

# Applied Ergonomics: Advances in Technology to Assess Risk Factors

#### **Webinar General Info**

PowerPoint Presentation Q&A

#### **Questions**

Chat is open to submit questions.

www.iup.edu/

We will be answering questions through this chat feature. If due to the technical nature question a more thorough response is required, we will post the answer on our websit seven days of the webinar.



## Dr. Majed Zreiqat

- PhD in OSH with a minor in Applied Statistics from WVU in 2014
- Background: Chemical and Process Eng.
- 11 years teaching at IUP SSEE



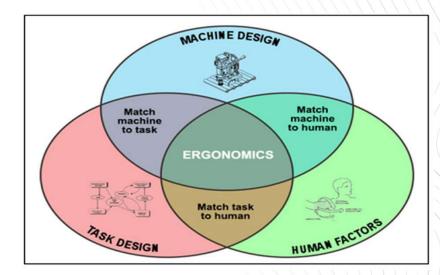


### **Ergonomics**

- is a multidisciplinary field that applies psychological and physiological principles to design products, processes, and systems that are safe, comfortable, and effective for humans to use. (*IEA*)
- · Human-centered design
- Study of people's efficiency in working env.
- Consider and asses physical capabilities
- To reduce MSDs

#### **Human Factors:**

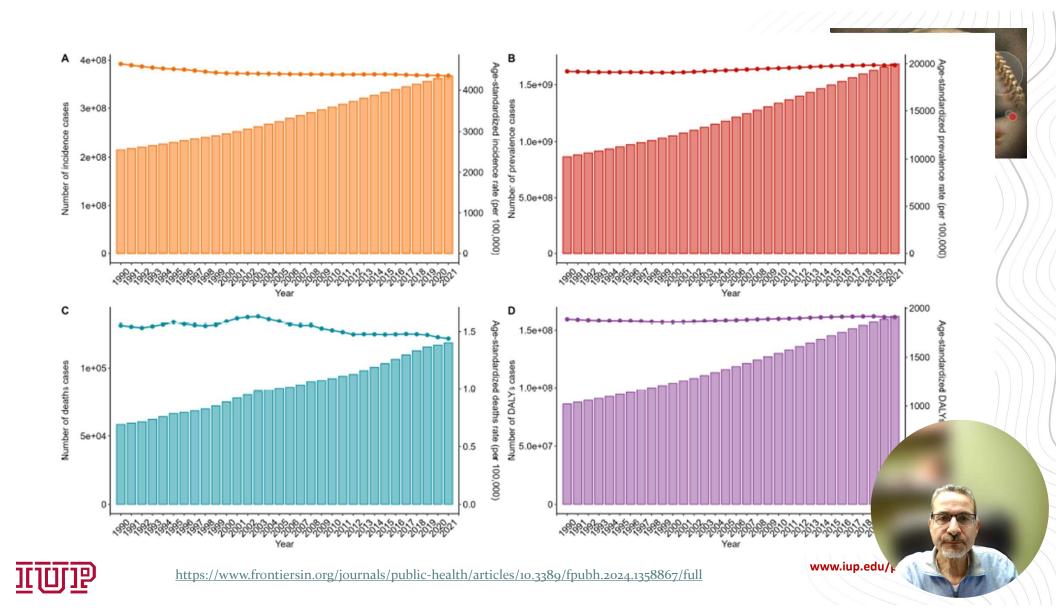
- Another phrase for the concept of ergonomics
- Subset of ergo
- Psychological capabilities







#### **Organizational** Cognitive **Ergonomics Ergonomics** 0 0 0 0 **MENTAL WELL-BEING EFFICIENCY PROCESSES** Task demands **Systems** Humansand **Systems** processes Interaction Communication & Work Motor **Perception Teamwork** Organization response Safety **Supervisory Memory** Reasoning leadership style Safety Resources Climate **SAFETY PRODUCTIVITY CULTURE** www.iup.edu/





## **Musculoskeletal Disorders** (MSDs)



Nonfatal injuries and illnesses, private industry

**2,804,200** Total recordable cases: in 2022

	DAFW	IR
Total MSDs	502,380	25.3
Traumatic injuries and disorders	487,960	24.5
To muscles, tendons, ligaments, joints, etc.	365,420	18.4
Sprains, strains, tears	342,480	7

Source: msd-case-and-demographic-nature-2021-2022-national (1).xlsx





I changed the color and added "source:" for the reference. Luz Stella Marin Ramirez, 2024-10-23T01:22:30.444 LM0



U.S. businesses spend more than \$1 billion per week on workplace injuries, for a staggering total of more than \$58 billion per year. The top 10 causes cost U.S. businesses \$47.93 billion per year or 82.5% of total.



Understanding top risks in the workplace is the first step to protecting your workers and your business. The Liberty Mutual Workplace Safety Index helps you make your workplace safer by identifying critical risk areas so that you can better allocate safety resources.

Developed annually, the Index ranks the top 10 causes of serious, nonfatal workplace injuries by their direct costs to U.S. businesses.

			Cost In	Percent of total
1	in the	Overexertion involving outside sources (handling object) — This event category includes injuries related to lifting, pushing, pulling, holding, carrying, or throwing objects.	\$12.49	21.51%
2	25	Falls on same level	\$9.99	17.21%
3	事	Falls to lower level	\$5.68	9.78%
4	P.Z	Struck by object or equipment (being hit by objects)	\$5.55	9.56%
5	<u>oj</u> ]	\$3.68	6.34%	
	Thorn	top five injury causes account for 64.4 percent of	the total or	vet
		aining five injury causes accomit to 18.1 percent cost of disabling injuries.		
6		aining five injury causes combined for 18.1 percent		direct
6		aining five injury causes combined for 18.1 percent cost of disabling injuries.  Roadway incidents involving motorized land	of the total	direct
6 7 8		aining five injury causes combined for 18.1 percent cost of disabiling injuries.  Roadway incidents involving motorized land vehicle (vehicle crashes)	\$2.76	

Repetitive motions involving microtasks

\$1.54 2.65%

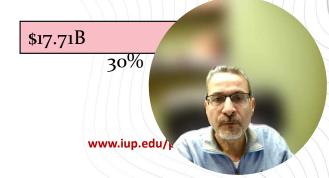


#### 2024 Workplace Safety Index Annual report from Risk Control Services

\$47.90B 2024 WSI Top 10 total

\$58.07B 2024 WSI total cost of workplace injuries

1	***	Overexertion involving outside sources (handling object) — This event category includes injuries related to lifting, pushing, pulling, holding, carrying, or throwing objects.	\$12.49	21.51%
5	<u>oj]</u>	Other exertions or bodily reactions (awkward postures) — include bending, reaching, twisting, climbing, crawling, kneeling, sitting, standing, walking, and running.	\$3.68	6.34%
10		Repetitive motions involving microtasks	\$1.54	2.65%

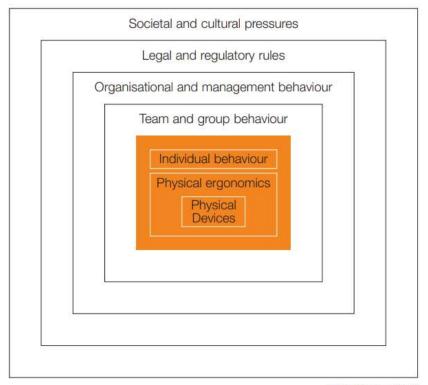




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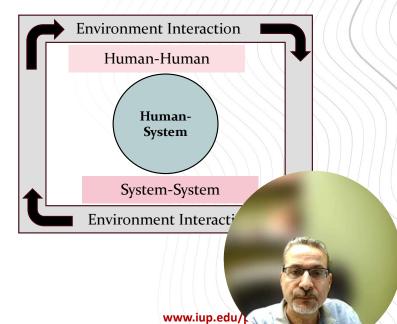
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#### **Risk Factors**



(after Moray, 2000)

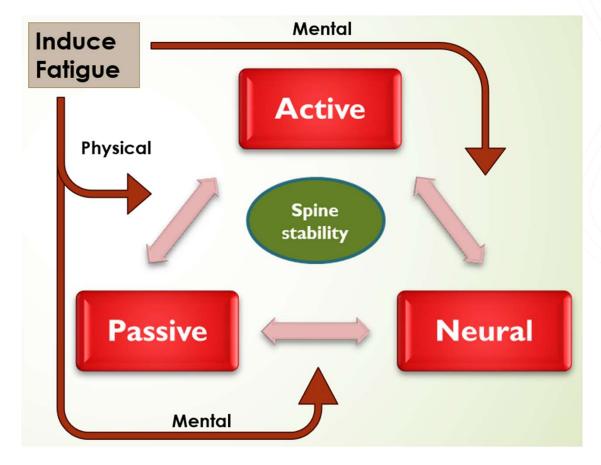
- Physical:
- Frequency/Repetitive motions
- Forceful exertions
- Awkward postures
- Vibrations
- Temperature
- Duration





Source: RR211 - Further development of the usability and validity of the Quick Exposure Check (QEC) (wa.gov)

## **Physical Risk Factors**









A. Arm and Wrist Analysis Step 1: Locate Upper Arm Position:



**Tecl** 

• Rel

• Ob

• Wi



If shoulder is raised: +1 If upper arm is abducted: +1 If arm is supported or person is leaning: -1

Step 2: Locate L	ower Arm Po	sition:	
•			
6 "	6		
N-100	-	Tra I	
-		Limbs.	
<b>A</b>	100		

Step 2a: Adjust... If either arm is working across midline or out to side of body: Add +1

Wrist Score

Step 3: Locate Wrist Position:

Step 3a: Adjust... If wrist is bent from midline: Add +1 Step 4: Wrist Twist:

If wrist is twisted in mid-range: +1 If wrist is at or near end of range: +2

Step 5: Lock-up Posture Score in Table A: Using values from steps 1-4 above, locate score in Table A

Step 6: Add Muscle Use Score If posture mainly static (i.e. held>10 minutes), Or if action repeated occurs 4x per minute: +1

Step 7: Add Force/Load Score If load < 4.4 lbs. (intermittent): +0 If load < 4.4 to 22 lbs. (intermittent): +1 If load < 4.4 to 22 lbs. (static or repeated): +2 If more than 22 lbs. or repeated or shocks: +3

Step 8: Find Row in Table C Add values from steps 5-7 to obtain Wrist and Arm Score. Find row in Table C.

Table A

Upper

Arm

1

2

3

5

6

Lower Arm Score

Wrist Twist Score

Posture Score A

Muscle Use Score

Force / Load Score

=

Wrist & Arm Score

Wrist

Wrist

Twist

Wrist

2 2 2 3 3 3

Twist Twist

Wrist

Scoring: (final score from Table C) 1-2 = acceptable posture 3-4 = further investigations, change may be needed 5-6 = further investigations, change soon 7 = investigate and implement change

5 5 6 6 7 7 7

5 5 6 7 7 7 7

**RULA Score** 

B. Neck, Trunk and Leg Analysis Step 9: Locate Neck Position:



If neck is twisted: +1 If neck is side bending: +1

Step 10: Locate Trunk Position



If trunk is twisted: +1 If trunk is side bencing: +1

Step 11: Legs:

If legs and feet are supported: +1

II not: +2												
Neck Posture Score	Table B: Trunk Posture Score											
		1		2	3	3	-	4		5	-	6
	Legs		Legs		Legs		Legs		Legs		Legs	
	1	2	1	2	1	2	1	2	1	2	1	2
1	1	3	2	3	3	4	5	5	c	6	7	7
2	2	3	2	3	4	5	5	5	6	7	7	7
3.	3	3	3	4	4	5	5	6	6	7	7	7
4	5	5	5	6	6	7	7	7	7	7	8	8
5	7	7	7	7	7		8	1	8	8	8	8
6	8	8	8	8	8	8	8	9	9	9	9	9

Step 12: Look-up Posture Score in Table B: Using values from steps 9-11 above, locate score in Table B.

Step 13: Add Muscle Use Score

If posture mainly static (i.e. held<10 minutes),

Or if action repeated occurs 4x per minute: +1

Step 14: Add Force/Load Score If load < 4.4 lbs. (intermittent): +0

If load < 4.4 to 22 lbs. (intermittent): +1 If load < 4.4 to 22 lbs. (static or repeated): +2 If more than 22 lbs. or repeated or shocks: +3

Step 15: Find Column in Table C Add values from steps 12-14 to obtain Neck, Trunk and Leg Score. Find Column in Table C.

Neck, Trunk, Leg Score

Posture Score B

Muscle Use Score

Neck Score

Trunk Score

Force / Load Score

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#### **Exertions: Electromyography (EMG)**



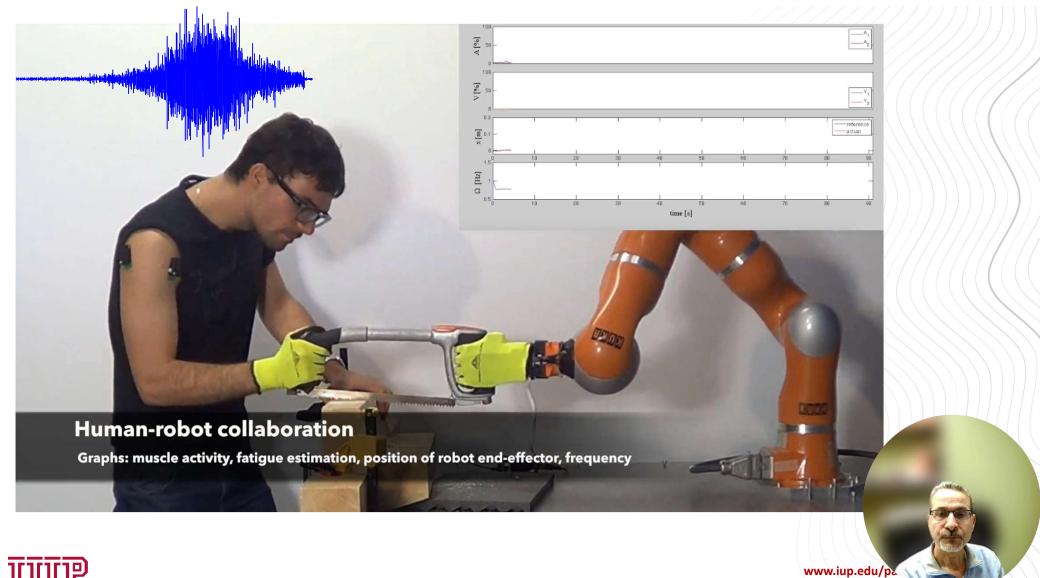


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Electromyography is the study of muscle function through the inquiry of the electrical signal the muscles emanate.

The greater the stimulation, either by higher frequency firing of the motor neurons or greater recruitment of motor units, the large the electrical signal will be



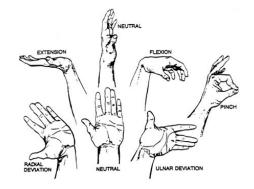




#### **Awkward Postures**



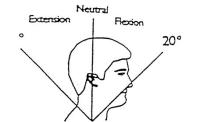
Low Stress - Back Flexion
• o - 29 degrees
High Stress - Back Flexion
• 30 deg and >



Straight wrist: 100% strength

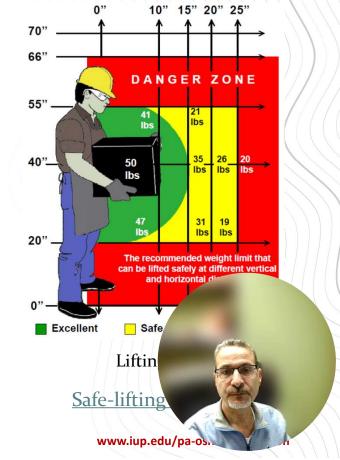
Halfway bent: Reduce to 65-75%

Fully bent: Reduce to 15 to 20%



Best - 5 - 10 degrees
Low Stress Position
• 0 to 20 degrees
High Stress Position

• 21 deg and >



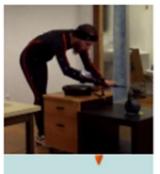


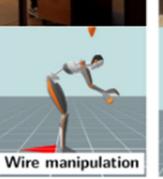
## **Posture Monitoring**

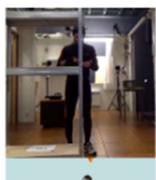
• Real time Motion tracking systems





















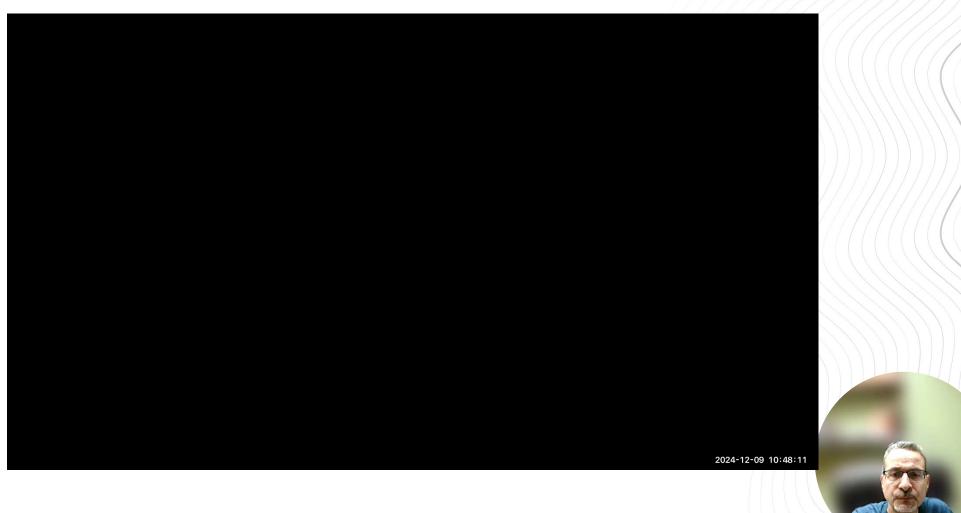










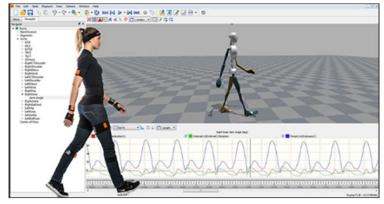




www.iup.edb, sultation

## **Posture: Motion tracking Systems**



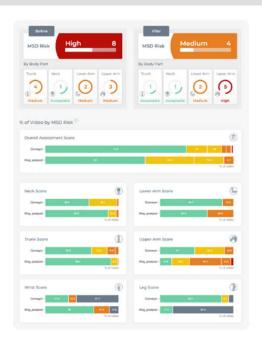






## **Al Technology for Motion tracking**

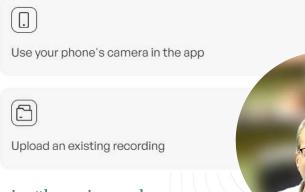
Build 3D models of human activity from 2D video. Account for joint positions, repetition of movements, and duration of risk exposure. Tumeke Ergonomics





#### Camera Based Assessments

No need for wearables, goniometers, or other equipment. Measure and automatically track the safety of employees without stopping production.



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https://www.tumeke.io/product/tumeke-suite#how-it-works

## COMPUTER VISION AND ARTIFICIAL INTELIGENCE











#### Posture: UPRIGHT GO 2







Get Instant Feedback





#### **Thank You**

#### **Any Questions?**





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