



**Project eChild: Online Vocational Training Course on
Children Ergonomics for Product Designers**

Contract: 2011-4769/001-001

D6.9 Workshop 4 (Bulgaria)

June 2013



"With the support of the Lifelong Learning Programme of the European Union"

E-Child workshop:

Developing an online vocational training course on child ergonomics for product designers

EU project under the Lifelong Learning Programme

14 October /22 October, 9 a.m.–12 p.m.

BAATPE, Interpred, Sofia, hall New York

tel. +359 2 9693161



Attendants:

Elena Dimitrova, Vladimir Dimov, Miglena Kubratova, Stoyan Mihailov, Petar Milenov, Stefan Petrov, , Radina Tomcheva, Ivan Vladigerov, Anastasia Simeonova (*facilitator*)

–The workshop consisted of reviewing the most recent version of the e-Child curriculum, including its structure and modules contents. It is based on the results obtained in the analysis of needs carried out earlier. We request a questionnaire to characterize the current knowledge and background of design professionals and to identify the knowledge areas required for the design of the new on line course.

We ask the students to complete the validation which will be very easy. You'll have to browse in the tool as an "user" and answer a short online questionnaire.

The designers are discussed the content of the course including aspects of physical interaction (fit, anthropometry and growth), physiological interaction (thermal comfort), the

motor aspects (adaptation to movements), the psychological interaction (cognitive capacity) or any combination thereof (usability and security of both parents and children). How at the end they will be able:

- Know and understand the needs arising from the evolutionary development of children.

- Understand what parents expect from a product.
- Know the relevant anthropometric dimensions for design.
- Incorporate into product design usability criteria, and adaptation to thermal movements.
- Apply user-centred methodologies in the different phases of design process.

– In addition to this, the learning platform and the possible options that could enrich the contents (forum, newsletter, etc.) were discussed.

–The need for addressing sustainability/ecological questions was raised – even if these are not the focus of the project, they need to be considered and brought up wherever providing links or complementary information is possible.

–It was argued that the main issue when it comes to challenges faced by children (such as obesity) is the lack of information on the parents' side. The designers are responsible for trying work with this challenge (and should be supported in this by the platform by, for example, allowing them to gain information and ideas from the producers/factories regarding these issues). The problems should be tried to be solved instead of adapting to them: instead of just making sure that there are sizes large enough, how about designing plates that function as guides towards healthy proportions, other devices that encourage the child to physically intense play, and so on? Designers/the project should attempt to change the problematic ways or patterns of thinking/behaviour.

Also the information should be presented in a manner that allows exploring and studying the content on different depth-levels, allowing deeper concentration on each designer's individual focus area, and a more general studies when it comes to other areas.

– Many companies aim to offer consumers information about the products in an exhaustive manner: not only about how they can be best used but also the materials, how and where they are made, how they can be recycled, the history of the company, people behind it and so on. When it comes to ergonomics, the platform could help designers provide the consumers ergonomic knowledge related to their products in an interesting way.