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**NATIONAL STANDARD OF THE
PEOPLE'S REPUBLIC OF CHINA**

GB/T 32265.1-2015

**Ease of operation of everyday products -- Part 1: Design
requirements for context of use and user characteristics**

日用产品的易操作性 第1部分：针对使用情境和用户特征的设计要求

(English Translation)

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Foreword

GB/T 32265 is divided into two parts.

Ease of Part 1 --- Household products. user features for the use of scenarios and design requirements Part 2 --- availability of consumer goods and utilities products. Summary of test method this section is GB/T Part of 132,265.

This section drafted in accordance with GB/T 1.1-2009 given rules.

This section uses the translation method identical with ISO 20282-1:2006 "ease of

everyday products - Part 1. For use situations and User features design requirements. " this part of the National Standardization Technical Committee learned Ergonomics (SAC/TC7) and focal points.

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Introduction

More and more household product applications of computer technology, which makes the product more complex operation, users need to learn how these products Goods, in order to better benefit from the use of the product. Thus, availability is the key determinant of the success of the product. Products become more complex, users the challenge to use the product in a variety of functions are also facing increasing for manufacturers, the design of useful products more difficult.

Poor availability of the product when used normally need help, not only dampen the enthusiasm of the user to use, but also to manufacturers and Supplier extra costs. Many companies have realized the importance of product availability, hired experts in usability experiments into Line professional evaluation. Many testing organizations to increase the availability of content in its evaluation of the product evaluation process.

This part is developed in GB/T on the basis 18978.11-2004, GB/T 18978.11 provides specifications and availability measurements General guidelines. This section GB/T guidelines 18978.11-2004 used in household product user interface usability testing in. People often see around many household products usability issues still exist, especially interacting with the user's product, its user interface design Significant impact on the use of the product user experience. Household products include consumer products and ready-to-use products.

Household products focus on interface design allows users to achieve their main goal. Product main objectives reflect all or most users want real Now product features, such as. the use of mobile phones and receive calls using a vending machine to buy train tickets, or use the TV to watch TV programs. Art the term "ease" can be seen as part of the concept of usability, user refers to a specific measure in achieving the main goal of the product used in the process of index.

In general, the daily range of products designed for the widely anticipated user groups have different user characteristics. The best part Amount covers a variety of user characteristics household products should be considered in the design process. With the aging of the world's growing population, especially in product design it should take into account the

needs of older users of the feature.

GB/T 18978.11-2004 availability refers to the user specified using the product operational effectiveness, operational efficiency and satisfaction. Taking into account the use Household use household products needed to complete the task is usually relatively simple, fast, as the most important indicator of the effectiveness of the availability of measurement.

Household products ease Part 1. For use scenarios and user Feature design requirements

1 Scope

GB/T 32265 Part of everyday products into ease of design requirements and recommendations made, can be seen as they pass operability and use Part of the user interface concepts related to the availability of household products users need to consider user interface design features and usage scenarios.

Of this section is intended to promote research and development of household products, and therefore include.

- The definition of the concept of ease;
- Explain the usability problems associated with the use of context;
- Describes features that may affect the expected availability of user groups.

This section for usability experts, scholars ergonomics, product designers, interactive designers, manufacturers and others involved in daily production Product design and development personnel use and reference.

This section applies to a mechanical or electronic products containing an interactive interface, users can achieve its products through direct operations or remote interface purpose. These products belong to at least one of the following.

- a) the purchase of consumer goods or for all public rental for certain public use, it can also be a personal, public organizations or private companies Some consumer goods;
- b) for personal rather than professional purposes used in consumer products (such as. alarm clock, electric kettle, phone, electric drills, etc.);
- c) to provide the public services used with that product (such as. vending machines, photocopiers, fitness equipment);
- d) In addition to the work of workplace products used (such as. office coffee machine);
- e) containing software product, the software can achieve the main goal of the product (eg. CD player).

Of this section does not apply to the following products.

- a) purely physical products, non-interactive user interface (such as. kettles or hammer);
- b) in appearance or fashion design as the main purpose of the product (such as. no timescale watch);
- c) require specially trained with specific skills and (or) product expertise of people who can use (such as. musical instruments or car);
- d) independent self-contained software product;
- e) only for professional activities products.

Note 1: The content of some products covered within the scope of the incomplete portion contains. For example. In the course of Internet access terminals, such as terminal switch Switching belong to this part of the category, with the use of network-related tasks does not belong to this category.

Note 2: This part can be used with GB/T 18976-2003, GB/T 18976-2003 describes a people-centered design process to consider how the availability of a wider range of content.

Note 3: Some guiding principles can be applied to this part of the daily life of other types of production systems.

2 Compliance

In order to develop easy-to-household products should be used according to context and user characteristics Section 6 of the product and shape analysis Documented, household product design should consider the characteristics associated with each range.