

ABSTRACT

The report presents and examines the results of a laboratory-type ergonomics study carried out by the author with 36 employees (19-66 years of both sexes) of an industrial concern in Trinidad. The subjects played under various conditions, a patented television game 'against the computer', originally used by Mahadeva in 1981. The task was of a target 'pursuit' tracking nature requiring intense vigilance, and quick and continuous sensory-motor action. Physically, only constant finger movements and intermittent hand motions were involved.

The objects of the study were to investigate any age-wise and sex-wise differences in performance, performance variations at different noise levels, and to validate some earlier findings. The results showed significant differences between comparable males and females, as well as between increasing noise levels with a humped-back curve, and agreed with previous findings.

The results obtained are consistent with those of earlier researchers including Mahadeva, and point to certain interesting trends. The experimental investigation and the conclusions drawn therefrom should be of use in the selection and allocation of industrial workers to tasks requiring sensory-motor skills and prolonged vigilance.