

Body Armor

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The Human Factors, Design Thinking course started with an investigation of anthropometry of the human body and ended with a Body Armor Project. The first assignment examined anthropometry of the human hand. With help from the text BodySpace: Anthropometry, Ergonomics and the Design of Work by Stephen Pheasant. Each person in the class took several measurements of his/her hand, calculated the which percentile category the measurement was categorized as, and presented the findings to the rest of the class. The second assignment examined various body measurements.

The Body Armor

The professor of the Human Factors course, Professor Michael Felix, has a very blue sky approach to every project he assigns. The anthropometry investigations helped the class to understand the various human factors, in this case body sizes and shapes, that designers must be aware of. For the Body Armor Project, the class was divided into four teams. The task was to develop body armor. The only constraints were:

- Needs to touch head, arms (upper and lower), legs (upper and lower), waist, and head.
- Must fit everyone in the class
- Must have full range of movement while wearing the suit

The material choice was left up to the individual groups. My team took a rather literal approach to body armor in developing and building this project. Inspiration came from gladiator armor.

The team chose to build the body armor out of cardboard, brass fasteners, and duct tape.