INTERNATIONAL STANDARD

ISO 13406-1

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Ergonomic requirements for work with visual displays based on flat panels —

Part 1: Introduction

iTeh Exigences ergonomiques pour travail sur écrans de visualisation à panneaux plats — Siteh ai Partie 1: Introduction

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Foreword

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International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 3.

Draft International Standards adopted by the technical committees are circulated to the member bodies for voting. Publication as an International Standard requires approval by at least 75 % of the member bodies casting a vote.

International Standard ISO 13406-1 was prepared by Technical Committee ISO/TC 159, *Ergonomics*, Sub-Committee SC 4, *Ergonomics of human-system interaction*, WG 2, *Visual display requirements*, in collaboration with IEC/SC 47C/WG 2 (responsible for flat-panel engineering standards).

ISO 13406 consists of the following parts, under the general title *Ergonomic requirements for work with visual displays based on flat panels*:

- Part 1: Introduction iTeh STANDARD PREVIEW
- Part 2: Requirements for flat panel displays ndards.iteh.ai)

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Introduction

ISO 13406 addresses the ergonomic considerations that should be taken into account when using flat-panel visual displays. ISO 13406 is based on the ergonomic foundations and principles addressed in ISO 9241. During the development of ISO 9241-3:1992, it was recognized that the use of the same ergonomic principles results in a different approach and specification for flat panels.

ISO 13406 exists for three reasons:

- a) ISO 9241 is sometimes not sufficient to ensure that a display meets basic front-of-screen ergonomic requirements when flat-panel visual displays are used instead of conventional CRT-based VDTs;
- b) ISO 9241 measurement methods are sometimes inappropriate for characterizing flat-panel visual displays;
- c) ISO 9241 addresses office work, but the scope of ISO 13406 includes extended uses and applications.

Examples of special flat-panel considerations are

- picture element discreteness (leading to the possibility of isolated defects);
- optical properties that strongly depend on viewing direction (leading to the need to carefully describe viewing direction during evaluation); eh STANDARD PREVIEW
- slow response time of the electro-optical effect (leading to suitability questions when image dynamics are important for performance or comfort);
- panels that electrically vary the reflection properties at the picture element site (leading to complications in evaluation).

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ISO 13406, where appropriate, provides physical requirements based on models in ergonomic research and physical measurement protocols to provide consistent compliance decisions. In ISO 9241-3, ISO 9241-7 and ISO 9241-8, an alternative decision route is sometimes appropriate and necessary. These three standards include annexes concerning visual performance tests. These tests address legibility, legibility when unwanted reflections exist on the display screen, and discriminability of colours. When these tests are approved, they will provide an alternative means to decide compliance. These tests (unmodified or with appropriate modifications to account for flat-panel specific environmental considerations) may be used to decide compliance to ISO 13406-2.

ISO 13406-2 treats the ergonomics of directly viewed flat-panel displays. It covers the ergonomic topics of ISO 9241-3, ISO 9241-7, and ISO 9241-8. The requirements and measurements in ISO 13406-2 treat panels with uniformly spaced and constructed pixels. In addition, panels are sufficiently large to display at least three measurement targets, of at least 400 pixels each, that do not overlap.

Figure 1 illustrates a directly viewed flat-panel configuration that cannot be evaluated under ISO 13406-2 because each pixel is specially sized and shaped to represent a specific portion of a numeric symbol. This type of display is known as a segmented display.

Figure 2 illustrates another directly viewed flat-panel configuration that cannot be evaluated under ISO 13406-2 because the uniformly constructed pixels are not uniformly spaced. For economic reasons, the pixel positions between character rows and columns are omitted. With this type of panel, measurement targets are unavailable.

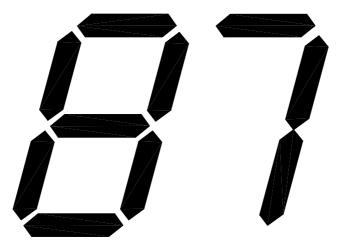


Figure 1 — Segmented display

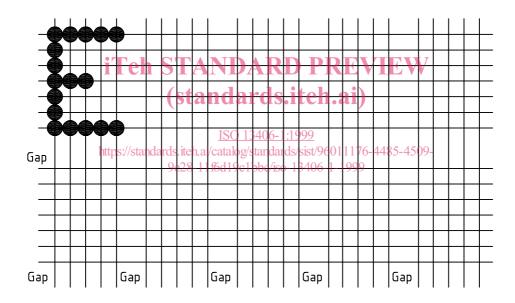


Figure 2 — Display with built-in gaps

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Ergonomic requirements for work with visual displays based on flat panels —

Part 1:

Introduction

1 Scope

This part of ISO 13406 establishes the rationale for ergonomic requirements for work with visual displays based on flat panels.

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This part of ISO 13406 is applicable to flat-panel technology applied to displays for office work and similar work.

2 Normative reference

ISO 13406-1:1999

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The following normative document contains provisions which, through reference in this text, constitute provisions of this part of ISO 13406. For dated references, subsequent amendments to, or revisions of, any of these publications do not apply. However, parties to agreements based on this part of ISO 13406 are encouraged to investigate the possibility of applying the most recent edition of the normative document indicated below. For undated references, the latest edition of the normative document referred to applies. Members of IEC and ISO maintain registers of currently valid International Standards.

ISO 9241-11:1998, Ergonomic requirements for office work with visual display terminals (VDTs) — Part 11: Guidance on usability.

3 Term and definition

For the purposes of this part of ISO 13406, the following term and definition applies.

3.1

flat pane

display that incorporates a flat surface > 2 m radius of curvature, for the presentation of information; the surface contains an active area consisting of a regular array of electrically alterable, discrete picture elements (pixels) in rows and columns

4 Rationale

4.1 Fitness of purpose

When the viewing direction is critical, the requirements contained in ISO 9241-3 are not sufficient for the purposes of ensuring usability (including: effectiveness, efficiency, comfort and acceptability) of a visual display. (See clause 3 of ISO 9241-11:1998 for the appropriate definitions.) For example, contrast cannot be judged normal to the screen as in ISO 9241-3 because an unsatisfactory visual display can possibly yield conforming results. Sometimes, tradeoffs that are appropriate in CRT displays are unavailable or contraindicated when flat panels are used. For example, viewing direction constraints and choice of specific colour or gray level interact on some flat panels. Reflective and transflective flat-panel displays perform better in higher ambient illuminance than tolerated by CRT and emissive flat-panel displays. Occasionally, usability requires rapid image formation time (for example, blinking or tracking of rapid cursor movement).

4.2 Measurement considerations

The viewing direction and the logical state of visual targets are specified differently, in order to measure the effect of ambient luminance and illuminance reliably and repeatably when the viewing direction is critical (applies to LCDs). This specification difference is critical for measuring luminance, contrast, colour and the coefficients needed to assess the fitness of a display to withstand reflections.

Time-dependent issues, such as the ability of a display to rapidly change an image to follow an intended cursor movement or to appear free of flicker, sometimes depend on the logical state and/or viewing direction. Measurements are needed to address this unique situation.

- NOTE 1 Most CRT-based displays and some flat-panel-based displays are like a printed picture. The image does not change significantly within the normal range of viewing directions. For these displays, measuring the characteristics in only one direction, normal (perpendicular) to the surface at the centre of a specific displayed object is usual and sufficient. This is the only measurement situation considered in ISO 9241.
- NOTE 2 If a display screen or printed material is viewed off-normal othe characters appear geometrically shorter. At 40°, a character appears about 25 % shorter. For single viewer displays, uniformity outside this 80° viewing cone is not required since even printed matter suffers from more severe off-angle viewing. ISO 9241-3:1992, subclause 5.3, addresses this.
- NOTE 3 Neither the electro-optical variation of the reflection coefficient nor its dependence on azimuth (viewing direction in the plane of the image) was anticipated in ISO 9241.
- NOTE 4 What the user sees on many flat-panel-based computer display images depends strongly on the viewing direction. The effect is not subtle because luminance, contrast and colour points shift significantly with the viewing direction. For measurements, such displays are treated specially. The ergonomic issue is to provide a range of viewing directions centred on the design viewing direction over which all applicable specifications are verified (and usable). This type of flat panel can be fully in conformance with ISO 9241-3, but nonetheless unsatisfactory for usability and/or visual comfort. Addressing this consideration represents a major part of the deviations necessary from the ISO 9241-3 ISO 9241-7 and ISO 9241-8 basis.
- NOTE 5 Some flat-panel technologies exhibit a unique time dependency of optical properties. Two significant considerations are: pixel memory and noticeably long image-formation time. The first factor complicates flicker evaluation. The second factor can lead to severe loss of contrast when the image is changing.
- NOTE 6 On all complex (high pixel count) flat-panel displays, there is a chance that a few defective pixels exist or sometimes exist. This represents a new class of potential legibility problems.
- NOTE 7 All flat panels exhibit the advantage of geometric and positional stability. Therefore, distortion, object size uniformity and jitter considerations in ISO 9241-3 and ISO 9241-6 do not appear in ISO 13406.

4.3 Extended uses and applications

ISO 13406-2 extends the scope of ISO 9241 to office applications with displays that are generally smaller in content.

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¹⁾ To be published.

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