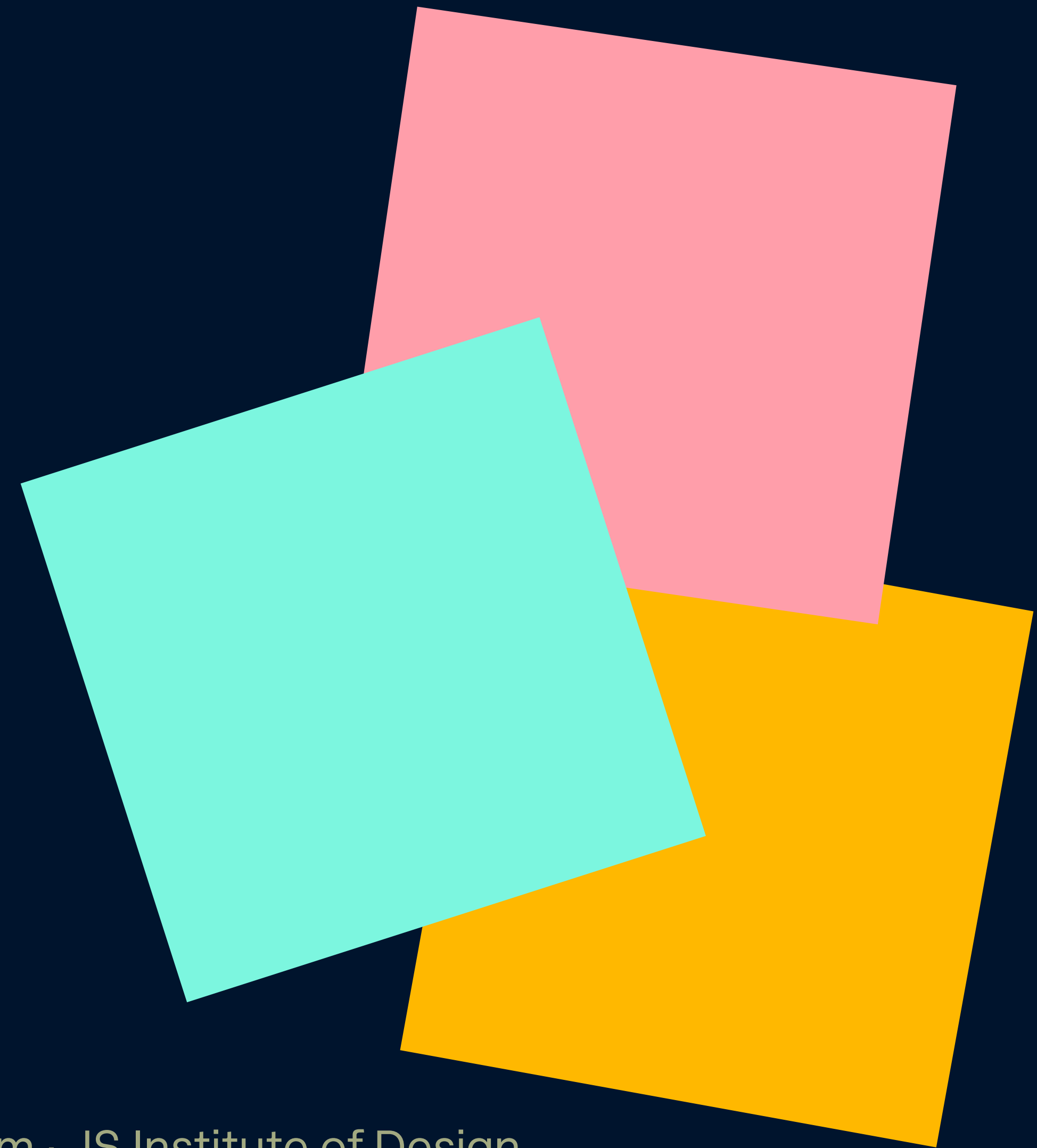


Lecture 3

# Ergonomics - Physical and Cognitive

## Cognitive Ergonomics

12 September 2025 · Gyan Lakhwani · [gyanlakhwani@gmail.com](mailto:gyanlakhwani@gmail.com) · JS Institute of Design

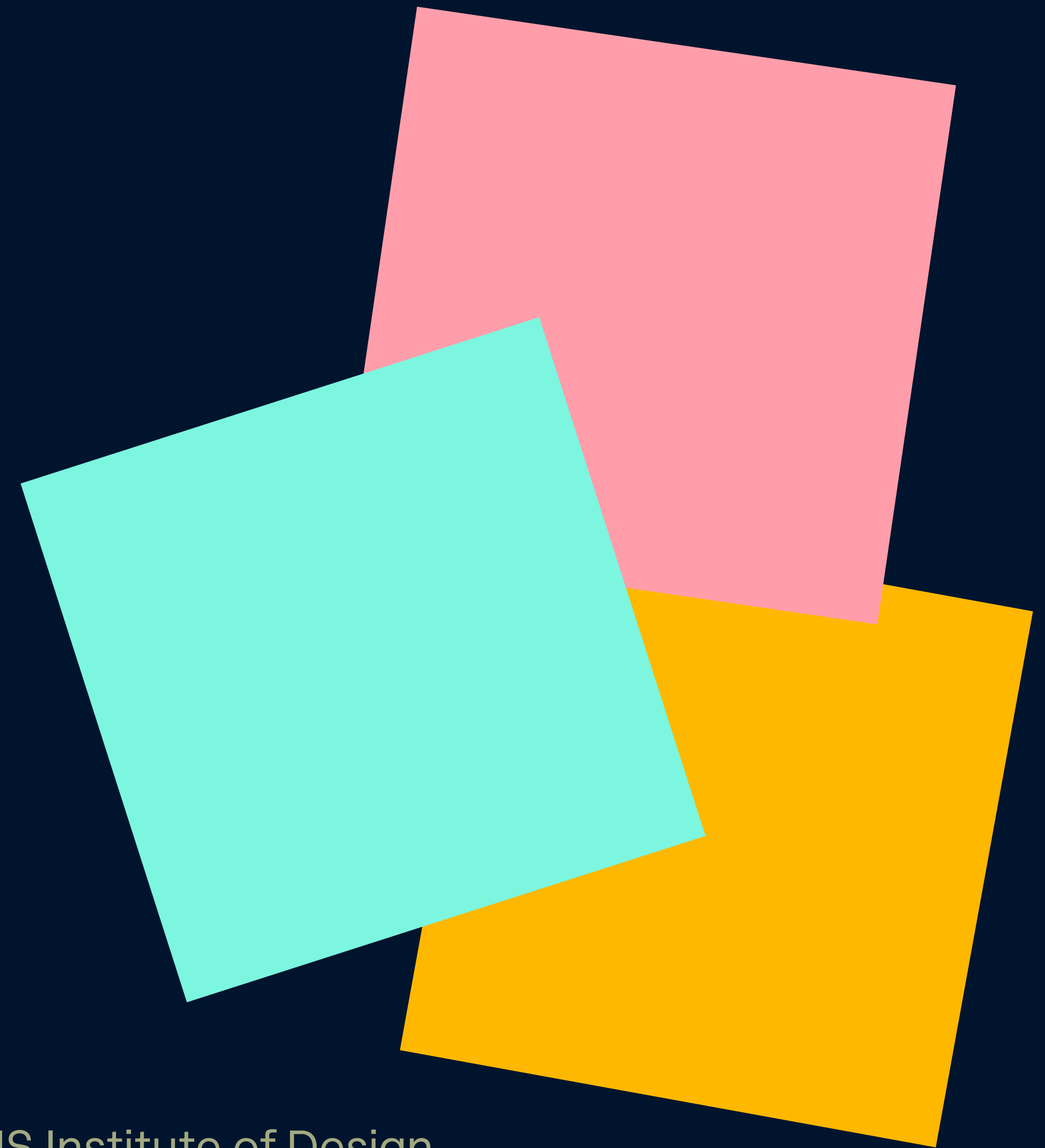


Lecture 2

# Ergonomics - Physical and Cognitive

## Physical Ergonomics

29 August 2025 · Gyan Lakhwani · [gyanlakhwani@gmail.com](mailto:gyanlakhwani@gmail.com) · JS Institute of Design

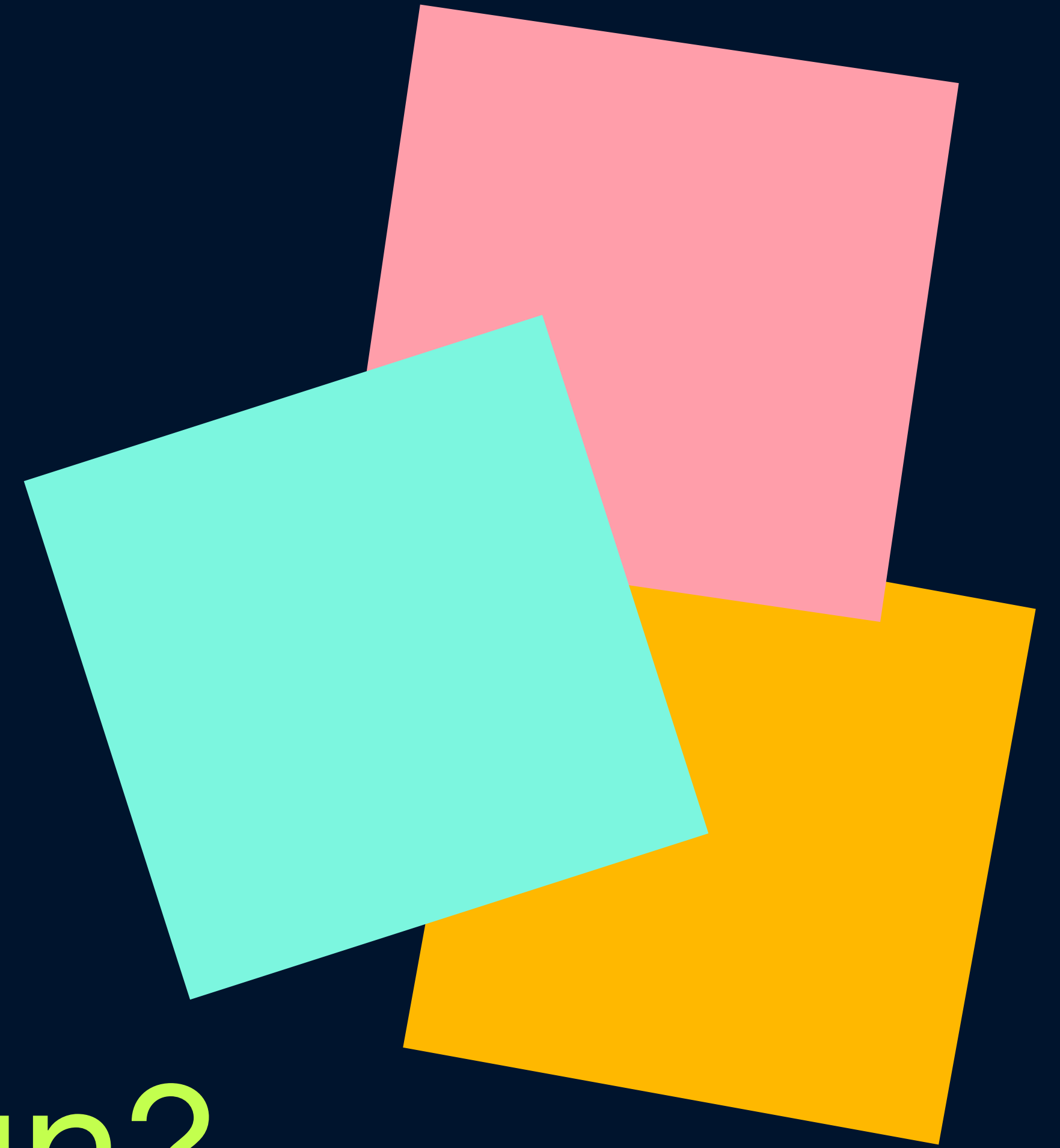


Lecture 1

# Ergonomics - Physical and Cognitive

Introduction:  
What is Good design?

22 August 2025 · Gyan Lakhwani · [gyanlakhwani@gmail.com](mailto:gyanlakhwani@gmail.com) · JS Institute of Design





# RECAP

## Last Friday

12 September 2025 · Gyan Lakhwani · [gyanlakhwani@gmail.com](mailto:gyanlakhwani@gmail.com) · JS Institute of Design

# designnyatra

[SCHEDULE](#) [SIDEQUESTS](#) [FRAMES AFTER DARK](#) [DESIGNYATRA ARCHIVES](#) [NEED HELP?](#)

## DESIGN YATRA

4–6 SEPTEMBER 2025  
TAJ CIDADE DE GOA,  
HORIZON

# designnyatra

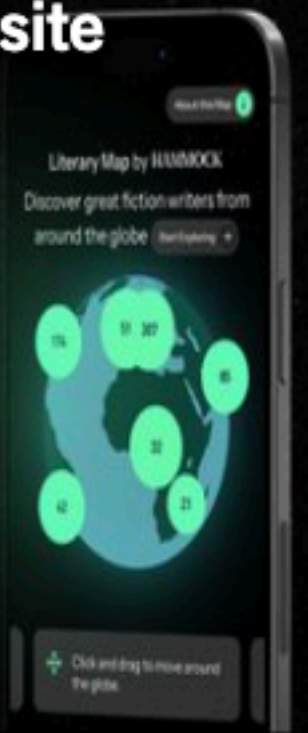
[SCHEDULE](#) [SIDEQUESTS](#) [FRAMES AFTER DARK](#) [DESIGNYATRA ARCHIVES](#) [NEED HELP?](#)

## DESIGN YATRA

4–6 SEPTEMBER 2025  
TAJ CIDADE DE GOA,  
HORIZON

Digital Design  
Digital Products > Website

Literary Map by  
**HAMMOCK**



Baby Blue Elephant

**Literary Map by Hammock  
Mag**  
Hammock Mag  
Public Knowledge Studio

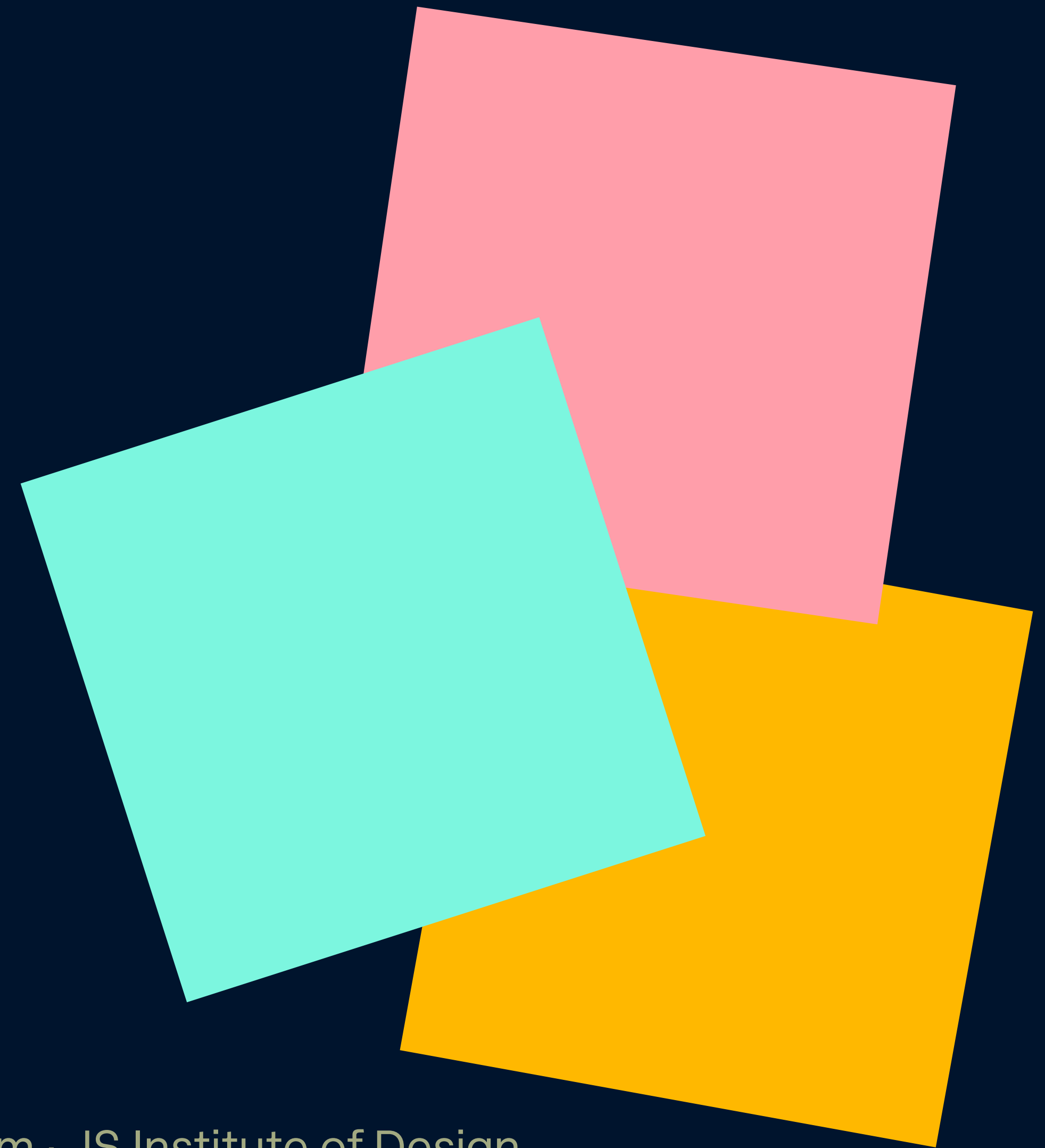


Lecture 3

# Ergonomics - Physical and Cognitive

## Cognitive Ergonomics

12 September 2025 · Gyan Lakhwani · [gyanlakhwani@gmail.com](mailto:gyanlakhwani@gmail.com) · JS Institute of Design





# Cognition

The mental process of acquiring knowledge and understanding through thought, experience, and the senses.

how the brain takes in, processes, and uses information to interact with the world.

It includes:

- thinking
- learning
- memory
- perception
- attention
- language
- decision-making
- problem-solving



# **The Magical Number Seven, Plus or Minus Two: Some Limits on our Capacity for Processing Information**

## **Author(s):**

**George A. Miller (1956)**

## **Source:**

**First published in *Psychological Review*, 63, 81-97.**

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## **The Magical Number Seven, Plus or Minus Two: Some Limits on our Capacity for Processing Information**[\[1\]](#)

**George A. Miller (1956)**

*Harvard University*

First published in *Psychological Review*, 63, 81-97.

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My problem is that I have been persecuted by an integer. For seven years this number has followed me around, has intruded in my most private data, and has assaulted me from the pages of our most public journals. This number assumes a variety of disguises, being sometimes a little larger and sometimes a little smaller than usual, but never changing so much as to be unrecognizable. The persistence with which this number plagues me is far more than a random accident. There is, to quote a famous senator, a design behind it, some pattern governing its appearances. Either there really is something unusual about the number or else I am suffering from delusions of persecution.

I shall begin my case history by telling you about some experiments that tested how accurately people can assign numbers to the magnitudes of various aspects of a stimulus. In the traditional language of psychology these would be called experiments in absolute judgment. Historical accident, however, has decreed that they should have another name. We now call them experiments on the capacity of people to transmit information. Since these experiments would not have been done without the appearance of information theory on the psychological scene, and since the results are analyzed in terms of the concepts of information theory, I shall have to preface my discussion with a few remarks about this theory.

**Information Measurement**

## Information Theory

# 1 Bit of Information

1 0

Yes No

## Information Theory

**Is the person taller than 5'6"?**

**1 0**

**Yes No**



## Information Theory

**Is the person taller than 5'6"?**

**Is the person male?**

**00 01 10 11**

**No-No, No-Yes, Yes-No, Yes-Yes**

**I will show you some  
numbers for 5 seconds - try  
and memorise them.**

**7 2 9 5 4 8 3**



**What were the numbers?**



**How did you remember them?**

**Ready for the next one?**

**0 1 1 8 9 9 9 8 8 1**  
**9 9 9 1 1 9 7 2 5 3**



**What were the numbers?**

**Was this harder?**

- ✦ Miller found that the human brain is good at remembering up to 7 items at once in working memory, past which error rates increase.
- ✦ This holds true for different types of stimulus like sounds, taste, numbers, etc.
- ✦ This working memory can be increased a little by “chunking” each item.
- ✦ More modern research suggests this number is more like 4 chunks.



**Ready for the next one?**

**9 1 7 9 8 2 1 2 1 5 4 6**



**How about now?**

**(+91) 79—8212—1546**

**What would I need to  
know to design the  
Aeron chair so that it  
is comfortable for  
everyone?**





# Anthropometry

Refers to the measurement of human individuals

- ✦ ánthrōpos: 'human'
- ✦ métron: 'measure'

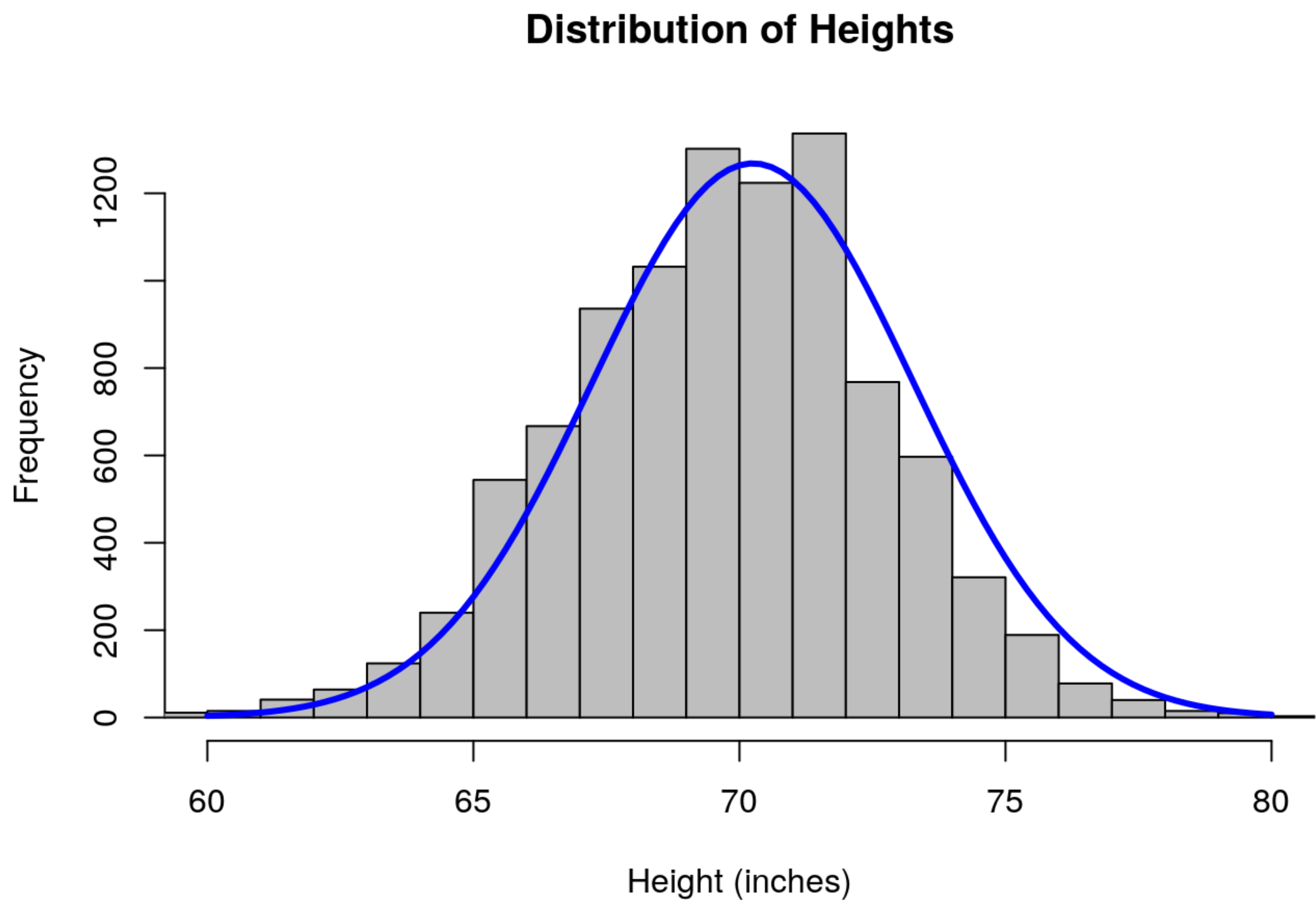
Relevant for industrial design, clothing design, ergonomics and architecture where statistical data about the distribution of body dimensions in the population are used to optimize products.

# Sampling

It may not be possible to get data for every person, so we use some people as a representation of the population.

# Distribution of Heights of Men in USA

Below is a histogram showing the distribution of heights from a sample of 9569 randomly selected men who participated in a CDC study. The superimposed blue curve is a normal distribution that models the histogram.





For physical ergonomics we discussed how anthropometry can help with making decisions about designing physical environments.

| Dimension              | Male       |      |      | Female |      |      |
|------------------------|------------|------|------|--------|------|------|
|                        | Percentile |      |      |        |      |      |
|                        | 5th        | 50th | 95th | 5th    | 50th | 95th |
| Stature                | 1560       | 1655 | 1750 | 1450   | 1530 | 1610 |
| Eye height             | 1445       | 1540 | 1635 | 1350   | 1425 | 1500 |
| Shoulder height        | 1250       | 1340 | 1430 | 1075   | 1145 | 1215 |
| Elbow height           | 965        | 1035 | 1105 | 895    | 955  | 1015 |
| Hip height             | 765        | 830  | 895  | 700    | 755  | 810  |
| Sitting height         | 850        | 900  | 950  | 800    | 845  | 890  |
| Sitting eye height     | 735        | 785  | 835  | 690    | 735  | 780  |
| Sitting elbow height   | 220        | 260  | 300  | 215    | 250  | 285  |
| Thigh thickness        | 110        | 135  | 160  | 105    | 130  | 155  |
| Buttock-knee length    | 500        | 550  | 600  | 485    | 530  | 575  |
| Buttock-popliteal      | 410        | 470  | 510  | 405    | 450  | 495  |
| Knee height            | 450        | 490  | 530  | 420    | 450  | 480  |
| Popliteal height       | 360        | 400  | 440  | 325    | 360  | 395  |
| Shoulder breadth       | 405        | 440  | 475  | 365    | 395  | 425  |
| Hip breadth            | 280        | 305  | 330  | 270    | 305  | 340  |
| Elbow span             | 790        | 870  | 950  | 715    | 780  | 845  |
| Vertical reach (stand) | 1805       | 1940 | 2075 | 1680   | 1795 | 1910 |
| Vertical reach (sit)   | 1105       | 1185 | 1265 | 1030   | 1095 | 1160 |



For physical ergonomics we discussed how anthropometry can help with making decisions about designing physical environments.

What about cognitive ergonomics? What could we measure?

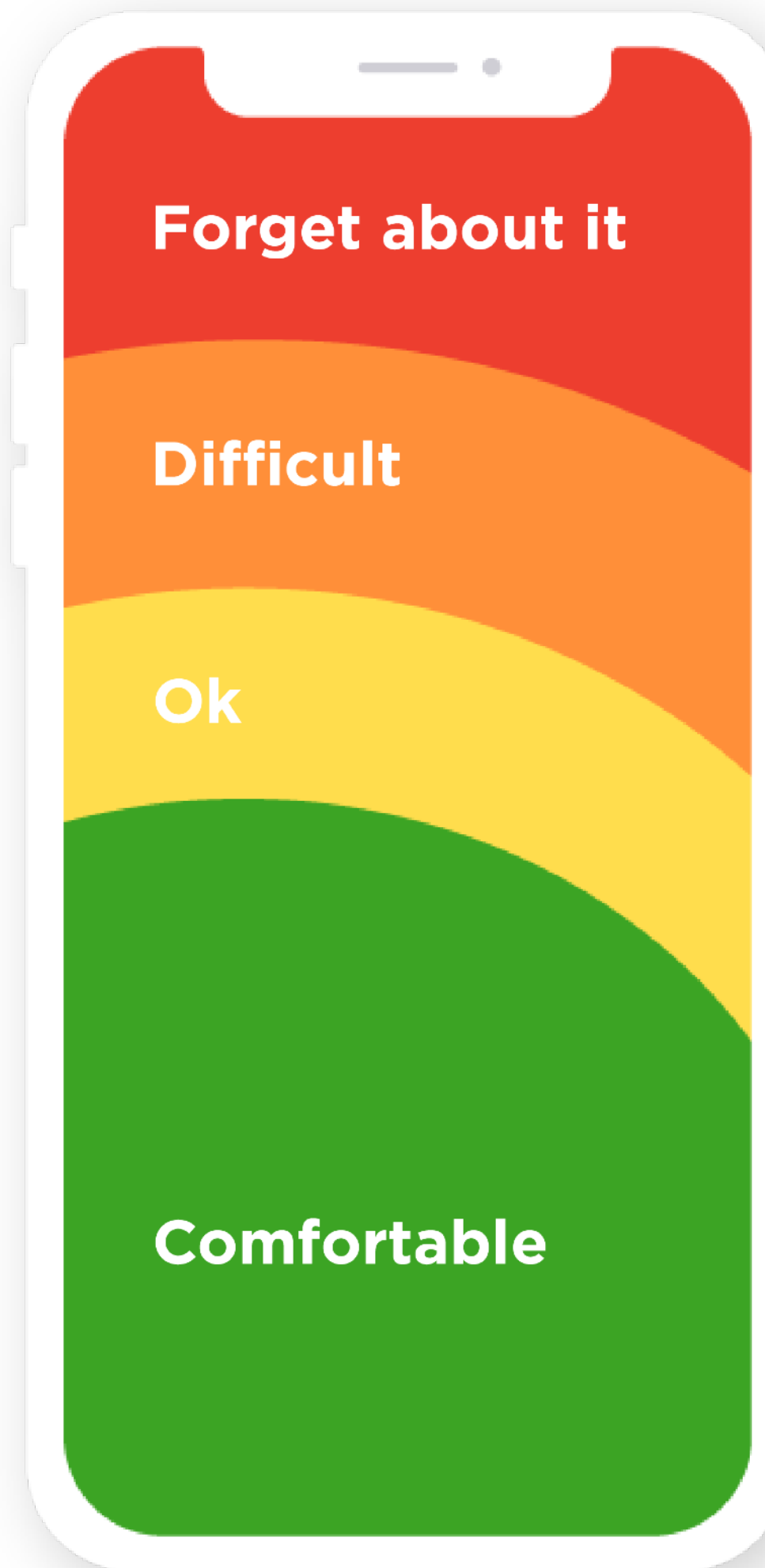
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|------------------------|------------|------|------|--------|------|------|
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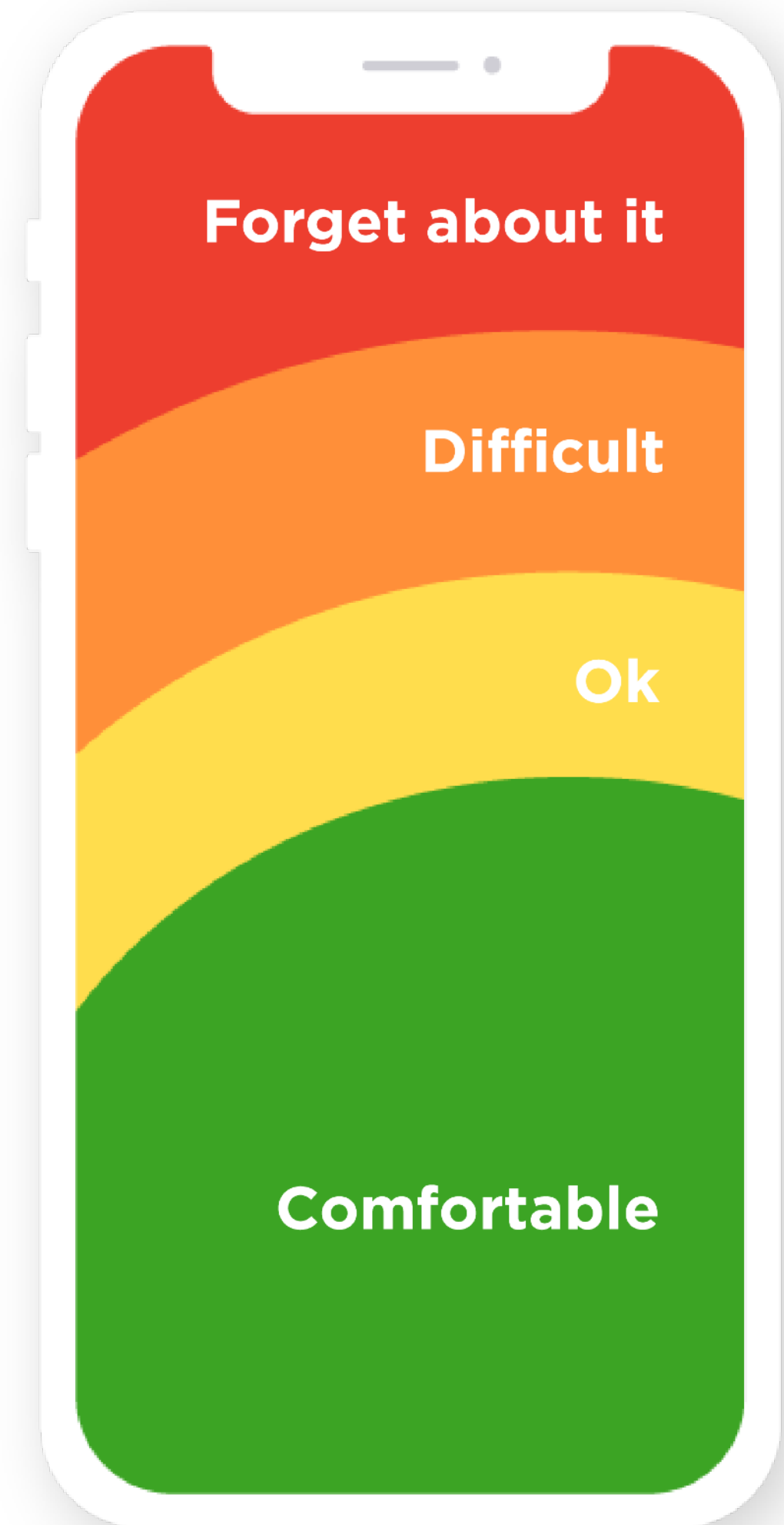
What would I need to know to design digital apps so that they are comfortable for **everyone**?



(Some physical ergonomics factors are still relevant)



Left hand



Right hand

What would I need to know to design digital apps so that they are comfortable for **everyone**?

But we'll talk more about  
cognition today.

What would I need to  
know to design  
digital apps so that  
they are comfortable  
for **everyone**?





## Visual Perception

**Do we perceive the  
world exactly how it is?**



## Visual Perception

**Do we perceive the  
world exactly how it is?**



# Signal vs Noise

- Using special properties of the visual system to help us think.
- Your visual system is good at specific tasks.
- All visualizations are made from a series of compromises.





**Visual Perception**

# **Stroop Test**

Read out words in the text  
and ignore the colors.



Orange Blue Green Pink Orange Purple Pink  
Purple Yellow Green Blue Green Blue Purple  
Yellow Orange Gray Red White Red Pink  
Blue Gray Red Blue Orange Red Blue  
Purple Red Purple Orange Gray Red Green  
Blue Purple Pink Yellow Pink Green Yellow  
Orange Yellow Red Yellow Pink Orange Green  
Purple Gray Red Orange Green Blue Green  
Pink Gray Red Yellow Purple Blue White  
Pink Blue Green Purple Yellow Gray Yellow

Orange Blue Green Pink Orange Purple Pink  
Purple Yellow Green Blue Green Blue Purple  
Yellow Orange Gray Red White Red Pink  
Blue Gray Red Blue Orange Red Blue  
Purple Red Purple Orange Gray Red Green  
Blue Purple Pink Yellow Pink Green Yellow  
Orange Yellow Red Yellow Pink Orange Green  
Purple Gray Red Orange Green Blue Green  
Pink Gray Red Yellow Purple Blue White  
Pink Blue Green Purple Yellow Gray Yellow

Visual Perception

# Stroop Test

Why do you think this was  
hard to do?



## Visual Perception

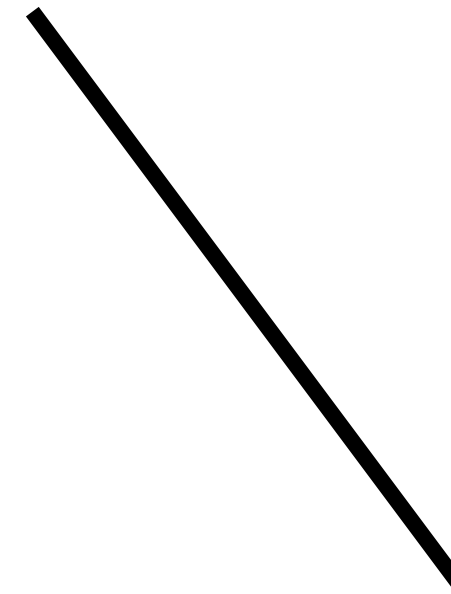
# Stroop Test

Why do you think this was hard to do?

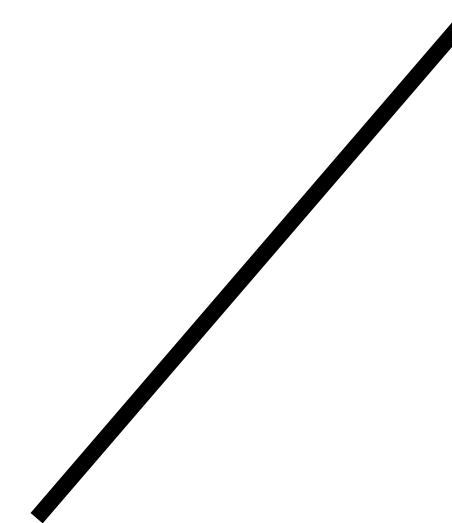
What does the Stroop Test reveal about human perception?

## Visual Perception

**Which line is bigger?**



**Line A**



**Line B**

## Visual Perception

**Which line is bigger?**

Line A



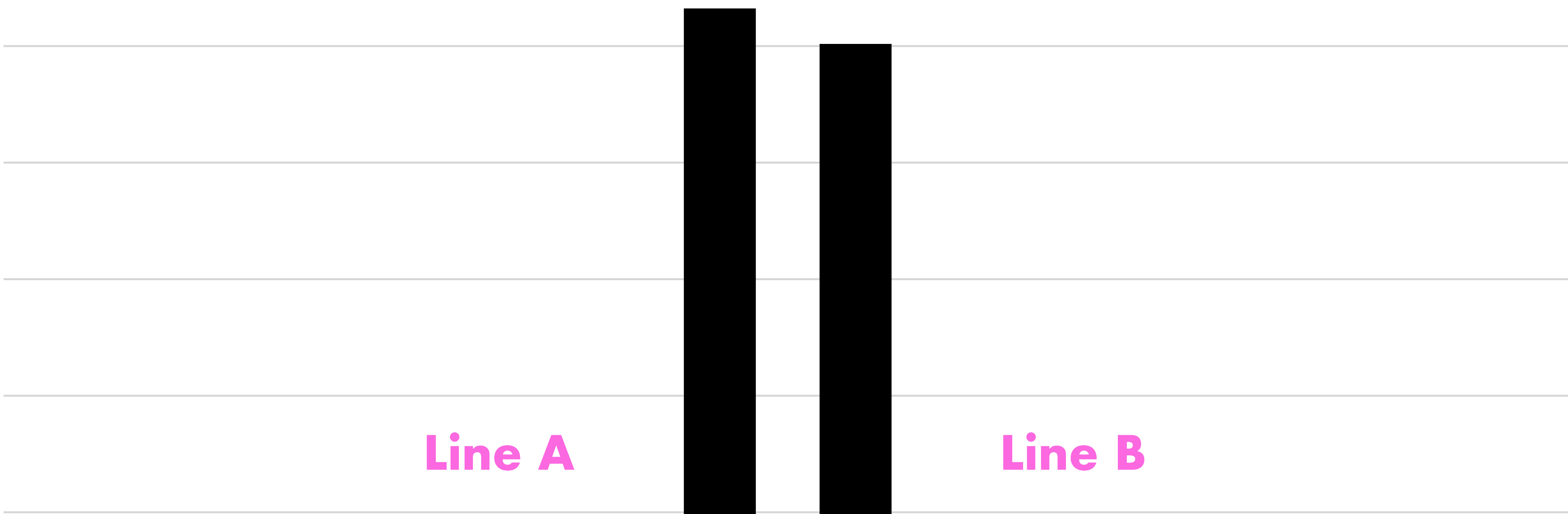
Line B





Visual Perception

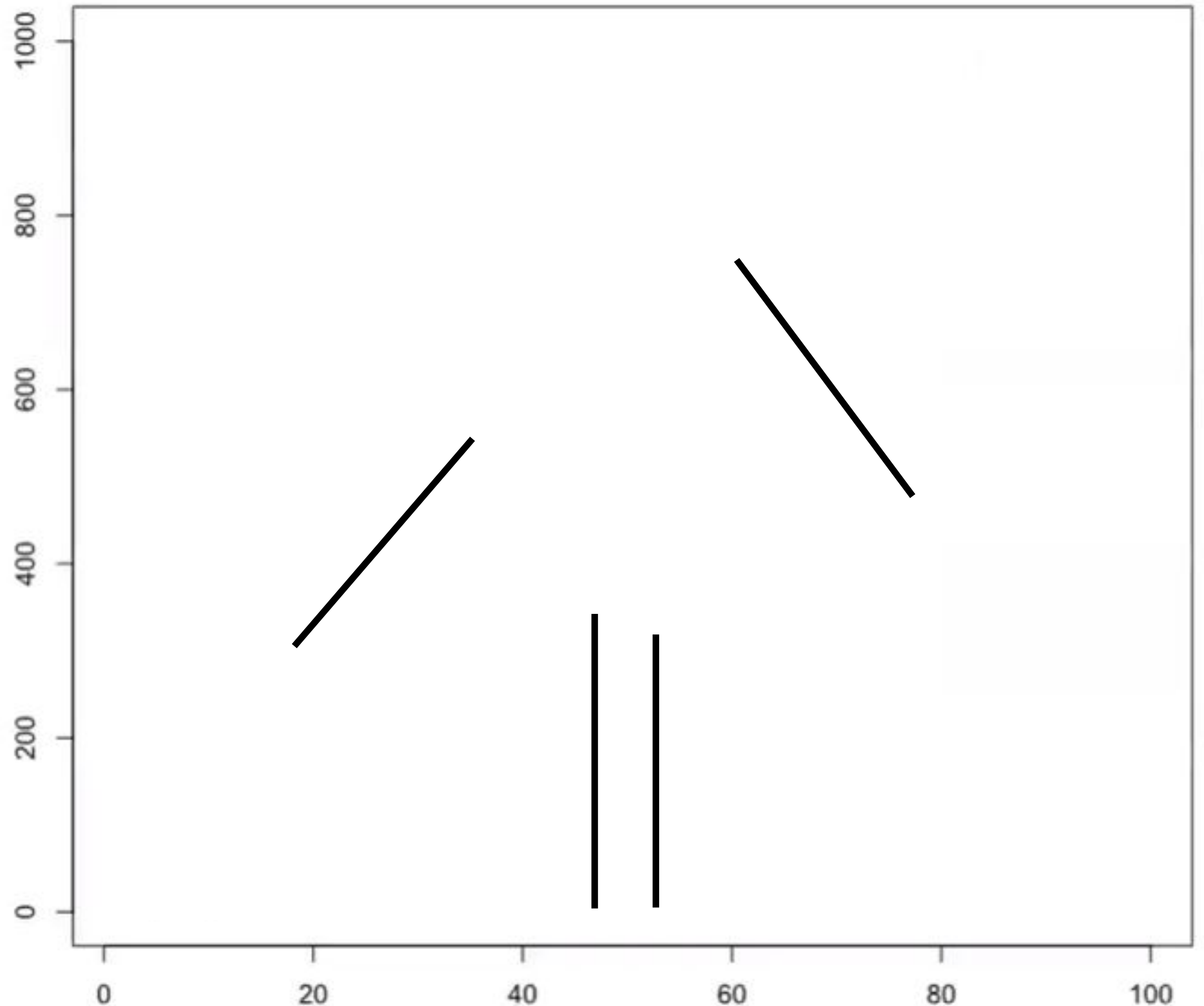
Which line is bigger?



## Visual Perception

**Which line is bigger?**

It is easier to compare widths when 2 lines are compared on the same axis.





## Visual Perception

Which area is bigger?

'JK Rowling'  
or 'Others'?

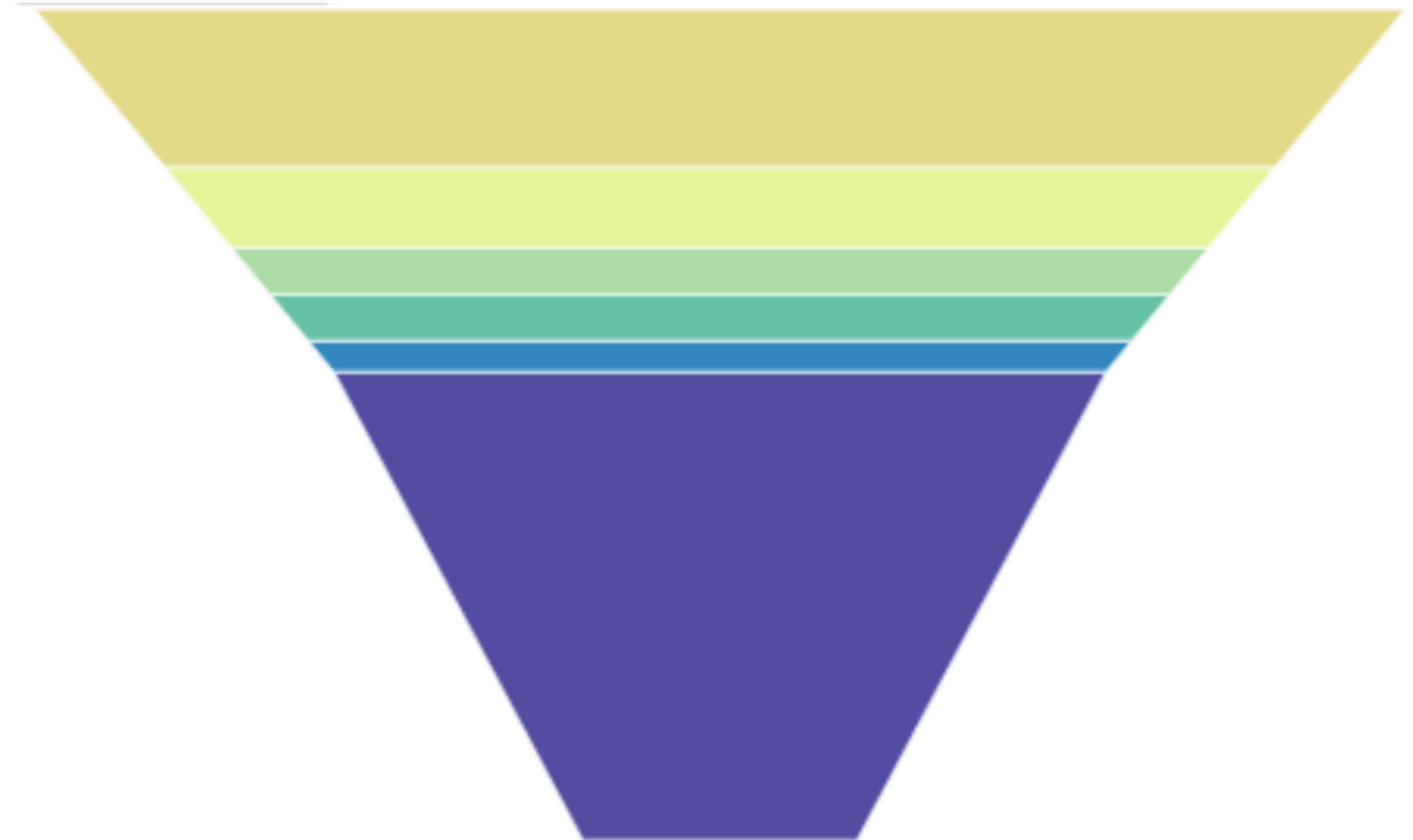


Chart by Isshita Bansal

JK Rowling Dan Brown E.L. James Stephenie Meyer Stieg Larsson Others

## Visual Perception

**Which area is bigger?**



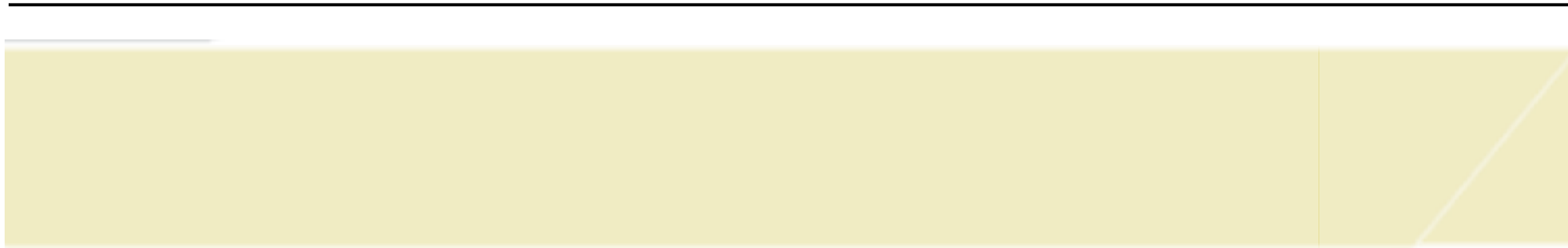
**'JK Rowling'  
or 'Others'?**







1020



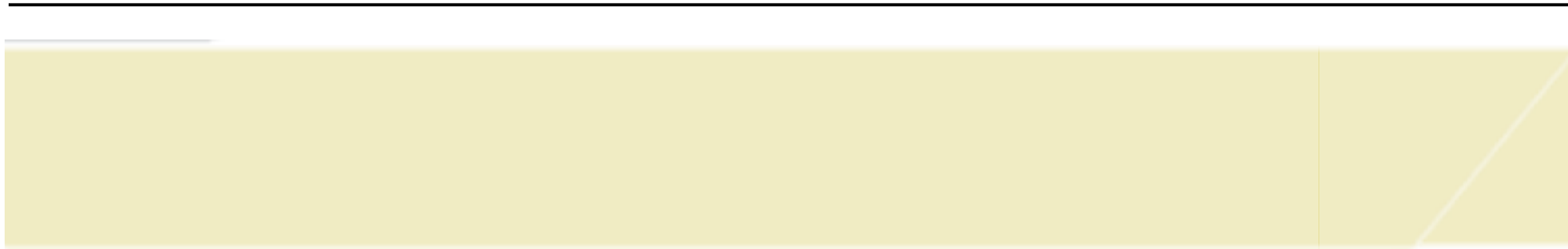
130

430



380

1020



130

**1,32,600**  
sq units

430

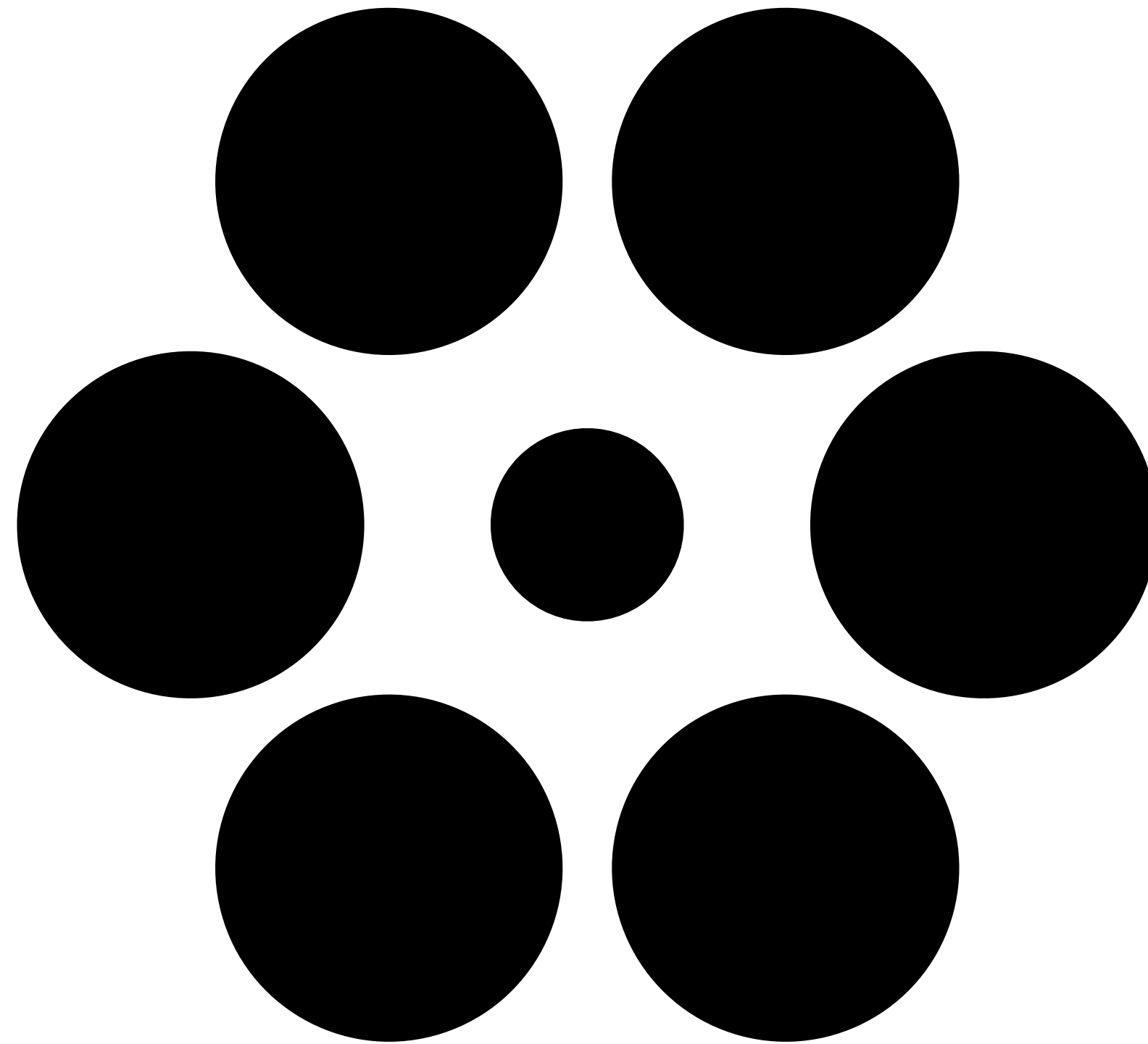


380

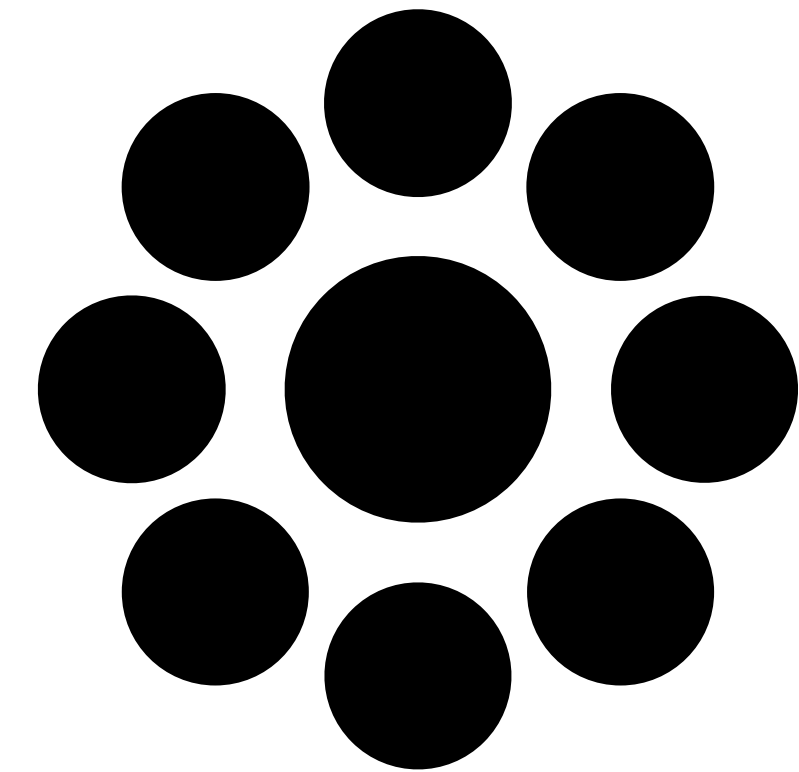
**1,63,400**  
sq units

## Visual Perception

**Which inner  
circle is  
bigger?**



**Circle A**

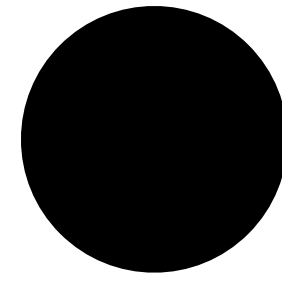


**Circle B**

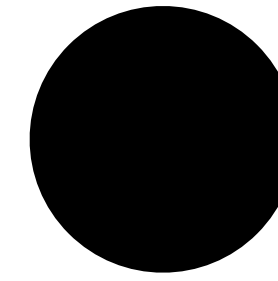


## Visual Perception

**Which inner  
circle is  
bigger?**



**Circle A**

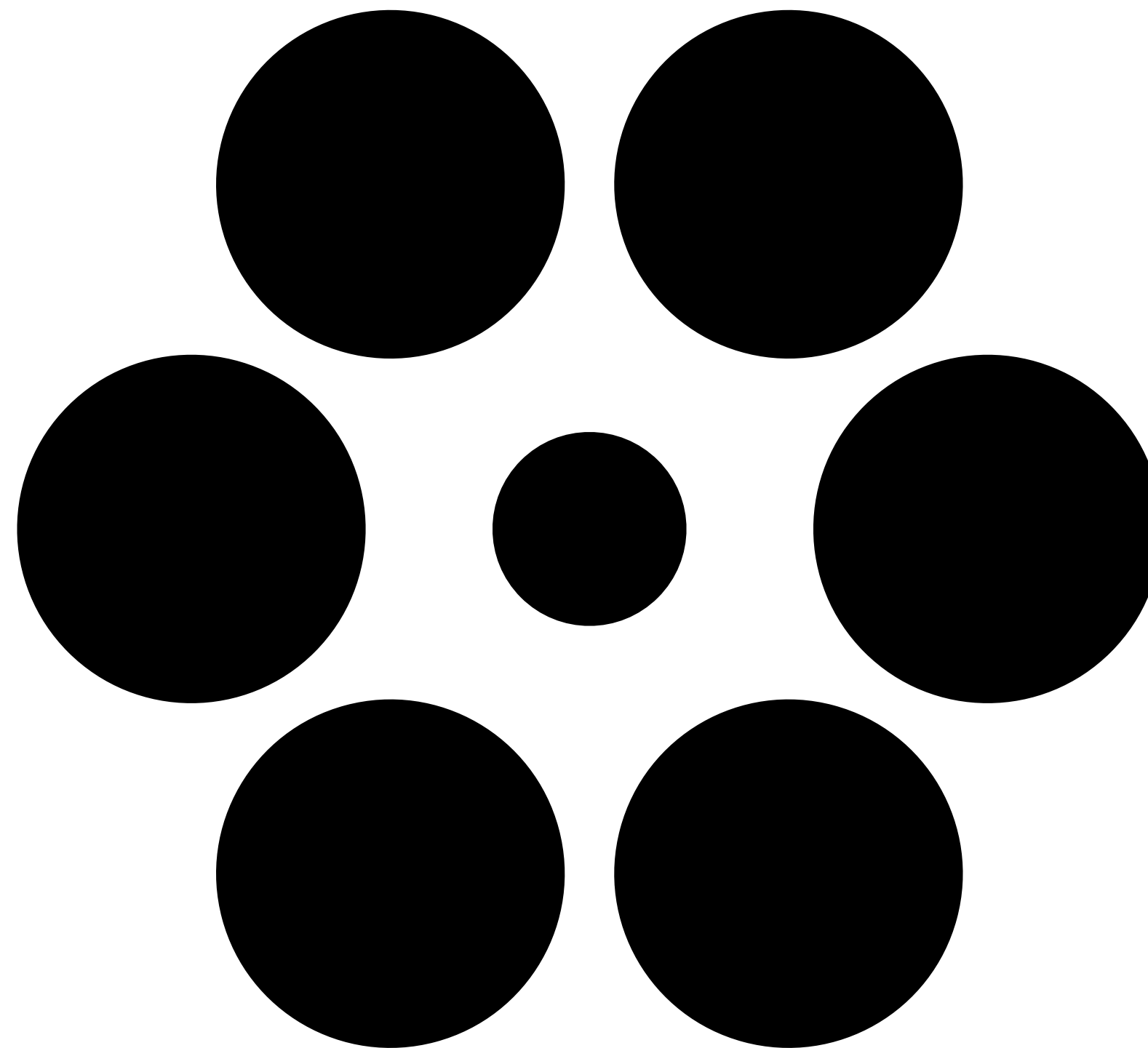


**Circle B**

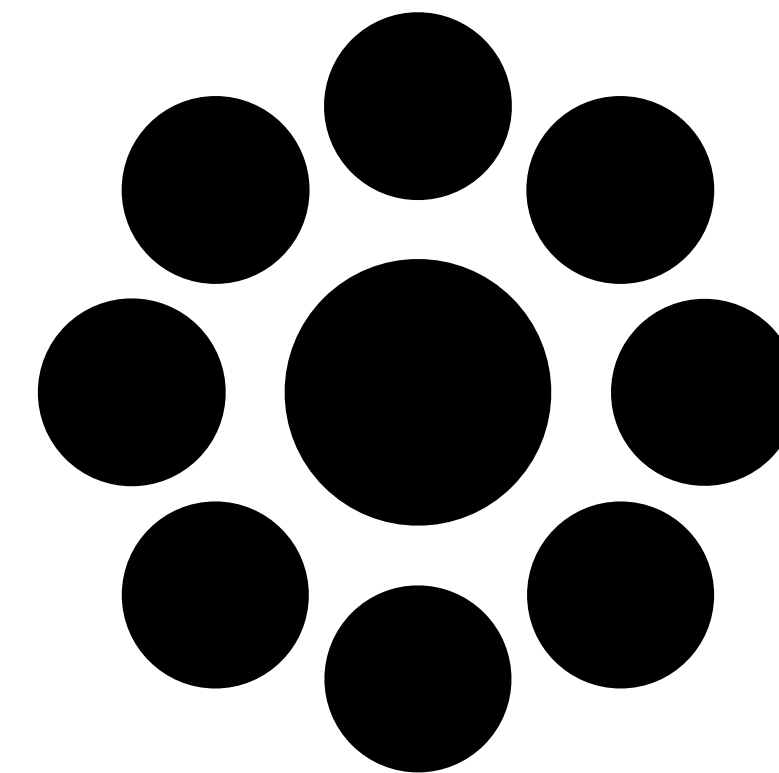
## Visual Perception

**Which inner circle is bigger?**

Neighbouring objects can make an object feel smaller or larger by comparison.



Circle A

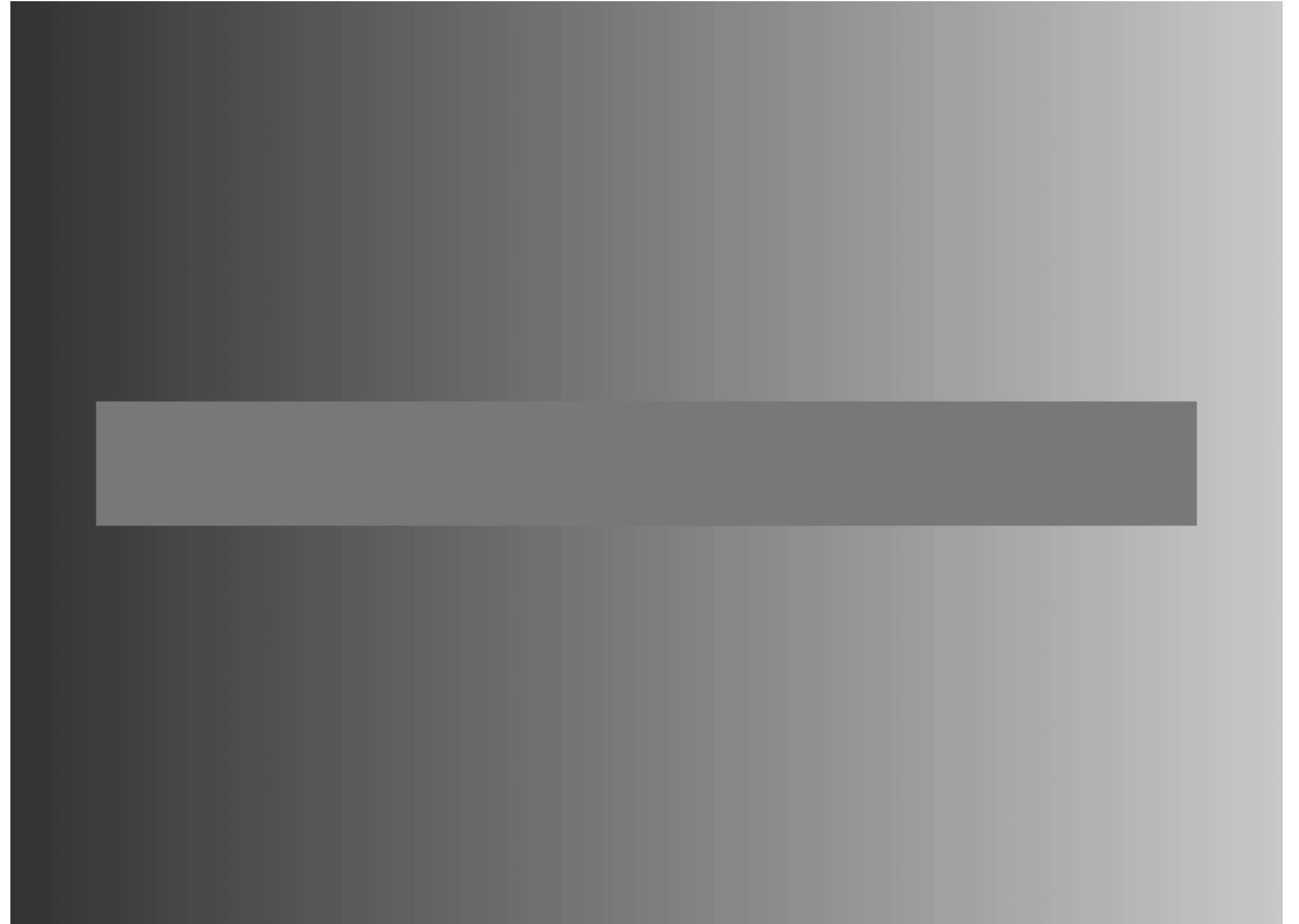


Circle B



**Visual Perception**

**Is the centre  
rectangle a  
gradient?**



## Visual Perception

**Is the centre  
rectangle a  
gradient?**



## Visual Perception

**Is the centre  
rectangle a  
gradient?**





## Visual Perception

**Is the centre  
rectangle a  
gradient?**



Visual Perception

Is the centre  
rectangle a  
gradient?



**#787878**

**Visual Perception**

**Psychophysics**

What do you think this means?



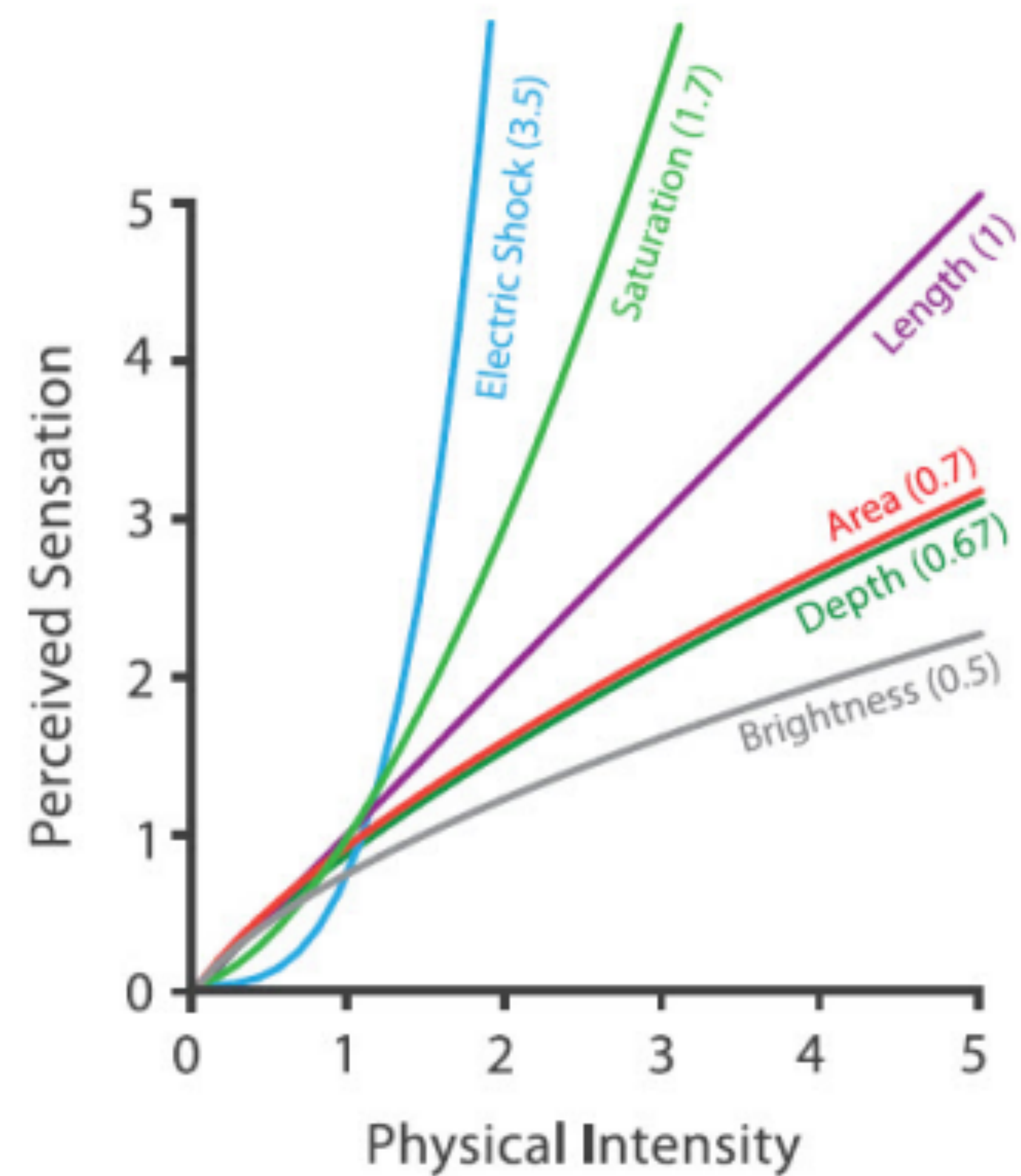
**Visual Perception**

# **Psychophysics**

Branch of psychology that deals with the relations between physical stimuli and mental phenomena.

## Visual Perception

# Steven's Psychophysical Power Law

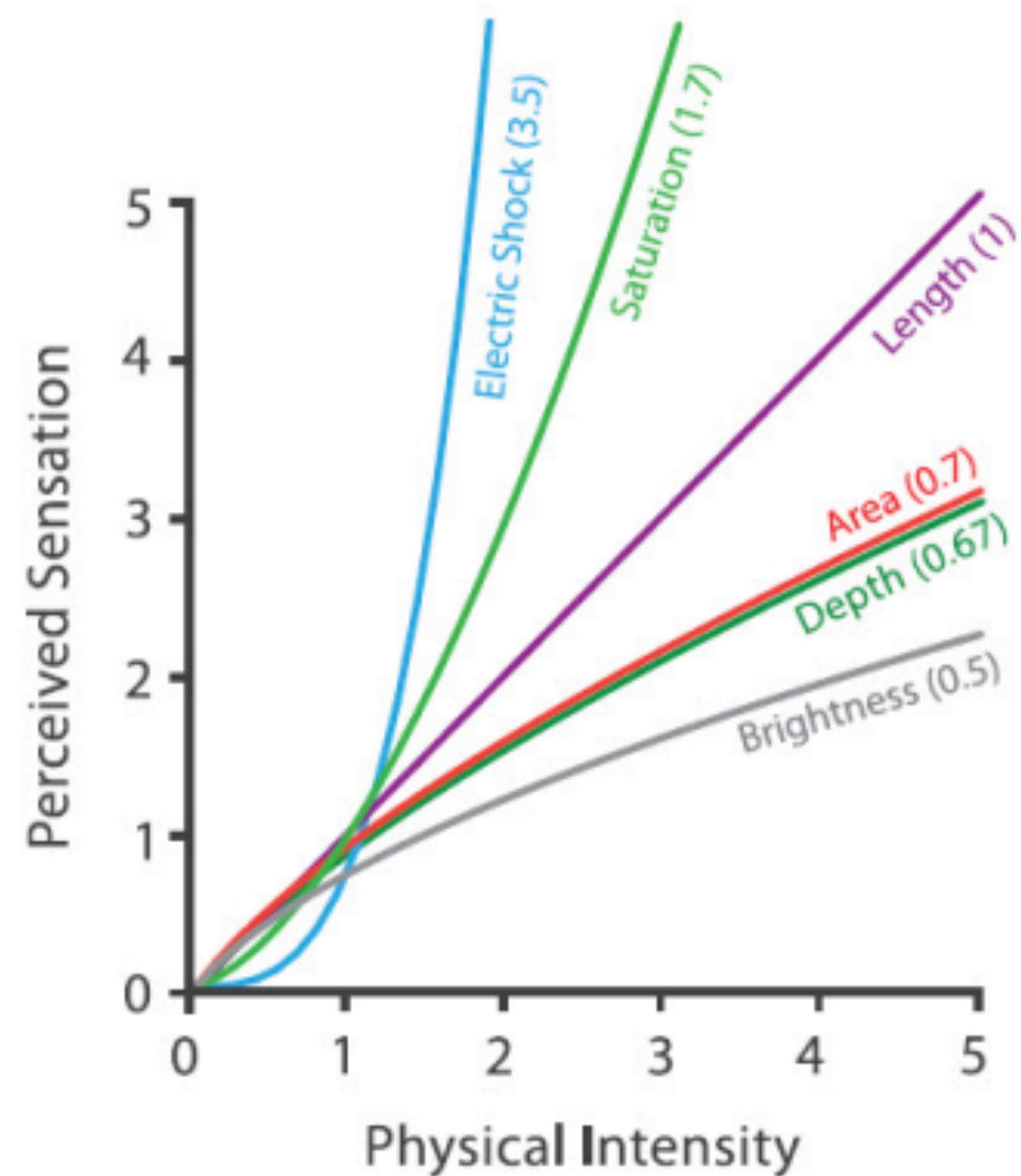




## Visual Perception

# Steven's Psychophysical Power Law

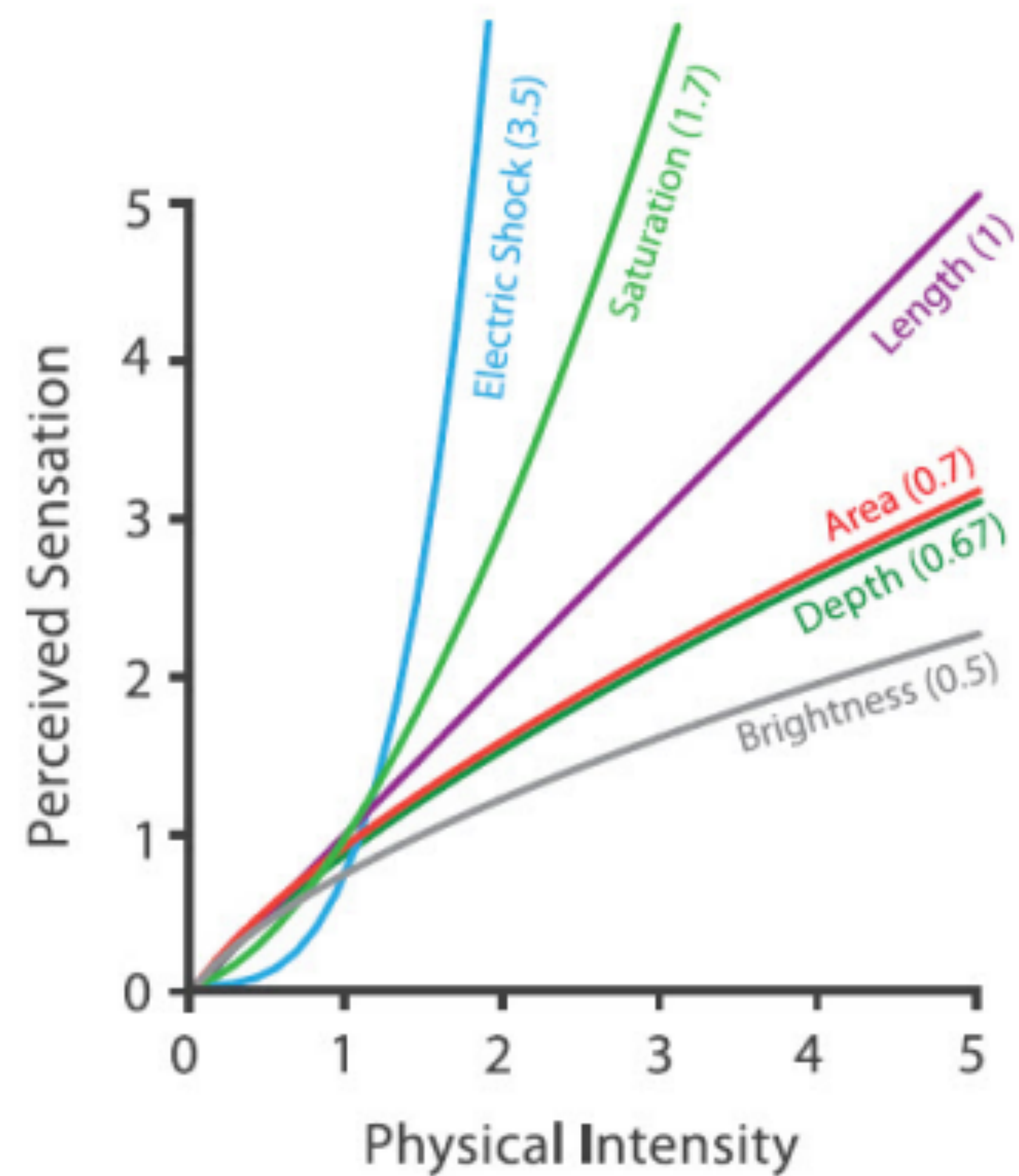
Humans perceive  
different stimulus  
differently.



## Visual Perception

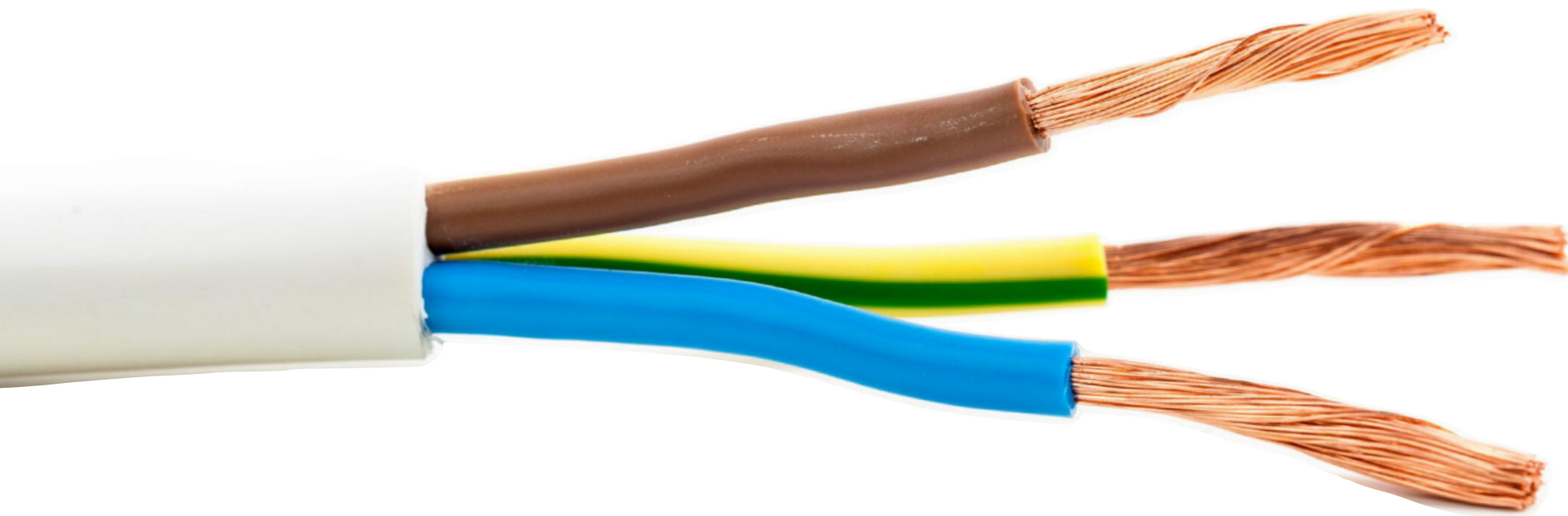
# Steven's Psychophysical Power Law

For eg, small increases in electric current are felt very sharply.

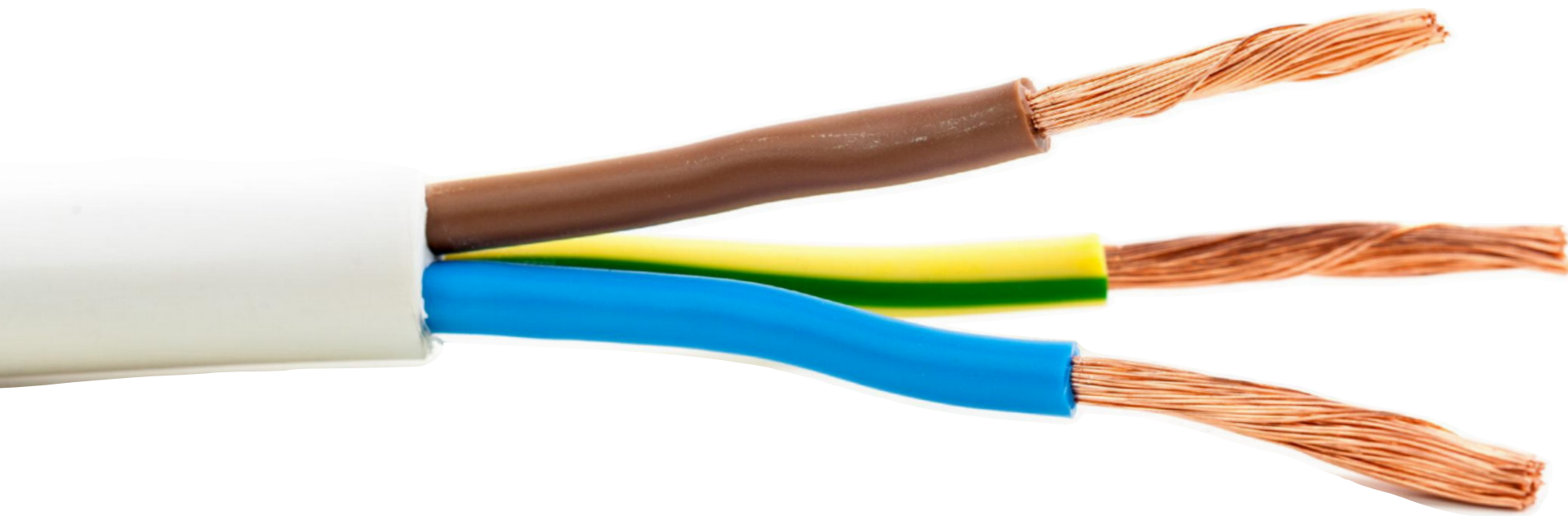


5 milli Amp

Ouch!







**5 milli Amp**

Ouch!

**10 milli Amp**

Can't let go!



100 Lumens

Bright





100 Lumens

Bright

200 Lumens



100 Lumens

Bright

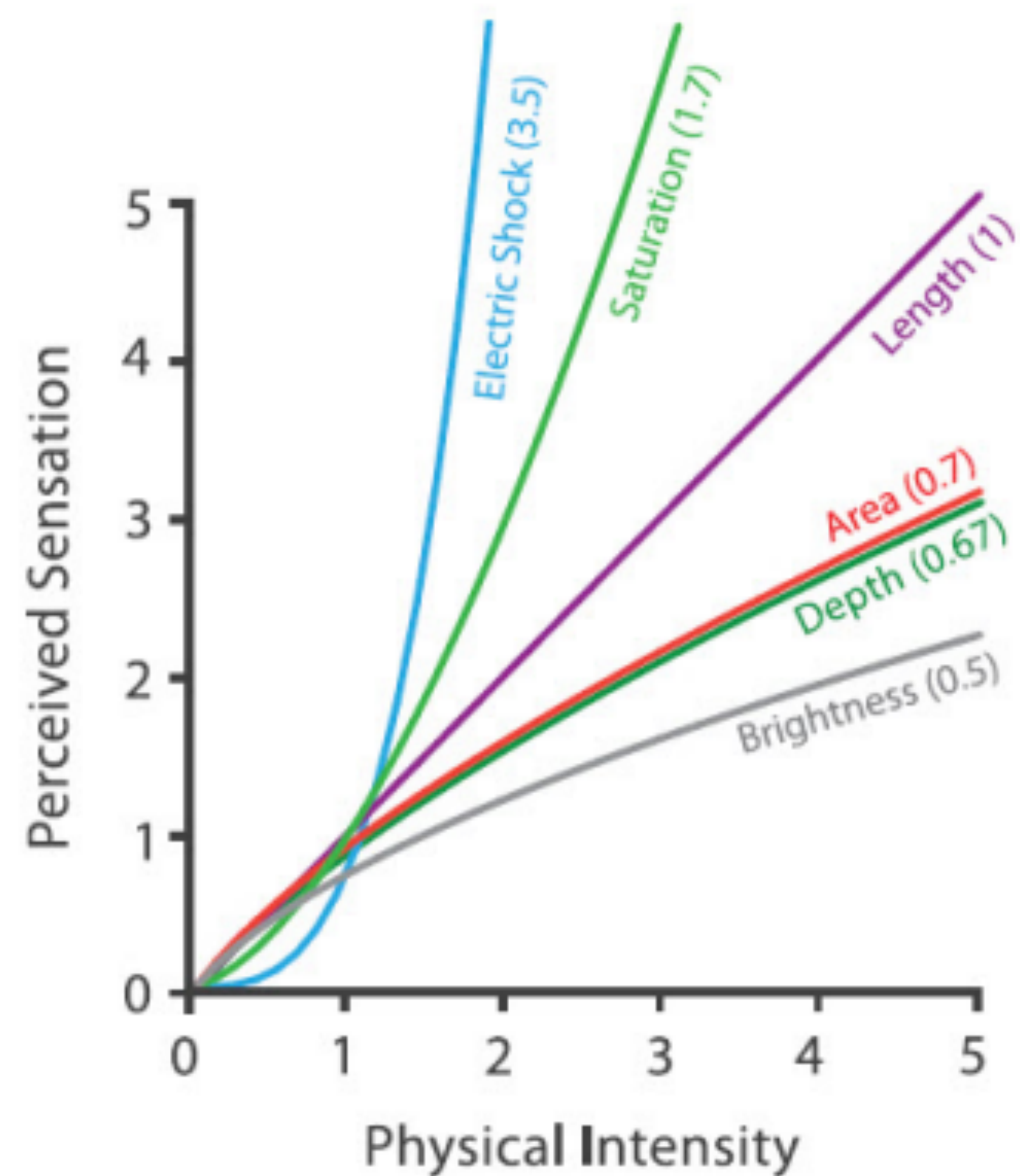
200 Lumens

Only a little brighter

## Visual Perception

# Steven's Psychophysical Power Law

Difference in brightness is harder to tell apart for humans, and the least amount of brightness difference required for two sources to be identifiably different is also higher.





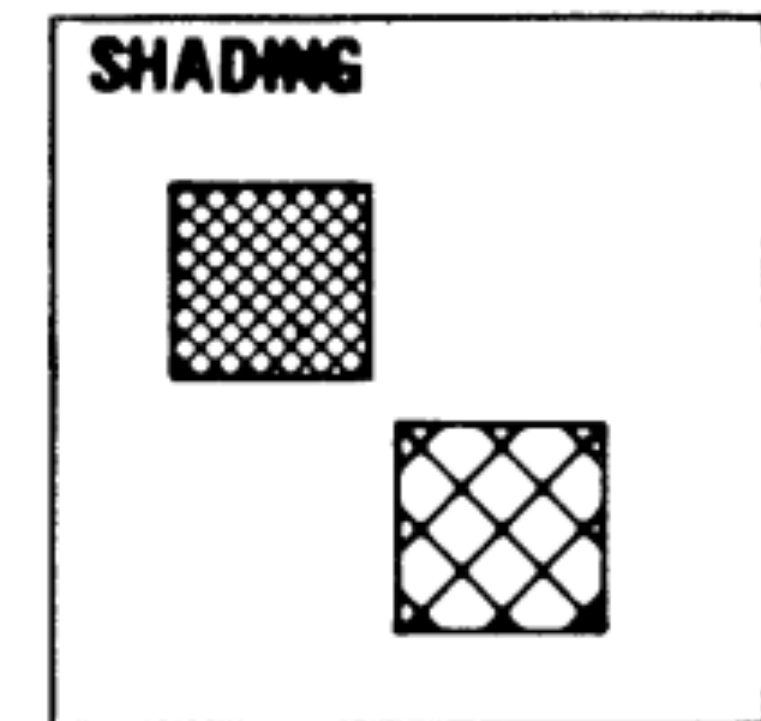
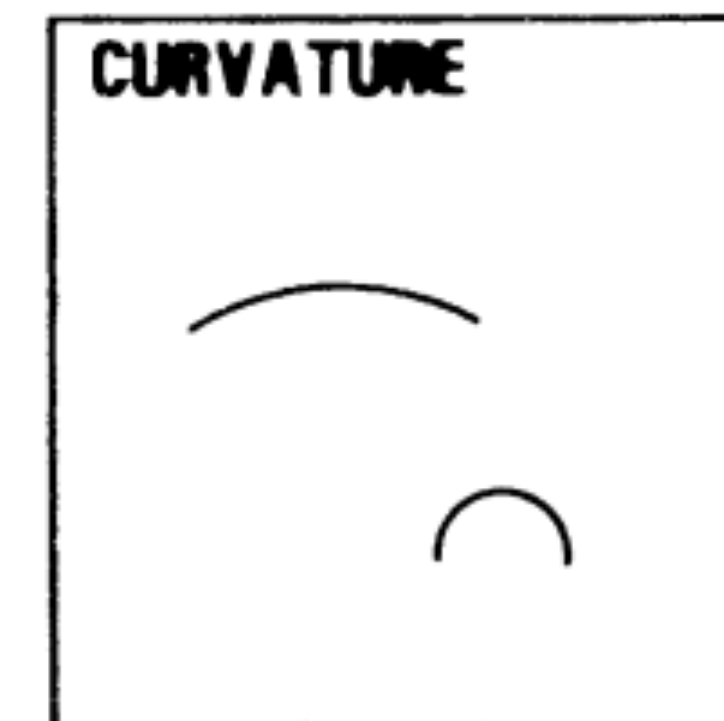
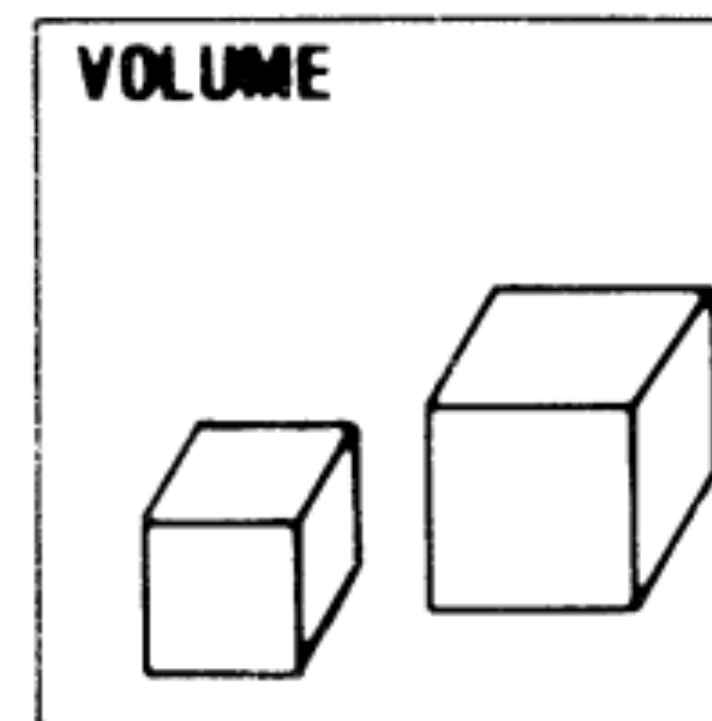
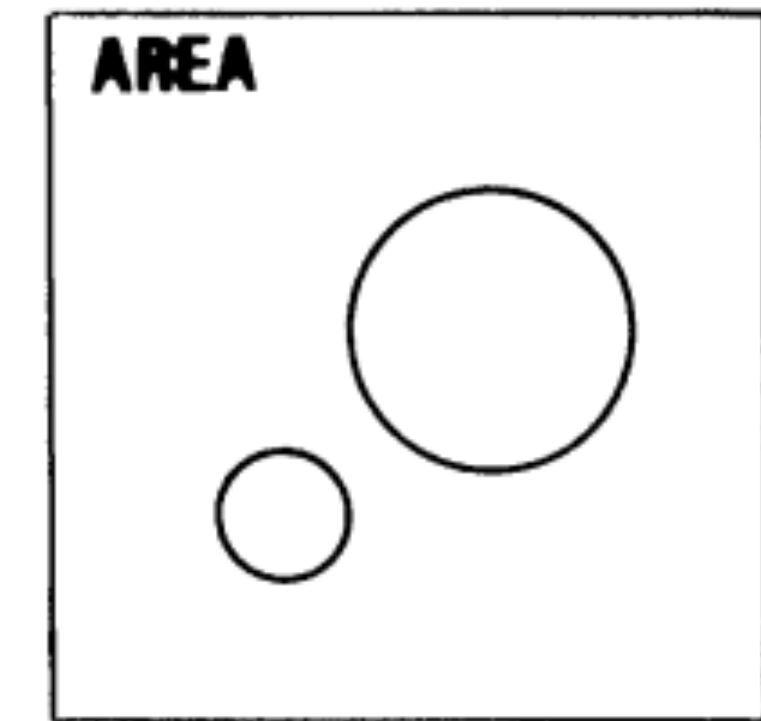
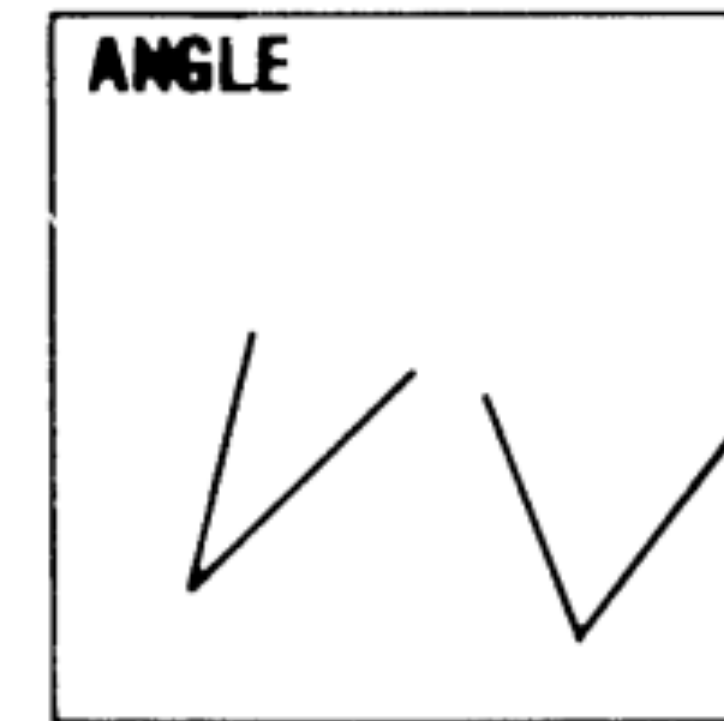
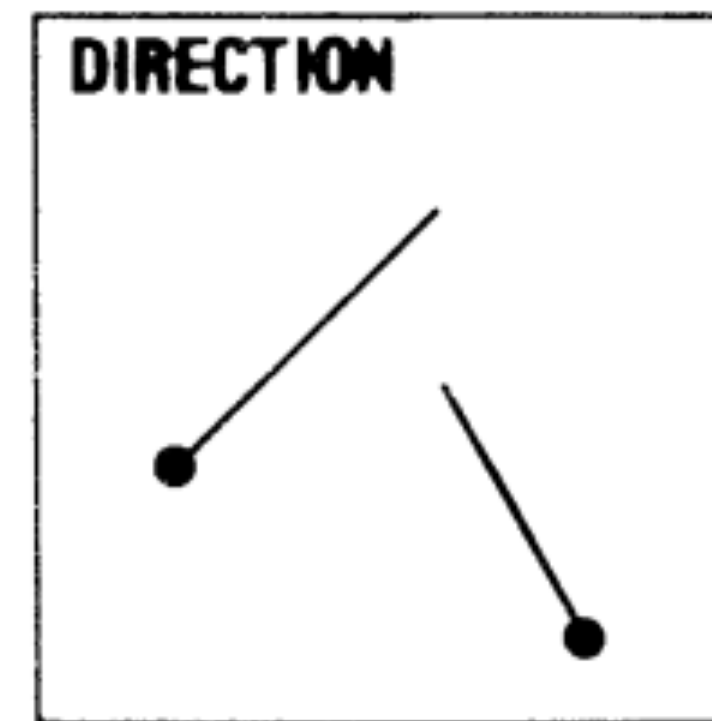
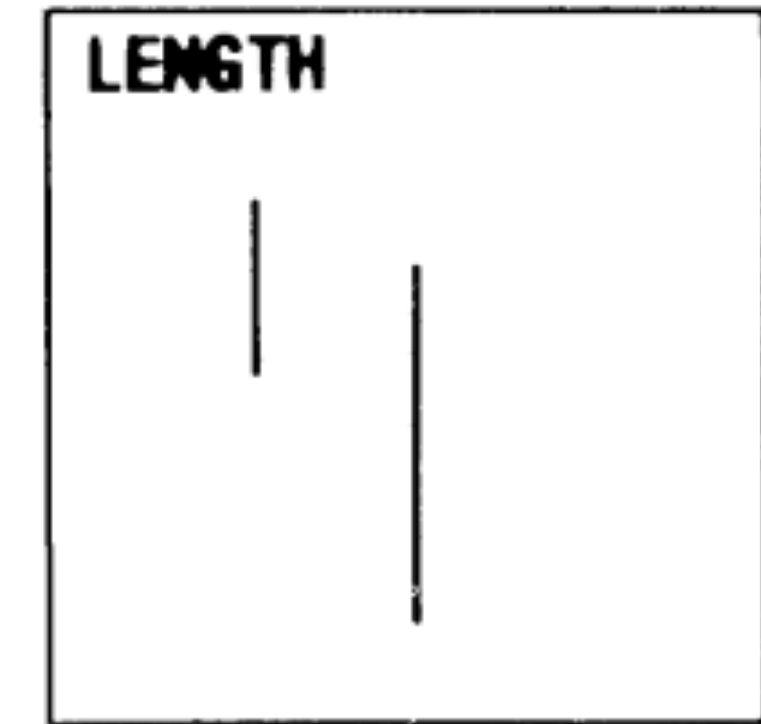
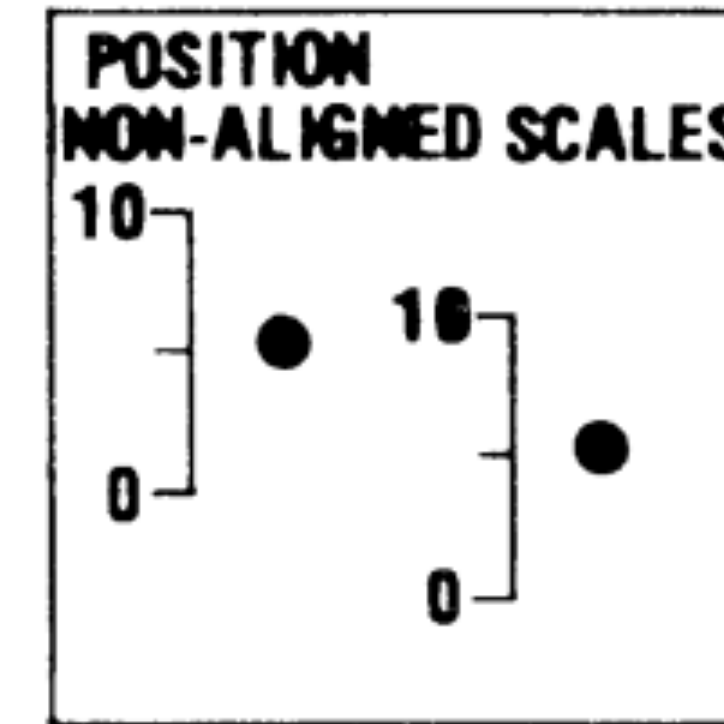
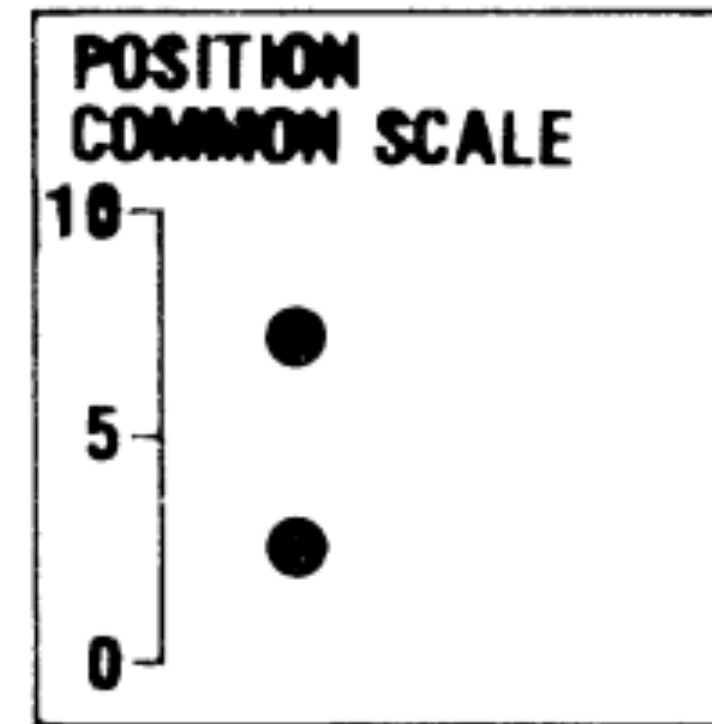
# Graphical Perception: Theory, Experimentation, and Application to the Development of Graphical Methods

## Author(s):

William S. Cleveland and Robert McGill

## Source:

Journal of the American Statistical Association , Sep., 1984, Vol. 79, No. 387 (Sep., 1984), pp. 531-554



**COLOR SATURATION**

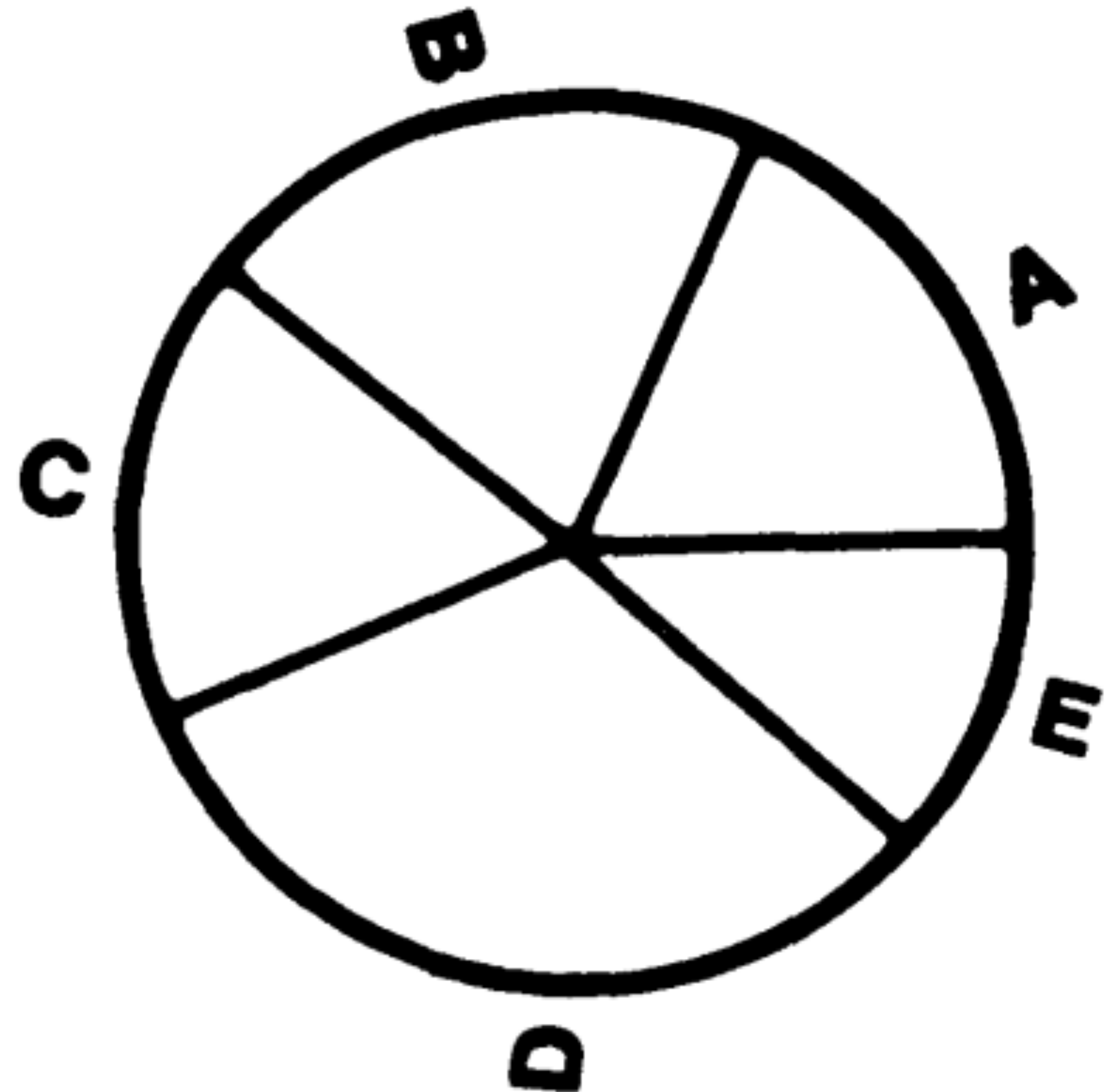
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McGill

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Association , Sep., 1984, Vol. 79,  
No. 387 (Sep., 1984), pp.  
531-554



Is A bigger or C?

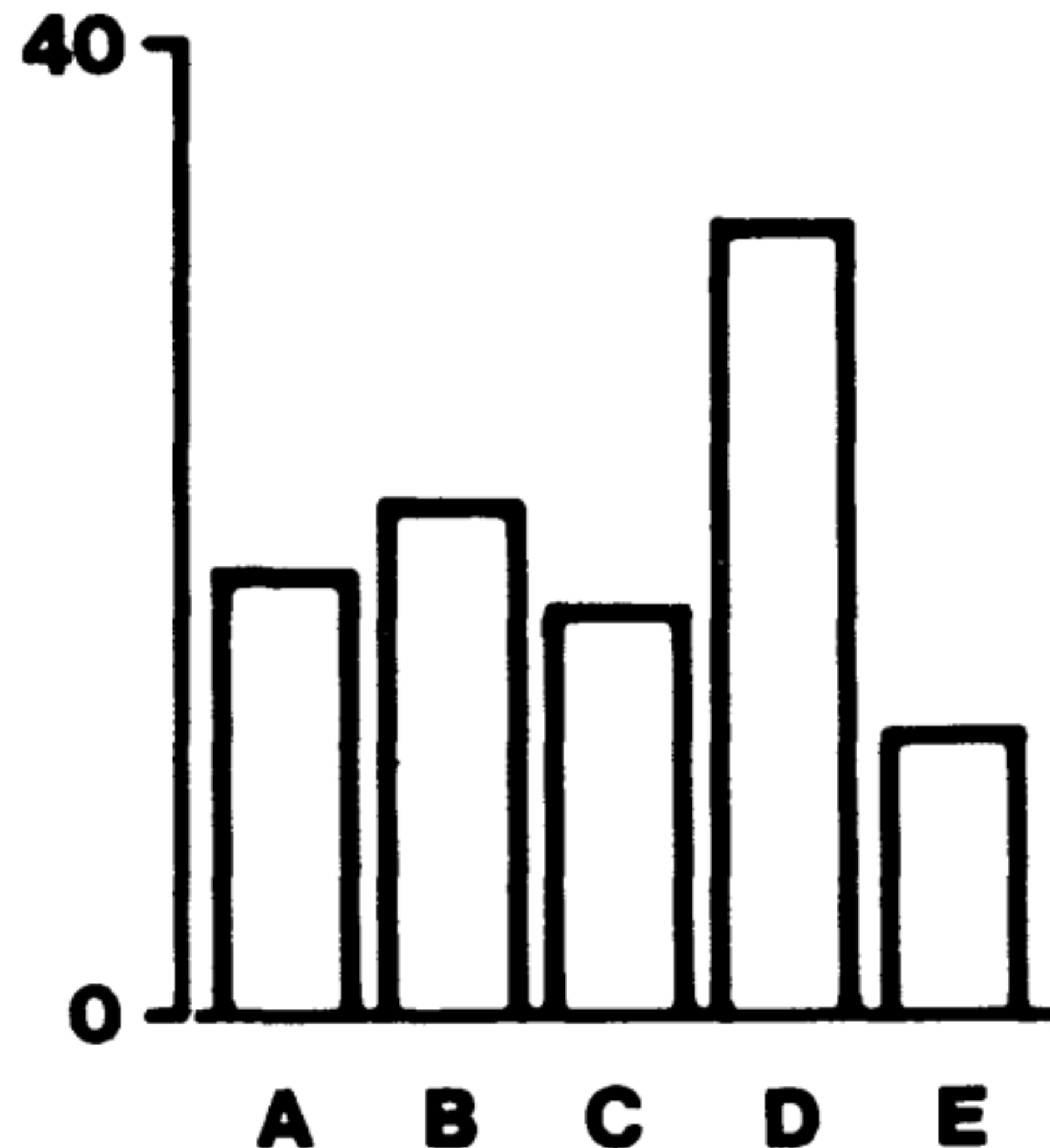
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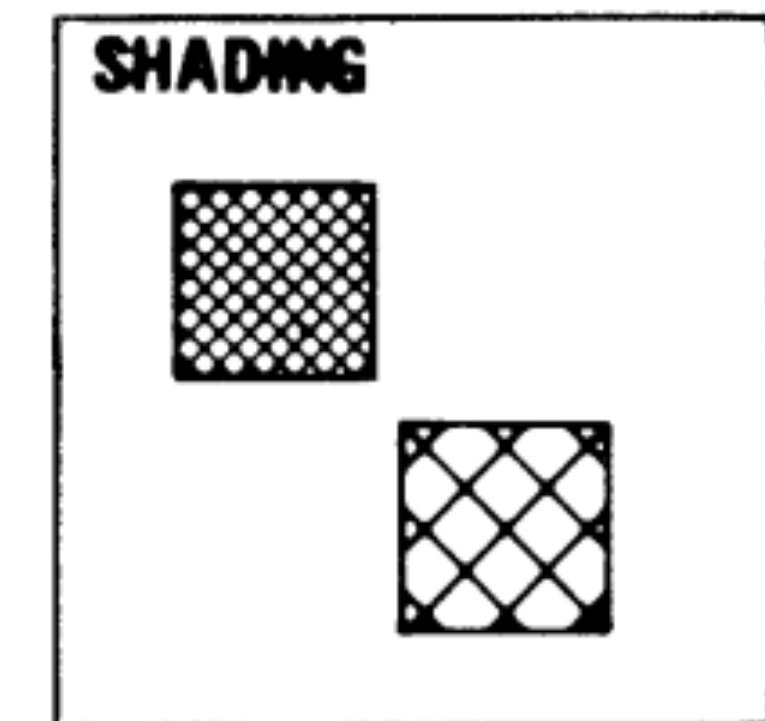
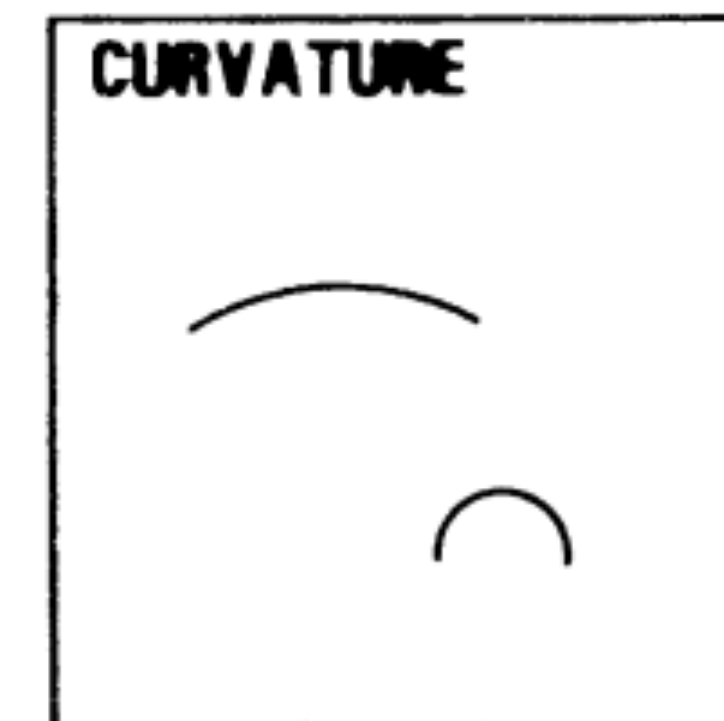
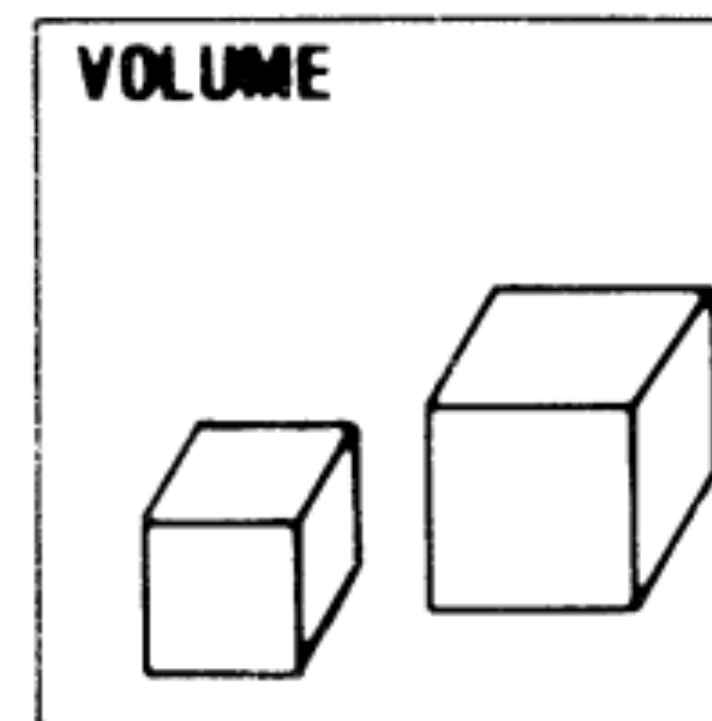
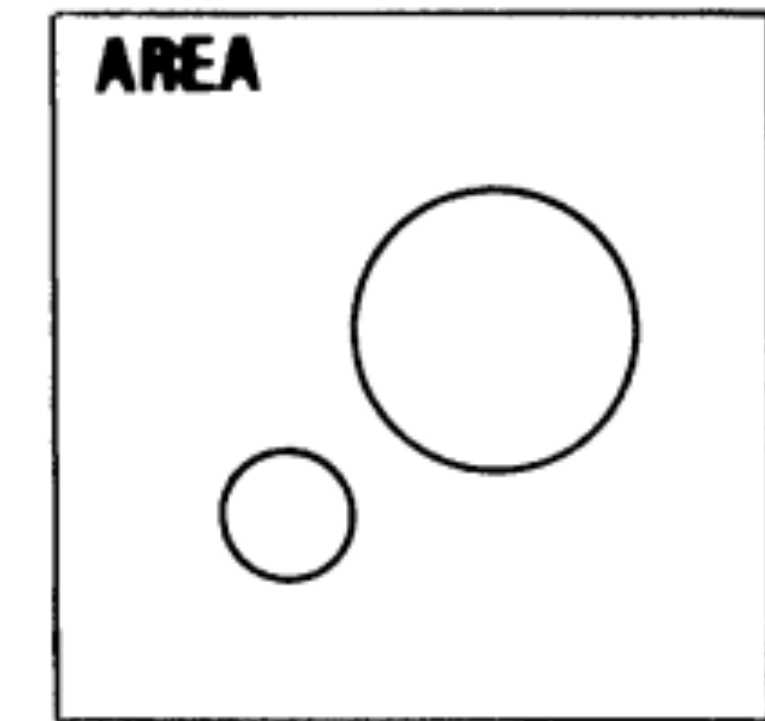
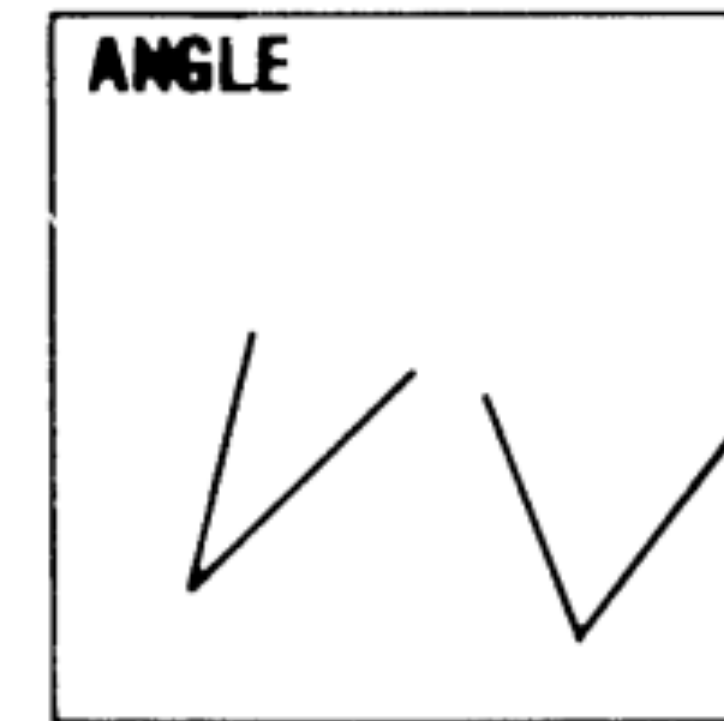
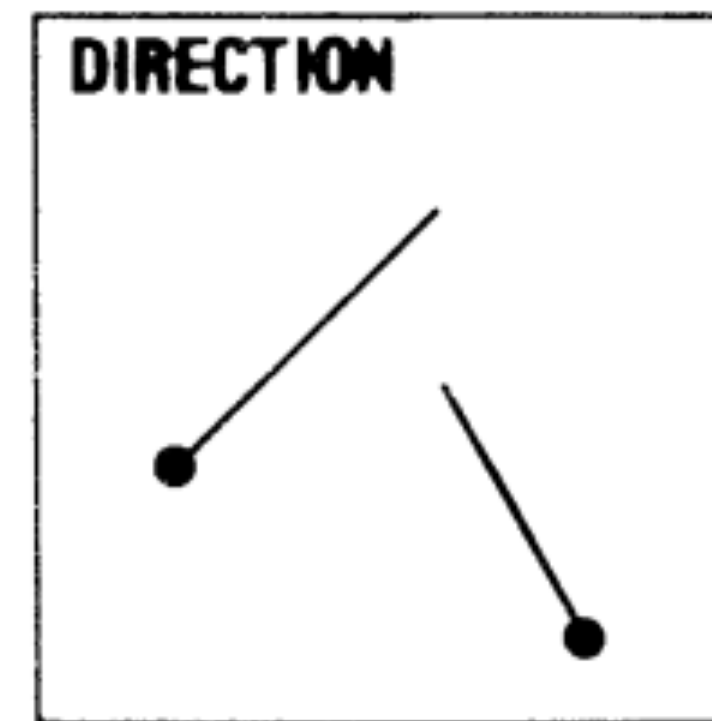
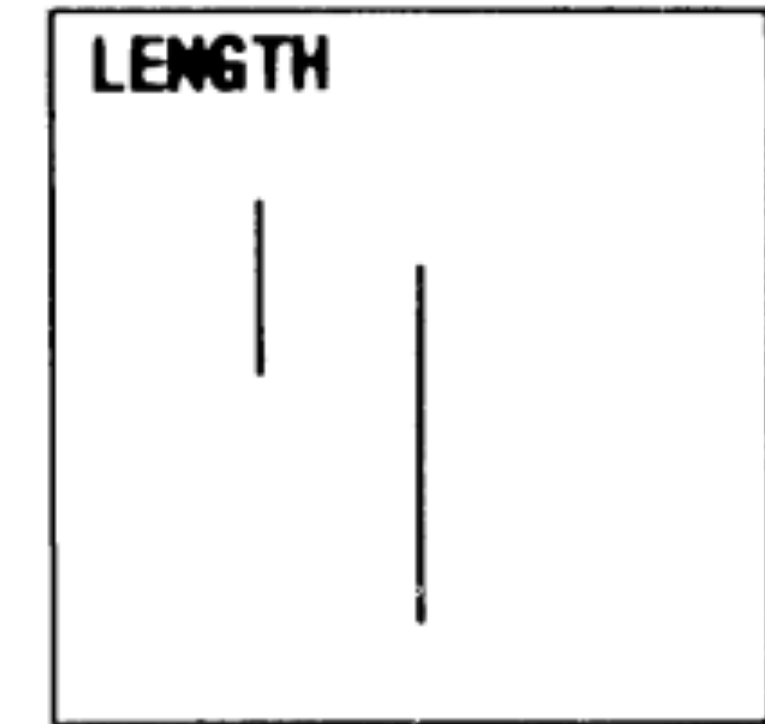
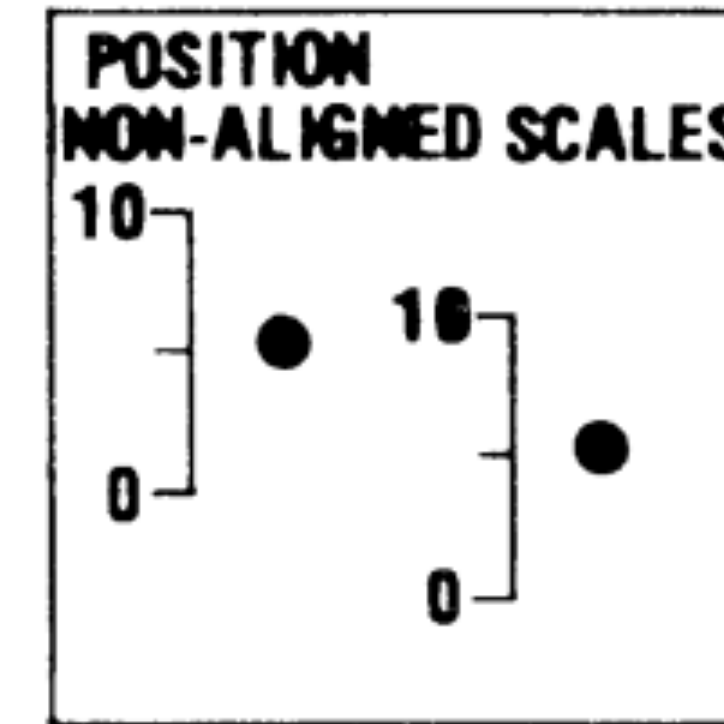
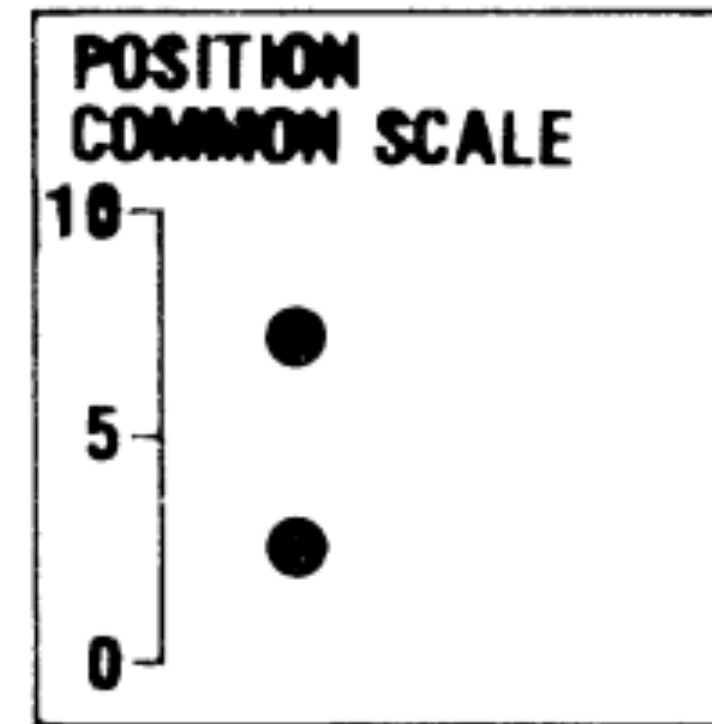
# Graphical Perception: Theory, Experimentation, and Application to the Development of Graphical Methods

## Author(s):

William S. Cleveland and Robert McGill

## Source:

Journal of the American Statistical Association , Sep., 1984, Vol. 79, No. 387 (Sep., 1984), pp. 531-554



**COLOR SATURATION**



**Visual Perception**

# Gestalt Principles

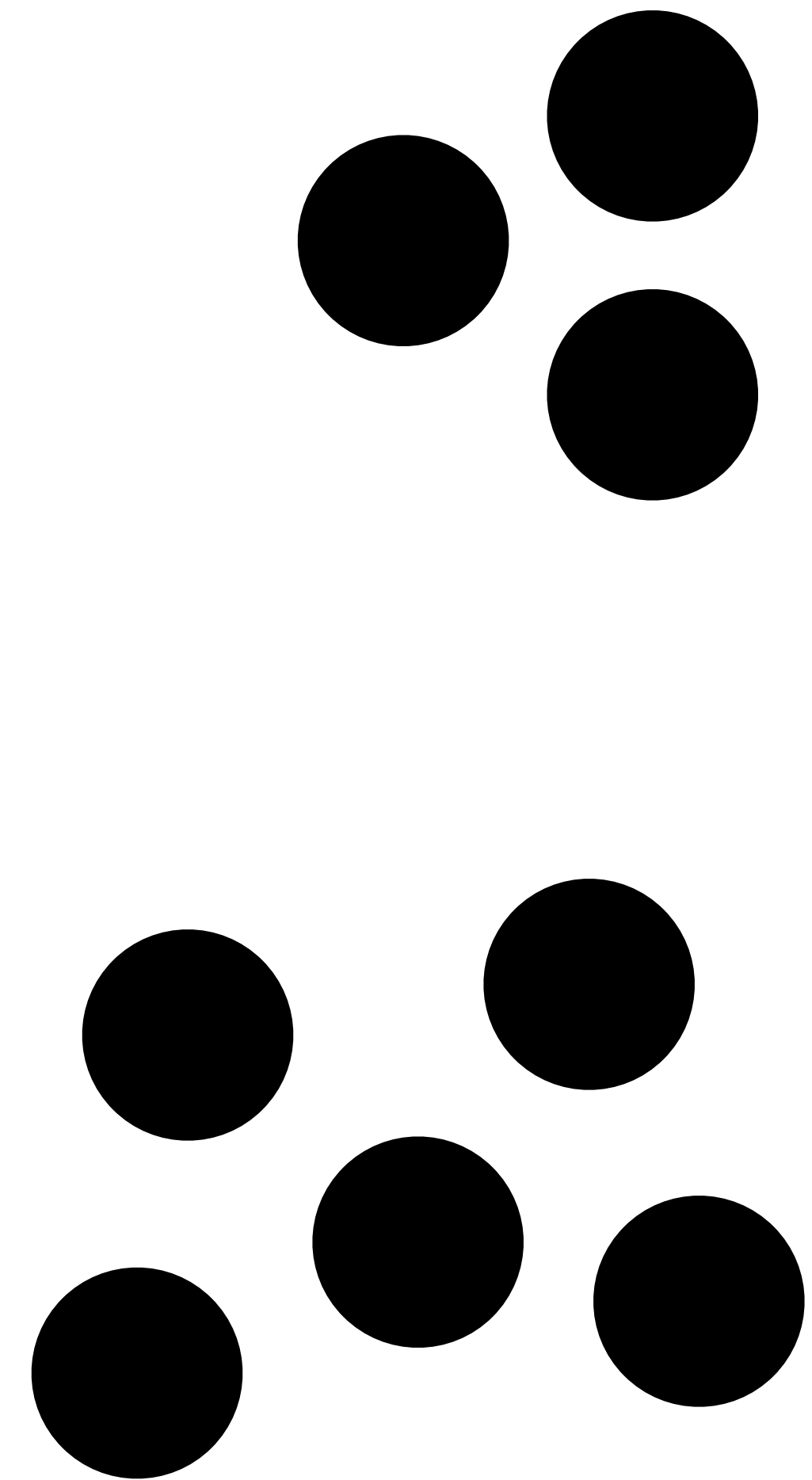
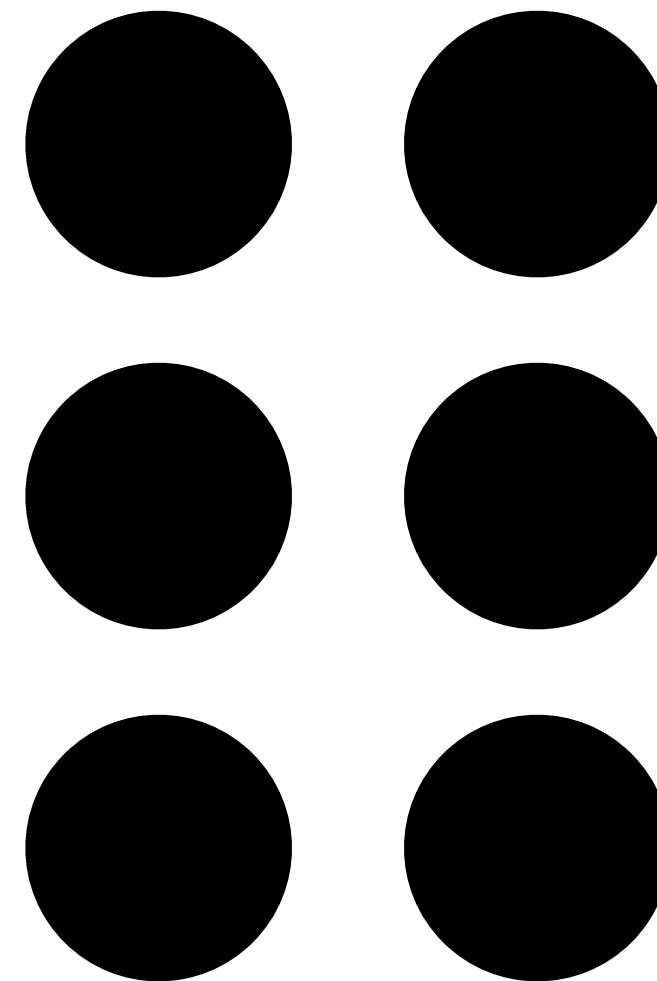
# Proximity



## Gestalt Principles

# Proximity

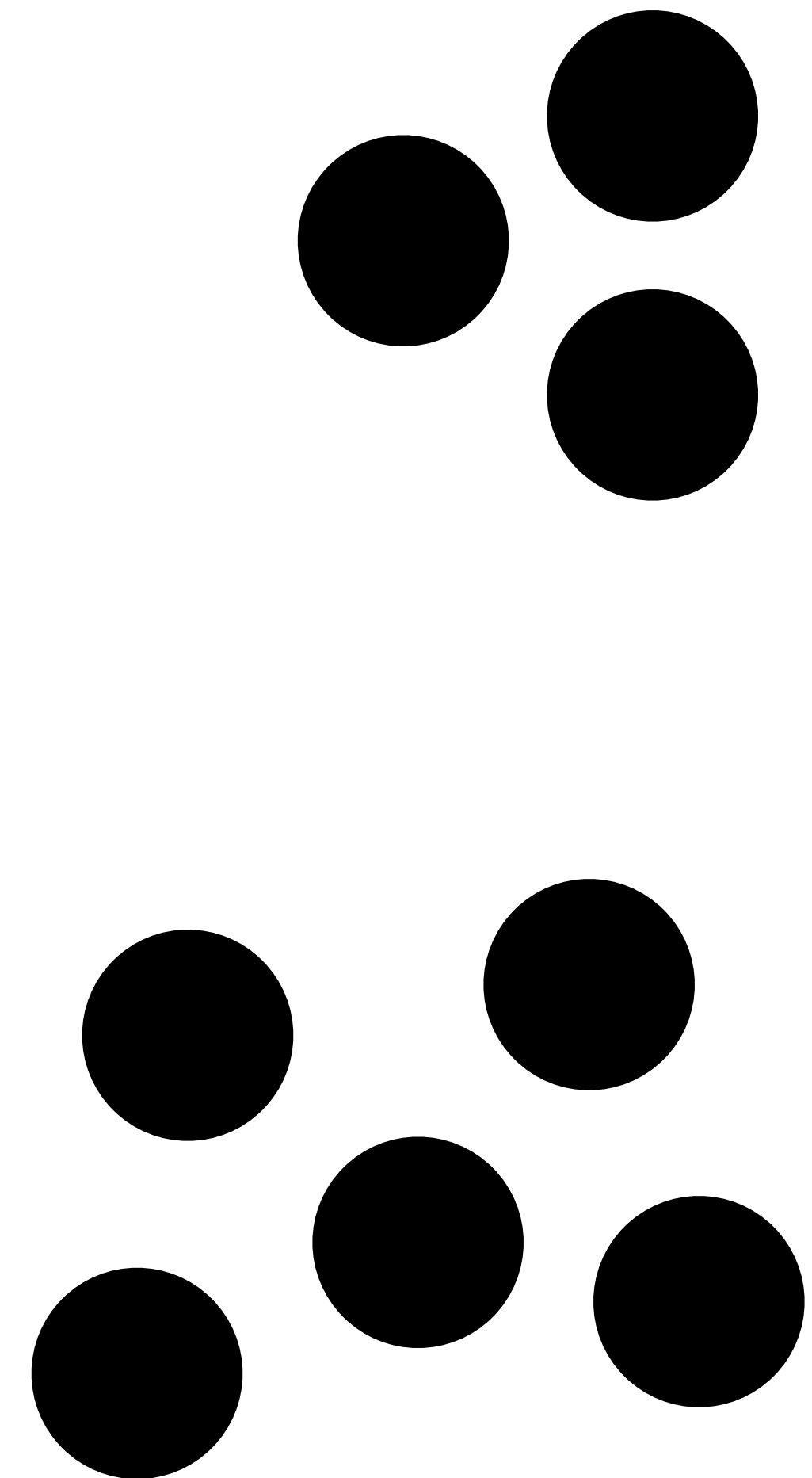
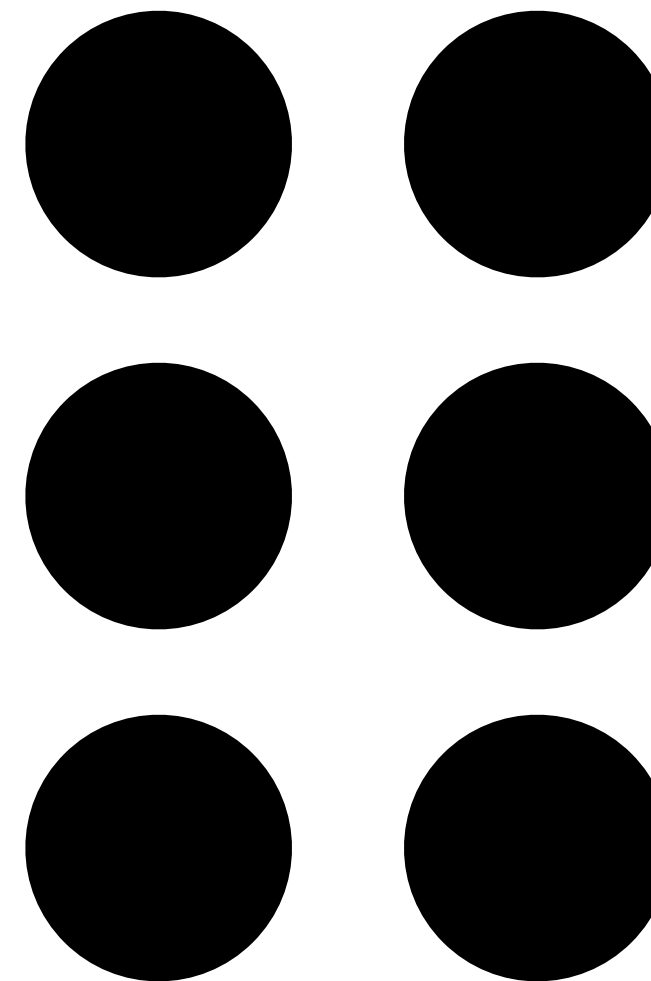
Objects that are close together are perceived as a group



# Gestalt Principles

## Proximity

- Titles
- Legends
- Related Charts
- Properties  
grouped together



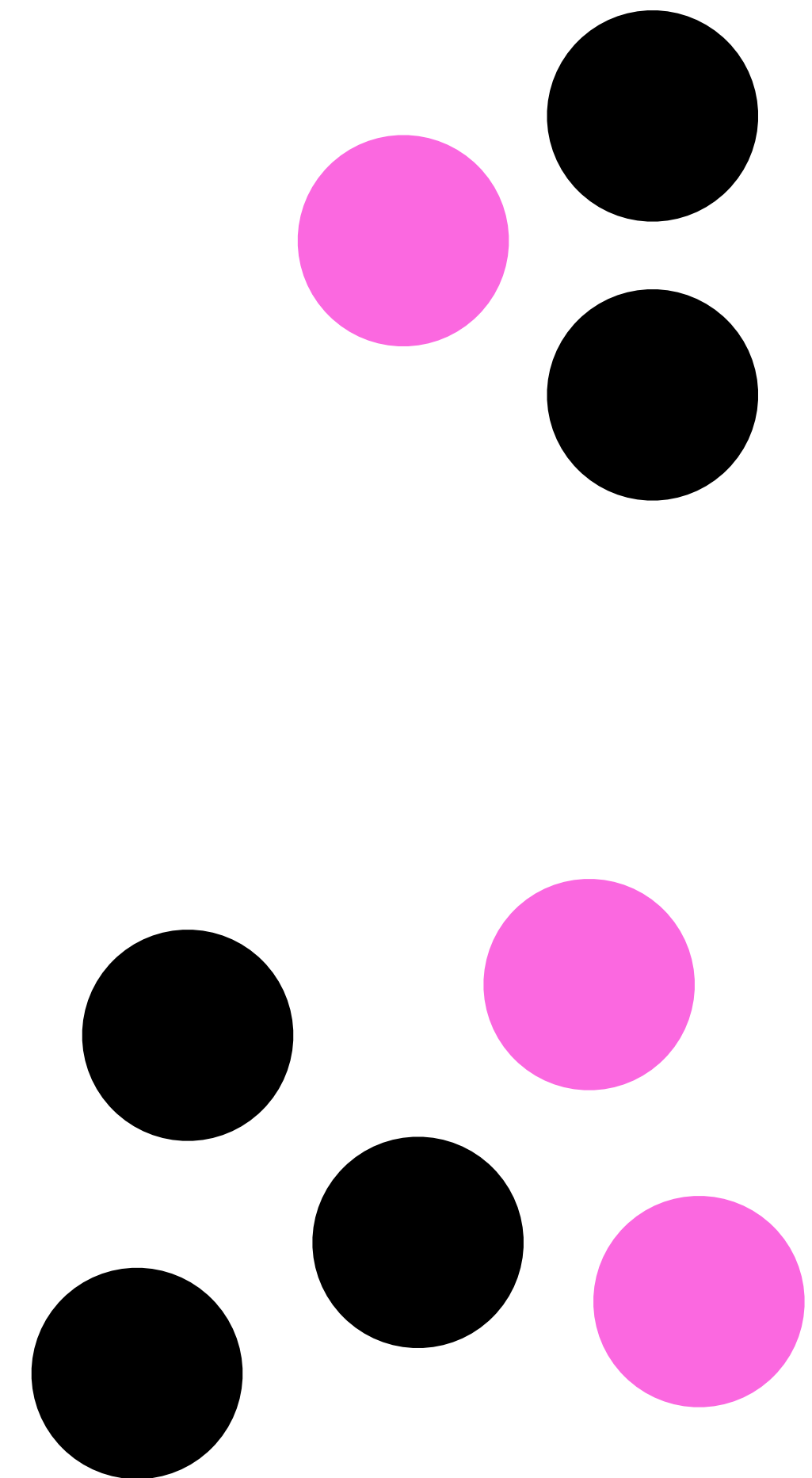
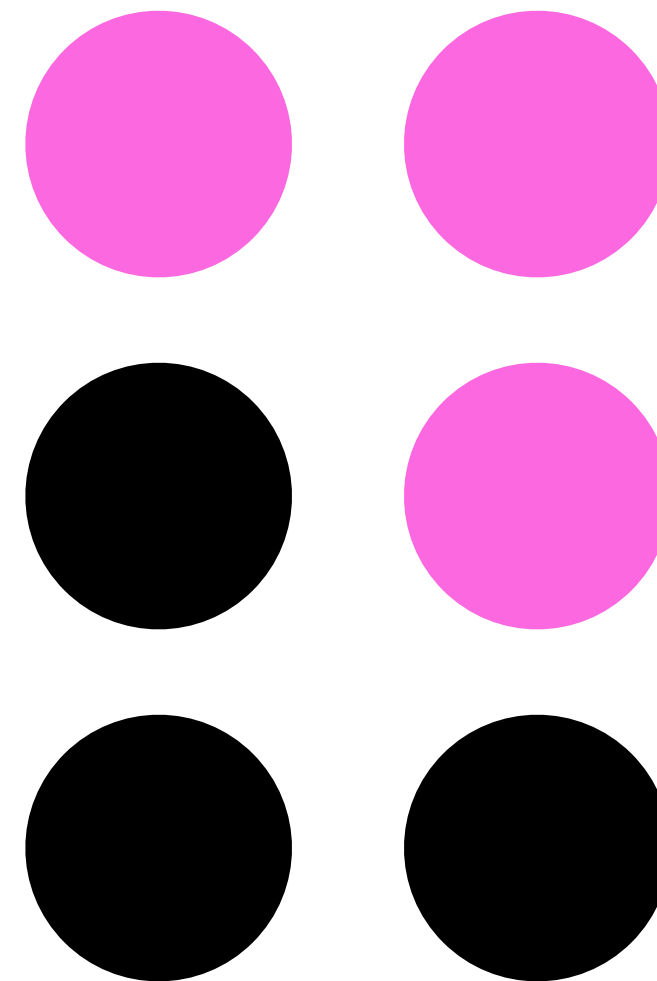


# Similiarity

## Gestalt Principles

# Similarity

Objects with the same visual properties are assumed to be similar and are grouped together.



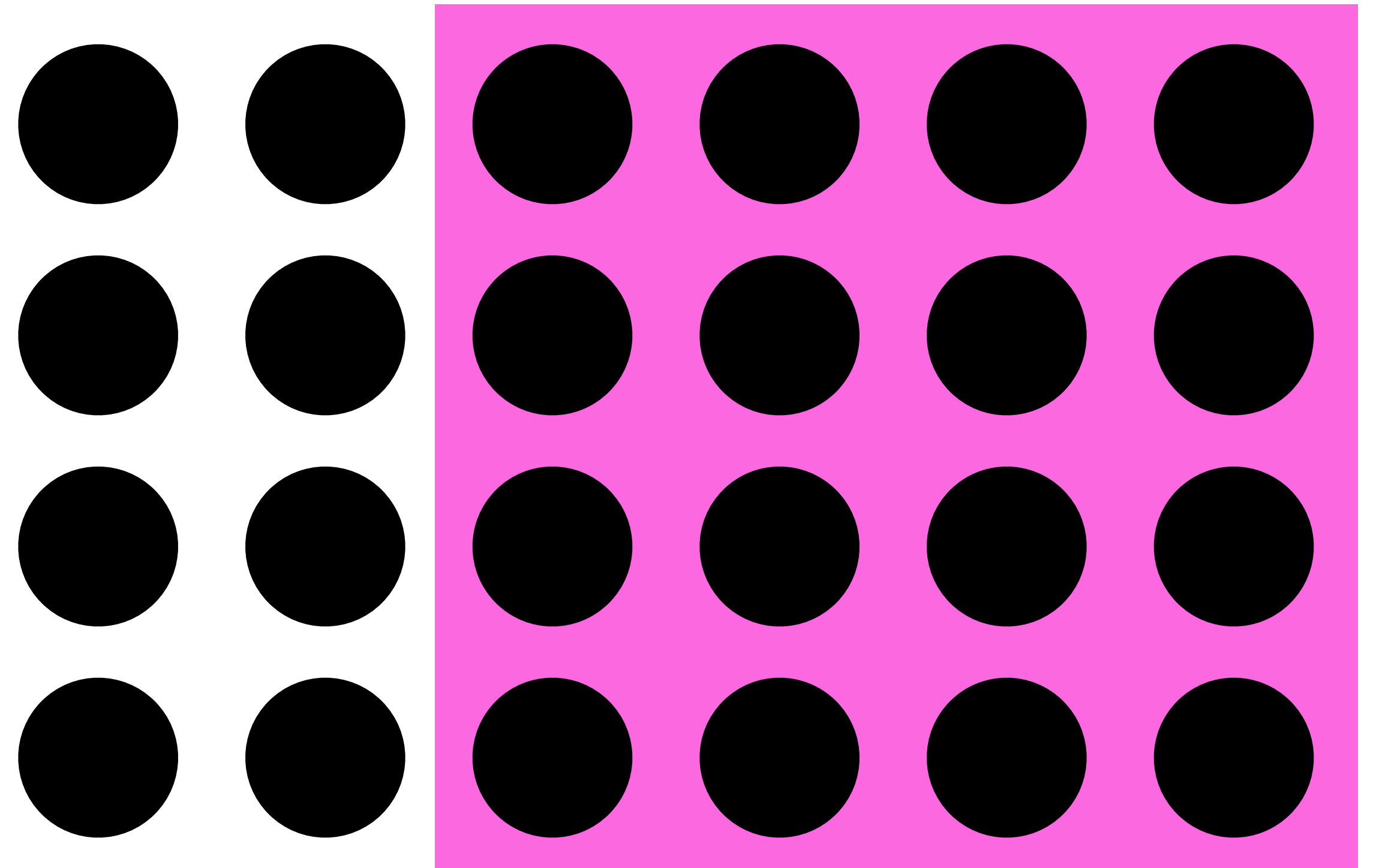
**Enclosure**



## Gestalt Principles

### Enclosure

Objects that appear to have a boundary around them (i.e., are found within the same common or enclosed region) are perceived as being related.

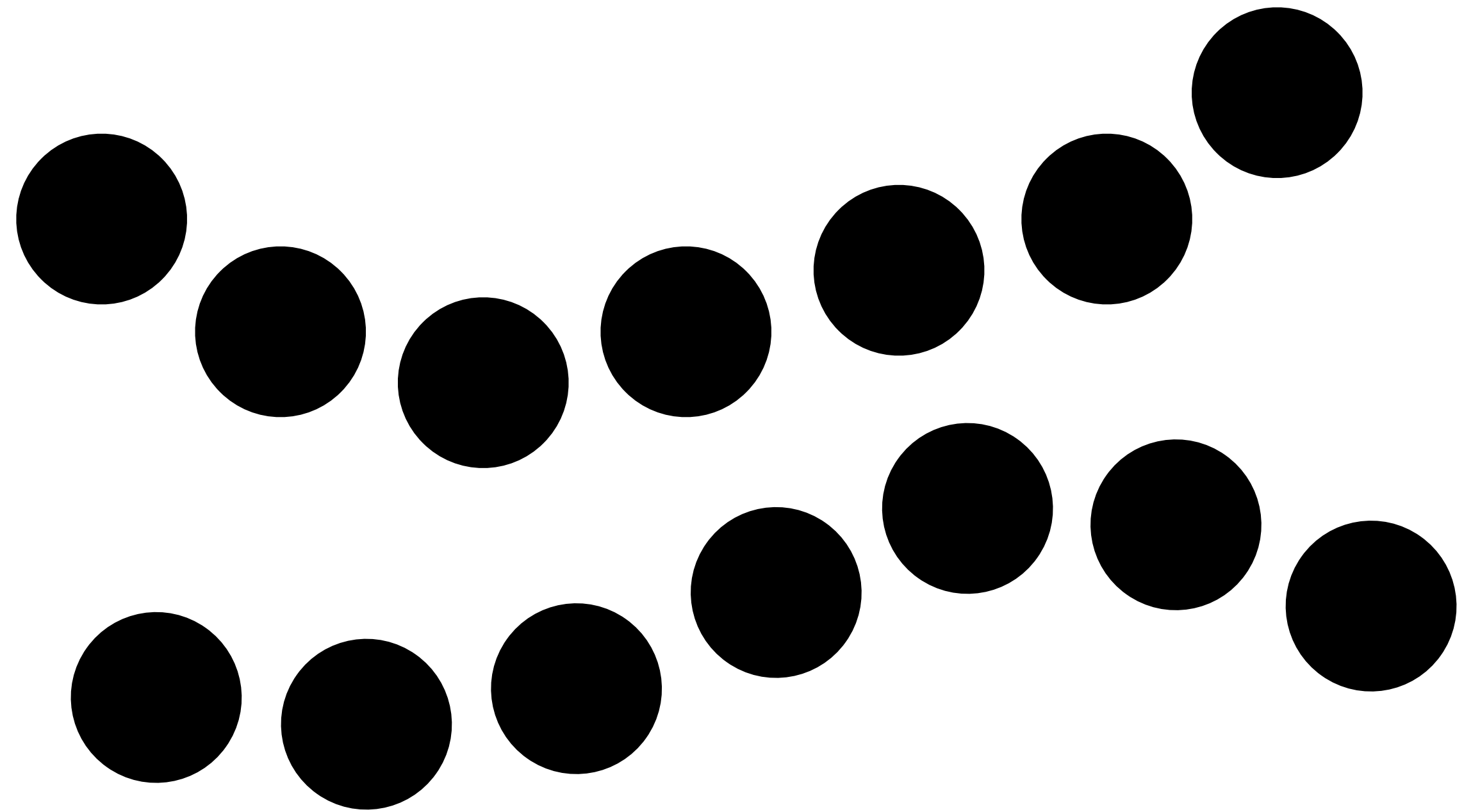


# Continuity

## Gestalt Principles

# Continuity

Elements that are aligned (on the same line, curve, or plane) are perceived to be more closely related to each other than to other elements.



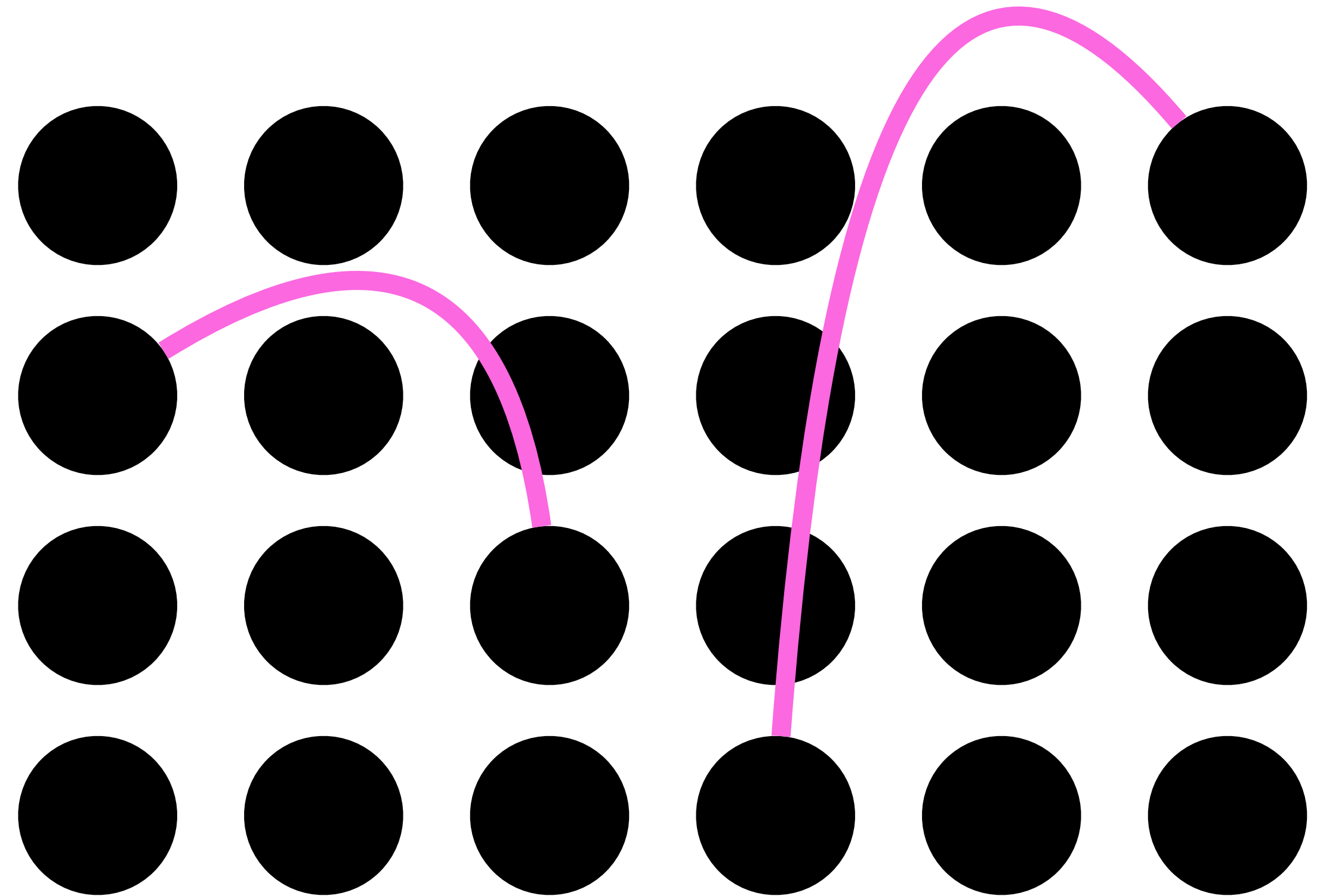


# Connection

## Gestalt Principles

### Connection

Objects that are connected, such as by a line, are perceived as a group



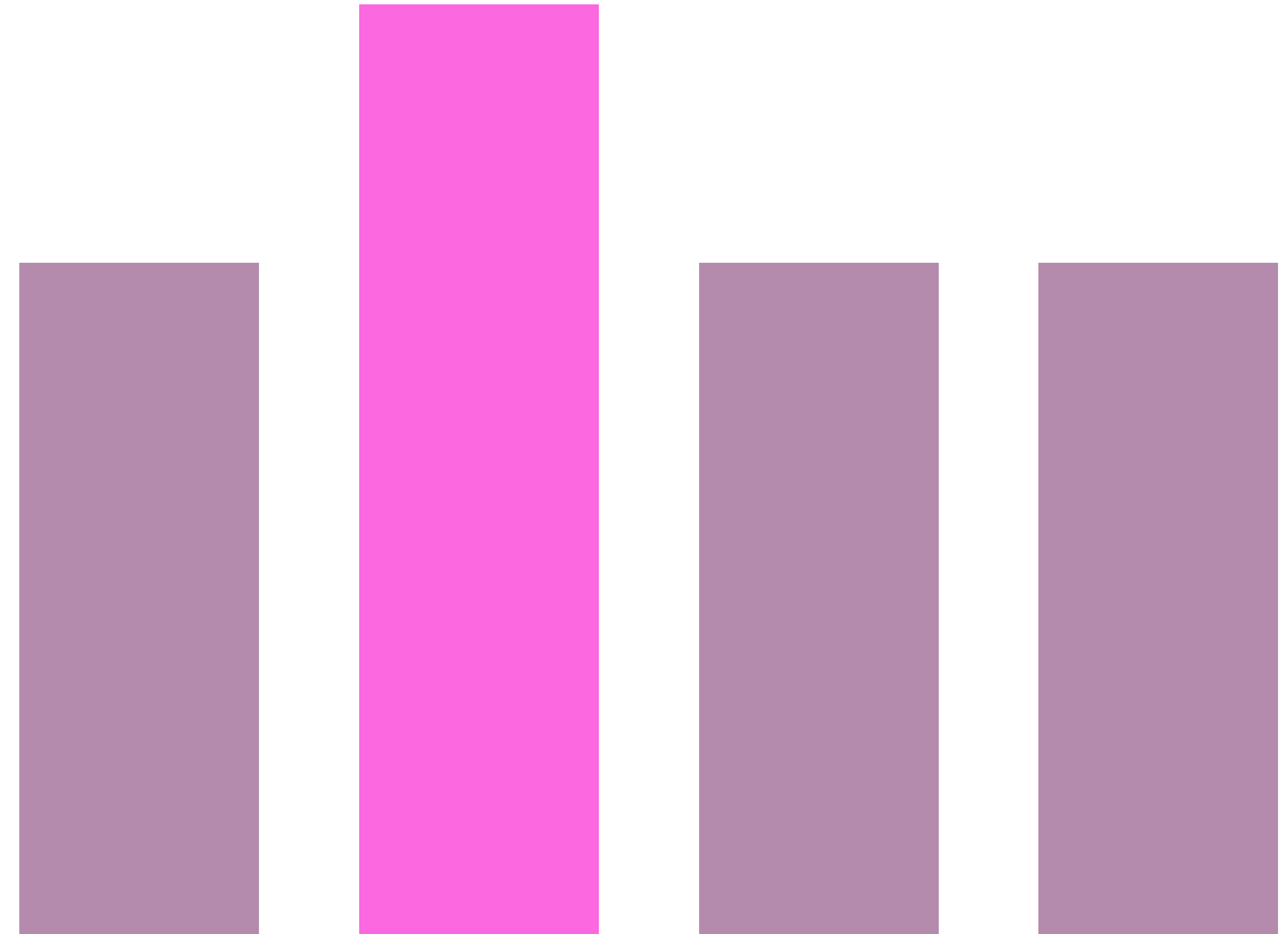


# Focal Point

## Gestalt Principles

# Focal Point

Whatever stands out visually is perceived as the most important. It will grab our attention first, and hold it for the longest.



And finally this one

**YOU WILL READ  
THIS FIRST!**

And then you'll read this

Then this one



# Figure and Ground

## Gestalt Principles

# Figure and Ground

The mind separates an image into a figure (the focal object or element) and the ground (the background or surrounding area)



## Gestalt Principles

# Figure and Ground

The mind separates an image into a figure (the focal object or element) and the ground (the background or surrounding area)



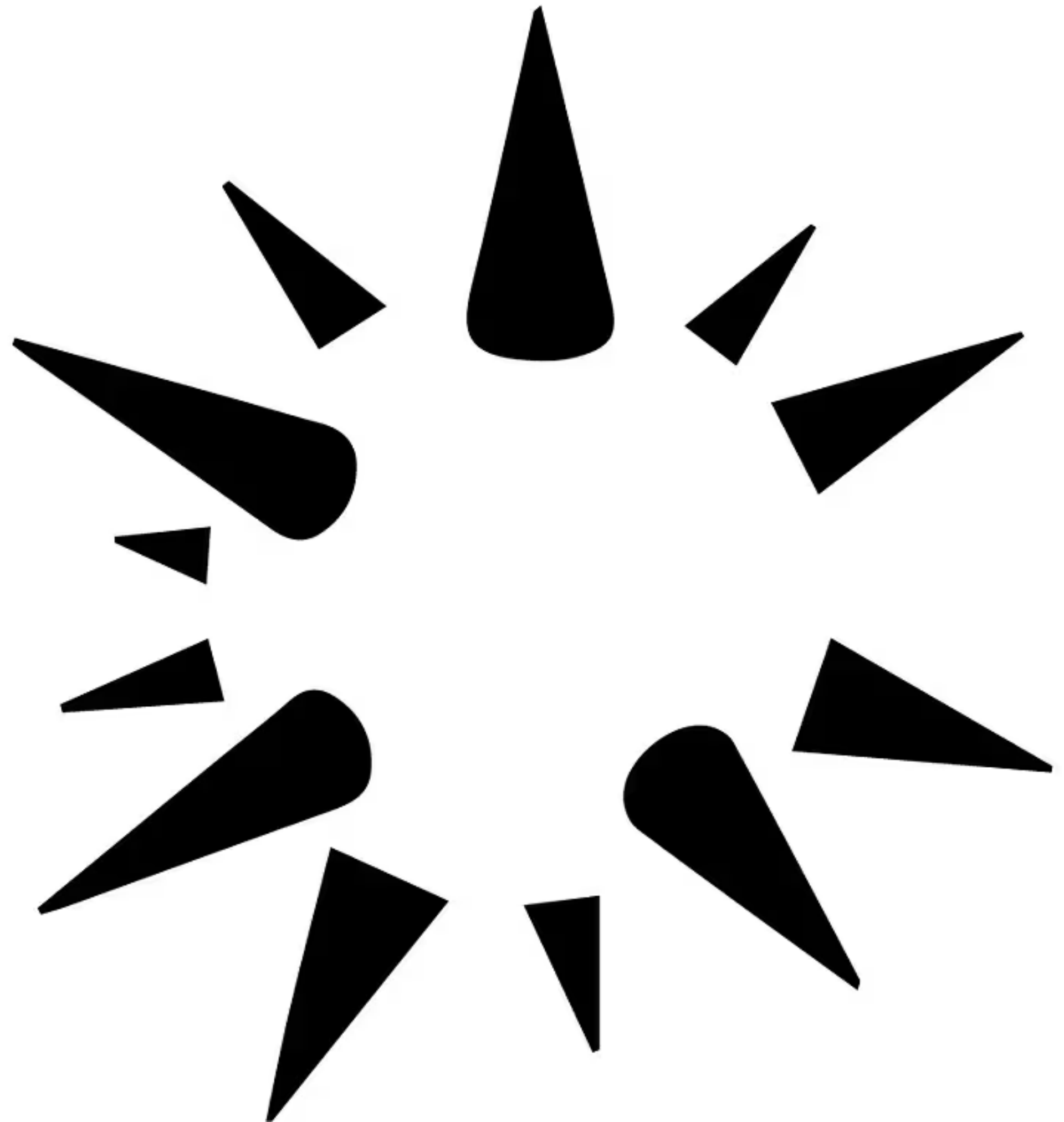


# Closure

## Gestalt Principles

# Closure

The mind fills in the blanks to perceive a complete object whenever an external stimuli partially matches that object.





## Gestalt Principles

# How do we see?

- We don't view in a fixed order
- We see first what stands out
- We see only a few things at once
- We seek meaning and make connections
- We rely on conventions and metaphors

# Visual Perception and Encoding

- Using special properties of the visual system to help us think.
- Your visual system is good at specific tasks.
- All visualizations are made from a series of compromises.

# Class Activity - Gestalt in Interfaces

- Find an app or website that you think is poorly designed.
- Identify which gestalt principles are used or violated in the design.
- Redesign the layout using pen and paper in 5 minutes using Gestalt principles to improve perception.



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Ergonomics

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## Ergonomics - Physical & Cognitive

Search notes..

### LECTURES

#### Lecture 2

14 January 2025

[Link to Slides](#) Physical Ergonomics Ergonomics vs. human factors vs. human–system interaction