SH.10

21. Work organizat time issues	tion/str	essors	S - Ergonomi design
What do you notice about:	Note: For ba	ckground inf	formation, see other side.
•time constraints?			
 breaks/rest periods? 			
• overtime?			
In conclusion, the current situation	is ac	ceptable	needs improvement
What specific improvements can be made?			

21. Work organization/stressors - time issues			
We looked at	Why be concerned? (consequences)	Recommendations	
Time constraints	 Time constraints lead to: Going beyond one's physiological limits more often Local and general fatigue Increased chance of incidents Quick and abrupt movements Increased effort Sustained work without breaks 	 Adapt organization and technical procedures to limit the frequency of rush situations Assign tasks so that help can be available in rush situations Assign a set of tasks to a group of people Avoid factors that increase the work pace, particularly: tight or frequently changing deadlines constant electronic monitoring of productivity 	
Breaks/rest periods	 Lack of regular breaks or rests leads to: Poor posture and slower pace of work Local and general muscular fatigue Unco-ordinated breaks 	 Studies say letting individuals choose when they need breaks reduces musculoskeletal injuries but not output For heavy work: Mandatory breaks spread throughout the day For moderate mental and physical effort: a 10- to 15- minute morning and afternoon break When the pace is set by a machine: a 3- to 5- minute break every hour 	
Overtime	 Working overtime leads to: Local and general fatigue Increased effort Slower reaction times Increased risk of incidents Poorer performance and productivity And, over time, a higher chance of: Isolation from family and friends more injuries in general and MSIs in particular poor life-work balance weight gain job strain/toxic stress 	 I fatigue I Reduce overtime: I hire extra staff during extra busy production periods I modify the job design (e.g. going from 2 to 3 positions etc.) I Upon hiring, warn of the likelihood of overtime I Upon hiring, warn of the likelihood of overtime I Upon hiring, warn of the likelihood of overtime I Give plenty of advance warning when overtime will be required I Increase the length of the work day rather than the number of work days per week (but avoid going to more than 	

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