ABSTRACT

Design Thinking is somewhat understood as a tool for project management improvement in general applications. The main idea to that approach is based on the concept that it is possible to apply the kind of creative reasoning designers employ when solving problems to any existing work system optimization. Designers usually resource to iterative processes, instead of ordinary methods, in the course of their projects. Conventional planning and decision making methods flow more in linear manner, differently from creative thinking. Thus, according to Design Thinking theory, we can apply innovative schemes and creative actions for carrying out any kind of project, or even business venues. The proposition set forth in here approaches alternative project management methods in which workplace optimization is considered an end user product, like in Ergonomics related processes contexts. Therefore, usability and participatory design is thought to be a necessary demarche to produce and user friendly work environment. Ergonomic Design Thinking should be treated as a general model for participatory actions in the workplace. Naturally, Ergonomic Design, Product Development and Job Design are possible terrain for its dissemination. In fact, it should be used as a tool “outside the box”, since ergonomics is not a property of one particular organizational domain. In this text we present an initial overview of the model. A set of successful cases employing the preliminary versions of this Ergonomic Design model is presented through this text in order to both contextualize the methodology and validate its implementation. Further considerations are expected from Ergonomics professionals and academic community in general, which should result in the consolidation of the model.

BIBLIOGRAPHY

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