# DESIGN MATTERS TO MAKE WELL SPACES







#### Introduction

This presentation will demonstrate the use of Universal design principles which allows for flexibility and adaptability to meet the full range of additional needs of all people of today and of the future, as well as being responsive to ongoing innovations in the health sector.

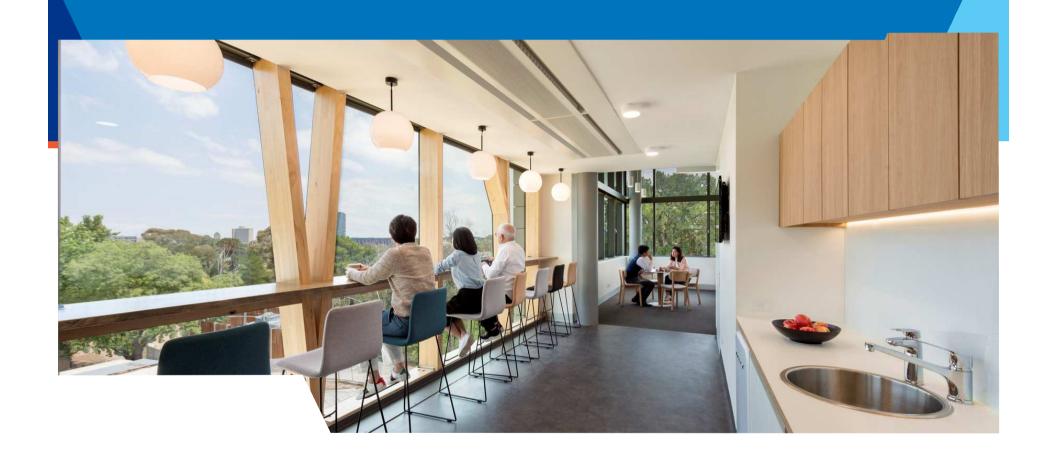
Using Universal design involves designing spaces that are functional for the full range of diversity, and for addressing the physical, sensory and cognitive needs of all of the community.





## What is the objective?

The objective of universal design is to ensure that all people can access, use and understand the environment to the greatest extent and in the most independent and natural manner possible, without the need for adaptations or specialised solutions.





## **Design features that matter**

Natural shapes and forms – the use of botanical and animal motifs, natural forms such as shells and spirals, egg, oval and tubular forms and shapes that generally resist straight lines and right angles

Light and space – the use of natural, filtered or diffused light, the incorporation of shadows, warm light, spatial variability, spaciousness and the connection of inside and outside spaces





## **Design features that matter**

Place based relationships – use of features of the local landscape, historical connections, cultural features, indigenous materials, landscape

Evolved human-nature relationships – elements that reflect human responses to nature, such as refuge, order, curiosity, attachment, attraction to beauty, exploration and discovery and reverence and spirituality.



## Design elements

**Wayfinding**: Most people can be easily overwhelmed when trying to find their way in unfamiliar surroundings.

**Entrances**: Arriving at a healthcare facility can be challenging for people and their carers. If arriving by car, there will be concerns about safety and wayfinding.

**Reception**: areas should be clearly identified and provide people the opportunity to identify that they may need help in navigating the engagement process.



Victorian Health Building Authority



#### **Design elements**

Waiting areas: To account for the sensory sensitivities of people that are neurodivergent and to reduce any anxiety or distress, design should provide quiet or individual spaces, noise reduction elements, flexible non fluorescent lighting and a focus on surfaces that make the spaces calming and comfortable. Options should be provided to people in waiting areas to control their environment and sensory stimulus.

Treatment Rooms: Areas for treating people should be soundproofed or made quiet, free from strong odours and be calming spaces with mostly diffused natural light. Visual access to treatment spaces should be balanced to provide opportunities for surveillance while enabling privacy.





## Design elements

Corridors: Long institutional corridors with indistinguishable doors can be confusing and even frightening for many people. The use of colour, door style, or door hardware can all be used to help people distinguish between spaces.

The use of curves to soften the look of hallways, passageways and corridors is preferred where possible as well the introduction of features that soften the environment and break up the length and add interest.



#### **Outcomes**

Identity: support the construction of positive self-image and social status for the end users.

Social integration: support effective participation by all users and reduce barriers between user groups.

Cultural compatibility: ensure that differences in culture values and attitudes are respected.

Awareness: make information needed for safe and effective use readily available in all necessary forms.

Understanding: ensure that the methods of operation and use are easily understood by all user.

#### **Outcomes**

Comfort: ensure that the physical demands for safe and effective use are within the comfort range of the widest range of people.

Body fit: accommodate people with the widest range of body sizes, postures and movement abilities.

## Thank you