

CHECKLIST **HUMAN FACTORS ENGINEERING EVALUATION**

Task:

CONTROL DESIGN

Compatibility of movement with display
 Movement required
 (push, pull, turn, move left, move right, move up, move down, combination)
 Critical controls coded
 Critical controls labeled
 Controls coded
 Controls labeled
 Coding used (size, color, shape, movement)
 Location of controls (accessibility to operator, frequency of use, critical to the system)
 Control resistance
 Anthropometric requirements

DISPLAY DESIGN

Type of displays (visual, auditory, other)
 Control/display ratio
 Control/display movement compatible

TASK DESIGN

Monitoring (vigilance)	Receive communications
Information processing	Memory
Decision making	Recording
Relay information	Overload
Transmit communications	Underload
	Anthropometric requirements

SIZE DESIGN

Operator (seated, standing, both)
 Control size
 Display size
 Accessibility for movement
 Accessibility for maintenance
 Work space allocation

ENVIRONMENTAL FACTORS

Atmospheric pressure	Space limitation
Heat	Noise
Cold	Vibration
Acceleration	Light
Deceleration	Glare

NOTE This is not intended to be a comprehensive checklist for all systems. Other items, equally important, should be added depending on the system.

FIG 5-7