

Novel learning approach for ERGOnomic principles for deSIGNers working in the upholstery and sleep sectors by using Virtual Reality – ERGOSIGN

ERGOSIGN- Newsletter N. 3

August 2016

This publication will keep you updated with the latest developments at consortium and European Union level, while informing about forthcoming activities of our project.

Enjoy reading!

ERGOSIGN – The First Results

Report on Ergonomics for upholstery and sleep products

Due to a large range of opportunities in relation to its functionality and also to the relatively low prices when compared to cabinet furniture, the upholstered furniture has become a trend in the preferences of the modern consumer. It provides comfort, and flexibility when people need to adapt to various spaces. It also became the preferred subject of designers who love to experiment new design ideas both in terms of aesthetics and functionality.

Sleep products became increasingly important, too. Due to the development of information and communication technology, the rhythm of people's lives and work has become more challenging than ever, so enough good quality sleep is more desirable than ever, but does the market provide what they need?

The quality of our rest as well as the quality of our work depend highly on the ergonomics of the products we use or the workplaces we are working at, so wise buying choices became mandatory for our well-being. From an economic point of view, a higher competitiveness of an industry requires not only better equipment, but particularly, better trained people.

Project Partners carried out a study on designers' skills gaps as regards ergonomics. They have asked professionals what did they believe it was important for a designer to know and be able to do in order to manage to design ergonomic products. The questions were directed to groups of professionals from the furniture sector: designers, experts, VET providers, managers, retailers and others. The project partners have also asked consumers what did they believe that the products sold on the market were missing. 11 skills gaps have been identified, but the study suggests the partners should also consider the differences in the learning systems of the 4 countries that are partners in this project. Visit our website to read the entire study and find out all the conclusions of the report.



Why the EU furniture industry is important:

- Employment the sector employs around 1 million workers in 130 thousand companies generating an annual turnover of around EUR 96 billion;
- Trend setting EU furniture manufacturers set global trends. About 12% of designs registered in the European Union Intellectual Property Office relate to this sector;
- High-end segment the EU is a world leader in the high-end segment of the furniture market. Nearly two out of every three high-end furniture products sold in the world are produced in the EU.

Visit our website at: <u>www.ergosignproject.eu</u> to be the first to read the report.

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