

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

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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 Results - Developing course content (III)

Since November last year Project partners have started work to prepare the content of the third module of ERGOSIGN course. The third module named Examples of Ergonomics Aspects in Upholstery & Sleep Products is leaded by Romanian Partner – Transilvania University of Brasov – but the largest part of the content of this module is prepared by the by Slovenian Partner – Universa na Primorskem.

What the module will consist of?

The module consists of 3 fully defined chapters: 8. *Sleep Sector* 9. *Upholstery Sitting* 10. *User Misuse*. Each of this chapters contains several smaller learning units that cover the essential aspects of ergonomics applied to different examples of upholstered furniture products and beds, mattresses and pillows. The last chapter highlights the importance of being able to observe and analyse user misuse.

After these chapters, the learners will:

- 1. understand the sleep-related needs and characteristics of specific populations,
- 2. be able to determine appropriate bed dimensions,
- 3. know how to design a mattress based on users' characteristics, such as body shape and preferred sleeping position,
- 4. know which kind of pillow to use in different circumstances,
- 5. learn about some possible additional uses of pillows,
- 6. acquire knowledge about what could be considered as 'user misuse',
- 7. acquire knowledge on user misuse importance,
- 8. acquire knowledge on the main causes of user misuse,
- 9. acquire knowledge on the elements to consider in order to prevent user misuse and how to positively use user misuse.

Curiosity: If you are designing a bed for a particular individual, it is crucial to question him/her about their sleeping posture preference.



Furniture Sector in European Union

Over the last decade world furniture production has increased year on year with the exception of 2008 and 2009. In 2012 world furniture production was 60% higher than ten years before. In 2012, high-income countries provided 41% of total world furniture production. Within this group, the furniture production of the seven major industrial economies is worth €120 billion, accounting for one third of world furniture production (compared to two thirds ten years ago).

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

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