# Maine Video Display Terminal Law



#### **Training Program**



# By the end of this presentation you will be able to:

- Identify the elements of the law
- Identify the training requirements
- Define ergonomics and its benefits
- Recognize signs and symptoms of early injury
- Identify work activities that can lead to injury
- List examples of ergonomic principles that reduce risk of injury



# **Maine VDT Law**

- MRSA Title 26 Labor and Industry
- Chapter 5 Health and Safety Regulations
- Sections: 251 and 252 Video Display Operator
- Effective date: January 1, 1992



# **Section: 251 Definitions**

- Bureau Bureau of Labor Standards
- Employer Uses 2 or more terminals
- Operator Four consecutive hours daily
- Terminal Video display terminal (Does not apply to television, oscilloscopes, cash registers, or money typewriters)



# **Section: 252 Education**

- Training requirements
  - Under 5 employees MAY be only written
  - 6 employees or more MUST be oral and written
- Training schedule
  - Within the first month of hire
  - Annually thereafter



# **Training Program Requirements**

- Notification of rights by posting the law and poster that explains these rights and duties in plain language. (available from Bureau of Labor standards – 623-7900)
- Explanation of the proper use of the terminals
- Protective measures to avoid symptoms
- How to achieve and maintain proper posture
- How to adjust your workstation equipment



# **Definition of Ergonomics**

- Ergonomics: It is the science and practice of designing jobs and workplaces to match the capabilities and limitations of the human body.
- Ergonomics means: fitting the job to the worker.

# **Benefits of Ergonomics**

- Ergonomics helps to prevent injuries
- Ergonomics has other benefits:
  - Improved quality of work
  - Improved quality of life
  - Reduced fatigue and discomfort

# Safety, Health and the VDT Law

- Education on injury prevention is an important part of safety and health
- There are thousands of injuries, known as WMSD's, in Maine each year
- (WMSD: Work-related Musculo-Skeletal Disorders)



### What are Work-related Musculo-Skeletal Disorders (WMSD's)

- Also known as:
  - Cumulative Trauma Disorders
  - Repetitive Strain Injuries
  - Overuse Injuries
- Usually develop gradually, but sometimes can appear suddenly
- Can be serious, if not taken care of early



# What are Symptoms of WMSD's?

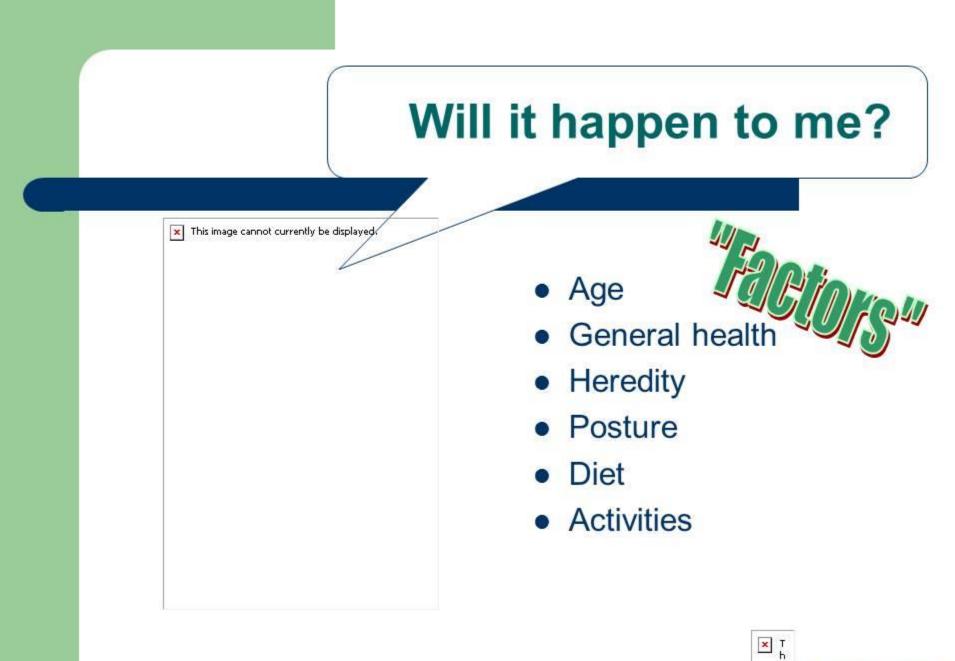
- Discomfort, pain, dull ache
- Decreased range of motion, tightness
- Numbness, tingling
- Change of color
- Swelling of joint or limb
- Decreased grip strength



# What Causes WMSD's?

- Repetitive motion
- Forceful exertion
- Awkward posture
- Mechanical pressure
- Cold temperatures
- Stress

- Nutritional deficiencies
- Poor lighting
- Prolonged standing in one place
- Sitting (poor posture)
- Working with neck flexed



# **WMSD Injury Depends On!**

- Duration of exposure (how long) usually need hours of exposure before risk factors become a concern.
- Frequency of exposure (how often)
- Intensity of exposure (how much)
- Combinations of factors

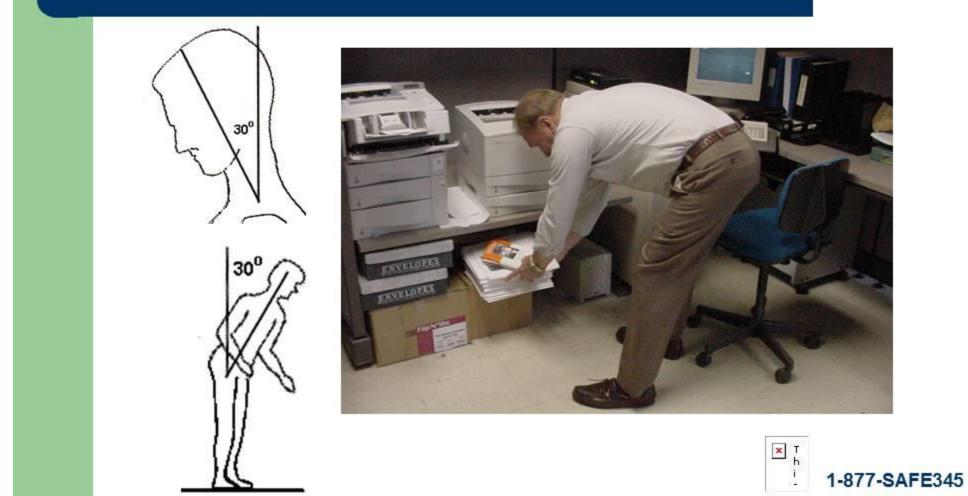


#### **Awkward Postures**





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#### **Awkward Postures**



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# **Solutions: Static Postures**

- Foot rests, shifting weight
- Well designed, adjustable, supportive seating
- Work surfaces at appropriate height
- Change positions frequently
- Routine stretch breaks

# **Neutral Posture**



- Head centered over shoulders
- 90° angle for arms
- 90° angle for legs
- 90° angle for torso

# **Solutions: The Chair**

- The right size
- Lumbar support
- Proper height
- Armrests (removable)
- Pan
- Good foundation
- Adjustable while sitting or seated



#### Seated neutral posture



# Adjustments



- Backrest
- Lumbar support
- Seat
- Height
- Foundation
- Armrest



#### **Armrests**



#### **Base of Chair**

#### • 5 point suspension



Correct casters





### **Shoulders**







# **Solution: The Monitor**

- The monitor should be directly in front of you
- Top of screen should be eye level
- A copy stand should be adjacent to or in front of the monitor
- Adjust brightness and contrast









# **Options**

- External keyboard
- External mouse



- Space saver
- Low glare





### **Monitor Riser**

- Up and back
- Down and forward



• Up in place



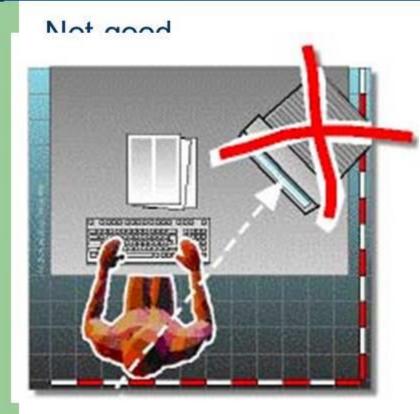
#### Glare



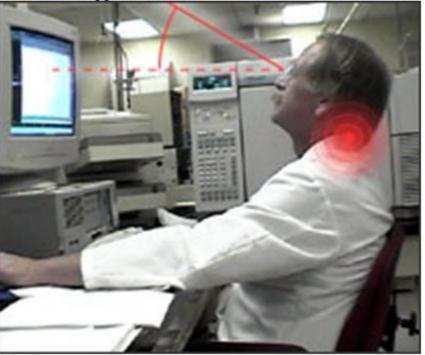




### Placement



Not good





# **Solution: The Keyboard**

- Spread keyboard work throughout the day
- Use macros for common functions
- Take stretch pauses
- Improve your posture and move around as much as possible





# **Keyboard Trays**







Keyboard swivels



Difficult places



For curves

Knee clearance

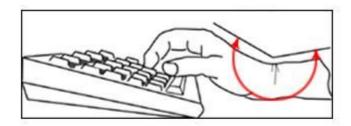




#### whist bent upward

• Wrist bent to side

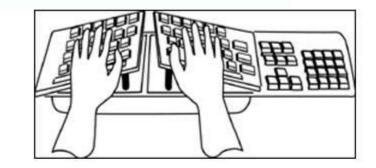






#### **Alternatives**







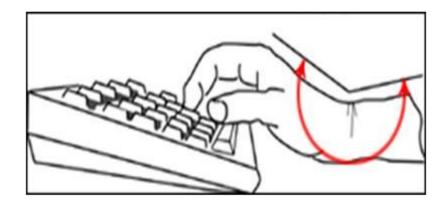


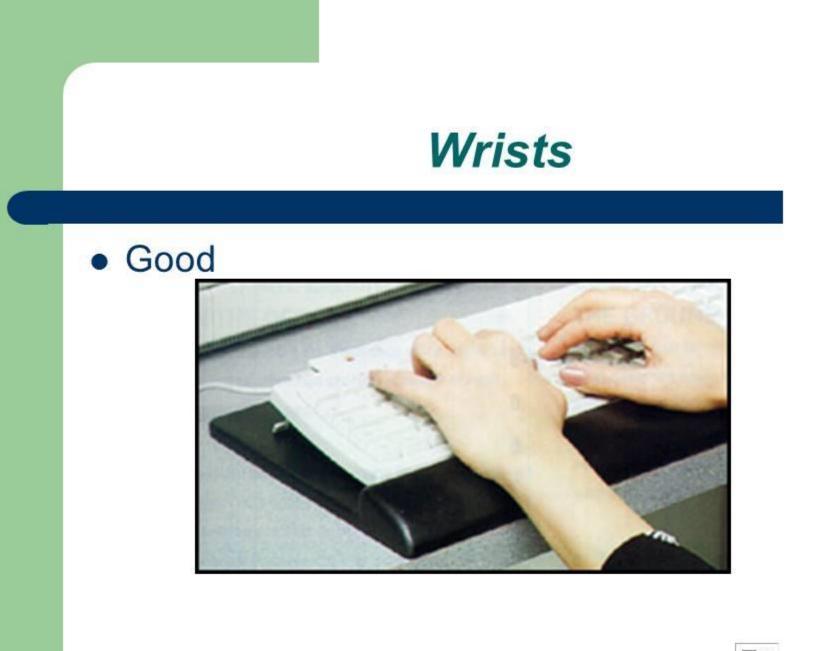
### Wrists

Not good



Not good







# Compromise

• Chair height



 Chose right height for the keyboard



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### Mouse / Pointer



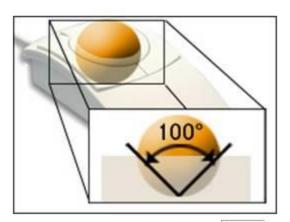


### **Alternatives**





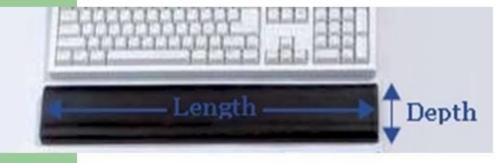






# Support











### Mouse Placement





### Mouse Placement







# You, Keyboard, Monitor





# **Solution: Lighting**

- Bright lighting may "wash out" the image making it hard to see which will cause eye fatigue.
- Lighting should be indirect or "task lighting" should be used to reduce wash out or glare.

# **Solution: Glare**

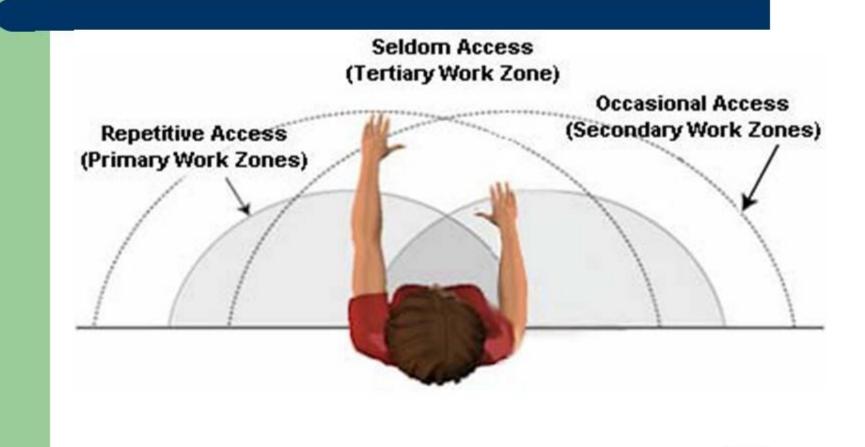
- Screen 90° angle to window
- Drapes or blinds
- Avoid bright lights
- Screen hood
- Walls, work surfaces non-reflective
- Keep screen clean
- Adjust color, contrast, and brightness



# Solutions: Workspace and Other Devices

- Workspace
- Document holders
- Telephones
- Stretching
- Office Environment

## Where Should it Be?





### **Document Holders**





### Choices

Okay



#### Best







# Talking

### Not good



Very good





### Work Area



# Organizers



• Who in your organization is your health and safety representative? The Human Resource Manager