|
| 1-1 | Wed, Jan 22 | Course overview | |
| | | Design for comfort | |
| 2-1 | Mon, Jan 27 | Introduction to design for comfort | Vink, P., & De Looze, M. P. (2008). Crucial elements of designing for comfort. In P. Hekkert & H. N. J. Schifferstein (Eds.), Product experience (pp. 441–459). London: Elsevier. |
| 2-2 | Wed, Jan 29 | Physical loading | Berlin, C and Adams C 2017 Production Ergonomics: Designing Work Systems to Support Optimal Human Performance. Pp. 49–64. London: Ubiquity Press. |
| 3-1 | Mon, Feb 3 | Posture analysis methodsGroup formation | Berlin, C and Adams C 2017 Production Ergonomics: Designing Work Systems to Support Optimal Human Performance. Pp. 139–160. London: Ubiquity Press. Middlesworth, M. (2017). A step-by-step guide: Rapid Upper Limb Assessment (RULA). Ergonomics Plus. Middlesworth, M. (2017). A step-by-step guide: Rapid Entire Body Assessment (REBA). Ergonomics Plus. |
| 3-2 | Wed, Feb 5 | Human capability and product designImpairment simulation | Clarkson, J. (2008). Human capability and product design. In P. Hekkert & H. N. J. Schifferstein (Eds.), Product experience (pp. 165–197). London: Elsevier. |
| | | Design for ease of use | |

COURSE CONTENTS AND SCHEDULE

iii The course contents are subject to alterations in the event of unforeseen circumstances. The up-to-date syllabus is available at Canvas.



| 4-1 | Mon, Feb 10 | Introduction to design for ease of use Introduction to project 1 | Rubin, J., & Chisnell, D. (2008). What makes something usable? In Handbook of usability engineering (pp. 3–20). Indiana, US: Willey. |
|------|-------------|---|---|
| | | • | 14–19. |
| | | • | Punnett, L., Vossenas, P., Allread, W. G., & Sheikh, N. N. (2016). Work design and health for hospitality workers. In <i>Ergonomic workplace design for health, wellness, and productivity</i> (pp. 275–298). CRC Press. |
| 4-2 | Wed, Feb 12 | Task and heuristic analysis | Berlin, C and Adams C 2017 Production Ergonomics: Designing Work Systems to Support Optimal Human Performance. Pp. 127–138. London: Ubiquity Press. Nielsen, J. (1995). Heuristic Evaluation: How to conduct a heuristic evaluation. nngroup.com. Retrieved October 4, 2018, from <u>https://goo.gl/b75EK5</u> Komninos, A. (2018). How to improve your UX designs with task analysis. interaction-design.org. Retrieved October 4, 2018, from https://goo.gl/iGeQtk |
| 5-1 | Mon, Feb 17 | Student seminar 1: Self-reported metrics for usability evaluation | Tullis, T., & Albert, W. (2013). Self-reported metrics. In Measuring the user experience (pp. 121–161). Elsevier. |
| 5-2 | Wed, Feb 19 | Student seminar 2: Behavioral and physiological metrics for usability evaluation Eye tracking and related evaluation techniques | Tullis, T., & Albert, W. (2013). Behavioral and physiological metrics. In Measuring the user experience (pp. 163–185). Elsevier. Tullis, T., & Albert, W. (2013). Measuring usability through biometrics. In Measuring the user experience (pp. 271–277). Elsevier. |
| 6-1 | | February break | |
| 6-2 | Wed, Feb 26 | Interim presentation of project 1 (4700 & 6700) Interim course reflection | |
| 7-1 | Mon, Mar 2 | • Quiz 1 | |
| | | Peer-review session | |
| | | Design for pleasure | |
| 7-2 | Wed, Mar 4 | Student seminar 3: Aesthetics in interactive products | Marc Hassenzahl. (2008). Aesthetics in interactive products: Correlates and consequences of beauty. In P. Hekkert & H. N. J. Schifferstein (Eds.), Product experience (pp. 287–299). London: Elsevier. |
| 8-1 | Mon, Mar 9 | Design for pleasure | Desmet, P. M. A. (2008). Product emotion. In P. Hekkert & H. N. J. Schifferstein (Eds.), Product experience (pp. 379–397). London: Elsevier. Richins, M. L. (2008). Consumption emotions. In P. Hekkert & H. N. J. Schifferstein (Eds.), Product experience (pp. 399–418). London: Elsevier. |
| 8-2 | Wed, Mar 11 | In-class project work and feedback | |
| 9-1 | Mon, Mar 16 | Suspended | |
| 9-2 | Wed, Mar 18 | _ | |
| 10-1 | Mon, Mar 23 | - | |
| 10-2 | Wed, Mar 25 | - | |
| 11 | | Spring break | |
| 12-1 | Mon, Apr 6 | Course overview | |
| 12-2 | Wed, Apr 8 | Final presentation of project 1 (4700 & 6700) Interim course reflection | |
| 13-1 | Mon, Apr 13 | Introduction to project 2 | |
| 13-2 | Wed, Apr 15 | Probing user emotions Submission of project 1 deliverables | Laurans, G., Desmet, P. M. A., & Hekkert, P. (2012). Assessing emotion in human-product interaction: An overview of available methods and a new approach. International Journal of Product Development, 16(3), 225–242. Cardello, A. V., & Jaeger, S. R. (2016). Measurement of consumer product emotions using questionnaires. In H. L. Meiselman (Ed.), Emotion measurement (pp. 165–195). Elsevier. |
| E | Mon, Apr 20 | Student seminar 4: Behavioral measures of emotion | Tullis, T., & Albert, W. (2013). Behavioral and physiological metrics. In Measuring the user experience (pp. 163–185). Elsevier. |
| | | Heartrate variability and related evaluation techniques | Jacob-Jazarola, H., Nicolas, J. C. O., & Bayona, L. C. (2016). Behavioral measures of emotion. In H. L. Meiselman (Ed.), Emotion measurement (pp. 101–118). Elsevier. |
| | | Design for well-being | |
| 14-2 | Wed, Apr 22 | Assessing quality of interactive products and user experience Methodological issues in consumer product emotion research using questionnaire | Hassenzahl, M., Diefenbach, S., & Göritz, A. (2010). Needs, affect, and interactive products – Facets of user experience. Interacting with Computers, 22(5), 353–362. Jaeger, S. R., & Cardello, A. V. (2016). Methodological issues in consumer product emotion research using questionnaires. In H. L. Meiselman (Ed.), Emotion measurement (pp. 323–352). Elsevier. |
| 15-1 | Mon, Apr 27 | Introduction to design for well-being | Desmet, P. M. A., & Pohlmeyer, A. E. (2013). Positive design: An introduction to design for subjective well-being. International Journal of Design, 7(3), 1–15. |



| | Gaggioli, A., Riva, G., Peters, D., & Calvo, R. A. (2017). Positive technology, computing, and design: shaping a future in which technology promotes psychological well-being. In M. Jeon (Ed.), Emotions and affect in human factors and human–computer interaction: Taxonomy, theories, approaches, and methods (pp. 477–502). Elsevier. |
|---|--|
| 15-2 Mon, Apr 29 • Design for behavior / social implication | Tromp, N., Hekkert, P., & Verbeek, PP. (2011). Design for Socially Responsible Behavior: A Classification of Influence Based on Intended User Experience. Design Issues, 27(3), 3–19. Tromp, N., & Hekkert, P. (2016). Assessing methods for effect-driven design: Evaluation of a social design method. Design Studies, 43, 24–47. |
| 16-1 Mon, May 4 • Design for motivation and engagement | Peters, D., Calvo, R. A., & Ryan, R. M. (2018). Designing for Motivation, Engagement and Wellbeing in Digital Experience. Frontiers in Psychology, 9, 179– 15. Deci, E. L., & Ryan, R. M. (2015). Self-determination theory. In J. Write (Ed.), International Encyclopedia of Social & Behavioral Sciences (Second Edition. pp. 486–491). Elsevier. |
| 16-2 Wed, May 6 • Final presentation of project 2 | |
| 17-1 Mon, May 11 • Quiz 2 | |
| | |
| 18-1 Mon, May 1/ • Submission of project 2 deliverables | |

ASSESSMENT AND GRADING SCALE

The course grade is composed by the four key elements: (1) attendance and class participation (student seminars), (2) two quizzes, (3) project 1, and (4) project 2. The total points will be converted into a percentage and rounded off. Students will receive letter grades with pluses and minuses. Extra-points will be awarded to the groups who submit a group diary (for details, see the section "extra deliverable" below).

| Seminar 1 | Quiz 1 | Quiz 2 | Project 1 | Project 2 | Total |
|-----------|--------|--------|-----------|-----------|---------|
| 10 pts | 5 pts | 5 pts | 40 pts | 40 pts | 100 pts |

ATTENDANCE AND CLASS PARTICIPATION (STUDENT SEMINAR)

Attendance is mandatory, i.e., students are expected to attend all classes. Absence will be accepted only in exceptional circumstances and is to be requested in advance and in writing (email to <u>jy846@cornell.edu</u>). Repeated absence not previously agreed—exceeding three sessions—will result in a grade penalty at the end of the semester.

Class participation will be assessed based on the student seminars that are meant to support peer learning and teaching environment in class. Each group of the project 1 and 2 will be assigned a topic to study.

QUIZZES

Students will take two quizzes, each of which counts for 5 points of the end grade. The quizzes test basic knowledge of the assigned readings. The question format is a combination of true/false and multiple choice. Only students with exam schedule conflicts, medically verified absences, and the like may take the makeup quizzes. In this case, consult the instructor or the teaching assistant and let them know the condition in advance.

MARKING CRITERIA OF PROJECT 1 AND 2

In each group project, students will be assigned to work with different members. Five (or six) students will work together as a group and receive the same grade. Group formulations will be balanced by the instructor and teaching assistant based on diversity of the group members, e.g., design and research skills, education levels (undergraduate, i.e., DEA 4700 and graduate, i.e., DEA 6700 study) and genders. The assessment and marking criteria of the projects are as follows.

| Criterion | Weighting | Criterion description | Assessment means |
|-----------------------------------|-----------|--|--|
| Design and development process | 60% | How you investigated the ergonomics issues (i.e., range and quality of utilization of ergonomics methods and tools to understand and explore the target design context(s) and user(s)) What the specific issues you identified are, who experiences these issues, and how they impact him/her | In-class discussionInterim presentationWritten paper |



| | | What your key insights are (i.e., creative and contextual framing of project opportunities and challenges) How your research and insights informed your solution and how you developed, tested, iterated and refined your design solution (i.e., thoroughness of iterative process, reference to the current designs and users' unmet needs and expectations) | |
|-------------------------|-----|--|--|
| Design communication | 40% | Succinct and effective communication of What your solution is and what specific area of user needs it addresses How you arrived at the design decisions How your design solution benefits the target users (or community)) Quality of visual and audio communication across the whole presentation | Final presentationWritten paperDemonstration video |

DELIVERABLES OF PROJECT 1 and 2

Each group project entails four deliverables in common: (1) a prototype, (2) a written paper, (3) a demonstration video of the design solution, and (4) an oral presentation.

| Deliverable | Description |
|--|---|
| A prototype An experiential interactive prototype that serves intended functions in detail | |
| A written paper | A 4~8-page written paper communicates the problem, design process and methodology, idea generation and screening, and prototypes of the design solution as well as an argument of its effectiveness and usefulness. |
| A demo video | A 2~3-minute video succinctly demonstrates the design solution, conveying the problem, process (an overview of the methods used to design and evaluate the design solution), and its advantages along with usage scenarios. |
| An oral presentation | A 10~15-minute oral presentation conveys the project's aim and vision, progression through the entire design process, and communication of key aspects of the final design solution. |

 The format of a written paper will follow the guideline of case studies submission of the ACM CHI Conference on Human Factors in Computing Systems (hereafter called "CHI") – <u>http://chi2019.acm.org/authors/chi-proceedings-format</u>

The submission format (Extended Abstracts Format) and document template file are available on the website.

- The format of a demo video will stick to the guideline of video showcase of CHI— <u>http://chi2019.acm.org/authors/video-showcase</u>. It is recommended that students review the guide to a successful video production and submission—<u>http://chi2019.acm.org/guide-to-a-successful-video-submission</u>.
- There is no specific guideline for an oral presentation to follow. Good and bad examples of an oral presentation and associated considerations are available at https://chi2018.acm.org/guide-to-a-successful-presentation.

Late submission of any item will result in a 10% deduction from the grade of the related project.

EXTRA DELIVERABLE

While not obligatory, all groups are highly encouraged to keep a group diary (either a printed copy or an online blog) that records the journey the group has been through to the end result—descriptions of the lessons of weekly activities, implications for the project progress, development of prototype(s), etc. by means of texts, photos, and videos. 2 points will be earned for each project.

| | Activity | Date |
|-------------------------------|--------------------------------------|-------------|
| Project 1 (DEA 4700 and 6700) | Introduction to project 1 | Mon, Feb 10 |
| | Interim presentation | Wed, Feb 26 |
| | Final presentation | Wed, Apr 8 |
| | Submission of project 1 deliverables | Wed, Apr 15 |
| Project 2 (DEA 4700 and 6700) | Introduction to project 2 | Mon, Apr 13 |
| | Final presentation | Mon, May 6 |
| | Submission of project 2 deliverables | Mon, May 17 |
| Quiz | Quiz 1 | Mon, Mar 2 |
| | Quiz 2 | Mon, May 11 |
| Student seminar | Seminar 1 | Mon, Feb 17 |
| | Seminar 2 | Wed, Feb 19 |

KEY ACTIVITIES AND DATES



| Seminar 3 | Wed, Mar 4 |
|-----------|-------------|
| Seminar 4 | Wed, Apr 20 |

LEARNING RESOURCES

READINGS

All reading materials, including papers and book chapters, will be distributed in a digital format via Cornell Canvas.

RECOMMENDED READINGS

- Hedge, A. (2016). Ergonomic workplace design for health, wellness, and productivity. CRC Press.
- Hekkert, P., & Schifferstein, H. N. J. (Eds.). (2008). Product experience. London: Elsevier.
- Tullis, T., & Albert, W. (2013). Measuring the user experience. Elsevier.

PROTOTYPING MATERIALS

Group project 1, 2, and 3 takes iterative prototyping. Prototyping devices and facilities will be available to use at the digital design and fabrication studio located at HEB 2L31. There are areas specifically planned as a wood shop, metal shop, assembly studio, paint room, laser studio, and 3D print studio. For safety, all students are required to receive safety training before using the studio. The general information about the facility use is accessible at https://www.human.cornell.edu/about/administration/facilities/d2fs.

For interactive prototyping, students are encouraged to buy and use basic prototyping toolkits that do not require highly advanced programming and electronics knowledge and skills. Note that the course puts emphasis on the pragmatic use of interactive technology. Interactive prototyping is meant to serve as a means to quickly generate and evaluate the ideas instead of refining product properties. Some examples of easy-to-use, yet powerful prototyping tools are:

- Arduiono: <u>https://www.arduino.cc</u>
- LittleBits: <u>https://littlebits.com</u>
- Microduino: <u>https://microduinoinc.com</u>
- IFTTT: <u>https://ifttt.com</u>

COURSE POLICY

CONSENT FOR RESEARCH PARTICIPATION

The tutorial sessions in class and the group projects will involve peer-to-peer participant studies, i.e., the students enrolled in the course will be recruited to conduct their own or other groups' studies. The studies utilize the design methods and tools taught in the course such as user observation, interview, survey, heuristic evaluation, etc. (for an overview of the methods, refer to the section of course contents and schedule). The data will be collected using videos, audios, photographs, sketches, and/or written notes. Participants' profiles and project titles will never be attributed to file names and their meta-data. When the personal data of the participants is necessary for the process and outcome of the project (e.g., paper, poster, demo video, slide presentation, or other means of publication), the participants' responses will be anonymized. In addition. from the phase of data collection to the phase of project presentation, all data will be anonymized by replacing participants' names with nominal codes (e.g., participant A or member 1) and blurring participants' faces on photographs or videos.

Both involving participants and participating in a study as a participant are an important facet of the course's learning experience as they contribute to practicing the design methods and tools, understanding and addressing end-users' wants and needs, and emphasizing with the end-users. However, some students might find this setup not acceptable or questionable, thus would have the inhibition to participate in certain studies. In this case, consult the instructor or the teaching assistant and let them know the decision in advance. Non-participation will not affect the student's end grade.



PUBLICATION AUTHORSHIP

The student work may be further developed into academic publications for submission to conferences in the fields of design research and human-computer interaction. Examples are CHI, Nordi-CHI, TEI, DIS, DRS, ICED, IASDR, Pervasive Healthcare, etc. The students who produced the work will have the authorship as the first authors and will be in charge of the publication process (e.g., submission and revision). The instructor and TA will be identified as the co-author (i.e., the last author) in recognition of their preparation and support in the work process.

DISSEMINATION OF COURSE OUTCOMES

Upon completion of the course, some of the course outcomes, including papers and demo-movies of the group projects will be made available on the course website under the approval of the students. The students who produced the work will be credited. This is to inform and inspire future DEA 4700/6700 students. Perhaps, some students want to embargo their project outcomes for certain reasons. In this case, consult the instructor or the teaching assistant and let them know the decision in advance. Non-participation will not affect the student's end grade.

DIVERSITY AND INCLUSION STATEMENT

Cornell University and the course instructor committed to full inclusion in education for all persons. Services and reasonable accommodations are available to persons with temporary and permanent disabilities, to students with Deferred Action for Childhood Arrivals (DACA) or undocumented status, to students facing mental health or other personal challenges, and to students with other kinds of learning challenges. Please feel free to let the instructor know if there are circumstances affecting your ability to participate in class. Some resources that might be of use include:

- Office of Student Disability Services: <u>https://sds.cornell.edu/</u>
- Cornell Health CAPS (Counseling & Psychological Services): <u>https://health.cornell.edu/services/counseling-psychiatry</u>
- Undocumented/DACA Student support: In the Dean of Students office, contact Kevin Graham
 (Kevin.Graham@cornell.edu) and see the list of campus resources at https://dos.cornell.edu/undocumented-daca-support/undergraduate-admissions-financial-aid

This course follows the accommodations procedure of Cornell University policy. The request can be made through the student service services. To facilitate all necessary aids and services in a timely manner, it is recommended that students send an early notification to the instructor—within the first two weeks of classes, or at least two weeks before accommodations are expected to begin. For more details, check the procedure at https://sds.cornell.edu.

ACADEMIC INTEGRITY

Absolute integrity is expected of every Cornell student in all academic undertakings. Integrity entails a firm adherence to a set of values, and the values most essential to an academic community are grounded on the concept of honesty with respect to the intellectual efforts of oneself and others. Academic integrity is expected not only in formal coursework situations, but in all University relationships and interactions connected to the educational process, including the use of University resources. While both students and faculty of Cornell assume the responsibility of maintaining and furthering these values, this document is concerned specifically with the conduct of students. A Cornell student's submission of work for academic credit indicates that the work is the student's own. All outside assistance should be acknowledged, and the student's academic position truthfully reported at all times. In addition, Cornell students have a right to expect academic integrity from each of their peers. The Cornell code of academic integrity is available at https://cuinfo.cornell.edu/aic.cfm.