



Australian Government

**Assessment Requirements for
MSFFDM5010 Investigate ergonomic,
anthropometric and proxemic
considerations for design**

Assessment Requirements for MSFFDM5010 Investigate ergonomic, anthropometric and proxemic considerations for design

Modification History

Release 1. Unit code and title changed. Application changed. Elements and Performance Criteria changed. Range of Conditions removed and relevant information moved to Assessment Requirements. Assessment Requirements changed and volume/frequency of evidence clarified. Supersedes and is not equivalent to MSFFDT5001 Apply ergonomics, anthropometrics and proxemic considerations to a product.

Performance Evidence

There must be evidence the candidate has completed the tasks outlined in the elements and performance criteria of this unit, and demonstrated the ability to:

- research and use information about ergonomics, anthropometrics and proxemics in the design of three different products, drawn from any of one major and two minor design projects), and in doing so:
 - balance ergonomic, anthropometric and proxemic considerations with aesthetic and functional requirements
 - follow industry best-practice in understanding and application of ergonomics, anthropometrics and proxemics
 - seek subject-matter expertise to guide design, solutioning and assessment of results.

Knowledge Evidence

There must be evidence the candidate has knowledge of:

- elements and principles of design, and their interrelationship with ergonomic, anthropometric and proxemic values
- current market segment products, and suitable online and offline sources of inspiration and possible design elements that will meet client needs and demonstrate ergonomic, anthropometric and proxemic values:
 - brochures
 - magazines
 - websites such as online galleries and retail sites
 - design forums
 - reference books
 - other existing enterprise design information
 - transferable technological ideas or concepts
 - natural or man-made structures and objects
- key aspects of the following and how they may impact the design of different products:

- ergonomics:
 - safety
 - comfort
 - ease of use
 - productivity and performance
 - aesthetics
- anthropometrics:
 - physical requirements and attributes of product end user
- proxemics:
 - spacing requirements of product end user and location of product
- all aspects of the product design, including but not limited to:
 - shape and dimension
 - materials
 - colour
 - texture, patterns and relief
 - the site and positioning of the end product
 - ability to produce in batches or limited production runs
 - ability to adapt the design to different production methods or volumes
- Australian Standards and government recommendations for product design concerning ergonomics, anthropometrics and proxemics
- materials, finishes and production methods, and how these interact with achievement of ergonomic, anthropometric and proxemic requirements.

Assessment Conditions

Skills must have been demonstrated in the workplace or in a simulated environment that reflects workplace conditions and contingencies. The following conditions must be met for this unit:

- use of suitable facilities, equipment and resources, including:
 - design briefs
 - information technology for research

Assessors must satisfy the NVR/AQTF mandatory competency requirements for assessors.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=0601ab95-583a-4e93-b2d4-cfb27b03ed73>