



Auswirkung von Korrekturen der Alterssichtigkeit auf die muskuläre Belastung des Schulter-Nacken- Bereichs während der Bildschirmarbeit (TRAP PC Studie)

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- Die Open Access Gebühren der TRAP PC Studie wurden durch das Projekt DEAL getragen
- Brillengläser der TRAP PC Studie wurden von Visall kostenlos zur Verfügung gestellt

A woman with blonde hair, wearing a voluminous, multi-layered blue gown with ruffles and a sheer overlay, stands on a beach. The gown is flowing and has a shimmering, iridescent quality. She is looking slightly to her right. The background shows a dark, stormy sea under a cloudy sky. A semi-transparent teal rectangular box is overlaid on the center of the image, containing the text 'SERIOUS PC Studie'.

SERIOUS PC Studie

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ORIGINAL INVESTIGATION

Surface Electromyography of the Trapezius and Sternocleidomastoid during Computer Work with Presbyopic Corrections

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SIGNIFICANCE: During computer work in controlled laboratory conditions, wearing multifocal contact lenses (MFCLs) showed no lower muscle load but increased subjective perception of comfort with equivalent visual quality and comparable tolerance.

PURPOSE: Because musculoskeletal complaints are frequent among computer workers, this study used the muscle electrophysiological activity of shoulder and neck muscles in presbyopic computer workers who received either progressive addition lenses for general purpose (GP-PALs) or MFCLs.

METHODS: For this crossover study, 11 presbyopic computer workers aged 55 ± 4 years (mean \pm standard deviation) were equipped with GP-PALs and MFCLs in a randomized order. Surface electromyography signals were recorded bilaterally from shoulder and neck muscles during short-term computer work tasks using an optimally adjusted visual display unit workplace. The amplitude probability distribution function, the number and total duration of EMG gaps, and sustained low-level muscle activity periods of the surface electromyography signals were calculated. Comfort and correction type preferences were assessed. Head inclination was objectively evaluated.

RESULTS: Multifocal contact lenses elicited no significant lower muscle load than GP-PALs. The number of sustained low-level muscle activity periods longer than 60 seconds was similar between visual aids. The total amount

SDC



Einfluss der Presbyopie

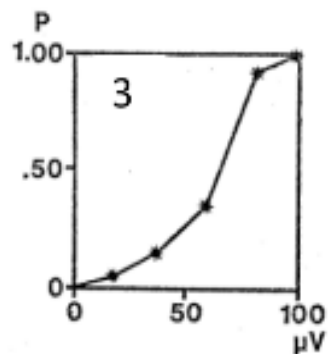
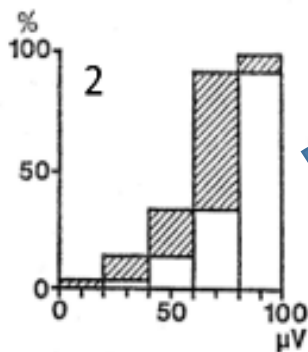
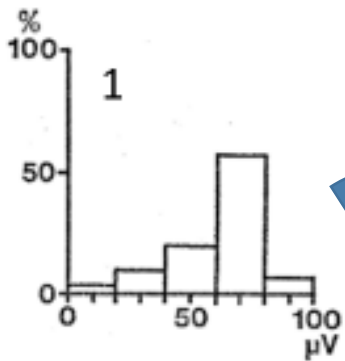
- Sustained Low-level Muscle Activity (SULMA) evtl. Ursache für Muskel-Skelett-Beschwerden am BAP¹
- Grund „Cinderella Hypothese“²:
- Typ 1 Muskelfasern bleiben von Beginn der Haltearbeit bis zur totalen Muskelentspannung aktiv



Hypothese

- Korrektur der Presbyopie mit Gleitsichtbrille am BAP führt zu SULMA
- Grund:
 - Gleitsichtgläser ermöglichen scharfes Sehen in der Ferne bei natürlicher Kopfhaltung
 - Am Bildschirm muss der Kopf um etwa $3-5^\circ$ angehoben werden um scharf zu sehen⁷



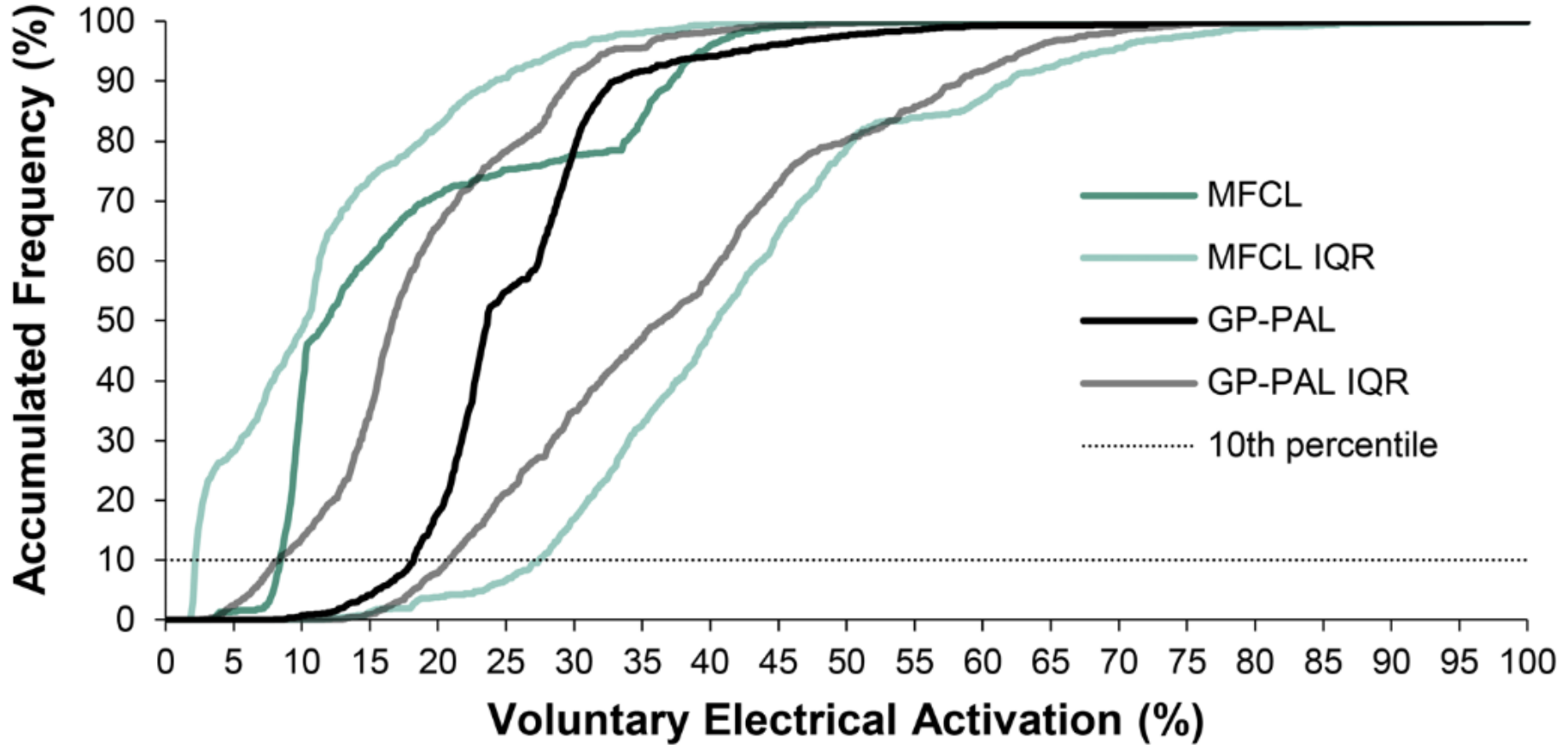


Auswertung

- APDF = kumulative Verteilung der verschiedenen Kontraktionslevel eines Muskels über die gesamte Messzeit im Verhältnis zu einer Referenzaktivität (RVE)
- SULMA = Perioden geringfügiger und dauerhafter Aktivierung des Muskels
- GAPs = spontan auftretende, kurze unbewusste Pausen in der Muskelaktivität, die auch zur Muskelentspannung beitragen



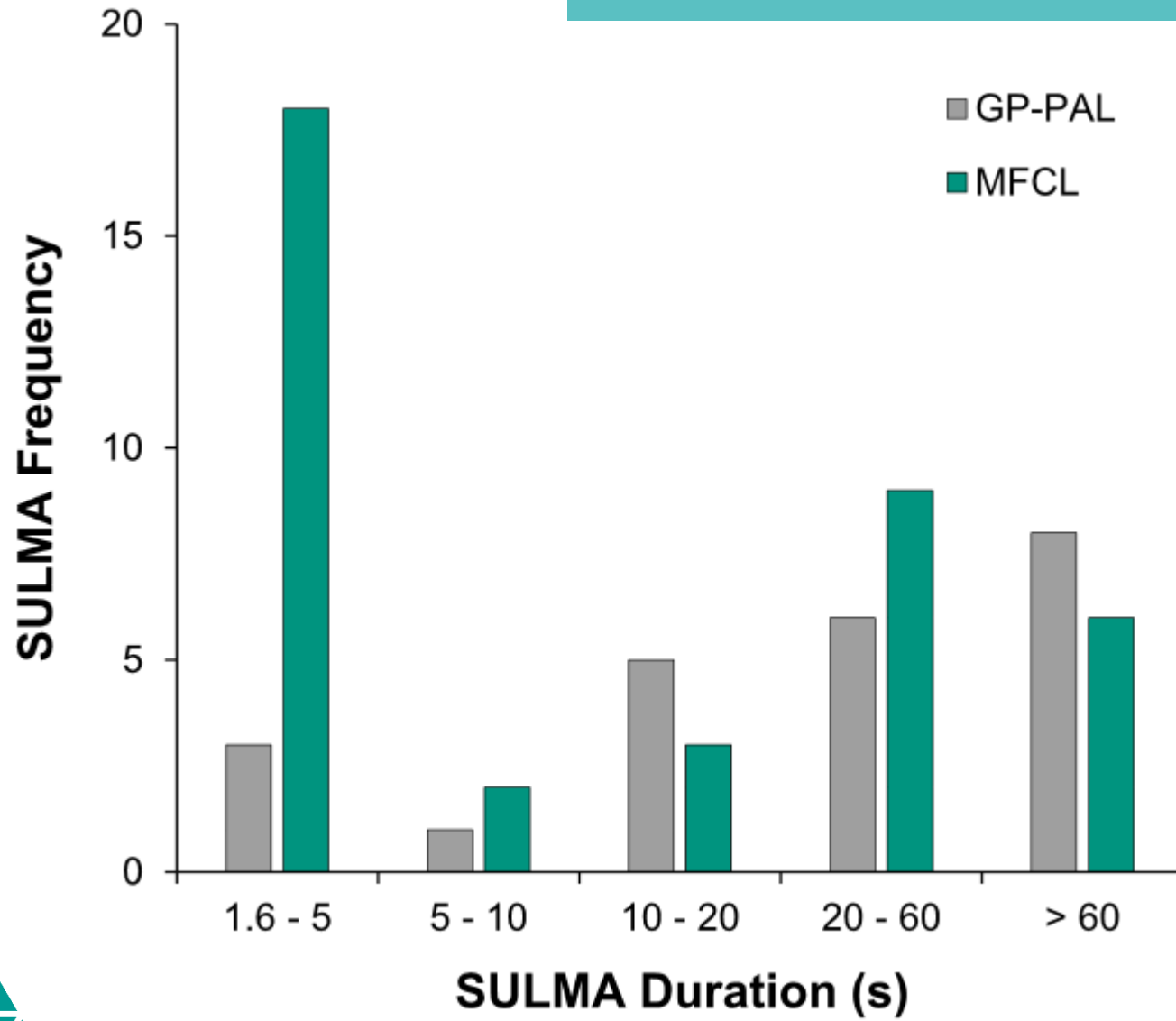
APDF



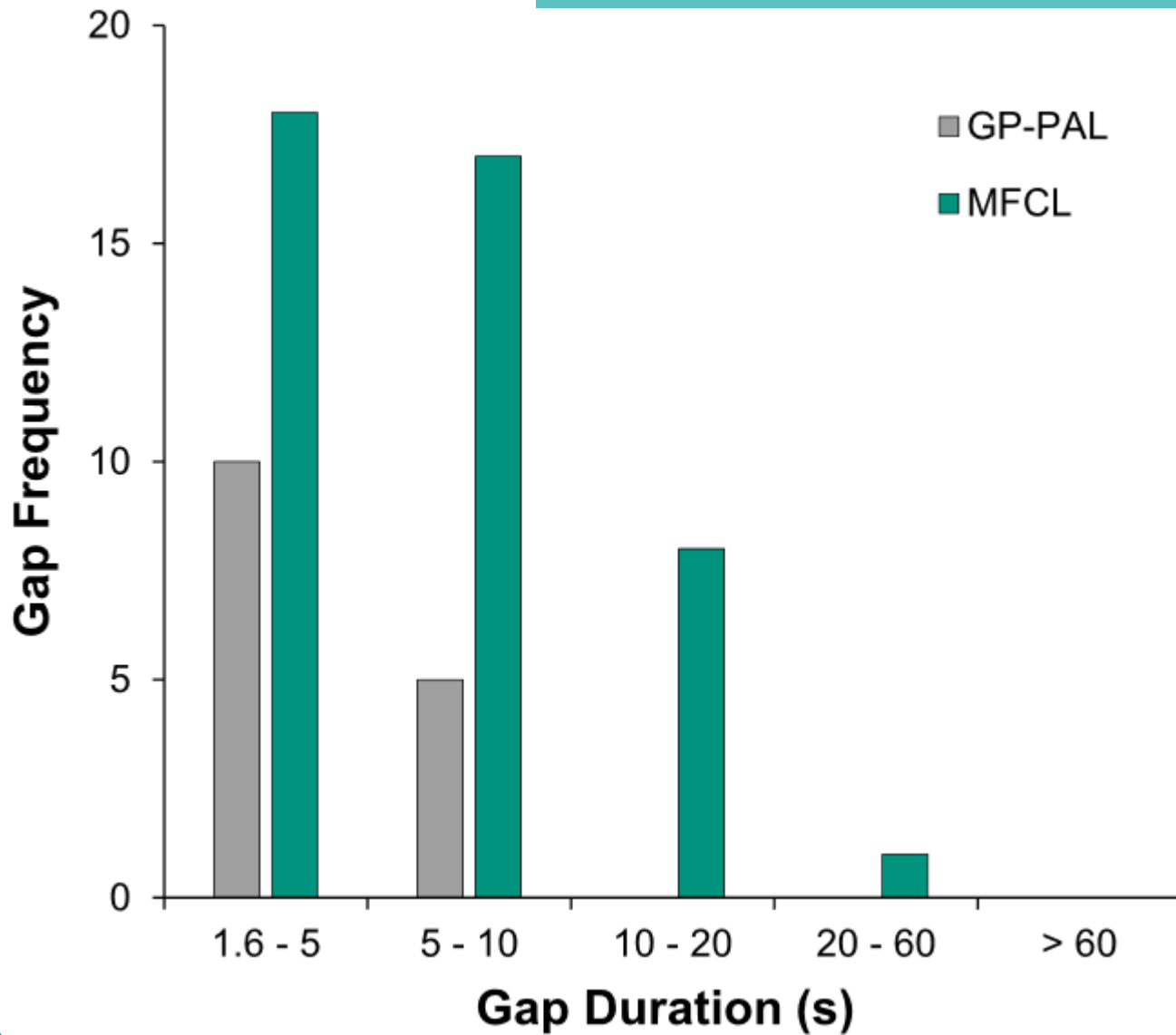
Percentiles	correction	RVE	IQR	test
10th (static level)	MFCLs	8.4	2.2–27.0	$P = .60$
	GP-PALs	18.2	8.0–20.8	
50th (median level)	MFCLs	11.8	10.3–40.4	$P = .43$
	GP-PALs	23.6	16.7–36.5	
90th (peak level)	MFCLs	37.1	24.2–61.8	$P = .38$
	GP-PALs	32.9	29.6–58.4	



SULMA



GAPS



Diskussion

- Unterschiede der SULMA in Studie sehr gering und nicht eindeutig
- Mögliche Ursachen:
 - Probanden waren bereits zu stark an Gleitsichtbrillen gewohnt
→ Einnehmen von Zwangshaltungen auch während KL Versorgung konnte deutlich beobachtet werden
 - Bildschirmarbeitsplatz ideal eingerichtet (Blicksenkung von ca. 35° ermöglicht)
 - Sehanforderung entsprachen zwar der DGUV aber vermutlich nicht den realen Anforderungen (Schriftgröße 16 auf 24" Monitor bei 80cm Entfernung)
→ Aufgabe konnte trotz Unschärfe mit Fernbereich erfüllt werden, Kopfanhebung z.T. nicht nötig
 - Hohe Varianz der „Between Day“-Werte trotz Normierung
 - Zu kurze Belastungsphasen (je 5 Minuten)



REVISION Studie



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ORIGINAL ARTICLE



Analysis of real-world visual ergonomics at the visual display unit

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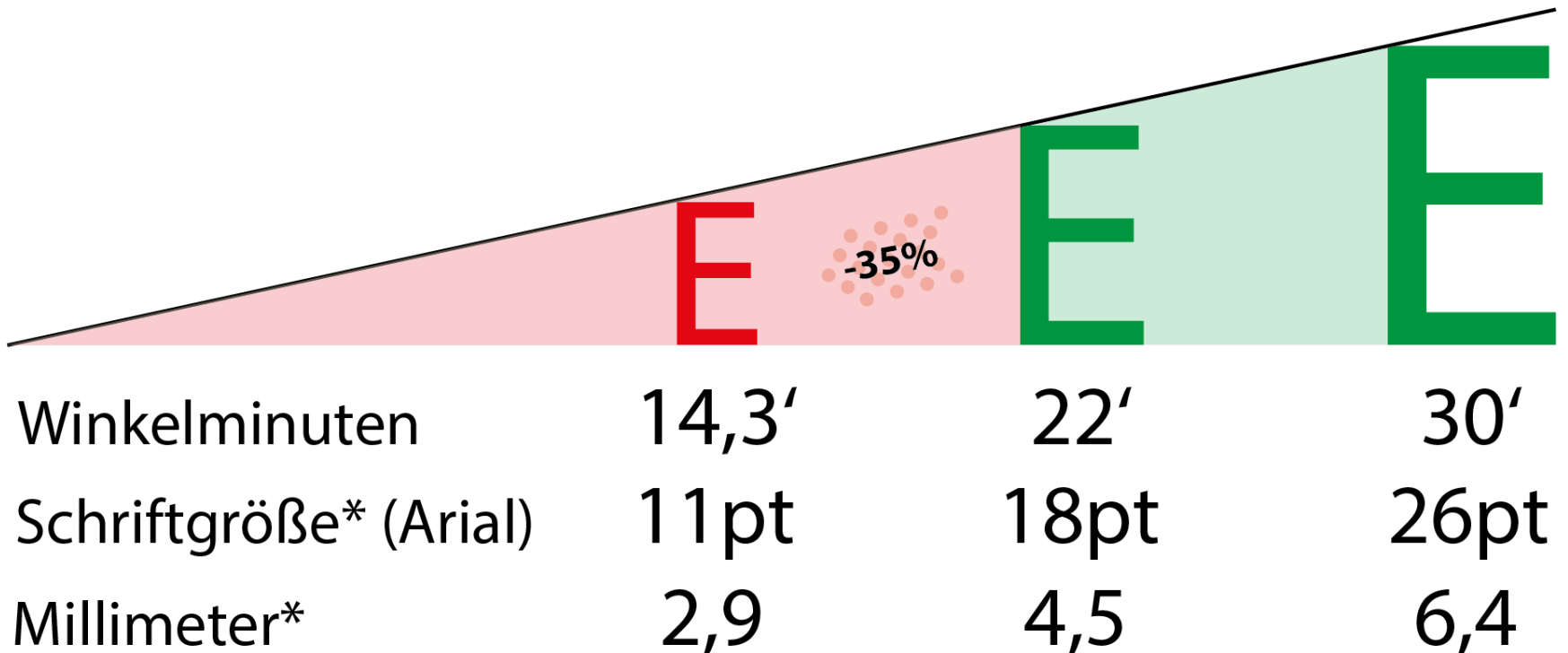
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Abstract

Introduction: In this interventional study, the ergonomic workplace set-up and the impact of character size on subjectively estimated working productivity and computer vision syndrome (CVS) were evaluated in the field.

Methods: The number of displays and their size, resolution, surface structure, position in the room and relation to the eye were evaluated for 152 units. CVS was assessed using the CVS-Questionnaire. Habitually used character size for an uppercase E was recorded and compared to the ISO 9241–303:2011, national standards (e.g., ANSI/HFES 100–2007) and national guidelines (e.g., German DGUV Information 215–410). In case of failure to comply with these standards, charac-





*berechnet für Arbeitsabstand von 70cm (Durschnitt)



Number of displays

1 Display	32.9%
2 Displays	64.8%
3 Displays	3.3%

Display size (inches)

19"	16.5%
23–24"	62.5%
27"	12.5%

Other

Aspect ratio	
Fullscreen (4:3 or 5:4)	19.0%
Widescreen (16:9 or 16:10)	81.0%
Ultrawide screen (>21:9)	0.0%

Surface

Glossy	4.6%
Non-glare (anti-reflection coating)	14.5%
Non-glare (matte)	80.9%

Position of the window

Window in front of the observer	12.7%
Window behind the observer	4.0%
Windows to one side of the observer	80.0%
Other	3.3%

Position relative to the eye

Mean (SD)

Viewing distance (primary display)	727.8 mm (97.6)
Viewing distance (secondary display, <i>N</i> = 102)	780.3 mm (90.0)
Highest presented screen content (above the desk)	391.2 mm (43.8)
Height of eye (above desk)	470.2 mm (50.1)
Head inclination	14.5° (5.7)



A person is seated at a desk, viewed from behind. They are wearing a white tank top and have several teal-colored EMG sensors attached to their upper back. Wires connect these sensors to a laptop on the desk. A monitor is visible in the background, displaying a blue desktop background. A teal semi-transparent banner is overlaid on the image, containing the text 'TRAP PC Studie'.

TRAP PC Studie



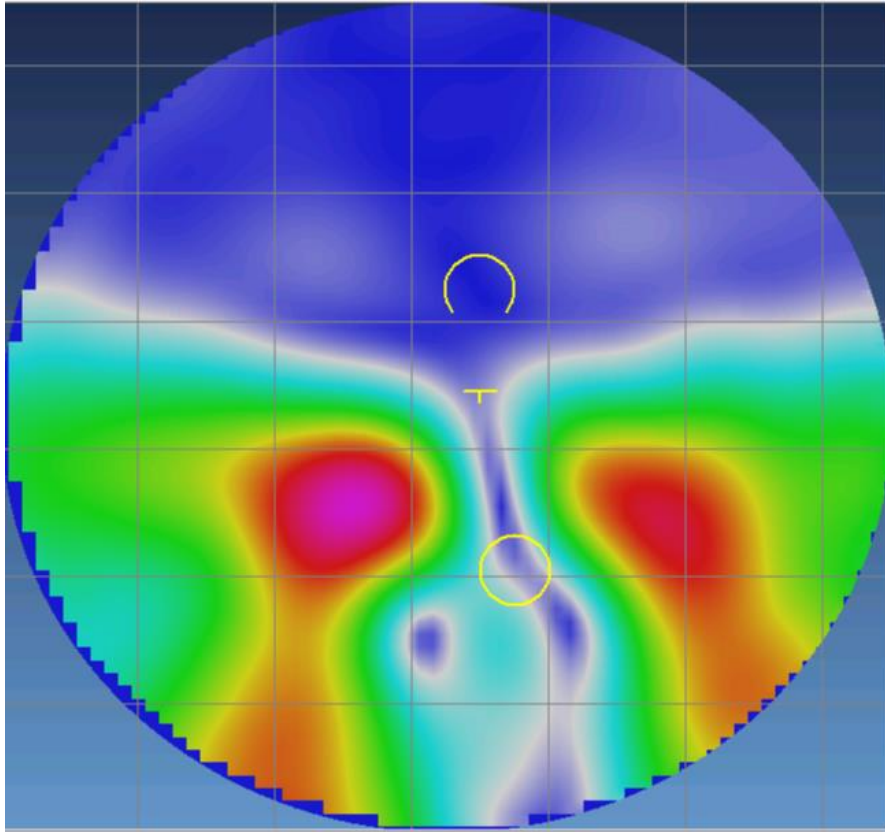
Methode

Laborstudie:

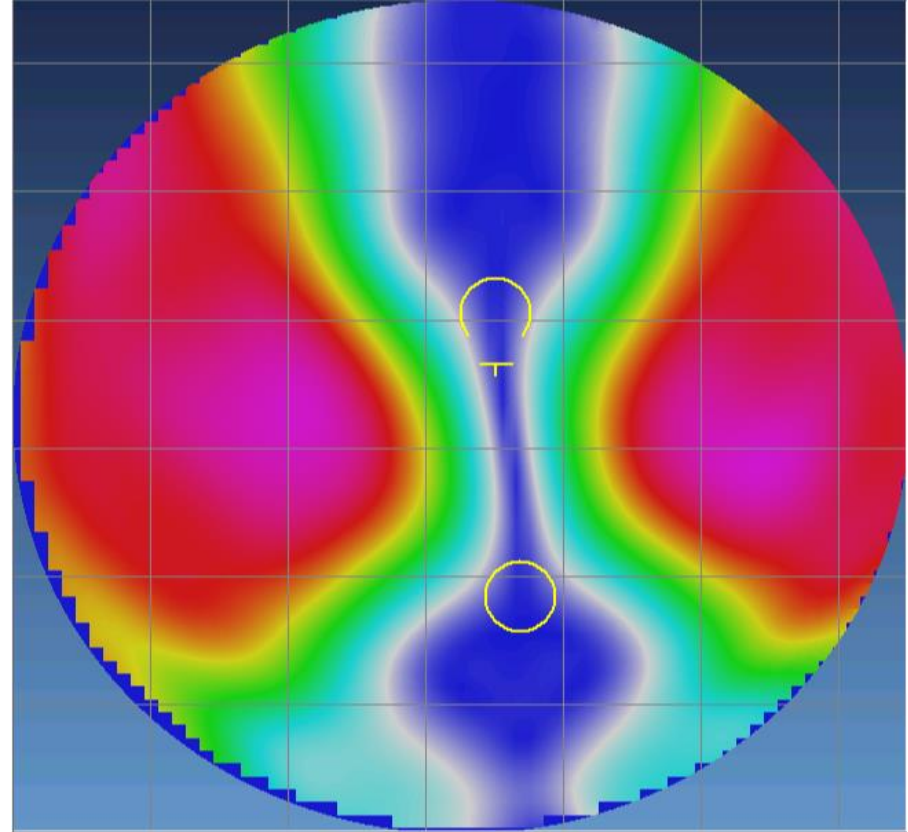
- N= 30 Studenten
- OEMG Messungen im Cross-Over Vergleich von Gleitsicht- und Bildschirmgläser während standardisierter Bildschirmarbeit
- Presbyopie künstlich durch Cyclopentolat erzeugt
- Alle Messungen an einem Tag
- Setup (Schriftgröße und Einrichtung) an ReVision Ergebnisse angelehnt



Testitems



Jubile, VISALL



i Work, VISALL



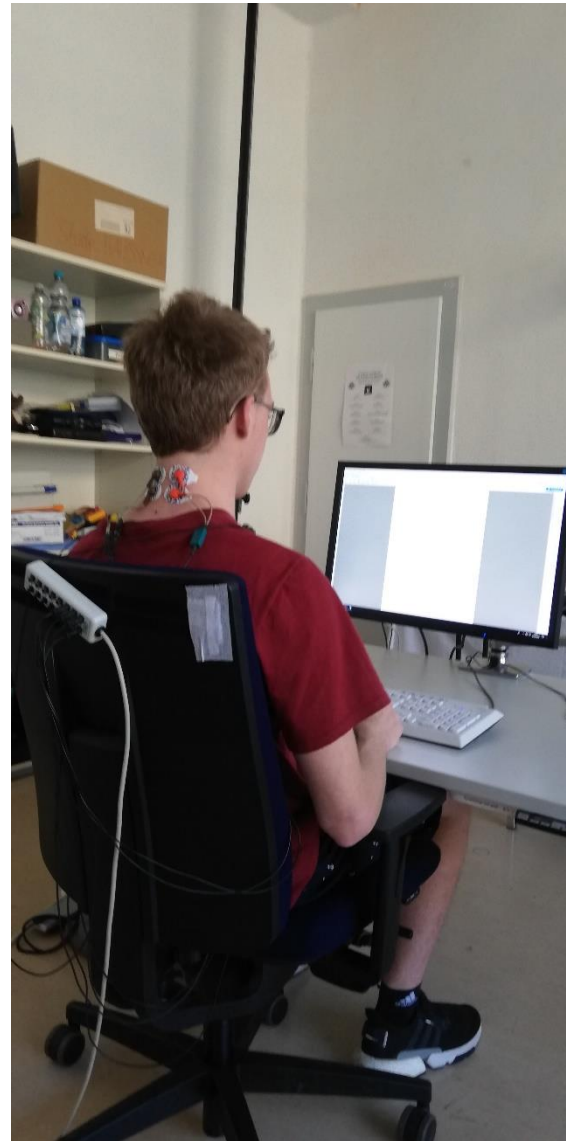
Methode

Standardisierte Arbeitsaufgabe:

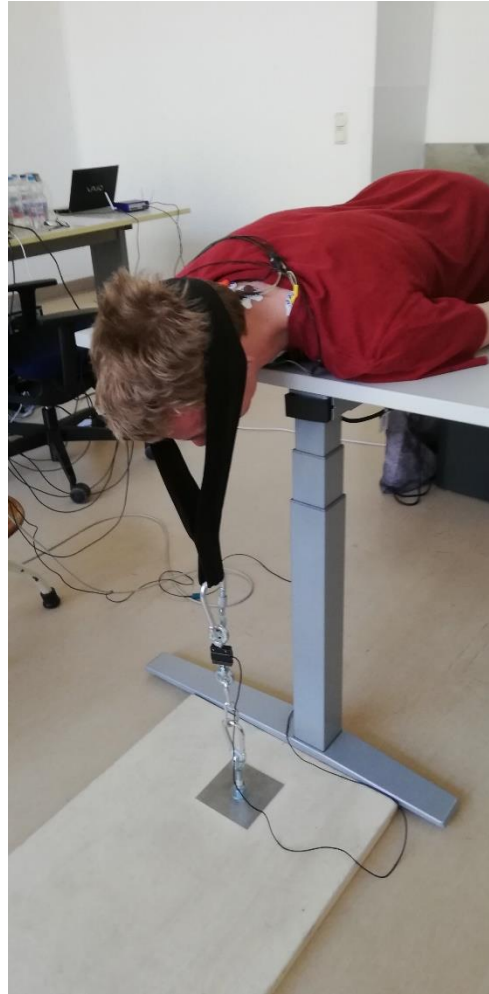
- 15 Minuten Vorlesen
- 7 Minuten Sortieraufgabe
 - Absätze des Märchens wild durcheinander gemischt
 - Proband muss die Reihenfolge sortieren
- 8 Minuten Aufgabe Markieren
 - Konkrete Wörter aus dem Märchen müssen markiert werden (rot, über Ribbon bei MS Word)



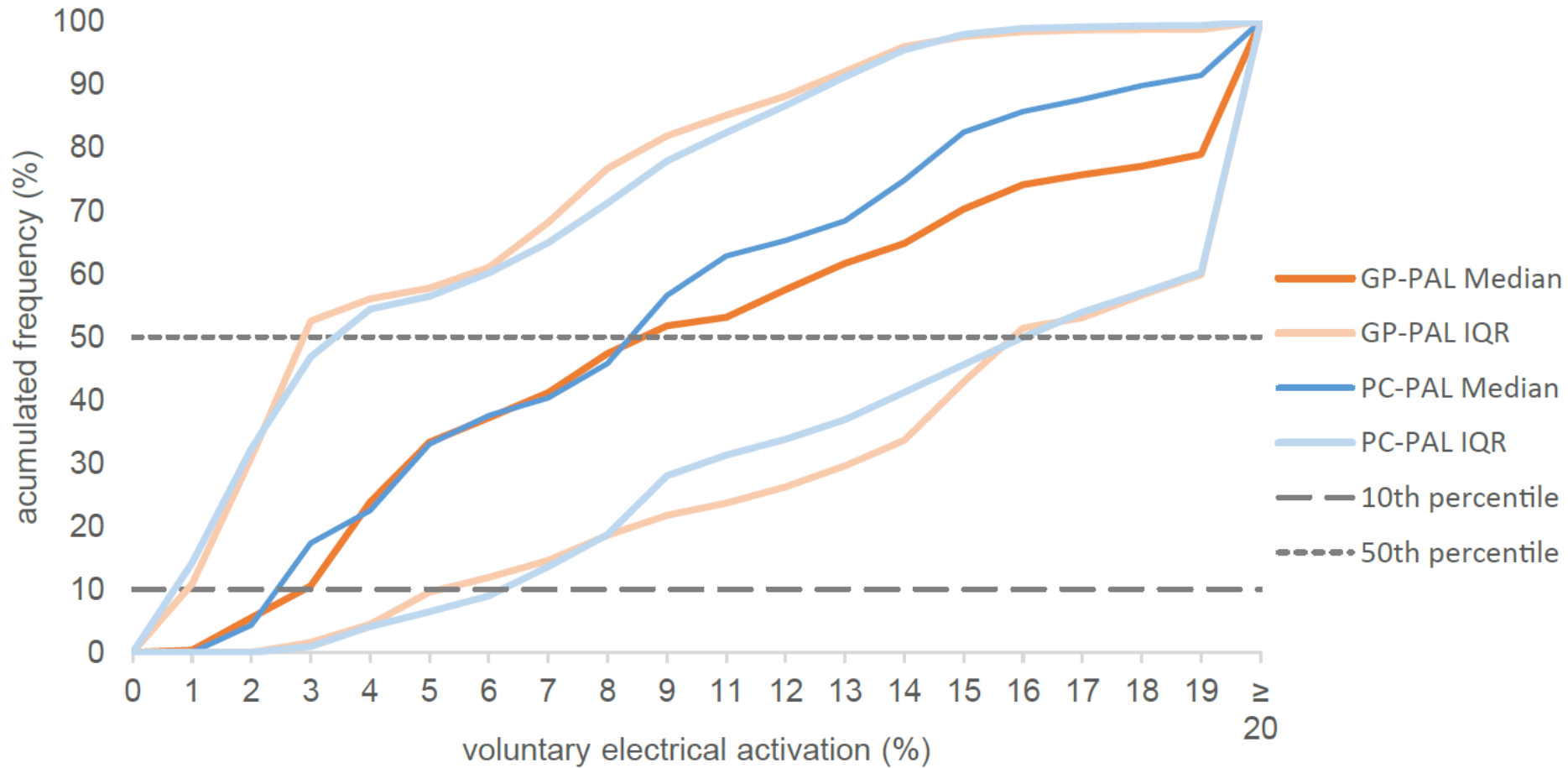
Neues Setup



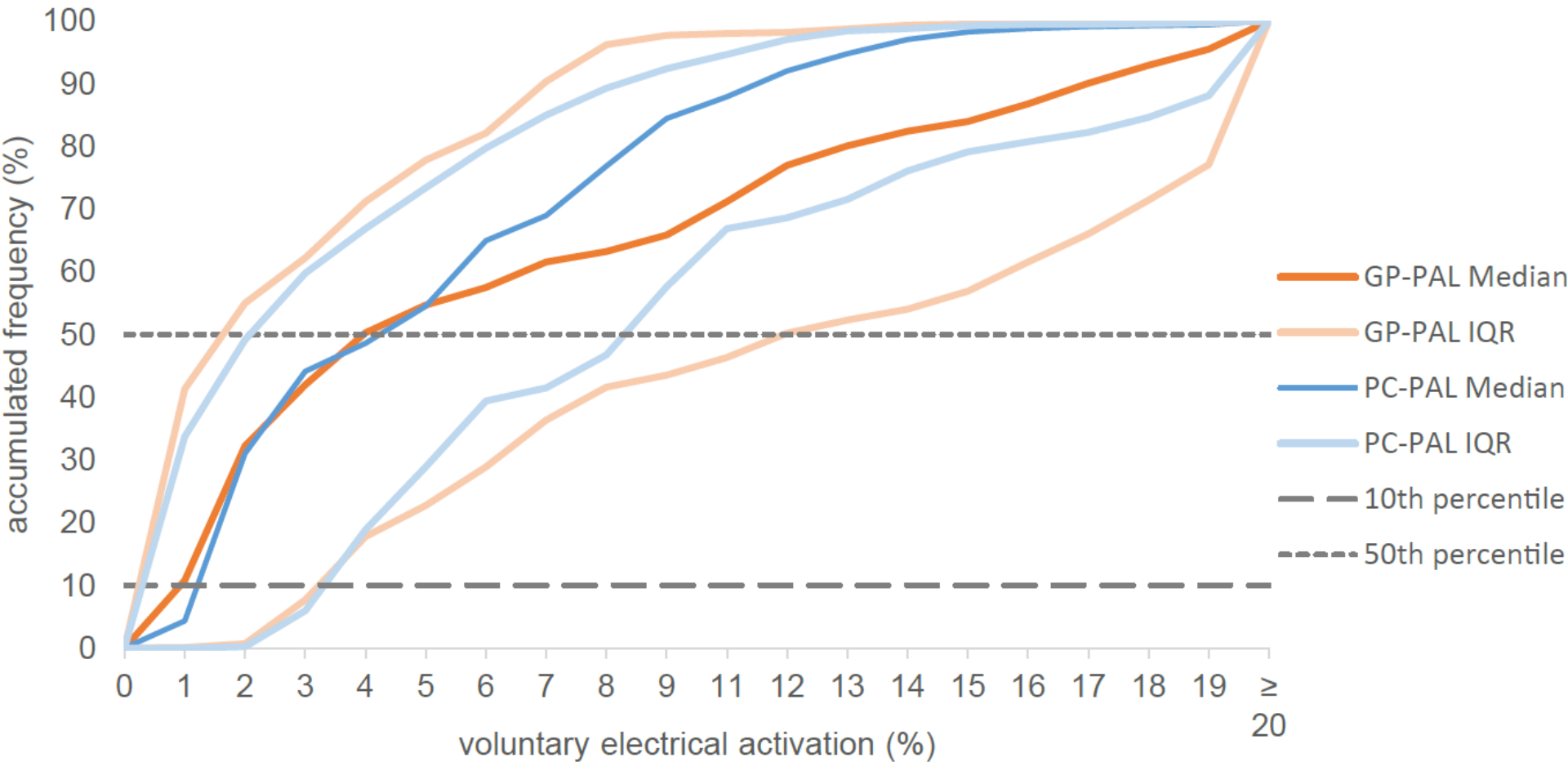
MVC Messung



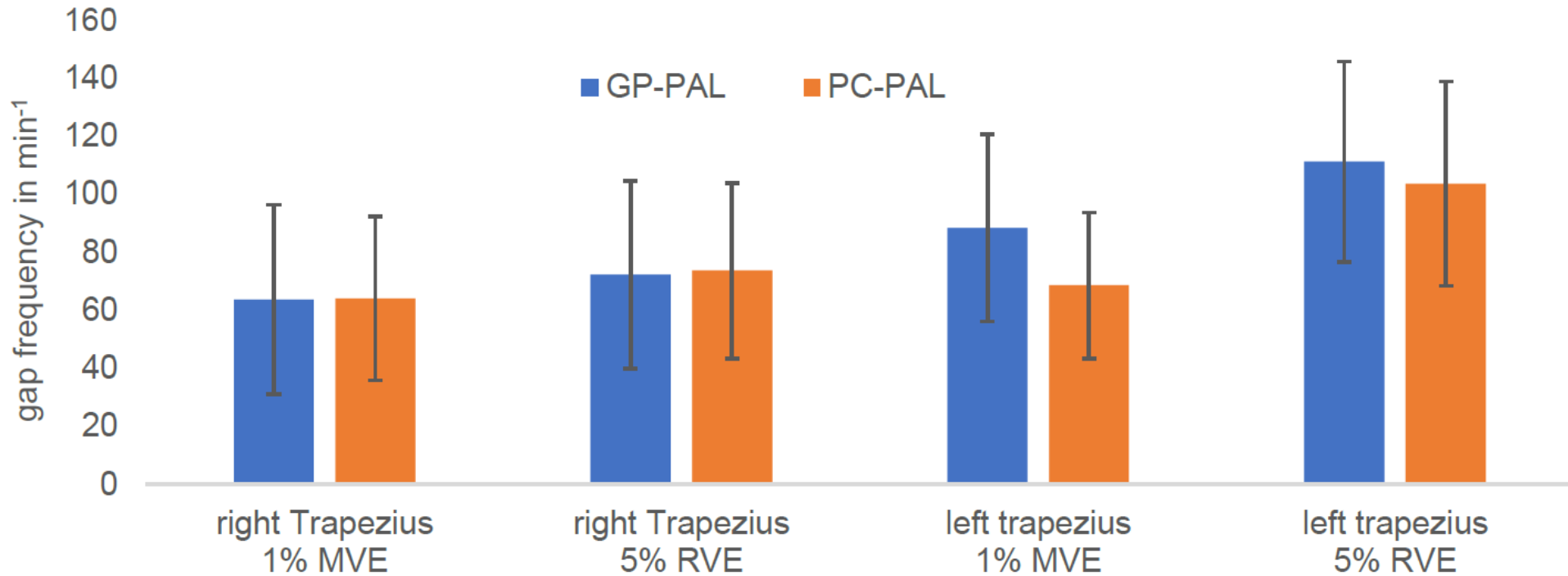
APDF Trapezius Rechts



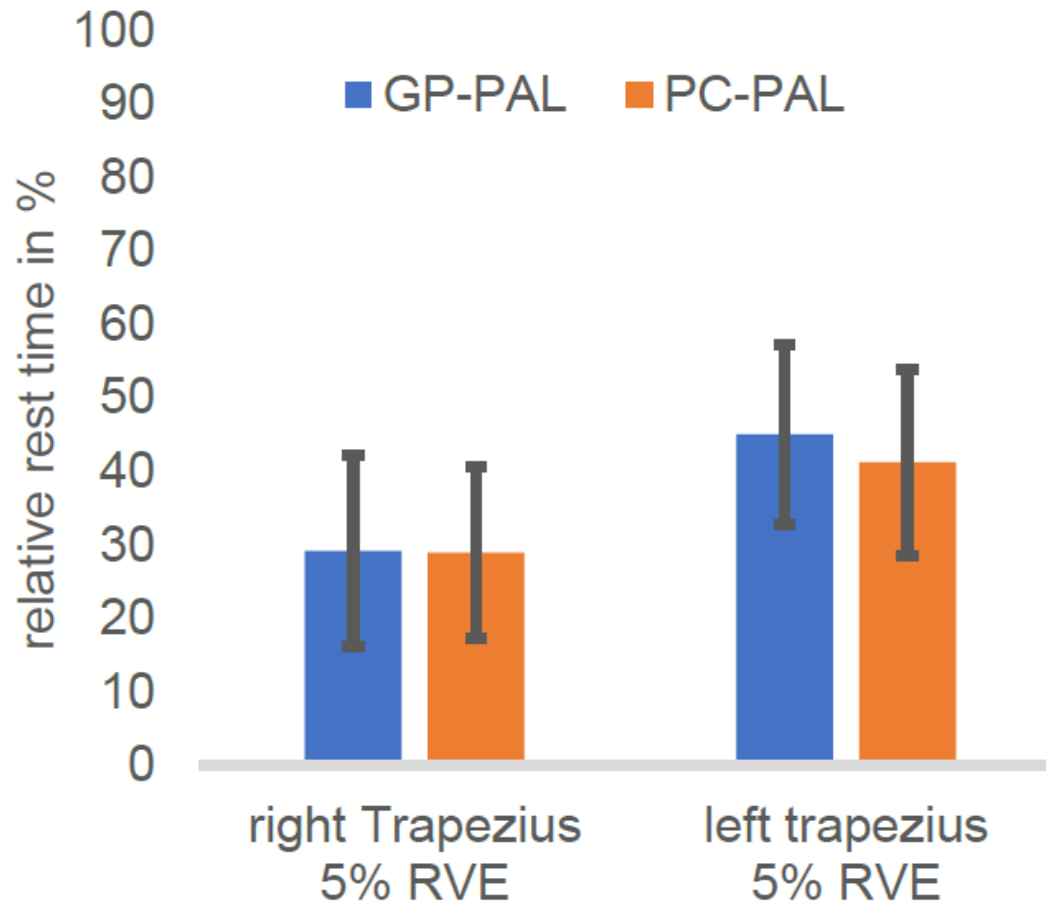
APDF Trapezius links



Gap Frequenz



Relative rest time

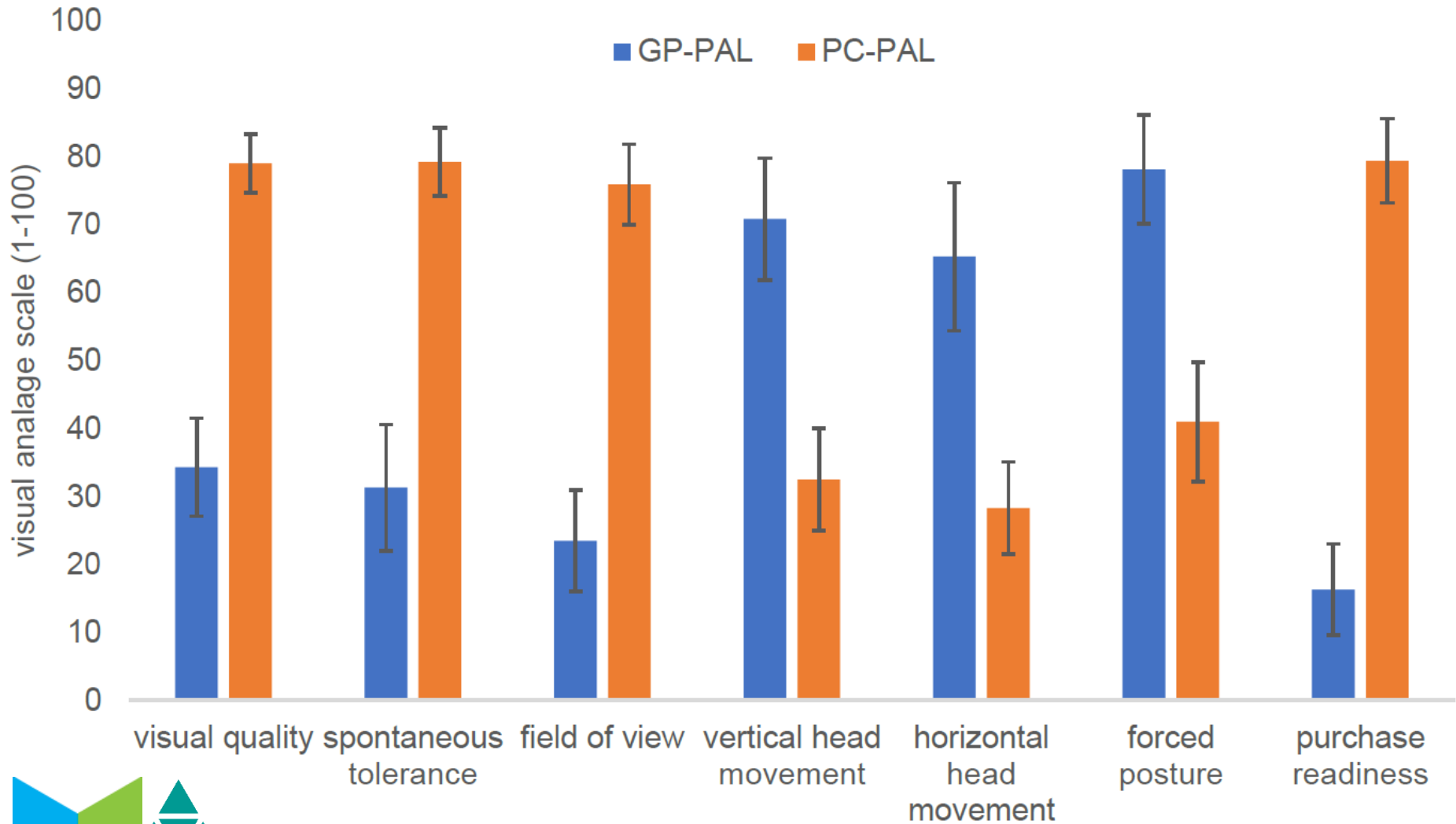


SULMA

	Media (IQR) SULMA periods GP-PAL	Median (IQR) SULMA periods PC-PAL	Wilcoxon test	
			Z value	P value
1.75 – 5 s	.50 (.00–5.75)	.00 (.00–1.0)	-1.60	.11
5 – 10 s	.00 (.00–2.50)	.00 (.00–.75)	-1.13	.26
10 – 20 s	.00 (.00–2.00)	.00 (.00–.75)	-1.07	.29
20 s – 30 s	.00 (.00–1.00)	.00 (.00–.00)	-1.73	.08
30 s – 1 min	.00 (.00–.75)	.00 (.00–.00)	-1.34	.18
1 min – 3 min	.00 (.00–.75)	.00 (.00–.75)	.00	>.99
3 min – 5 min	.00 (.00–.00)	.00 (.00–.75)	.00	>.99
5 min – 10 min	.00 (.00–1.75)	.00 (.00–.75)	-1.34	.18
10 min – 20 min	.00 (.00–1.00)	.00 (.00–.75)	-1.00	.32
> 20 min	.50 (.00–1.00)	1.00 (.25–1.00)	-1.41	.16



Subjektive Daten



Diskussion

- Unterschiede der muskulären Aktivität nicht existent, kein Trend abzulesen
- Methodik ggf. nicht geeignet, um diese kleinen Unterschiede zu detektieren
- Ggf. ist die Zwangshaltung nicht statisch genug, bzw. sind die kleinen individuellen Kopfbewegungen nicht zu vernachlässig
- Evtl. ist aber auch die Cinderella Hypothese nicht die geeignete Theorie für die Muskel-Skelett-Beschwerden am Bildschirm
 - Neuere Studien von De Luca et al. [16] und Minerbi and Vulfsons [17] zweifeln den Pathomechanismus von Hägg mittlerweile an



Vielen Dank!



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