



IM#: 13-0006090

**Gesture**  
seating

**Steelcase**

## GESTURE RECOGNITION FOR THE BODY

Technology is the single greatest force driving the changes in the way we work, live and behave. The new, multiple devices we deploy throughout our work day allow us to flow between tasks, fluidly, and frequently.

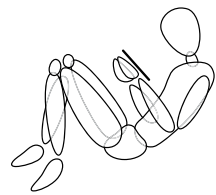
**Gesture™ is the first chair designed to support our interactions with today's technologies.**

**Inspired by the human body.  
Created for the way we work today.**

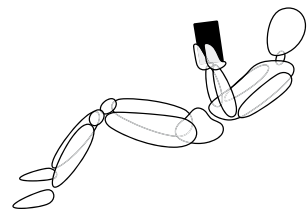


# GLOBAL POSTURE STUDY

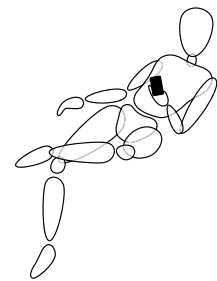
THE COCOON



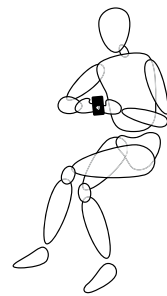
THE DRAW



THE SMART LEAN



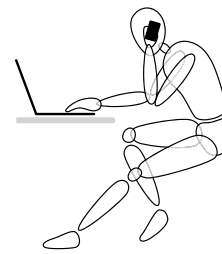
THE TEXT



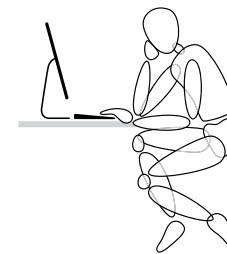
THE SWIPE



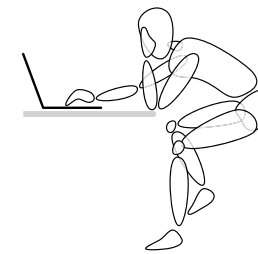
THE MULTI-DEVICE



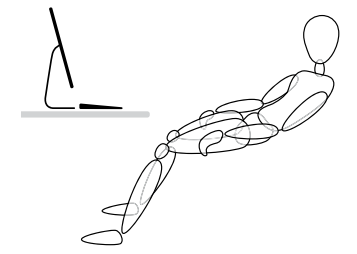
THE TRANCE



THE STRUNCH



THE TAKE IT IN



To best understand the body at work, we undertook a global posture study on six continents, observing over 2,000 people in a wide range of postures.

We discovered that new technologies combined with new behaviors led to nine new postures that are not adequately

addressed by current seating solutions. While technology boosts productivity, it can cause pain that disrupts our work, our ability to concentrate, and our creativity.

How might we design a chair as advanced as today's technology? A chair that augments our technology?

## GLOBAL POSTURE STUDY

People

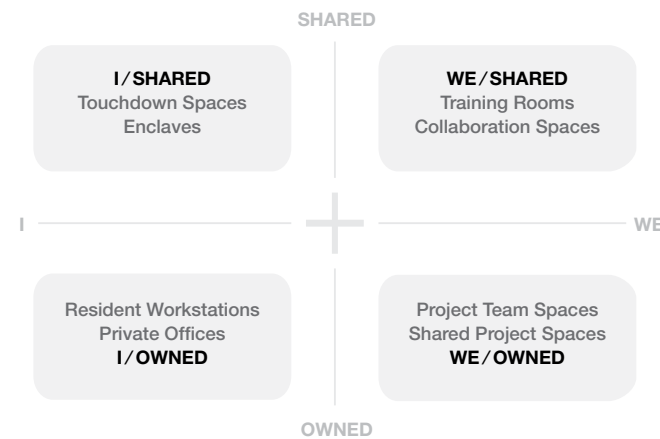
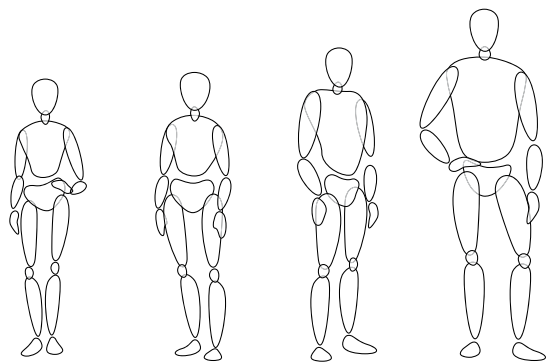
**2,000+**

Continents

**6**

New Postures

**9**



**RANGE OF USERS**

Today's global workforce is incredibly diverse, with extreme sizes on the rise. From body size and shape to gender and generation, each play a role in the sitting preference of each individual.

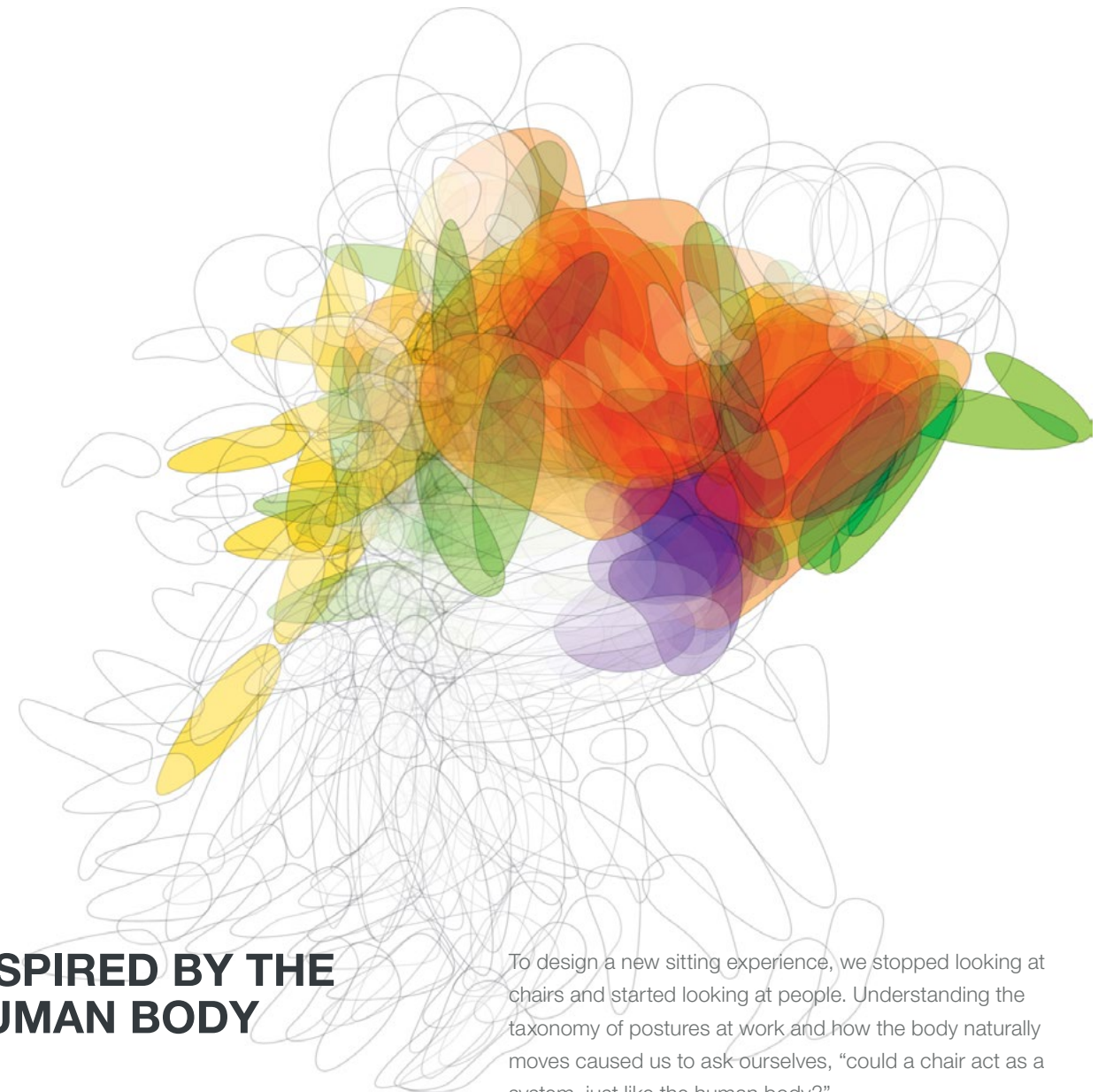
How might we support all users yet still meet the postural preferences that exist within the workplace?

**RANGE OF SPACES**

We see work being done in a greater range of spaces within the office. We're spending equal amounts of time at our desk as we are in collaborative spaces. We're sharing desks, where one day a larger person might be using a chair and the next day a much smaller person.

How might we solve for multiple users sitting in multiple spaces throughout a day?

**INSPIRED BY THE HUMAN BODY**



To design a new sitting experience, we stopped looking at chairs and started looking at people. Understanding the taxonomy of postures at work and how the body naturally moves caused us to ask ourselves, "could a chair act as a system, just like the human body?"

**This question caused us to fundamentally rethink how to design a chair.** We mimicked the movement of the human body, creating a seamless interface between user and chair. When we studied the full range of postures at work, we studied three key interfaces between the human body and their chair.

- THE CORE INTERFACE
- THE LIMB INTERFACE
- THE SEAT INTERFACE

## THE NEW SITTING EXPERIENCE

We didn't start with a chair design; we started by looking at the unique movements and gestures of the body.

Like the human body, Gesture is designed as a system of synchronized interfaces, designed and engineered to be intuitive to adjust.

### HUMAN BODY

#### Core

Provides both stability and flexibility to the body

#### Limbs

Most active part of the body with tremendous range of motion

#### Seat

In constant contact for long periods of time

### GESTURE EXPERIENCE

#### Core Interface

Designed to provide continuous and persistent support in a wide range of postures

#### Limb Interface

Designed to support the range of motion of the human arm

#### Seat Interface

Designed to provide comfort to the edge of the seat





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#### CORE INTERFACE

The Gesture back and seat move as a synchronized system moving with each user to provide continuous and persistent support.

The back cradles the user no matter the posture or device being used.



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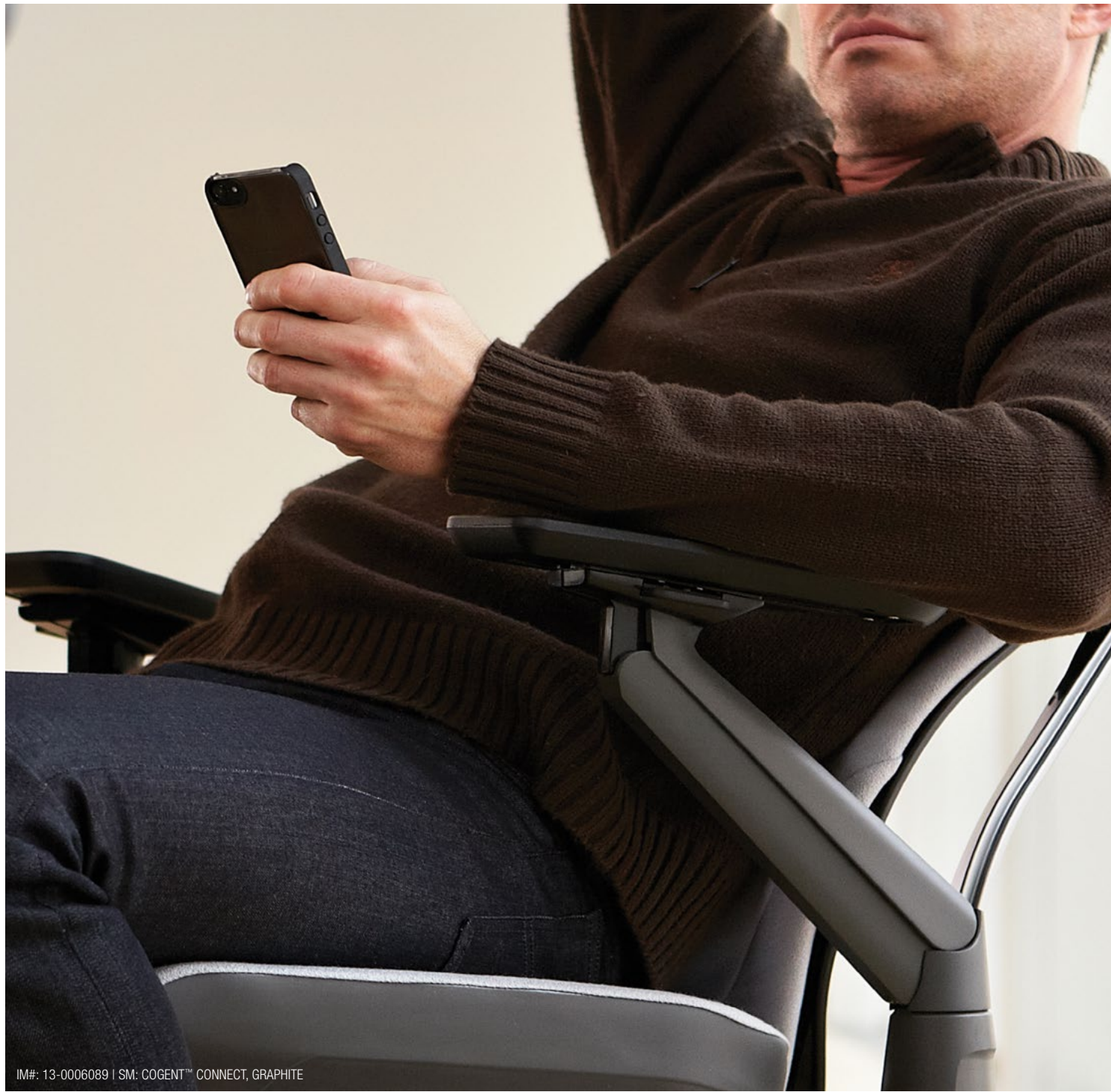


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#### LIMB INTERFACE

The Gesture arm moves like the human arm, which allows users to be supported in any position.

Arms and shoulders remain supported when texting on a smartphone, typing on a keyboard or swiping a tablet.



#### SEAT INTERFACE

The Gesture seat brings comfort all the way to the edges. It is flexible at the perimeter to allow users to sit in a range of postures without obstruction.



#### USER INTERFACE

Gesture takes into account various body types and sitting preferences, quickly adjustable to meet the needs of each individual user.

Users can adjust the Gesture chair as easily as adjusting their posture.



## MANY USERS. ONE SOLUTION.

Whether large or small, Gesture promises personalized and custom comfort for all users in one simple solution. Gesture was designed with a wide range of user preferences and user shapes and sizes in mind.

### STATEMENT OF LINE



### DIMENSIONS

	Chair	Stool
Overall depth	21" to 23 <sup>5</sup> / <sub>8</sub> "	21" to 23 <sup>5</sup> / <sub>8</sub> "
Width	22 <sup>3</sup> / <sub>8</sub> " to 34 <sup>5</sup> / <sub>8</sub> "	22 <sup>3</sup> / <sub>8</sub> " to 34 <sup>5</sup> / <sub>8</sub> "
Height	39 <sup>1</sup> / <sub>4</sub> " to 44 <sup>1</sup> / <sub>4</sub> "	47 <sup>3</sup> / <sub>8</sub> " to 55 <sup>5</sup> / <sub>8</sub> "
Seat depth	18 <sup>1</sup> / <sub>4</sub> "	18 <sup>1</sup> / <sub>4</sub> "
Functional seat depth	15 <sup>3</sup> / <sub>4</sub> " to 18 <sup>1</sup> / <sub>2</sub> "	15 <sup>3</sup> / <sub>4</sub> " to 18 <sup>1</sup> / <sub>2</sub> "
Seat width	20"	20"
Seat height from floor	16" to 21"	24" to 32 <sup>1</sup> / <sub>4</sub> "
Back width	16 <sup>1</sup> / <sub>4</sub> "	16 <sup>1</sup> / <sub>4</sub> "
Back height from seat	24 <sup>1</sup> / <sub>16</sub> "	24 <sup>1</sup> / <sub>16</sub> "
Back lumbar height	9 <sup>1</sup> / <sub>4</sub> "	9 <sup>1</sup> / <sub>4</sub> "
Lumbar flex zone	4"	4"
Width between arms	10 <sup>1</sup> / <sub>4</sub> " to 22 <sup>1</sup> / <sub>2</sub> "	10 <sup>1</sup> / <sub>4</sub> " to 22 <sup>1</sup> / <sub>2</sub> "
Arm to floor	23 <sup>3</sup> / <sub>8</sub> " to 32 <sup>11</sup> / <sub>16</sub> "	31 <sup>1</sup> / <sub>4</sub> " to 43 <sup>7</sup> / <sub>8</sub> "
Arm height from seat	7 <sup>1</sup> / <sub>4</sub> " to 11 <sup>1</sup> / <sub>2</sub> "	7 <sup>1</sup> / <sub>4</sub> " to 11 <sup>1</sup> / <sub>2</sub> "
Arm cap pivot range	15° inward/outward	15° inward/outward
Seat pan angle	1°	1°
Angle between seat and back	98° to 116°	98° to 116°

### SURFACE MATERIALS

Surface materials shown in brochure:

- Cogent Connect, Graphite 5S25
- Cogent Connect, Nickel 5S24

When Cogent Connect or 3D Knit are chosen, matching material is visible through the chair back. For all other upholstery, black will be visible. Colors are representative and may vary slightly from actual material.

For further options visit us online.

### SUSTAINABILITY

PEOPLE. PLANET. PROFIT.

By rethinking our business systems and designing our products to avoid negative impacts on humans and the environment, we contribute to a sustainable future for the planet and its people. We commit to advance our practices through continuous learning and building partnerships with our customers, business partners and environmental thought leaders to optimize our performance and contribute to the science and practice of sustainability.

To find out more visit, [www.steelcase.com/sustainability](http://www.steelcase.com/sustainability)



Love how you work.®

available at:



800.531.3746

[info@thehumansolution.com](mailto:info@thehumansolution.com)

[thehumansolution.com](http://thehumansolution.com)