



2026398: FW-HTF-P: Addressing the Wearable Technology Acceptance Gap for Industrial Workers Performing Repetitive Motion Work
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Motivation



Methods

Focus groups (n=14): Employers; HR Managers; Safety Personnel; Employees; Workforce Educators and Students; Workforce Strategists; Tech Developers

Results

“Technology generates issues as well, especially on the front end, it takes quite a bit of support to get that value out of it. You can't just implement it, and it's all positive.”

“It's gonna take certain folks, you know, they're gonna need to see some hard evidence that something works.”

“There's always some level of distrust.”

Acceptance Factor	Positive	Negative	Total
Attitude Toward Innovation	57	51	108
Learnability/Integration	17	35	52
Attitude Toward Change	9	16	25
Usefulness	20	3	23
Convenience/Efficiency	10	5	15
Need for Innovation	13	2	15
Cost	5	9	14
Data	6	6	12
Ease of Use/Usability	2	10	12
Standardization	3	8	11
Legal	0	2	2