Abstract:
Digital human models are essential for the development of vehicle interiors and driver workplaces. They can be used during the occupant packaging process to develop the seat, steering-wheel and pedals adjustment ranges to ensure optimal posture for occupants of different anthropometric measurements. However, digital human models can also be used to design the display and control concept during the early phases of the product development process. In this article the ergonomic interior design process of the electric vehicle MUTE is shown exemplarily. In addition to a discussion of different design principles of the driver’s workplace, the simulation capabilities of RAMSIS and the tool RAMSIS cognitive are explained using the example of the design of a central touchscreen, which acts as the main input device for secondary and tertiary tasks.