

**NIRMA UNIVERSITY**  
**INDUSTRIAL DESIGN PROGRAM**  
**Bachelor of Design, Department of Design**  
**Year II, Semester IV**

<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		1.5	1

<b>Course Code</b>	<b>DTH 228</b>
<b>Course Title</b>	<b>Ergonomics II</b>

**Course Learning Outcome (CLO):**

At the end of the course the students will:

1. Articulate their project's design brief based on a clear understanding of human factors- interaction between product, associated needs, function, context and environment of use, capabilities and limitations of the object/device and semantics involved
2. Understand and base their design solutions on issues of Cognitive Ergonomics and Human factors

**Syllabus:**

**Teaching hours: 22.5**

**Unit 1 Cognitive psychology**

**Teaching hours: 6**

- 1.1 Principles of human cognition in the real world
- 1.2 Memory, human behaviour and cognition

**Unit 2 Principles of Cognitive Design**

**Teaching hours: 6**

- 2.1 Application of cognitive ergonomics in design
- 2.2 Productivity and Cognition

**Unit 3 Cognitive task analysis**

**Teaching hours: 10.5**

- 3.1 Cognitive ergonomics and User Experiences in Product design
- 3.2 Introduction to task analysis tools and methods; its relevance to Industrial Design

**Suggested Reading**

1. *Measure of Man* by Henry Dreyfuss
2. *Indian Anthropometric dimensions for Ergonomics Design Practice* by Deb Chakrabarty

w.e.f. Academic year 2018 and onwards

Key: L= Lecture, T= Tutorial, P= Practical, C= Credit