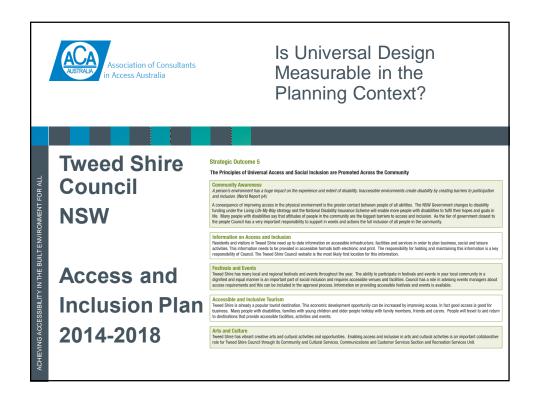




Council planning documents have:

- Little reference to Universal Design in Public Buildings.
- No measureable outcomes in respect to Universal Design.







Lake Macquarie City Council NSW

DCP 2014

ACHIEVING ACCESSIBILITY IN THE BUILT ENVIRONMENT FOR ALL

Nondiscriminatory Access Guideline Non-discriminatory Access Guideline Page 2 - P2009/000522 Page 2 - P2009/00052 Page 2 - P2009

Universal Design is a tool to provide non-discriminatory access and use, features can be viewed at: www.anuhd.org. The World Health Organisation's Age Friendly Cities is another tool and the features are listed in the Lake Macquarie Ageing Population Plan.

In addition to the Building Code of Australia, the following standards and policies are the mir requirement for providing access for people with a disability:

- AS 1428 Design for Access and Mobility
 - o Part 1 General Requirements
 - o Part 2 Enhanced and Additional Requirement
 - o Part 3 Requirements for Children and Adolescents with a Disability
 - o Part 4.1 Tactile Ground Surface Indicators
- AS 1735 Lifts and Elevators
 - o Part 7 Stairway Lifts
 - o Part 12 Facilities for Persons with Disabilities
 - Part 14 Low Rise Platforms for Passengers
- AS 2890.6 Off Street Parking for People with Disabilities
- AS 3769 Automatic Teller Machines



Is Universal Design Measurable in the **Planning Context**

Lake Macquarie **City Council NSW**

DCP 2014

ACHIEVING ACCESSIBILITY IN THE BUILT ENVIRONMENT FOR ALL

Example of other controls sections.



Part 9 - Specific Land Uses - Multi Dwelling Housing

11 MULTI DWELLING HOUSING

This section of the DCP only provides Council's specific requirements for Multi Dwelling Housing developments. Other requirements that must be addressed are contained in the relevant general developments and Park's 12 or 3 and/or Area Plans (Parks 13 to 10 and Conference). Where a confict exists between this section and the general development part of LM DCP 2014, this section prevails.

Under LM LEP 2014 multi dwelling housing means three or more dwellings (whether attached or detached) on one lot of land, each with access at ground level, but does not include a residential flat building.

11.1 SITE REQUIREMENTS

To ensure that Multi Dwelling Housing developments are located on sites with sufficient size and street frontage to accommodate the required building envelope, car parking, landscaping, and private open space.

- The development site must have a minimum area of 850m² for development consisting of four or more dwellings. 3. The development site must have direct frontage to a public road
- 4. The development site must have a minimum width of 18 metres at that road frontage

11.2 SITE COVERAGE



"Universal design seeks to encourage attractive, marketable products that are more usable by everyone. It is design for the built environment and consumer products for a very broad definition of user."

- Ron Mace, 1985



Is Universal Design Measurable in the Planning Context?

So what are the principles of universal design and how can they be met in the planning context?

These are some suggestions based on projects we have worked on.

CHIEVING ACCESSIBILITY IN TH





1. Equitable Use

The design is useful and marketable to people with diverse abilities.



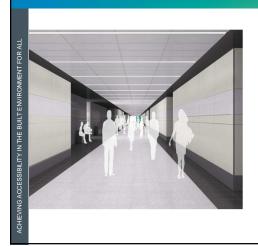
Is Universal Design Measurable in the Planning Context?



2. Flexibility in Use

The design accommodates a wide range of individual preferences and abilities.





3. Simple and Intuitive Use

Use of the design is easy to understand.



Is Universal Design Measurable in the Planning Context?



4. Perceptible Information

The design communicates necessary information effectively to the user.





5. Tolerance for Error

The design minimizes hazards and the adverse consequences of accidental or unintended actions.



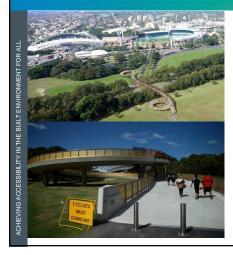
Is Universal Design Measurable in the Planning Context?



6. Low Physical Effort

The design can be used efficiently and comfortably and with a minimum of fatigue.





7. Size and Space for **Approach and Use**

Appropriate size and space is provided for approach, reach, manipulation, and use.



Is Universal Design Measurable in the **Planning Context?**

I'm presenting at a conference on universal design and am doing some research. I hope you can help me. When you go out for the day, what is the main thing you rely on to be able to travel through / navigate the built environment? What irritates you?



7



Lindsay

"I hate not knowing where I'm going. Signs / wayfinding cues that do not make sense irritate me"



Is Universal Design Measurable in the Planning Context?

-



Lindsay

"I hate not knowing where I'm going. Signs / wayfinding cues that do not make sense irritate me"







"It is poor signage – as per the signs at Central Station. Misaligned footpaths and kerb / pram ramps."



Is Universal Design Measurable in the Planning Context?



Rob

"It is poor signage – as per the signs at Central Station. Misaligned footpaths and kerb / pram ramps."



7



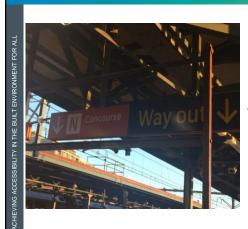
Michael

"The lack of good way finding signage."



Is Universal Design Measurable in the Planning Context?

7



Michael

"The lack of good way finding signage."





Andrew

"For me it is definitely the visual environment... I also like a bit of visual preparation on the computer or phone when I go somewhere new"



Is Universal Design Measurable in the Planning Context?

-



Andrew

"For me it is definitely the visual environment... I also like a bit of visual preparation on the computer or phone when I go somewhere new"





Linda

"A quick path through...anything that doesn't overwhelm in a sensory way – dimmed lighting, less noise, soothing aesthetic, less distractions."



Is Universal Design Measurable in the Planning Context?



Grant

"A continuous path of accessible travel"



7.

Lee-May

"I would say that I look for visual clues to get me by. I especially hate it when I can't find the entrance to places – where architects love to make everything uniform and have you guess where the entrance is (its better now than years before though)."



Is Universal Design Measurable in the Planning Context?

-

Measuring Equitable Use

- Where stairs and a ramp are provided, ensure they start and arrive in a similar location.
- Provide a changing place and quiet area.
- " Provide accessible reception / service counters.

ACHIEVING ACCESSIBILITY IN THE BUILT



7.

Measuring Flexibility in Use

- Provide audio and visual warning systems for emergency evacuation.
- Provide large-print signage.
- Provide additional handrails at a lower height for children / people of short stature.



Is Universal Design Measurable in the Planning Context?

-

Measuring Simple & Intuitive Use

- Signage must include the use of pictograms.
- Paths of travel must be identified through the use of luminance contrast.
- Entrance must be clearly identified.

ACHIEVING ACCESSIBILITY IN THE BL



7.

Measuring Perceptible Information

- All signage / information must be provided in written, tactile/Braille and audio formats.
- Provide a minimum 30% luminance contrast between operable components and the background colour.
- Provide a direct line of site between the carparking and the entrance.



Is Universal Design Measurable in the Planning Context?

-

Measuring Tolerance for Error

- " Provide non-slip floor / surface finishes.
- Provide sensor lights for safe travel in darker areas.
- " Building lines must be kept clear of obstructions.

ACHIEVING ACCESSIBILITY IN THE BU



7.

Measuring Low Physical Effort

- Provide accessible carparking as close to the entrance as possible.
- Provide resting places and seating within the building.
- Provide automatic doors at the entrance to the building.



Is Universal Design Measurable in the Planning Context?

7

Measuring Size and Space for Approach and Use

- All pathways and ramps to be 1800mm wide as a minimum.
- Provide designated paths of travel through table / seating areas.
- Provide accessible fitting rooms.

ACHIEVING ACCESSIBILITY IN



7

Is universal design measurable in the planning context?

Yes. with the right planning documents.

Thank-you

18