

10—Human Factors Engineering

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) Information processing Decision making Relay information Transmit communications	Receive communications Memory Recording Overload 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 Heat Cold Acceleration Deceleration	Space limitation Noise Vibration Light 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 10-8