v/h A physical design question

One button can still take two hands.

A simple control can be awkward if pressing it moves the device.



An imagined example during development.

vh.do

v/h A proposed development check

Watch the entire task.

Place the object.

Note what the other hand has to hold.

Choose the setting.

Check whether the device needs bracing.

Remove the object.

Check grip changes and safe access.

Record each adjustment and request for help.

Design requirements

Design for different hands.

- Try the left and right hand.
- Vary hand size and reach.
- Check the force required.
- Keep the device stable.

Our first utility is still in development.

vh.do