

# **Ergonomics and Millennials**



Kathy Espinoza, CPE **Keenan & Associates** kespinoza@keenan.com













• 2015 - The "Millennial" generation was projected to surpass the outsized Baby Boom generation as the nation's largest living generation, according to population projections (U.S. Census Bureau)

- Millennials between ages 18 to 34
  - 2014 Millennial population was 74.8 million
  - 2015 Millennials increased in size to 75.3 million
  - Millennials projected to peak in 2036 at 81.1 million









## Pick a partner...

Choose very wisely















#### Millennials Bring:

- Group Work/ Team Work
- Creativity
- Multi-tasking Ability
- Purpose Driven / Civic Minded
- Technology Embedded
  - Born and Raised...











#### Millennials Bring:

• Their devices

• Their HABITS











## Habits and technology

- Boomers "ADAPTED" to technology
  - Took prior skills (business typing in HS and applied skills) to keyboarding)
    - Sit up straight
    - Touch typing
    - Float hands over keyboard

Today...









#### So What's the Problem?

- Their HABITS have to fit YOUR safety culture!
- How hard is it to get people to change their habits?









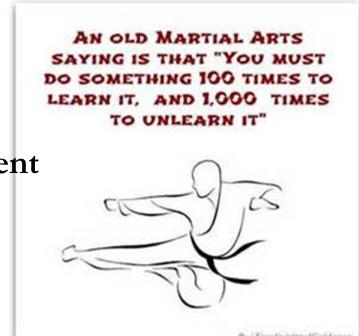






## Are Habits Easy to Break?

- Green Beans and Ice Cream
- Habit Changing Efforts
  - Safety Incentives
    - Bingo
    - Number of Days w/out accident
    - Games
    - Pays to NOT report
  - Training sessions
  - Behavior Based Safety











## Ergonomics



- Looks at making the job more "comfortable" for the worker
- Millennials started LIFE with lousy habits and got 'USED' to them, they ARE comfortable...

  ...They are not UNcomfortable
- Are they SAFE? ... No
- •Are they working in a position or posture that will keep them injury free? ...No, Risk factors haven't changed.









#### Here's the Problem...



Discomfort (Hassle)	Pain	SERIOUS!
Aching	Tingling	Decreased Strength
Pain	Numbness	Loss of Movement
Taking OTC Meds	Trouble Sleeping	Dropping Things, Can't Button Shirt/Open Jars

Most Millennials are walking into the workforce with MSD issues already!









#### How to Work SAFETY with Millennials...Work within THEIR Culture

• This generation is *SPECIAL*...

...Or so they've been told all their life ... All 75 million of them...

- Used to getting immediate feedback
- Constant feedback
- Immediate response to questions/requests
  - Texts, emails...no phone calls
- Everybody gets one









#### Working Their Culture into **YOUR Safety Culture**

#### Ergonomics

- Because of their 'habits' we need to set up their workstation IMMEDIATELY.
  - The longer you take to work with them on setting up workstations, the longer their bad habits solidify into their new work environment.
- What's *correct* is now NEW and AWKWARD to them
- Include their HOME environment as well as work
  - Gaming, tablets, laptops, texting, reading









## Safety with Millennials

#### Ergonomics

- Constant, immediate feedback
  - ANSWER them! Develops trust.
  - Calendar your follow up with them (to email or text)
  - Deliver on promises (Equipment, workstation adjustment orders)
- Everybody gets one
  - What you do for one, consider doing for all
  - What you fix at work, fix at home









## Ergonomics Safety and Millennials

#### Research from Finland

- Adolescents who are involved in computer game usage greater than 2 hours per day have an increased probability of musculoskeletal disorders
  - Before school device checking
  - Travel to/from school/work
  - At school/work activities
  - Lunch with devices
  - After school/work
  - In bed



• Common Sense Media (2015) found the average time for kids with their media is 9 hours/day

https://www.commonsensemedia.org/blog/tweens-teens-and-screens-whatour-new-research-uncovers?utm\_source=November+2015+-+Common+Sense+Census&utm\_medium=email&utm\_campaign=weekly











## Ergonomics Safety and Millennials

- Risk Factors for Injury Haven't Changed
  - Excessive Force
  - Too much repetition
  - Poor posture (any posture held too long is bad posture)
  - Lack of rest
  - Individual stress (feeling tension = muscle contraction)
  - Individual susceptibility (Genetics)

Work may not be "causing" the problem... work may be "exacerbating" the problem!







## **Ergonomics Safety and Millennials**

- Exposures Have Changed!
  - Non-work activities
    - Multiple devices (TV, Laptops, tablets, Facebook, games, phone, texting, etc)
  - More TIME interacting with devices
  - Makes Millennials more PRONE to MSDs



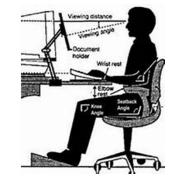






#### **Ergonomic Assessments**

- Historically
  - 1992 MSDs:
    - Women, secretarial, 50+ years old, keyboard use
  - Today MSDs:
    - New hires, younger workers
- Add questions
  - What do you do OUTSIDE of work?
- Important to be PROACTIVE
  - Coming in with pre-existing conditions and bad habits
  - Symptoms hidden (comfort) and far along in acute stage













#### **Ergonomics Evaluations**

#### **ASK Them:**

- Frequency
  - How much are you sitting in your day? (work/home)
  - How often are you interacting with technology?
- Duration
  - Without moving (work/home)
  - Work, movie watching, game playing, **PEWDIEPIE**



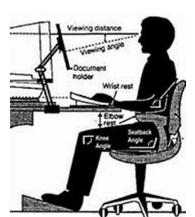
- Intensity
  - Pressure to complete a task (work deadlines)
  - Intensity of Games/pressure to win











## Ergonomics and Millennials

#### Focus On:

- Excessive STATIC Postures
  - Get them to move more! (i.e. Apple Watch)
- With Multiple Risk Factors, focus on:
  - Wrists Separate keyboard and screen. Don't 'hold' device (i.e. Wingo, Cricket, etc)
  - Neck (become a touch typist... no longer taught)
  - <u>Lower Back</u> <u>Inadequate lumbar support/poor postures</u> from bad physical workspace matters! (i.e. quality chairs)
- Early ergonomics evaluations
  - Capture symptoms early

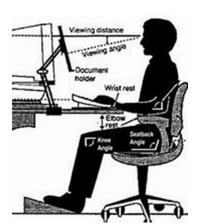












#### If You Train Them...

- Don't be B-O-R-I-N-G....
  - Understand their world
    - Know where they come from
    - Movie Credits Pace



- Every body gets a trophy!!
- Don't make them put in a claim to get some attention



#### Follow Up!

• More important to Millennials than any other generation. Shows concern and sincerity. Fosters trust.











## **Ergonomic Training**

#### Focus on Posture Guidance

- Good posture in NOT intuitive
- Millennials adapted posture from habits developed at age 2
- Mobile devices means taking device to bed, couch, dinner table
- Untrain...
  - They have muscle memory from poor posture
    - Showing them new ergonomic ways (your way) and equipment won't work
  - Untrain what they feel is *comfortable* (comfort doesn't mean it's correct)
- Re teach the 'why' behind risk factors
  - Neutral postures, frequency, intensity
- Follow up and Feedback













## **Ergonomic Product Use**



#### Work with IT

- What new products are being rolled out?
  - Monitors/Laptops from square to landscape???
  - Tablet devices (holders, additional keyboard)
  - Swiping technology
  - Cell phones (weight, width, cases, blue tooth, talk to text, etc)
- BYOD Policies
  - Bring in ergonomics EARLY
- Review your 'recommended products' list often
  - Do they work with the newest technology? Purge, add, etc.
- Ergo Products For hotelling, mobile, home?









- Their HABITS have to fit YOUR safety culture!
- •How hard is it to get people to change their habits?









## Ergonomic Effectiveness and Millennials



Engage, you must...

To engage, your message needs to be:

- Positive, enthusiastic –Listened, I have
- Personal, supportive <u>Understand, I do</u>
- Productive Follow through, I will



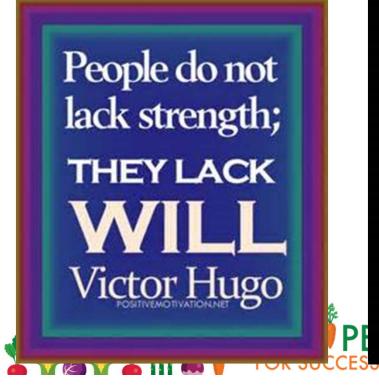






## Changing the Habits of Millennials

- All generations have a set of CORE MOTIVATORS that drive their decisions and habits
- Millennials use <u>digital tools</u> that influence behavior and behavior *CHANGE*

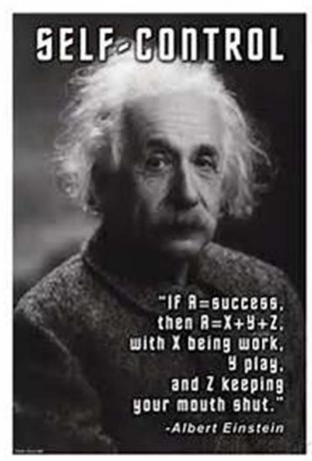


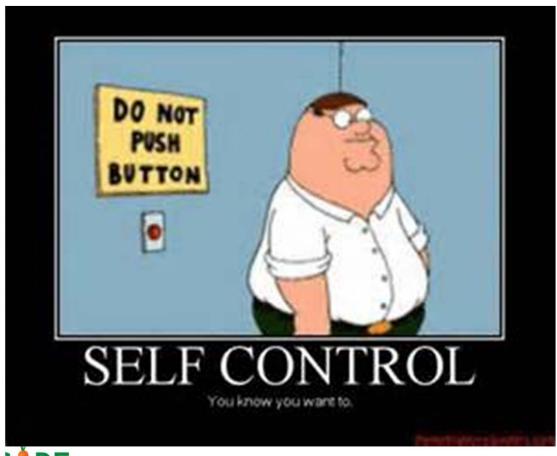




## Changing the Habits of Millennials

• Millennials use digital tools that influence behavior and behavior change











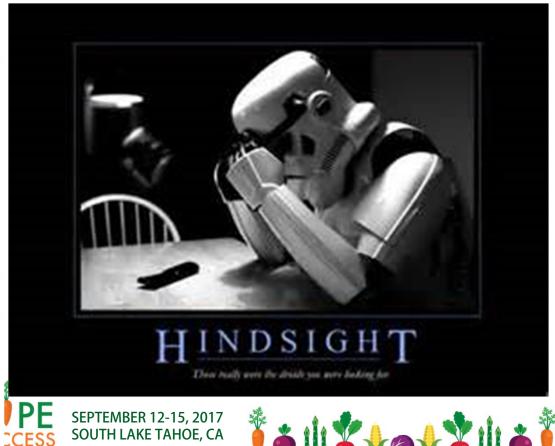


## Changing the Habits of Millennials

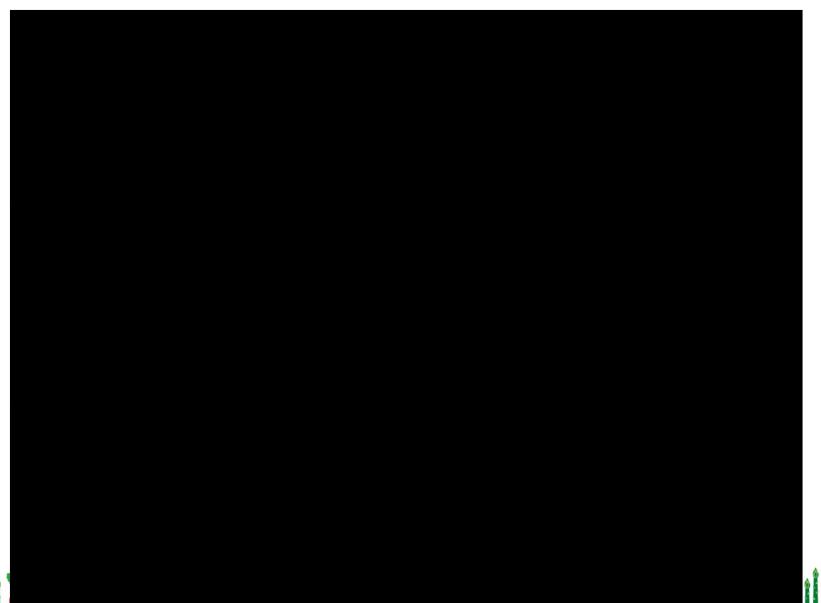
• Millennials use <u>digital tools</u> that influence behavior and behavior change

## Hindsight





# Millennials use <u>digital tools</u> to influence behavior and behavior change







## **Understanding Millennial** Core Values Can Help You



#### CORE VALUE 1

- Belonging. To fit in. Be part of a TEAM.
- Social impact is they want to be seen as *cool*.

#### **✓** ERGONOMICS

- Target EARLY ADOPTERS first
  - Use their influence to make the new behavior equipment feel like the **NORM** or default behavior in their community of peers
  - Ergo for all (not just claims)









## **Understanding Millennial** Core Values Can Help You



#### CORE VALUE 2

- Recognition
- You are different. You are SPECIAL.

#### **✓** ERGONOMICS

- Build social currency and buy in
  - Peer group must value and recognize improvements through 'likes' and comments
- Make new products and workstations "cool"









## **Understanding Millennial** Core Values Can Help You



#### CORE VALUE 3

- Need for ease
- Focus on the path of least resistance

#### **✓** ERGONOMICS

- Try newer products. Let them try/play.
- "Adopt" products with least resistance
  - Game controllers, joysticks
  - Evoluent (vertical) mouse
  - Morency rests for arm support









## Other Corporations and Millennials

- Apple, Google, eBay...
  - Ergonomics Eval is part of New Hire Onboarding
  - Equipment is given to them up front (work and home)
  - Actively look for discomfort (symptom survey)
  - Pixar: Develop culture of trust, respect, creativity
  - Being part of a whole
  - Together, team is moving towards something better
- Reminder: ALL employees want inclusiveness Don't focus 'only on Millennials'











# To Summarize: Millennials Were Brought Up With INSTANT GRATIFICATION

#### • Ergonomics:

- Have a *ready supply* of ergo devices, let them touch, play and trial all the 'latest and greatest'
- Approach them as a *team of problem solvers*, set stage and let them find equipment that works
- Follow up often (weekly). Reinforce every time. Respond quickly.
- Quick delivery expectations from vendors











## To Summarize: Millennials Were Brought Up With

#### A TROPHY JUST FOR 'SHOWING UP'

- Ergonomics:
  - Be prepared to work with entire 'office' or team... not just one claim or one request/preventive
    - Listen to them. Their parents did.
  - Create social currency... Make ergonomics cool









#### To Summarize:

## Millennials Were Brought Up Wanting

#### WORK/LIFE BALANCE

- Ergonomics:
  - Be prepared to offer same changes done at work to their HOME needs
    - Mobile devices, gaming, etc.
    - Talk to text software (texting)
    - Laptop stands, external keyboard
    - Tablet stands, holders
  - Don't bore, ignore or trivialize













#### 75 million Millennials entering workforce

- Our job is to help them 'do it all' without getting hurt
  - Catch them EARLY
  - Help them at work AND Home
  - Keep them engaged in ergonomics and safety









# Ergonomics and Millennials: The Impact on Workers' Comp

Kathy Espinoza, MBA, MS, CPE, CIE Keenan & Associates

kespinoza@keenan.com

