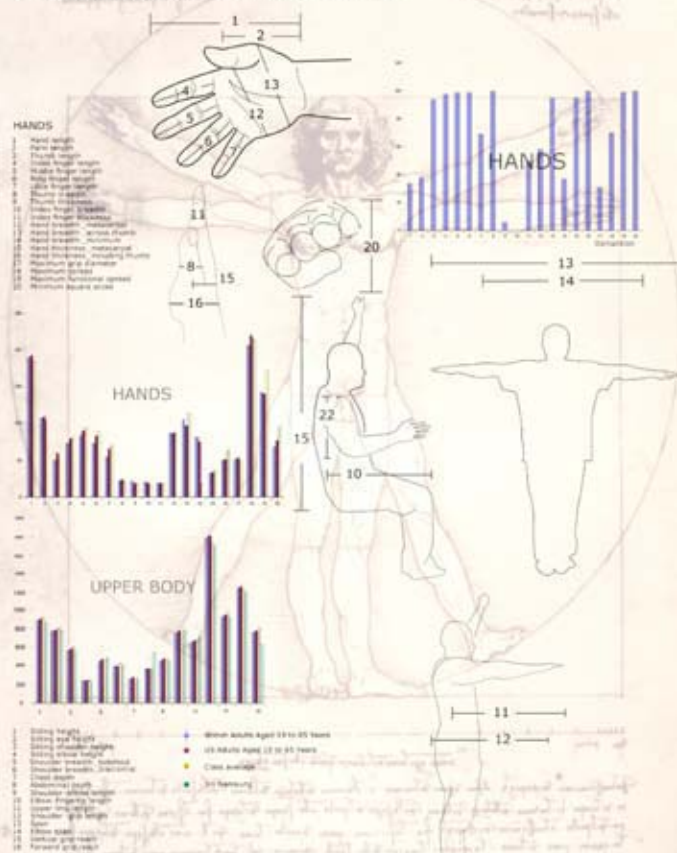


# Human Factors in Industrial Design

## Anthropometry

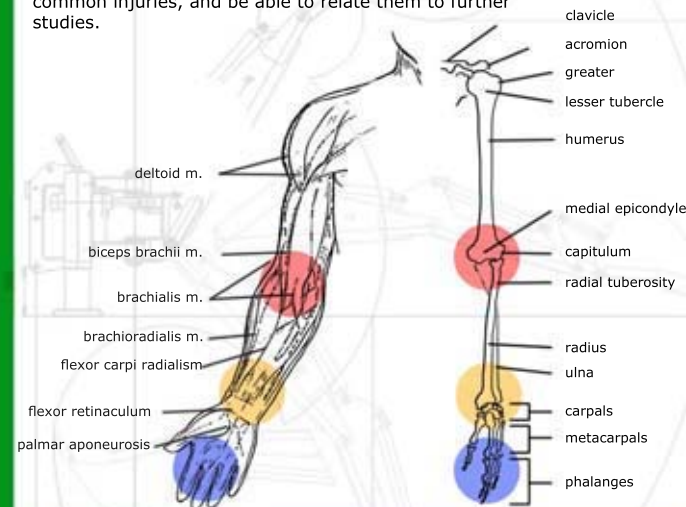
**Definition :** The study of the sizes of human bodies or their parts, especially the comparison of sizes at different ages, in different race, etc.



**Conclusion**  
To measure my body parts, I found that my body parts are smaller than US adults aged 19 to 65 years, British adults aged 19 to 65 years, and my classmates.

## Anatomy

**Definition :** the study of the structures of living organisms, including humans, especially as determined by dissection and microscopic examination. This project is about understanding structures of human body especially focused on common injuries, and be able to relate them to further studies.



**Arthritis**  
is a group of conditions where there is damage caused to the joint of the body. Arthritis is the leading cause of disability in people older than fifty- five years.

**Carpal tunnel syndrome**  
Carpal tunnel syndrome occurs when the median nerve, which runs from the forearm in to the hand, becomes pressed or squeezed at the wrist.

**Trigger Finger**  
is a condition in which one of your fingers or your thumb catches in a bent position. Finger or Thumb may straighten with a snap- like a trigger may become locked in a bent position

**Conclusion :** To design a succcessfull product, we must undersand human body and consider human factors. For example, to design a game controller, designers must think about which hand position can prevent a joint problem. This project shows me human factors are really important for industrial desingers to consider when **designing any product.**

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