



Implementing Universal Design Sport and Recreation Victoria

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Department of
Transport, Planning and
Local Infrastructure 

Sport & Recreation Victoria

SRV's role is to :

- Support Sector
- Develop Major Facilities & Events
- Support Community Facilities
- Improve Participation
- Support Research & Policy Devt



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Funding Programs

Community Facility Funding Program (\$20m pa)

- Better Pools
- Seasonal Pools
- Major Facilities
- Minor Facilities
- Soccer Facilities
- Planning

Country Football Netball Program (\$10m / 5 years)

Small Scale Facility Program (election commitments) (\$15m / 4 years)

Funding projects since 1972.

Provided over \$350m for 3,500 projects since 2000.

Sport & Recreation Victoria

Sport and recreation forms an invaluable part of our cultural fabric and community identity – it can be a connector to barriers such as language, ability, income, age, etc.

Sport and recreation facilities are often the social hub in local communities – the places to meet , interact and hold non sporting events.

For people to participate in sport and recreation – players, coaches, officials, volunteers, supporters – we need **quality facilities that enable anyone to be able to come and equally take part.**

The right to equally participate in sport and recreation is fundamental.

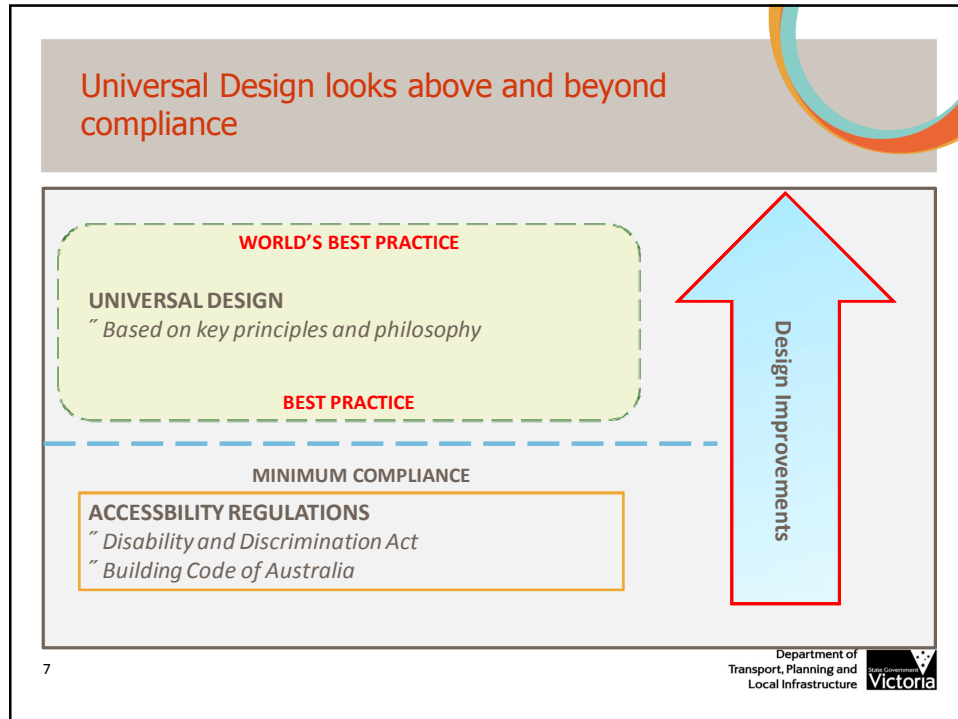
What are we trying to achieve ?

This UD framework has come out of the need at SRV Community Facilities to implement best practice and government policy.

This framework has demonstrated the strong commitment that DTPLI has to the Disability Discrimination Act and Human Rights Charter and to building an inclusive Victoria. Design is powerful and profoundly influences our daily lives and our sense of confidence, comfort and control.

Universal Design Assumes












Accessible Design

- A legislative requirement
- Focused on eliminating discrimination
- Minimal compliance with accessibility regulations such as the DDA, BCA and Standards.
- Does not guarantee good design (Adelaide Oval)
- Benefits a limited group of people

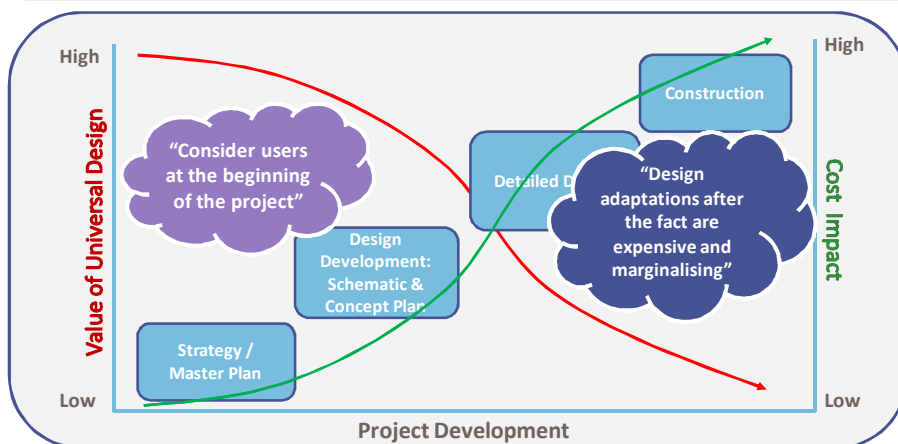
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The Principles

1. Equitable use (Be Fair) 
2. Flexibility in use (Be Included) 
3. Simple and intuitive use (Be Smart) 
4. Perceptible Information (Be Independent) 
5. Tolerance for error (Be Safe) 
6. Low Physical effort (Be Active) 
7. Size and Space for Approach and use (Be Comfortable) 

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Universal Design: Ability to influence and improve project design early



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The Benefits

It is important to note that UD is there to assist everyone, not just those who have a disability.

The benefit of this design style is that it is inclusive and it makes it possible to cater for the young and the elderly, people with varying abilities or a person pushing a pram or even a trolley.

When considering that exclusion can actually occur when providing 'specialised accessible' features, we must consider the seven principles of UD first and foremost to ensure that all people can use and experience the activity or program equally.



Conclusions

Equal status, equal treatment and **equal merit** are notions central to Universal Design principles.

Sympathize rather than stigmatize.

Consider users at the beginning of each program/project.

Adaptations after the fact are expensive and marginalizing.

Understand the extreme, innovate for the mainstream.

Accommodate rather than discriminate and innovate rather than replicate

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