

HO-Manifesto

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	Not wanted ...	We try to reach ...
1	Massive loss of work, making unemployment to a normal status	continuity in the world of jobs, having jobs is main goal of industry
2	single IT-systems, which are not fitting to each other	continuity of software, upgradeable systems, new systems gratis
3	psychological results (f. in. in advertising only) lead to not wanted purchase	psychological sciences are used for real enduring joy, better trust and cooperation
4	computers bind human by easy usability too much	usability has to take care of all human senses
5	human try to do all, what the computer wants, they get slaves of a machine; human lose control over their grade of tiredness, get in some senses overloaded (eyes, fingers, brain).	communication between human, we only use a computer, we can't communicate with but by him
6	computer promotes stress (Distress),	we have to style the interface and interaction between human and computer by obeying human needs,

	frustration by doing always the same, not noticed tiredness	future computers have to bring Eustress, success, harmony, (work-) enjoyment.
7	ordering limits of time, which are not reachable, therefore comes sadness till depression	the control of dialog-time and -habit is at the users side, it depends on his feeling, motivation and capability
8	Science Fiction Shows with too loud and (in evolution never reachable) figures, they shock the human phantasy and occupy the whole human mind in a not enjoying way	talking's about virtual seen events should be activated, more movement by motivating games for youngsters and grownups

These postulates are written down in that form for first time. All scientists worldwide are invited to write their meanings. The next step is a HO-Meeting for overwriting this first issue.

ISO Standard 9241 (Ergonomics of Human System Interaction) is a fundamental basis, but not yet enough.....

The result of this postulates are reachable by a great amount of positive connections worldwide. So please communicate this HO-Manifesto!

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