actile

Actile **Ergonomics of human-system interaction - Part 910:** Framework for tactile and haptic interaction (ISO 9241-910:2011)



EESTI STANDARDI EESSÕNA

NATIONAL FOREWORD

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Foreword

This document (EN ISO 9241-910:2011) has been prepared by Technical Committee ISO/TC 159 "Ergonomics" in collaboration with Technical Committee CEN/TC 122 "Ergonomics" the secretariat of which is held by DIN.

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Introduction

Tactile and haptic interactions are becoming increasingly important as candidate interaction modalities in computer systems such as special-purpose computing environments (e.g. simulation) and assistive technologies.

While considerable research exists, it involves a wide diversity of terms, meanings of terms, viewpoints, software and hardware objects, attributes and interactions. This diversity can lead to serious ergonomic difficulties for both developers and users of tactile/haptic interactions.

This part of ISO 9241 provides a common set of terms, definitions and descriptions for the various concepts central to the design and use of tactile/haptic interactions. It includes basic guidance (including references to e tach.
attributes. related standards) in the design of tactile/haptic interactions. It also provides an overview of the range of tactile/haptic applications, objects, attributes and interactions.

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Ergonomics of human-system interaction —

Part 910:

Framework for tactile and haptic interaction

1 Scope

This part of ISO 9241 provides a framework for understanding and communicating various aspects of tactile/haptic interaction. It defines terms, describes structures and models, and gives explanations related to the other parts of the ISO 9241 "900" subseries. It also provides guidance on how various forms of interaction can be applied to a variety of user tasks.

It is applicable to all types of interactive systems making use of tactile/haptic devices and interactions.

It does not address purely kinaesthetic interactions, such as gestures, although it might be useful for understanding such interactions.

2 Terms and definitions

For the purposes of this document, the following terms and definitions apply.

2.1

haptics, noun

sensory and/or motor activity based in the skin, muscles, joints and tendons

NOTE Haptics consists of two parts: touch and kinaesthesis.

2.2

haptic, adj

appertaining to haptics

NOTE While there is no difference between *haptic* and *tactile* in most dictionary definitions, in the area of haptics, researchers and developers use *haptic* to include all haptic sensations, while *tactile* is limited to mechanical stimulation of the skin. In ISO 9241, the word *haptic* covers all touch sensations and *tactile* is used in a more specific manner. Also, both terms can be used together to assist in searches.

2.3

touch

sense based on receptors in the skin

NOTE Cutaneous receptors are used for the perception of touch.

2.4

cutaneous

belonging to the skin

NOTE Cutaneous receptors respond to mechanical stimulation and temperature changes.