

Evan Wilkinson

Sport and Recreation Victoria

Design For Everyone Guide and the Application of Universal Design Principles to Active Recreation Infrastructure

Design For Everyone Guide

Launched in October 2015 by John Eren MP, Minister for Sport

“The Design for Everyone Guide is an easy-to-use resource for anyone wanting to develop public places that improve the lives of everyone – no matter their ability, age, gender or background.”

Guide is practical, free to use and caters for a range of design skills and backgrounds.

Social Media



John Eren MP
@johnerenmp

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Did you know Universal Design principles are key requirements for Sport and Rec Vic funding? [youtube.com/watch?t=3&v=W3...](https://www.youtube.com/watch?t=3&v=W3...)



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Alex Auletta
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Just read about [@VicGovDHHS](https://www.vic.gov.au/news/design-for-everyone-guide) online resource, very interesting.
Design for Everyone Guide
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Design For Everyone Guide

Provides reader with general information as well as minimal technical information

Overview of universal design

- What is Universal Design, its principles and benefits

Sport and recreation settings

- Includes pavilions, aquatic centres, skate parks, playgrounds

Planning for universal design

- Incorporating UD into planning, case studies, functional supports, dimensions

Design For Everyone Guide

Index of elements

- Advice on specific structural elements such as car parking, way finding, signage, pathways, spectator areas
- Outlines key requirements/consideration as well as key access dimensions

Resources

- Links to Universal Design Fact Sheet, UD in camp activities

Legislation

- DDA, Disability Standards, Australian Standards, Building Code

Design For Everyone Guide – Video

Design for Everyone Guide



Melbourne Park – Original Entrance



Melbourne Park – Changing with the times!



Melbourne Park

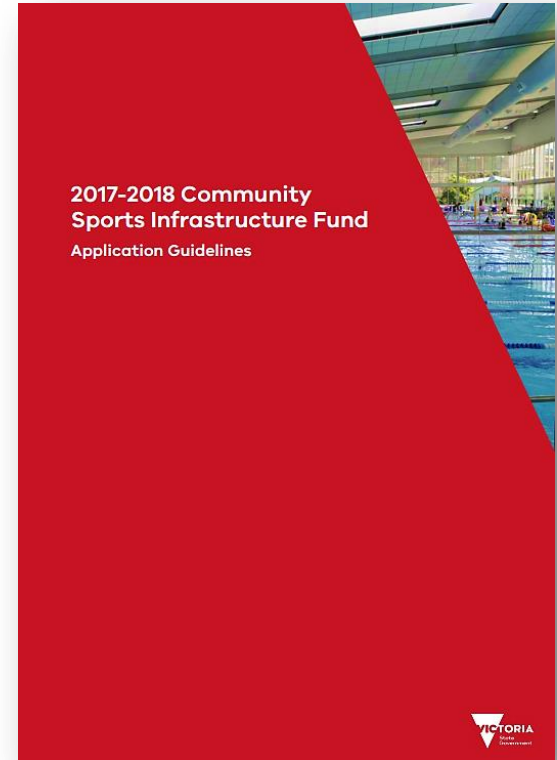


Active Recreation Infrastructure

Community Sports Infrastructure Fund

Key driver is to provide high quality, accessible community sport and recreation facilities across Victoria.

Focus on well planned, innovative and Universally Designed facilities.



Active Recreation Infrastructure

Funding support: focus on active recreation, not just traditional sporting infrastructure.

Includes: skate parks, play spaces, BMX tracks, youth recreation facilities

SRV Design Input: links back to the Design For Everyone Guide through workshops, desktop review, reporting.

Sport and Recreation Settings – Skate Parks

Design for Everyone Guide

Overview of universal design

Sport and recreation settings

Parks and gardens

Shared footpaths, walking trails
& boardwalks

Sport and recreation reserves

Playspaces

Camping areas

Skate parks

Temporary facilities

Sports pavilions

Aquatic leisure facilities

Planning for universal design

Index of elements

Resources

Legislation

Female Friendly Sport
Infrastructure Guidelines

News and events

Skate Parks

hide content

Skate parks are often located in larger parks and reserves however they can also be designed as stand alone facilities catering for a wide range of users. These users can include younger children with bicycles and scooters as well as older children and teenagers using skate boards, roller blades and bikes. Many adults are also keen skateboarders, so consideration of the access needs of everyone is important.

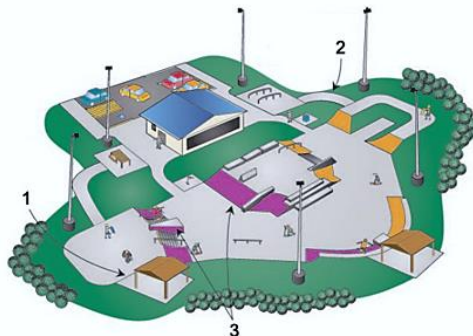


Figure 1: An example of a skate park setting

1. The provision of shade over some of the skating elements, as well as over some seating and drinking fountains adjacent to these, will support all users and spectators
2. A continuous accessible path of travel within and around each of the key zones within the skate and bike riding area
3. It is important to consider colour contrasts to differentiate between horizontal and vertical elements and surfaces

Sport and Recreation Settings – Skate Parks

Design Principles to consider:

- **Connections**
- Approach
- **Entry Points**
- **Paths**
- **Spectator Areas**
- **Landscape Design**
- Installations (seating, bins)
- Buildings
- Toilets/Change Facilities
- Water
- **Wayfinding**

Brunswick Park Skate and BMX Facility



- **Activation** of a quiet area within the park.
- **Passive surveillance** across park and adjacent street.
- **Seating and mounding** improves sightlines into skate park and across to synthetic soccer pitch.

Brunswick Park Skate and BMX Facility

Continuous Accessible Path of Travel to clover bowl and street section.



H.D Graham Skate/BMX Park



- **Retrofit** of existing skate park to include 'beginners' section.
- **Accessible** entrance from main pathway.
- **Smooth and level transition** from 'old' to 'new' section.

19 September 2016

H.D Graham Skate/BMX Park



- **Safe** learning environment for beginners.
- Design encourages users to **build confidence** and watch, learn and engage with more experienced riders.

H.D Graham Skate/BMX Park



- **Landscaping** works to improve amenity, viewing for spectators and families.
- **Activation** of site with skate clinics and competitions.
- Additional **shade** would be beneficial.

Summary

The needs of **local communities** continue to change both in terms of demographics and lifestyle choices.

The **Design For Everyone Guide** is a valuable resource to help improve the development of sport and recreation facilities, ensuring that they are available and usable by everyone.

The **Victorian Government** is committed to ensuring that all members of the community have equitable opportunities to access sport and recreation facilities and participate in the activities provided in these settings.

Questions?

<http://sport.vic.gov.au/design-for-everyone-guide>



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