

Universal Design - Burren Geopark

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Agenda

- What is Universal Design?
- Universal Design Processes
- Challenges for a Geopark
- Possible opportunities
- Workshop outline

Irish Government Policy

Government for National Recovery 2011-2016

In Planning Legislation, we will promote & support **Universal Design** whereby all environments can be used to the greatest extent possible by all people, regardless of age, size, ability or disability

Global Pressures -Public Services and Governments

- More demanding citizen/customer
- Increasing social complexity and diversity
- Overstretched resources:
- Implementation gap of Government:
- Demographic changes
- Change in ratio of working population to older people

Government at a Glance OECD 2011

Ireland's National Disability Strategy launched in September 2004



Disability Act 2005

**Formation of;
Centre for Excellence in Universal Design (CEUD) January 2007**



Only Statutory Centre for Universal Design in the world

**Built environment
Products & Services
ICT**

3

What is Universal Design?

Universal Design is the design and composition of a building, an environment, product or service so that it can be accessed, understood and used to the greatest extent possible by all people regardless of their **age, size, ability** or **disability**

A Paradigm Shift – World Report on Disability (2011) – WHO + World Bank

Accessibility:

Provides **basic access** and usability of facilities, products and services for people with disabilities

Universal Design:

Enables independence and social participation for all through continual improvement.

**WORLD REPORT
ON DISABILITY**



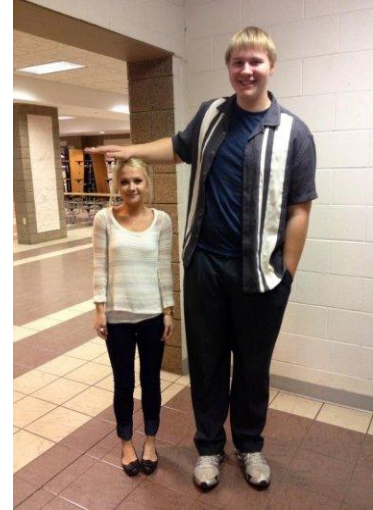
Why Universal Design?

- Not a special requirement, for the benefit of only a minority of the population.
- A fundamental condition of good design.
- If an environment is accessible, usable, convenient and a pleasure to use, everyone benefits.
- Simply put, universal design is good design.

Age



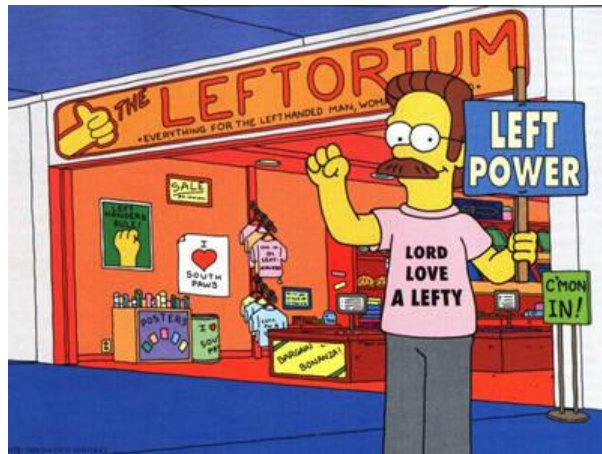
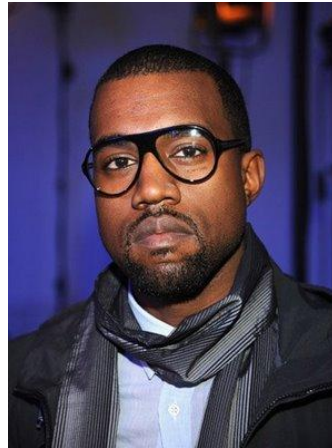
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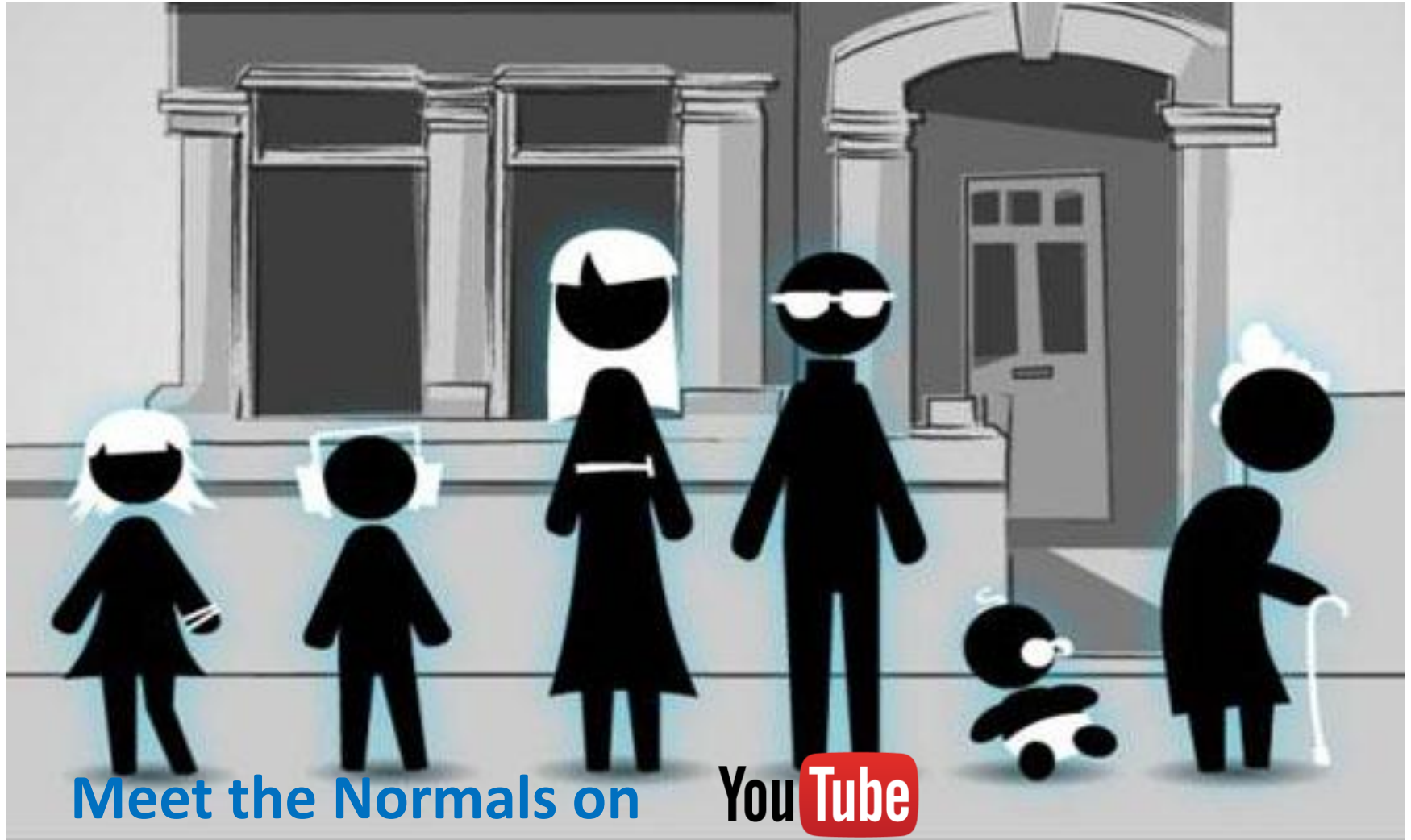
Ability



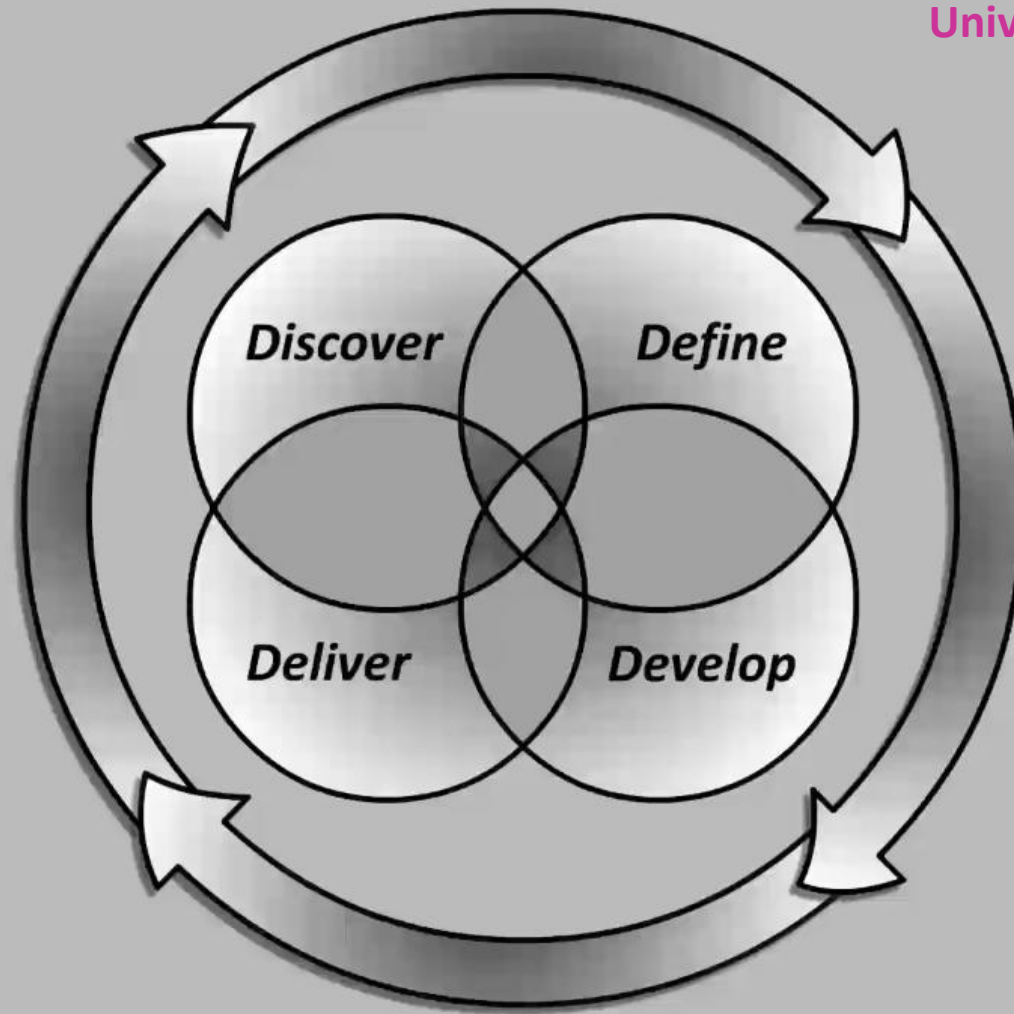
Disability



Diversity is Normal



Universal Design Process



The **7** Principles of Universal Design were developed in 1997 by a working group of architects, product designers, engineers and environmental design researchers, led by the late Ronald Mace (Design Pioneer, internationally recognized Architect) in North Carolina State University

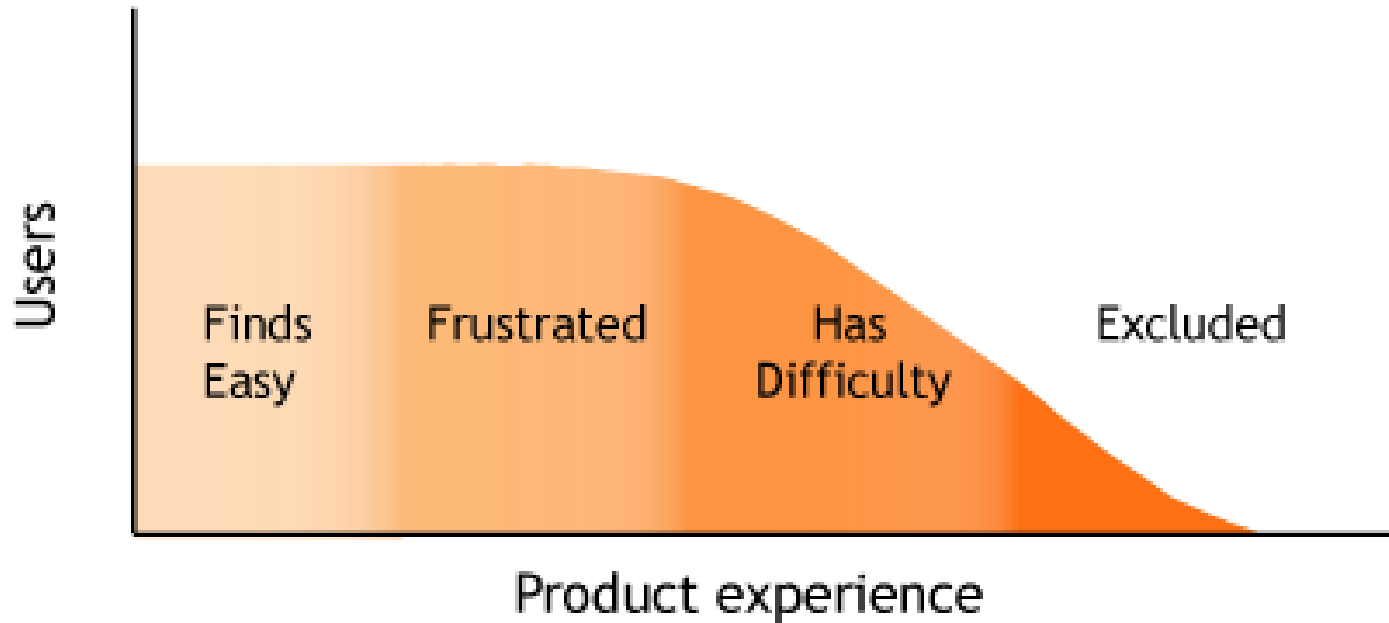
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7 Principles of Universal Design

1. Equitable Use
2. Flexibility in Use
3. Simple and Intuitive
4. Perceptible Information
5. Tolerance for Error
6. Low Physical Effort
7. Size and Space for Approach and Use

Good vs Bad design

After a century of rapid technological innovation and development



Philips (2004) "The Philips Index: Calibrating the Convergence of Healthcare, Lifestyle and Technology."

Universal Design Challenges Designers & Decision Makers

“Contrary to the assumption that attention to the needs of diverse people limits good design, the results of **imaginative** designers around the world reveal a wide range of applications that **delight the senses** and lifts the **human spirit** when “universal design” is **integral**



Elaine Ostroff Universal Design Handbook
2nd edition 2011

The Need to Respond

People are living longer and..

- 80% of people acquire a disability from the ages of 18-64
- People aged over 65 will increase by 250% (2036)
- 1 in 3 newborns will live to 100
- People over 80 will increase by 400% by 2041
- 95% of this population are active

Building for Everyone

External environment and approach

1



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Building for Everyone

Entrances and horizontal circulation

2

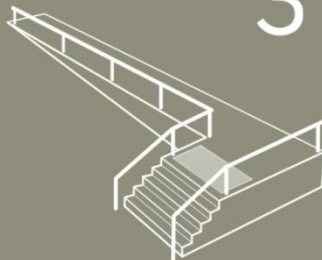


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Building for Everyone

Vertical circulation

3



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Building for Everyone

Internal environment and services

4



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Building for Everyone

Sanitary facilities in buildings

5



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Building for Everyone

Facilities

6



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Building for Everyone

Building types

7

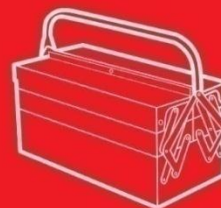


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Building for Everyone

Building management

8



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Building for Everyone

Planning and policy

9



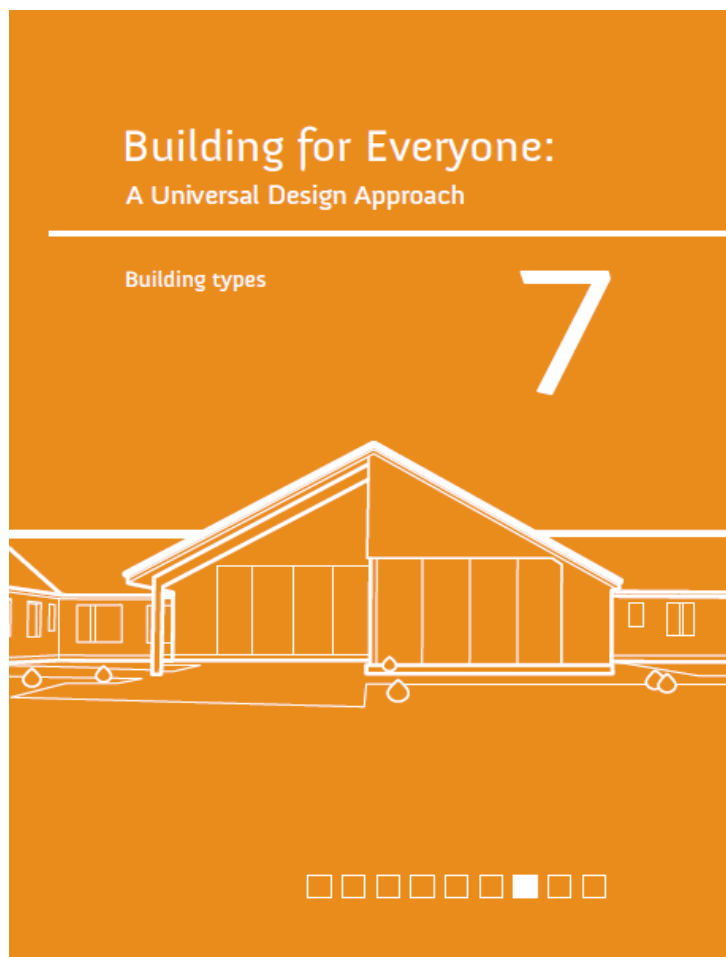
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Building for Everyone (BfE) Booklet series 1-9



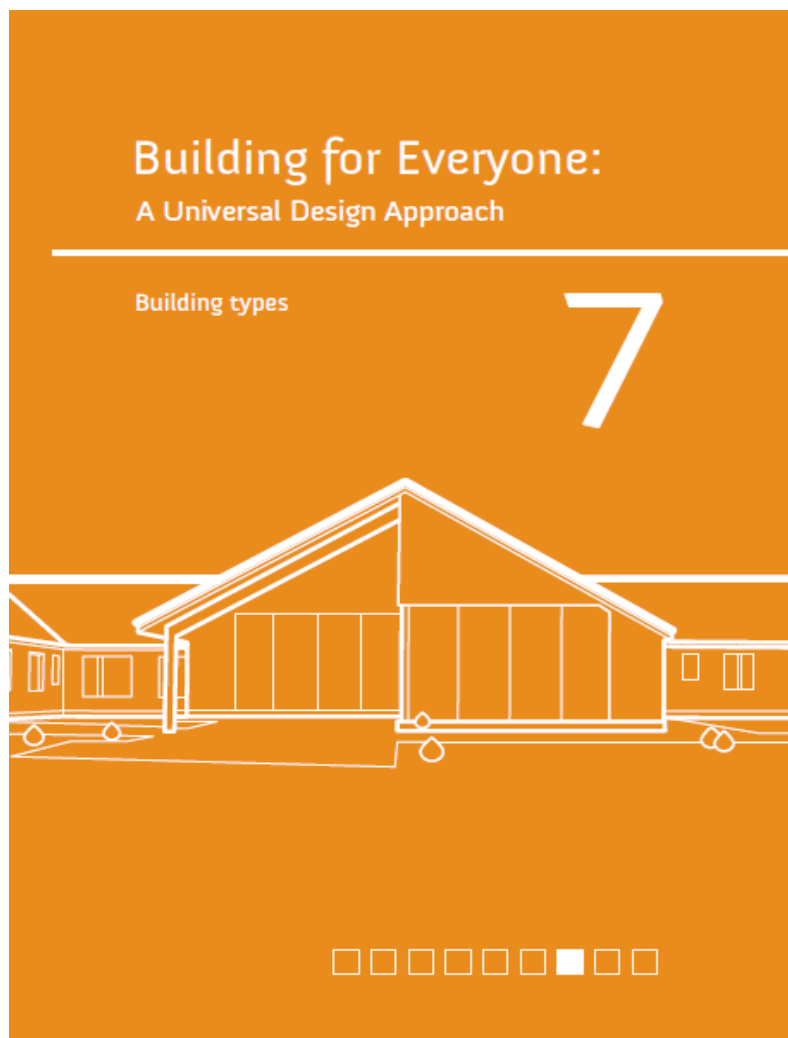
- External environment & approach
- Entrances & horizontal circulation
- Vertical circulation
- Internal environment & services
- Sanitary facilities
- Facilities in buildings
- Building types
- Building management
- Planning

Building for Everyone 7



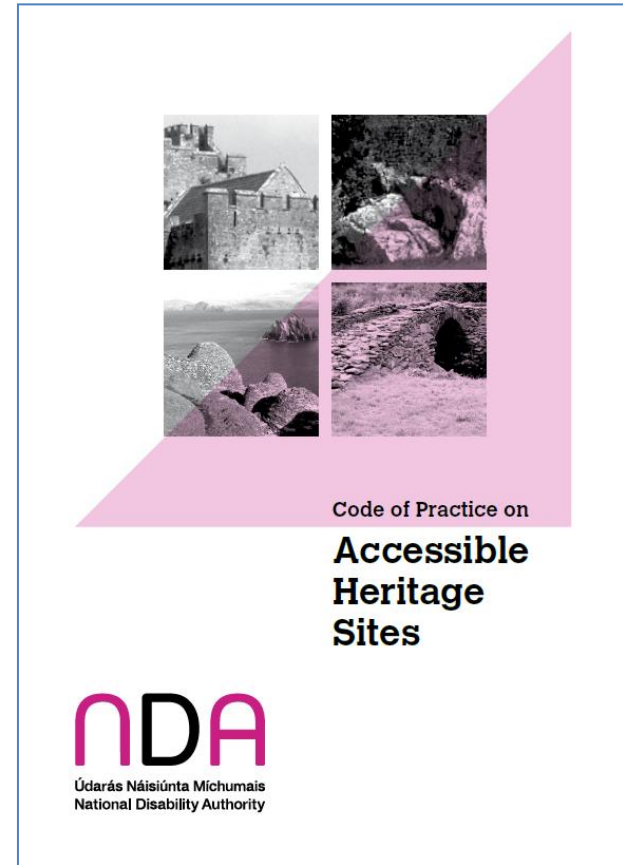
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Building for Everyone 7



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Heritage Guidance



Challenges

- Conservation of biodiversity and heritage
- Funding
- Sources of expert knowledge
- Risks of participation by wider audience

Potential barriers

- Paths – trails – gates – stiles
- Parking
- Toilet access
- Rest areas
- Printed materials
- Websites – apps

Opportunities

- Broaden visitor participation
- Deepen community engagement
- Technology
 - apps, virtual reality, multi-media
- Plain English

Workshop outline

- Physical environment
 - Challenges, solutions, action plans
- Information and communications
 - Plain English
 - Websites and apps
 - Printed materials
- Example case study – international
- Development plan for example site

Thank you

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