

ICONS AND COLORS IN EXTREME ENVIROMENT

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Abstract

The intend of the study on “Icons and Colors as visual communication in Extreme Environment” is to design the information system for communication, orientation, safety and emergency for extreme confined environment (nuclear areas, Antarctic laboratory,...). The Project is focused on: “**Safety and Emergency Information Design in Outer Space Extreme Environment**”.

To achieve this task we need a strong capacity to predict the needs of the future people and of their environment, as time project related with high technology environment.

The project is aimed to design & define the requirements for the Information Design of Extreme Environment, as a PhD Thesis in Human Machine System Department of TU-Berlin.

More information: www.extreme-design.eu

THIS PRESENTATION IS AIMED CALL KNOW AND EXCHANGE INFORMATION WITH SPECIALIST INTERESTED AND MAYBE ACTIVE IN THE FOLLOWED AREA:

- *Requirement*: definition of rules to follow in the design process.
- **Visual Information Design**: ability to organize information for particular need of specific targets.
- *Icons and colours*: instruments to convey the information of orientation, safety and emergency organized in visual system requirements.
- **Extreme environments**: milieu where the information system acquires positive importance (confined habitat, satellites, nuclear areas, weapons)
- *User*: teams of people experiencing the extreme contexts.
- **Ergonomics**: project rule considering the needs for the best working condition (Human Factor) Ergonomics of the visual Information and extreme environment Interface
- *Human Factors*: project rule that follow the human centred design philosophy, in a context where the person well being is the key factor for the system operability.
- **Space Anthropology**: Physical and Cultural (visual perception and communication in our case) modifications caused by human environmental and social adaptation in Space.
- **Natural Design: Ecological input to increase the well being** in artificial environment
- **Space Art and Architecture**: Application of the discipline in Space context considering the increasing of well being related.
- **Psychological Outer Space factors**: Needs, psycho-physiological reaction at stress in confined environment context.

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