



# Human-Centered Design Challenge (Global Edition)

# Submission Requirements

- **Poster**

- Participants must submit a detailed design proposal along with visual representations (e.g., sketches, diagrams, 3D models, prototype, etc).
- Proposals should clearly explain how the design addresses specific human factors considerations.
- Please download the template from this [link](#).

- **Business Case Report**

- In addition to the poster, participants can include additional information and justification on your design in a business case report for the judges to review.
- You are to keep the report within 2-page to 4 page. There is no specific template.



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First AUTHOR<sup>a</sup>, Second AUTHOR<sup>b</sup>, Third AUTHOR<sup>c</sup> and Last AUTHOR<sup>d</sup>  
<sup>a</sup>Affiliation of First Author  
<sup>b</sup>Affiliation of second to last author

**DESIGN CHALLENGE STATEMENT**  
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**EMPATHIZE: HUMAN-CENTERED INSIGHTS**  
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**EVALUATE, ERGONOMICS EVIDENCE & IMPACT**  
Second Level Headings  
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**REFERENCES & ACKNOWLEDGEMENTS**  
Shenoi, A. K. S., Shrivastava, S. H., Bhatnagar, M. J., & Mishra, M. J. (2010). Teaching and learning in design for human centered design. *International Journal of Management and Information Systems*, 16(1), 101-110.  
Baker, S. (2010). *Human factors in design*. London: CRC Press.  
Shenoi, A. K. S. (2010). *Human factors in design*. London: CRC Press.  
Shenoi, A. K. S. (2010). *Human factors in design*. London: CRC Press.

Main Organizer: HFESS (Human Factors Engineering Society of Singapore)  
Co-Organizers: SUSS (Singapore University of Social Sciences), Greydient Lab (Digital Product Design Consultancy), USER (User Experience Research)

Human Centered Design Challenge 2026 - SG Edition

# Details to include in Poster Submission

- **Team Information.** Include project title, team members, institution, and country.
- **Design Challenge Statement.** Clearly describe the specific workplace challenge or need faced by mature workers (aged 55+), with attention to safety, ergonomics, or work effectiveness.
- **Empathize: Human-Centered Insights.** Present the ergonomic techniques applied to obtain the needs and challenges of mature workers. Evidence of user testing, and completeness of supporting materials (e.g., personas, journey maps). Demonstrate depth in understanding the users (e.g. physical, cognitive, and emotional needs) such as ease of use, intuitiveness, ergonomics, and inclusivity (e.g., accommodations for sensory, mobility, or cognitive impairments).
- **Ideate: Concepts, Workflows, Visuals & Diagrams.** Use annotated images, sketches, or diagrams to illustrate your solution and workflow. Ensure all visuals are clearly labeled and easy to read. Demonstrate good grasp of human-centered design, originality and creativity.
- **Evaluate: Ergonomics Evidence & Impact.** Explain how your design enhances safety, comfort, or efficiency for mature workers, highlighting relevant ergonomic, cognitive, or physiological factors that affect their ability to work safely and efficiently and referencing ergonomic standards, research, or best practices. Indicate potential to improve income opportunities, safety, and dignity at scale; demonstrate technical and practical viability, cost-effectiveness, durability, environmental impact, and long-term maintenance or business model, replicability across different contexts or communities.
- **References & Acknowledgments.** List key sources for ergonomic principles, research citations, and acknowledge any contributors or organizations involved in your project.



# Judging Criteria

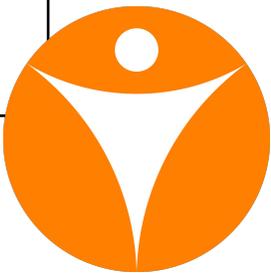
All applications will be evaluated based on the following criteria:

- Human-Centered Insight
- Usability & Accessibility
- Innovation & Creativity
- Impact, Feasibility, Sustainability, Scalability
- Presentation & Documentation



# Scoring Rubric (100 Points Total)

No.	Criteria	Description	Points
1	<b>Human-Centered Insight</b>	Depth of research and empathy demonstrating understanding of elderly users' physical, cognitive, and emotional needs. .	<b>30</b>
2	<b>Usability &amp; Accessibility</b>	Ease of use, intuitiveness, ergonomics, and inclusivity (e.g., accommodations for sensory, mobility, or cognitive impairments). Evidence of user testing, and completeness of supporting materials (e.g., personas, journey maps)	<b>20</b>
3	<b>Innovation &amp; Creativity</b>	Originality and inventiveness of the solution—whether tech-driven or analog—with emphasis on appropriateness rather than complexity.	<b>20</b>
4	<b>Impact, Feasibility, Sustainability, Scalability</b>	Potential to improve income opportunities, safety, and dignity at scale; Technical and practical viability, cost-effectiveness, durability, environmental impact, and long-term maintenance or business model, replicability across different contexts or communities.	<b>15</b>
5	<b>Presentation &amp; Documentation</b>	Clarity of concept explanation, quality of prototypes or mock-ups.	<b>15</b>





Thank you for your interest in the HCDC (Global Edition).  
We look forward to reviewing your amazing designs!