



# P04

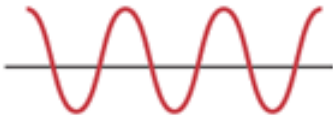

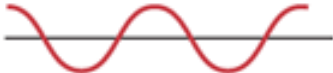
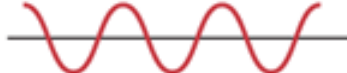
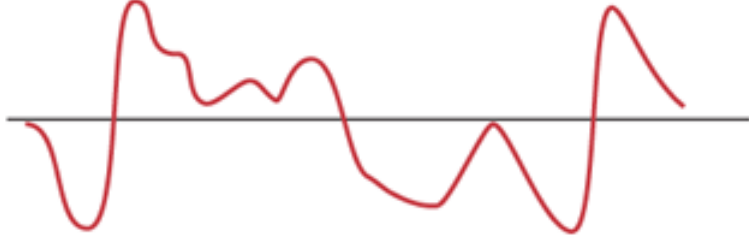
# Everything Else Matters Too

E365 – Aviation Human Factors

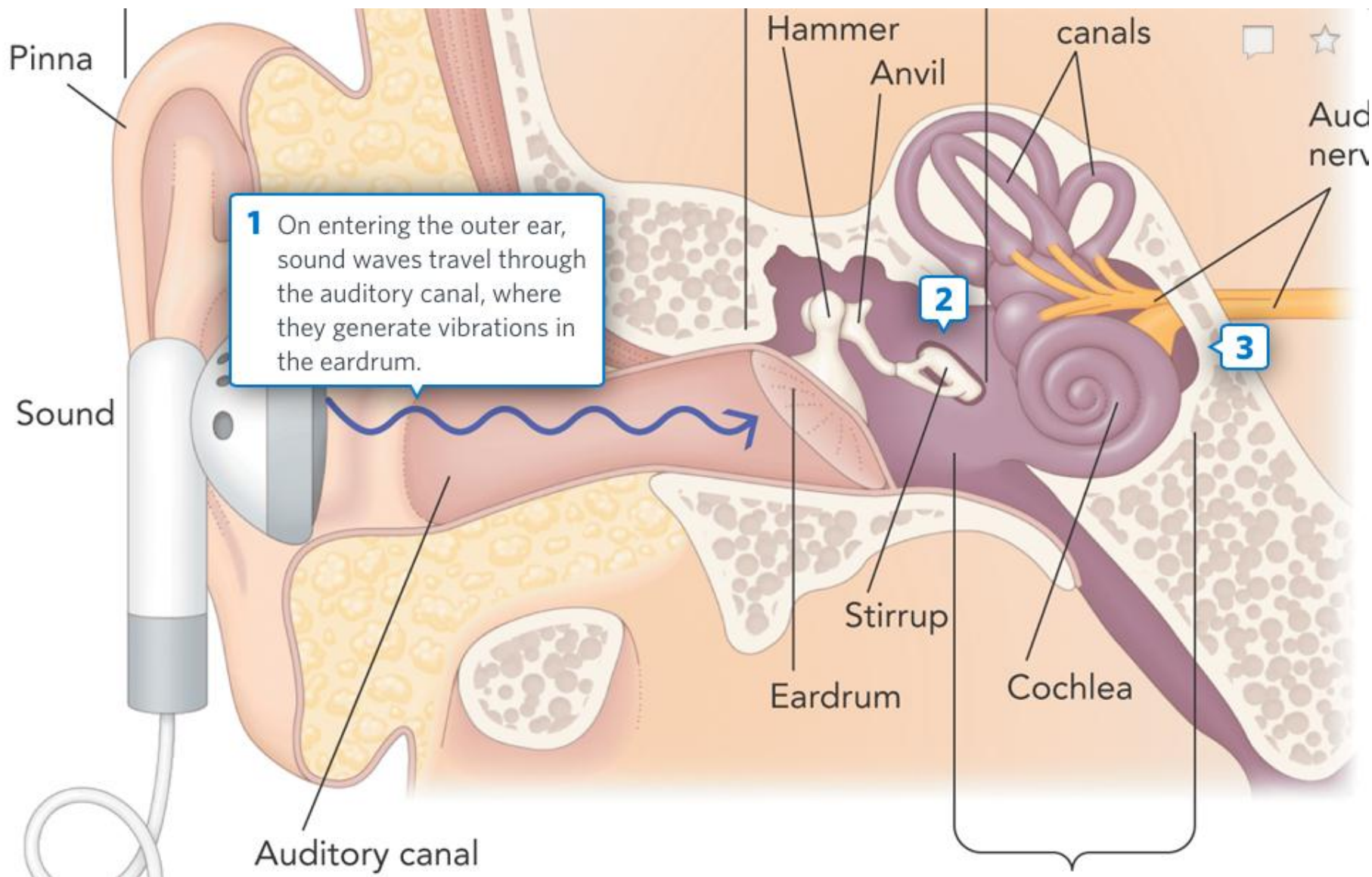
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# Perception of sounds

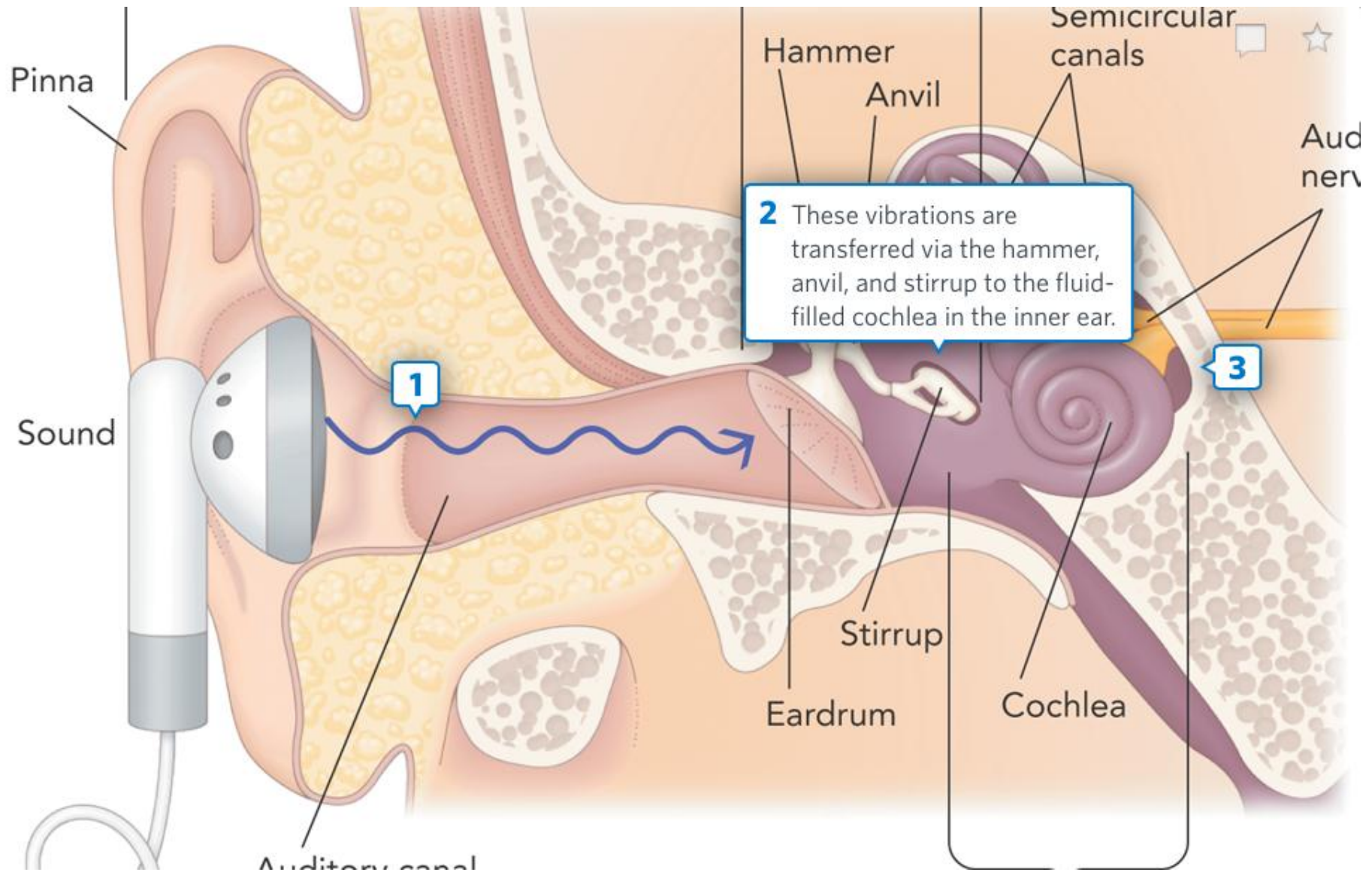


Physical Dimension	Perceptual Dimension	Form of Sound Waves	
Amplitude (intensity)	Loudness	 Loud	 Soft
Frequency	Pitch	 Low	 High
Complex sounds	Timbre	 (Form of sound wave from a clarinet)	

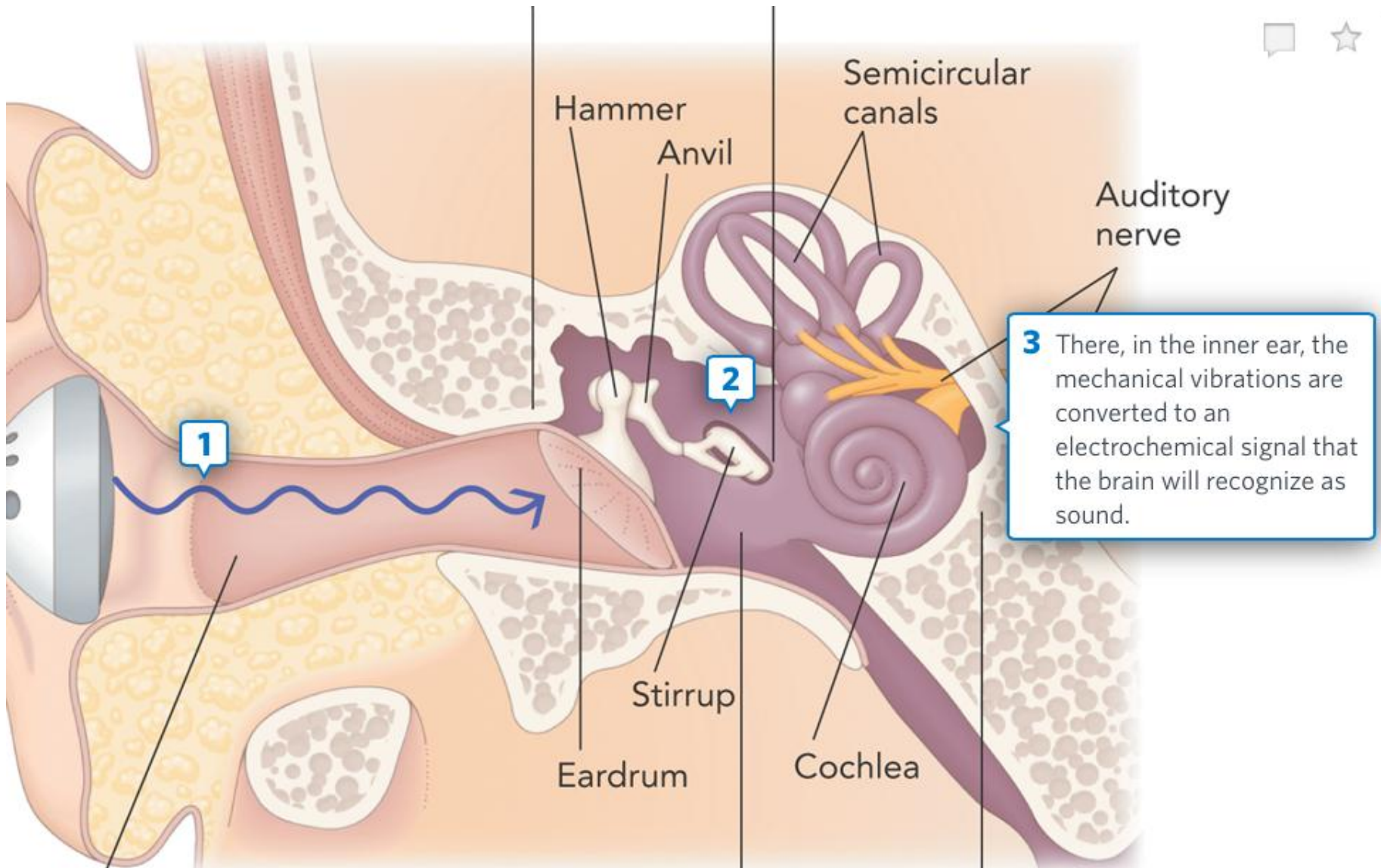
# Sensing sounds – Outer ear



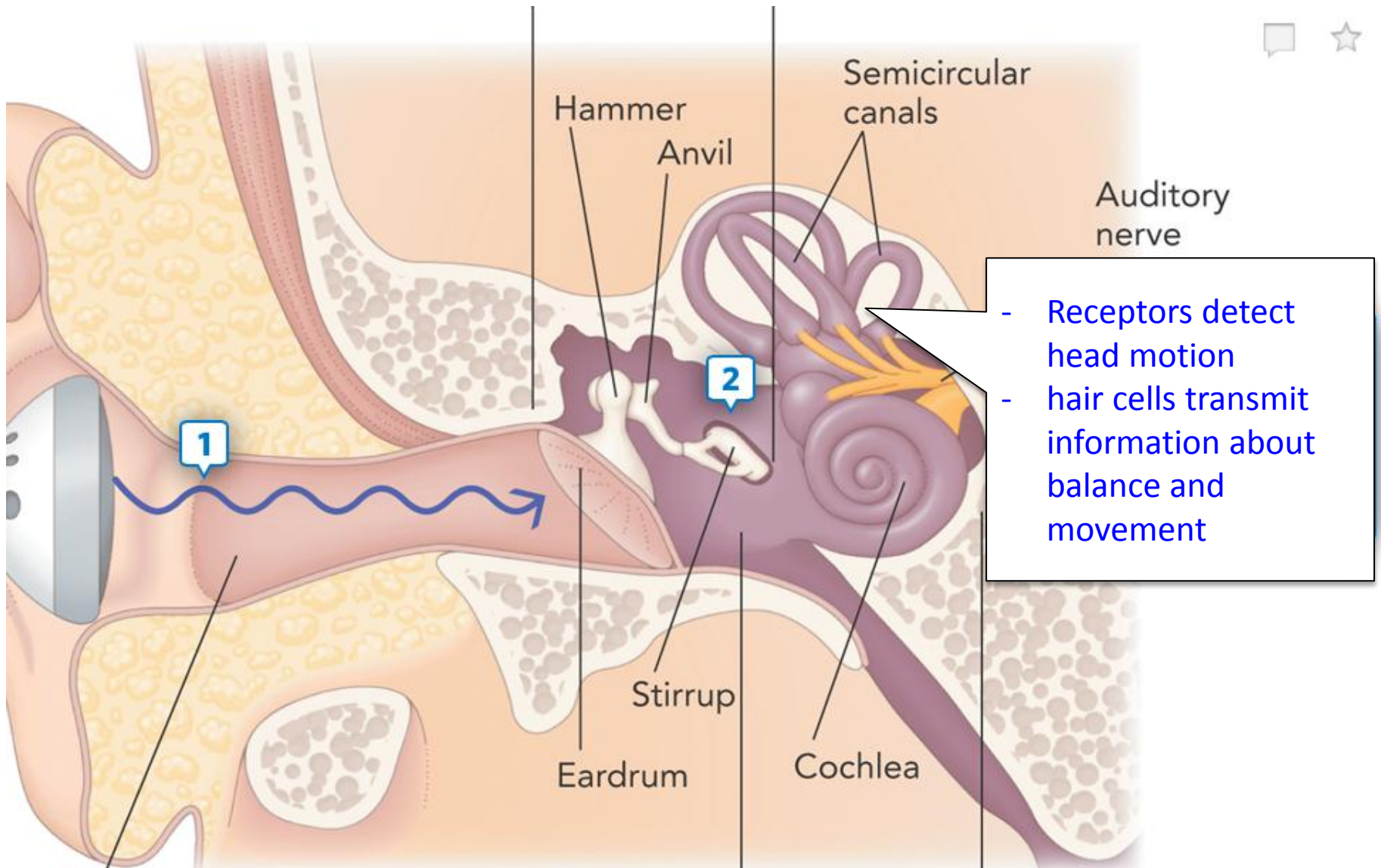
# Sensing sounds – Middle ear



# Sensing sounds – Inner ear



# Semicircular canals



# Performance of the human ear

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- Sound intensity limits
  - 0 – 140 dB
- Sound frequency limits
  - 20 – 20,000 Hz
- Conductive hearing loss
  - Disorders in the mechanical structures of the outer (eardrum) and middle ear (hammer, anvil, stirrup).
- Sensorineural hearing loss
  - Damage to neural structures in the cochlea, auditory nerve or central auditory system.
    - Presbycusis

# Auditory Displays

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- Advantages of Auditory Displays:
  - Better than visual displays at capturing attention of operators in unexpected situations
    - Attention is grabbed when a siren sounds whereas a warning light may go unnoticed
- Examples of Auditory Displays:
  - Public Address System
  - Warning/Alarm signals
    - Horn (car)
    - Siren (ambulance)
    - Whistle(train)

# Usage of auditory displays

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- Warnings
- Low Lighting Environment
- Origin of signal is itself a sound
- Message is simple and short
- Information is not needed to be retained for future use
- Immediate action is needed
- Continuously changing information is presented
- Visual system is overburdened
- Speech channels are fully employed
- Illumination limits use of vision
- Receiver/Operator moves from one place to another

# Principles of auditory display

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- Compatibility
  - Type of sound must be compatible with information transmitted
- Approximation
  - Attention-demanding signal, then designation signal
- Dissociability
  - Auditory signals should be easily discernable from any ongoing audio input
- Parsimony
  - Input signals to the operator should not provide more information than is necessary
- Invariance
  - The same signal should designate the same information at all times

# Cutaneous senses

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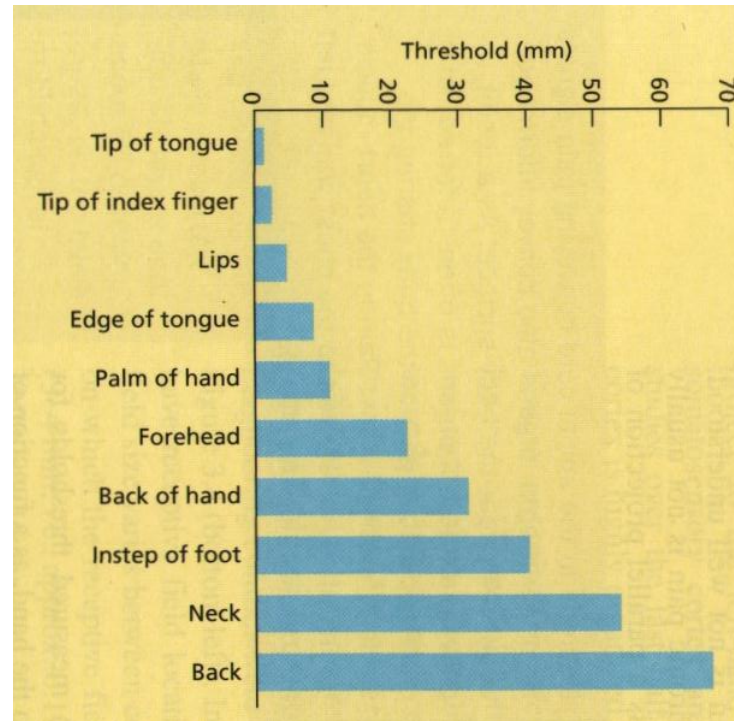
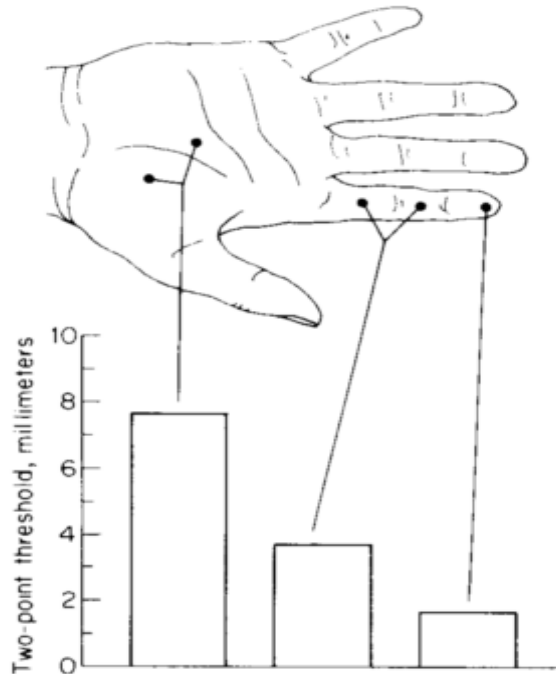


- Touch
  - Mechanical energy of the pressure against the skin
  - Sensitivity is not uniform across all areas of the skin
- Temperature
  - Warm and cold thermoreceptors
- Pain
  - Intense stimulation of any one of our senses

# Two-point threshold of touch



- Measure of touch sensitivity
  - smallest distance between two pressure points at which the points are perceived as separate.
- Tactile displays that require fine discriminations are best designed for fingertip reception.



# Usage of tactile displays

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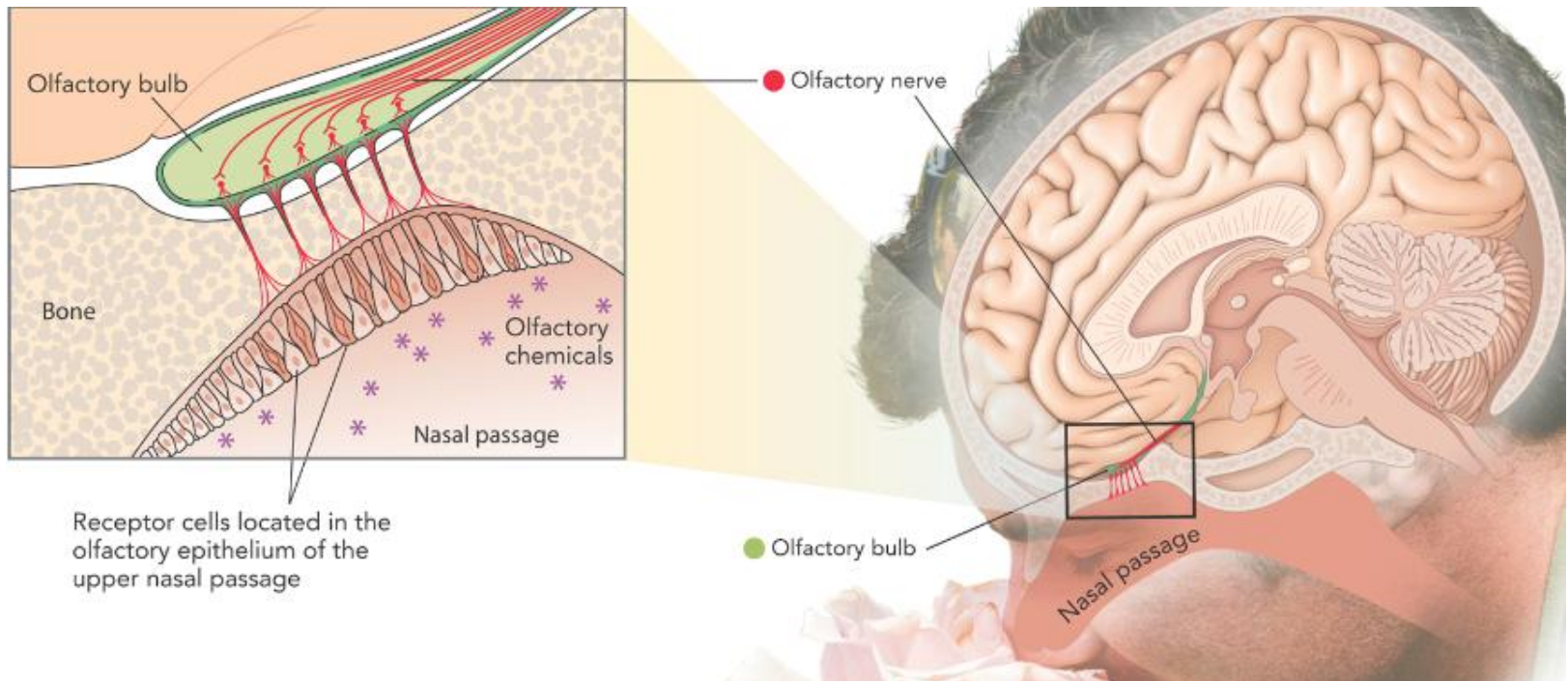


- When sound is not allowed
  - During live performances in a concert hall, mobile phones put to vibration mode
- In noisy environments where sounds will not be heard
- For the visual and hearing impaired
  - Braille print for the blind
- When visual and auditory senses are overburdened
  - Tactile Situational Awareness System

# Smelling



- Airborne molecules of an odour reach tiny receptor cells in the roof of the nasal cavity.
  - The receptor cells form a mucus-covered membrane called the olfactory epithelium.
- The olfactory nerve carries information about the odour to the brain for further processing.



# Olfactory Displays

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- No widespread applications
  - Cannot be depended on as a reliable source of information as people differ greatly with respect to sensitivity to odors
  - Serve primarily as warning devices
- Examples of Olfactory Displays:
  - Gas companies add odorant to natural gas so we can detect gas leaks at home. LPG itself is odourless.
  - Fire prevention systems release carbon dioxide, with a wintergreen odour added as a warning
  - US metal mines use “stench” systems to alert workers during emergency evacuations
    - Reach vast areas which might not be economically reached by visual or auditory warnings.

# Learning Objectives

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- Functions and limitations of our ear, nose and skin.
- Design considerations and usage of auditory, tactile and olfactory displays