

Interactive methods to involve users into workspace design process - DTU Orbit (09/11/2017)

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This paper addresses the question of whether the use of a combination of interactive methods involving workers can lead to a useful input to the (re)design of their workspace. The workbook and the layout design game methods were tested, and a comparison between their use and the ergonomic analysis carried by the researchers was done. An intervention due to the redesign of a cheese packaging production line in a dairy company was used as the case study for this analysis. The case and the methods used are presented as the basis for the discussions on top of the results obtained during the intervention. A better understanding of the current production line and suggestions on the new layout propositions are the main results. And the discussion focus on the possibility of these more “handy” and less time consuming methods, allowing the users’ involvement in the process and giving input for the workspace design, to be more easily applied by less experienced ergonomists.

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