Community Vision's

Universal Design Guidebook

As a person with low vision, when I walk into a room without contrast between furniture, walls, and floor, all I see is white, making it impossible to navigate. With contrast in place, I am able to see defined shapes and boundaries and find people I am meeting up with!

Common areas that are designed to be quiet zones are important for me to be able to have a conversation.

When apartments are made with ADA clearances in all the rooms, it gives me a lot more options of places to live.

An oven door that opens to the side allows me to easily remove hot items.

COMMUNITY VISION

BORA ARCHITECTURE & INTERIORS

CHASE

Table of Contents

Introduction

Background

Community Vision and Bora Architecture & Interiors share a passion for creating intentionally inclusive spaces. After working together on multiple community housing projects, the two organizations offer their experience and knowledge here in this Universal Design Guidebook.

The design strategies covered break down barriers. They prompt social change through inclusive and dignifying design.

This Guidebook describes:

- Basics of Universal Design (UD) tools
- How UD can be used to create spaces that empower and benefit all users
- Why UD matters
- The importance of planning for full accessibility in the design phase
- How to develop an inclusive UD project
- Specific examples of how to easily put UD into practice

Building codes follow guidelines from the Americans with Disabilities Act (ADA), which was passed in 1990. Since then, design and technology options continue to evolve and improve accessibility for everyone.

Please read and share this Universal Design Guidebook.

Who We Are

Community Vision provides services, education, and advocacy to ensure that people with disabilities direct their own lives. We are based in Portland, Oregon.

Founded in 1989, we have served thousands of people with disabilities over the years. When asked what they want most, a place of their own is a top response. We made the dream of homeownership come true for over 125 people with disabilities from 2000–2015. As housing costs rose in 2020, we shifted to accessing affordable apartments. As of December 2023, we have helped 100 people find a place to call home.

Our expertise fosters independence and community inclusion for people with disabilities by:

- Matching people with housing
- Teaching others to support people living independently
- Consulting on Universal Design, Assistive Technology, and Smart Home

Our work improves access and inclusion—not just for people with disabilities, but for the whole community.

Bora Architecture & Interiors (Bora) is a national design practice based in Portland, Oregon.

We are committed to creating transformative environments that shape communities and elevate the human experience. This process starts with community engagement and close attention to factors of health, equity, and sustainability.

From schools and libraries to cultural buildings and affordable housing, out staff of 65 people is eager and ready to help create transformational spaces in which our neighbors can live, work, play, and thrive.

Thank you to JPMorgan Chase for being a longtime partner of Community Vision and for supporting the creation of this meaningful resource.

What Is Universal Design?

“Universal Design is design that is usable by all people, to the greatest extent possible, without the need for adaptation or specialized design.”

—Ronald L. Mace

Ronald helped develop America’s first accessible-building code and is credited as a visionary of Universal Design. Childhood polio led him to use a wheelchair for the rest of his life. He was an accomplished architect who strove to make the built environment better for everyone.

Scan or click to learn more about Ronald

Why should Universal Design matter to you?

We will all face disability in our lifetimes. Age, injury, and sickness do not discriminate. Our built environment should reflect this. We can create buildings that welcome and dignify people of all abilities, ages, and backgrounds. Universal Design is designing for the human experience.

Universal Design:

- Benefits all people
- Creates better long-term value
- Is much less expensive to plan for from the beginning than to retrofit

Buildings featuring Universal Design are:

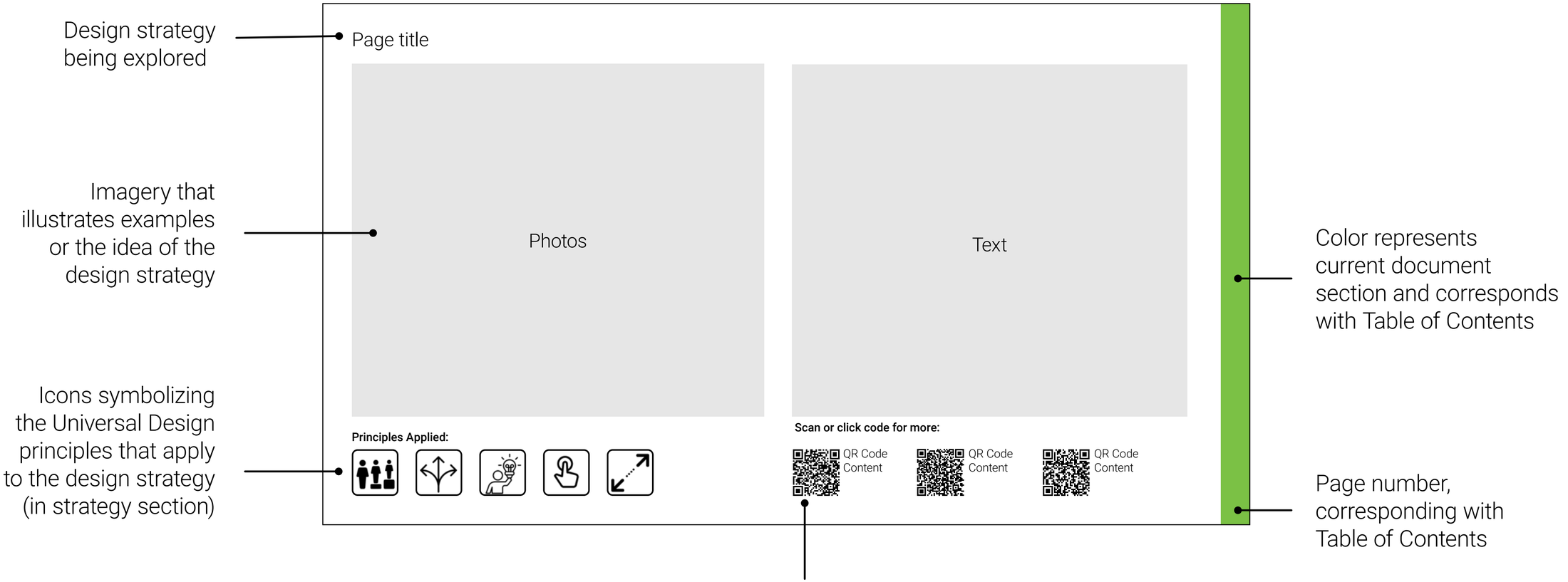
- More adaptable as people age in place
- Supportive of diverse abilities
- Easier for everyone to use

Go beyond minimum building codes:

- Building code minimums and ADA guidelines are not enough for including everyone. They are a starting point.
- Add to minimums to meet the needs of specific communities.
- Plan for the future when building a new project or renovating an existing space. This can save money and create lasting comfort and useability for a broad range of people.
- Work to keep people living in the same place regardless of ability.

Navigating This Guidebook

Here is the layout and location of available resources on each page.



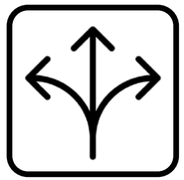
Navigating This Guidebook, Continued

This Guidebook gives suggestions on how to ensure success with the design process, including how to incorporate community input.
We provide specific design examples and reflect on a wide ranges of peoples' experiences.

Approach

First, we will walk though the Principles of Universal Design.


Equitable

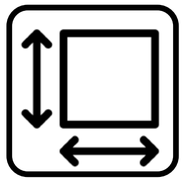

Flexibility


Simple and Intuitive


Perceptible Information


Tolerance for Error


Low Physical Effort


Size and Space Approach and Use

Strategies

Then, we will show how these design principles can be implemented.

1. Gather Input before Designing
2. Community Engagement
3. Mobility Inclusion
4. Visual and Auditory Inclusion
5. Sensory Sensitivity and Neurodiversity Inclusion
6. Beyond Code: Design for Daily Life
7. Wayfinding
8. Variety, Adaptability, and Agency
9. Trauma-Informed Approach
10. Smart Home Technology

These Strategies will start with suggestions of how to frame a project and gain input from the community.

We will then dig into specific examples and explore overarching lenses that affect the whole community to keep in mind during the design process.

Approach

I don’t like having to go into a separate “accessible entrance,” which is usually around the back of the building. Going in the front doors makes me feel like I am a welcome member of the community.

7 Principles of Universal Design

1. Equitable

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

Example: All apartments in a building have accessible clearance areas, allowing anyone to live in a unit, age in place, or visit.

2. Flexibility

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

Example: Providing pedestal tables and movable furniture in common spaces allows users with different needs to adjust the space for their use.

3. Simple and Intuitive

How to use the design is easy to understand, regardless of the user's experience, knowledge, language skills, or current concentration level.

Example: Providing icons and words on signs throughout the building makes it easy to navigate, regardless of what language someone speaks.

4. Perceptible Information

The design provides users the information they need, regardless of each user's sensory abilities or the ambient conditions.

Example: A textured warning strip on ground before a parking lot or road.

5. Tolerance for Error

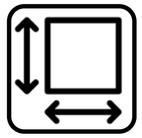
The design minimizes hazards and the harmful results of accidental or unintended actions.

Example: Providing frosting or decals on glass walls and doors reduces the chance of people running into them.

6. Low Physical Effort

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

Example: Making the front door fully accessible allows someone with a stroller, in a wheelchair, or on crutches to not have to take a longer path to enter the building.



7. Size and Space / Approach and Use

The design provides the right size and space for user to approach, reach, manipulate, and use regardless of their body size, posture, or mobility.

Example: Offering a variety of seating options provides people of all different shapes and sizes a place to sit, and the opportunity to sit together.

Keep an eye out in the pages ahead for real-world examples of these principles being applied in different design strategies (indicated by the corresponding icons along the bottom left).

Strategies

Going to a large building can be intimidating, as I don’t know what it will look like or where different rooms are. If there is clear information when I arrive, it eases my anxiety and allows me to find the places I need easily.

1. Gather Input before Designing: Set Up the Ideal Project

Here are some early steps for the development and design team.

All may not apply to every effort.

1 **Create partnerships early on** with organizations that support the communities you intend to serve. This will result in innovative solutions you may not have thought of at the onset of the project. For example, Community Vision has expertise in supporting people with disabilities and in Universal Design.

2 **Use focus groups and surveys** to understand the impacted communities. Ask about their challenges. Identify opportunities. Include a wide variety of people, especially those who have been historically marginalized. Make sure sessions feel welcoming and safe. Compensate people for their time. (For more details, see page 12.)

3 **Use input from the community** to set goals, plan actions, and track progress. These items will inform initial design and pricing.

4 **Outline an ongoing process** for community input throughout the design. Sessions should be focused and interactive. Ask for input on specific elements that will allow people to see the impact of their participation.

5 **Follow up** with focus groups and community members. Show that you value their time and contributions. They will be more likely to join later conversations.

2. Community Engagement

To design for inclusion, begin by listening, not drawing.

Each project is unique. Have discussions with people who will use the space. Their feedback will help identify needs and potential challenges. It can also inspire new and original solutions. Use a range of engagement strategies and tools to solicit broad community input throughout design process.

Tools might include:

- Surveys
- Open houses
- Design charrettes (small meetings)
- Newsletters
- Tabling at community events
- Online meeting platforms

Engagement tips:

- Identify potential tenants and visitors. Ask them about their ideas. Get input throughout the design process.
- Offer compensation, childcare, and meals at meetings to support participation. Offer dietary options.
- Have translation services, American Sign Language interpretation, and closed captioning available.
- Host engagement events in a convenient place for participants. Consider offering both in-person and online meetings.
- Make sure input is heard. Reflect it back to participants through live notes, follow-up responses, thank you notes, and clear next steps.

Principles Applied

Scan or click code for more:

Co-Design

Design Strategies

3. Mobility Inclusion

Everyone should have access to and through the entire facility. Building code minimums are not enough for inclusive navigation.

Whenever possible, make one inclusive pathway rather than separate accessible routes. Inclusive pathways should start at the front door and extend to all occupied spaces.

Entrance and outdoor ideas:

- Make the front door an entrance for everyone. This is more dignified and equitable. Do not make a physically marginalized person travel to a faraway door.
- Pathways should be wide enough for easy navigation. People should be able to move around side-by-side while talking to each other.
- Ensure that pathways and outdoor amenities can be used by all. Everyone should be able to walk or roll through gardens, picnic areas, and playgrounds with ease.
- Using different surface textures can designate different areas, aid in wayfinding, or create a safety barrier.
- Long ramps may fatigue some people. Have landings and seating along the ramp as rest areas.
- Provide spaces for people to rest or gather. Any built-in seating should have space alongside it for a wheelchair.

Principles Applied

Scan or click code for more:

City Park Barriers

Inclusive City Design

3. Mobility Inclusion, Continued

Addtional pathway ideas:

- Use accessible furniture, such as pedestal tables, adjustable-height tables, varied seating options, and modular or movable elements.
- Use automatic doors, especially at entrances and places like laundry or trash rooms. Have opener buttons on both sides of the door. This can help everyone, including a parent with a young child, someone carrying something, or a person using a walker.
- The direction a door opens into a space is very important. Leave plenty of room to maneuver and ensure doors do not open into each other, creating a safety hazard.
- Use design tools, such as 3D renderings, physical mock-ups, or virtual reality, to help users imagine specialized and detailed spaces during the design phase. How does the space feel? Is it easy to navigate?

Principles Applied

4. Visual and Auditory Inclusion

Leverage the existing research that has been done for specific user communities, such as Deaf, hard of hearing, blind, low-vision communities.

Strategies that benefit one user group often benefit all residents.

Visual suggestions:

- Minimize glare and create solid visual backgrounds. This makes navigation easier with someone with low vision and also supports the use of sign language.
- Use high-contrast colors, such as dark floors against light walls or furniture. This helps improve depth perception and navigation.
- Install good lighting. This also helps with perception and navigation. Additionally, some blind people can see shadows and shapes with sufficient light.
- Make glass elements more visible for people. Use a frosted coating or other film treatment at eye level for people of varied heights.
- Create physical maps of the building, such as tactile domes. This helps blind people find their way and can also be a visual cue for those with sight.
- Use open corners, wide circulation, automatic doors, and ramps. These all allow people to navigate a space more easily.

Principles Applied

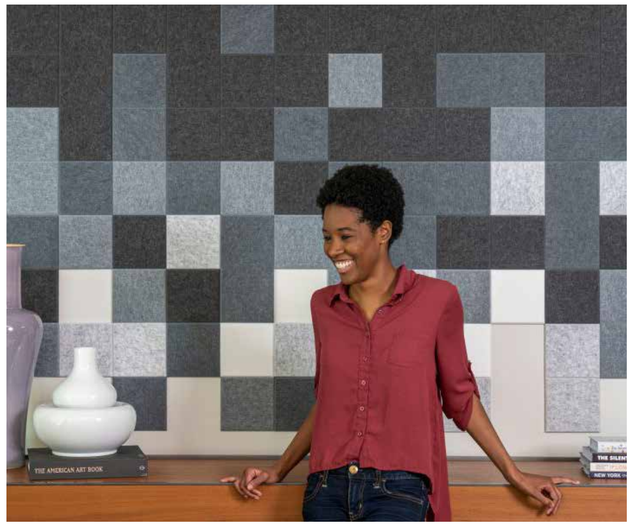
Scan or click code for more:

Case Studies

Campus Design

Lighthouse SF

4. Visual and Auditory Inclusion, Continued



Auditory suggestions:

- Reduce background noise and vibrations. Assistive hearing devices can make these sounds louder. This can be very distracting, especially to those with limited sight who rely on their hearing.
- Install acoustic panels on walls and ceilings and acoustic insulation inside walls.
- Dampen floor noise and reduce floor vibration, especially near quiet spaces.
- Provide quiet spaces, such as alcoves.
- Arrange furniture so people can all see each other and make eye contact. Round or horseshoe tables are best.
- Provide chair-rail-height surfaces, such as shelves, in common areas. This gives people who sign a place to put down their belongings.
- Consider pre-wiring for visual doorbells.
- 10-foot-wide hallways allow people to continue signing while passing others.

Principles Applied

5. Sensory Sensitivity and Neurodiversity Inclusion

We experience spaces with all of our senses.

Design elements determine the sound, smell, and feel of a place. Keep in mind that many people experience sensory overload. Temperature shifts, material textures, loud or repetative noises, or harsh light may cause distress.

Ideas to welcome neurodiversity:

- Create different sensory areas. Have calm spaces with limited stimulation and active zones in outdoor landscapes or play areas.
- Make accessible, inviting areas to be near or at the edge of active spaces.
- Make spaces for small groups or one person, not just large gatherings.
- Provide ample storage to limit clutter.
- Avoid sharp edges. Use soft, curved shapes.
- Minimize glare from light fixtures. Consider light intensity as well as placement.
- Limit pattern, texture, and color in interior spaces. Don't avoid it entirely; some contrast is still beneficial.
- Consider views from windows and whether the view could be calming or distracting. Window coverings or blinds may help to calm the space.
- Make walls and floors quieter.
- Minimize the noise from mechanical systems or lights.

Principles Applied

Scan or click code for more:

Enabling Spaces

Sensory Design

Designing for Autistic People

6. Beyond Code: Design for Daily Life

Principles Applied

There are many ways to use Universal Design in homes and living spaces.

A small, thoughtful design decision can greatly increase independence.

Kitchens:

- Use D-pulls, rather than knobs, on all cabinets and drawers.
- Have surfaces, sinks, and appliances at an accessible height (28–36 inches high).
- Use drawers instead of lower cabinets wherever possible.
- Have enough cabinets within reach range.
- Make space or pull-out surfaces for hot items by oven, microwave, or stove.
- Install pull-out dishwashers, ranges, and counters.
- Have upper cabinets and shelves that can be lowered.
- Avoid galley kitchens. They are narrow and difficult to move in.
- Arrange appliances, sink, counters, and other areas so they are easy to use.

Closets:

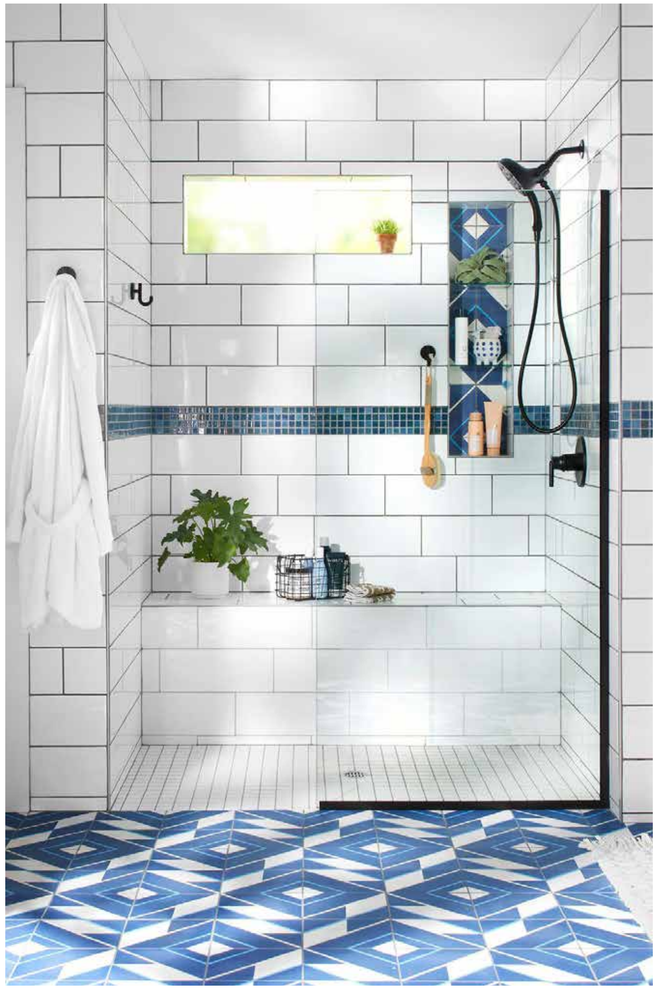
- Make sure a closet bar or shelving is within reach range (15–48 inches high), or have one that folds down.

Scan or click code for more:

Accessible Home Tour

Accessible Is Beautiful Project

6. Beyond Code: Design for Daily Life, Continued

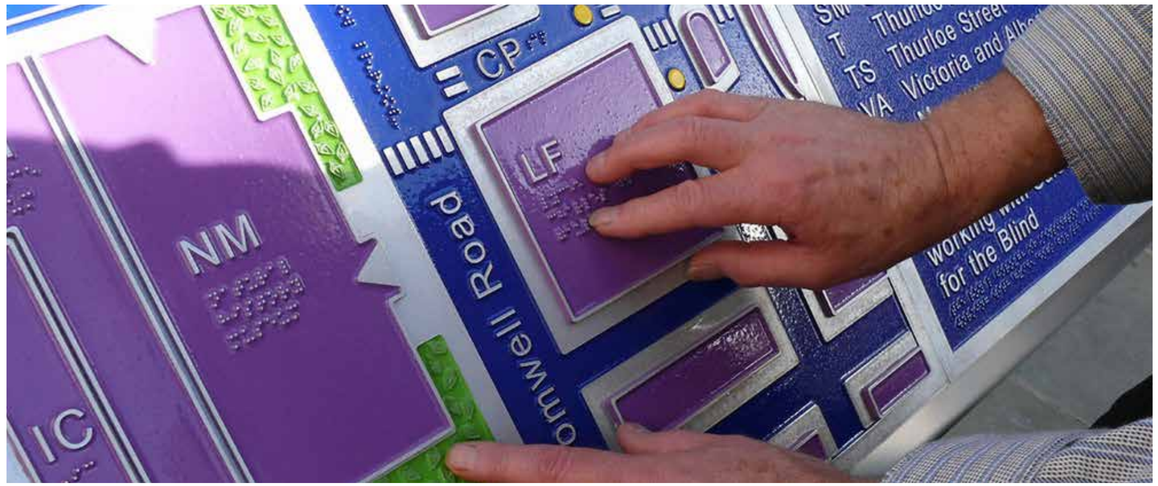


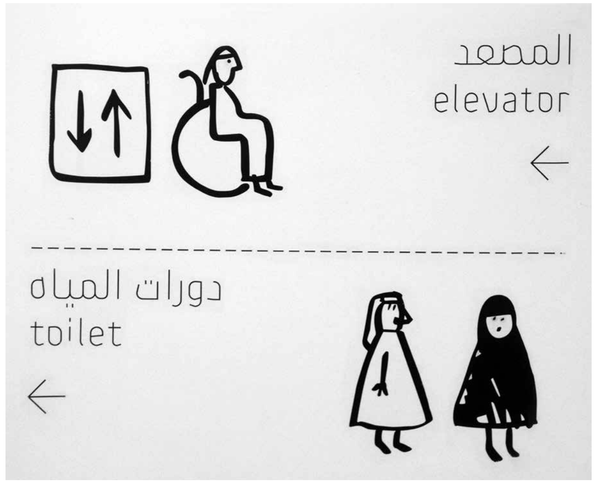
Principles Applied

Bathrooms:

- Provide plenty of space, a 5-foot turning circle and a 32-inch-wide doorway is ideal.
- Install grab bars in showers and beside toilet at 33–36 inches above floor.
- Have shower heads that are adjustable in height or showers that have a shower wand (also great for kids).
- Provide some roll-in showers.
- Use a glass divider instead of shower door.
- Make sure bathroom and shower doors swing out for access and safety in case of a fall.
- Use comfort height toilets.
- Use flooring that prevents slips.
- Have a sink faucet with just one lever for hot and cold water.
- Use modular cabinetry under the sink, which could be removed for clearance.
- Cover exposed sink pipes with soft pipe covers or build a removable shroud to provide knee protection.

7. Wayfinding





Clear wayfinding benefits everyone.

Good wayfinding means taking the right path with ease, on the first try. This creates greater independence for everyone, including people with disabilities, children, people learning English, and visitors who are not familiar with the space.

Navigation:

- Plan and organize spaces so they are easy to understand.
- Create easy to navigate paths. Paths should not travel directly through clusters of furniture or other obstacles.
- Design so people can see into adjacent rooms and spaces.
- Consider including tactile elements beyond minimum requirements. For example, provide Braille on handrails in a stairway to note floor numbers.
- Use furniture to help indicate the intent of a space.
- Install unique landmarks, such as artwork, color, water features, or other unique elements to help people know where they are.
- Use colors that identify different room types or uses. For example, make all the elevator areas blue or all the laundry rooms green. Use another indicator in addition to color, like signs, for those who are color blind.

Principles Applied

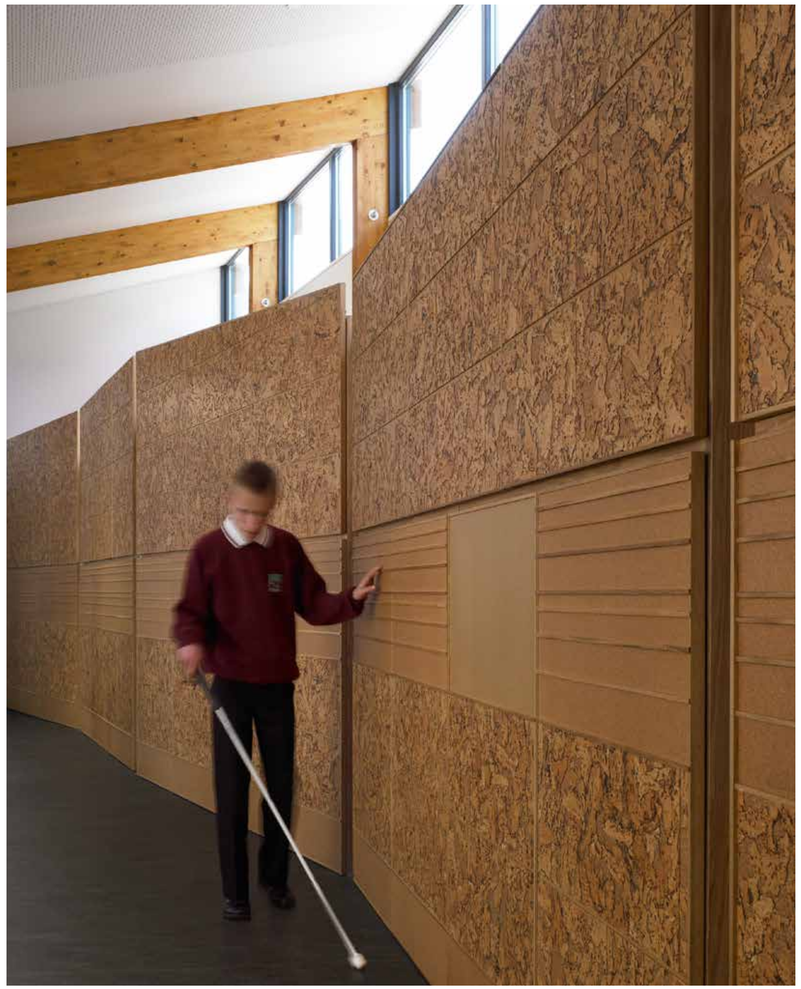
Scan or click code for more:

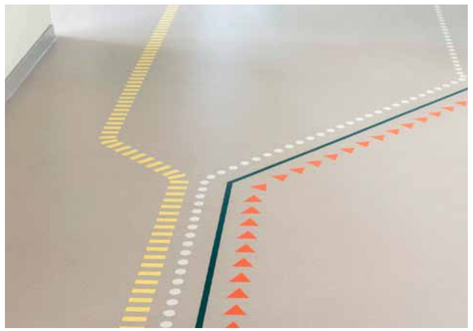
Wayfinding Guide

Inclusive Urban Design

Signage Design

7. Wayfinding, Continued



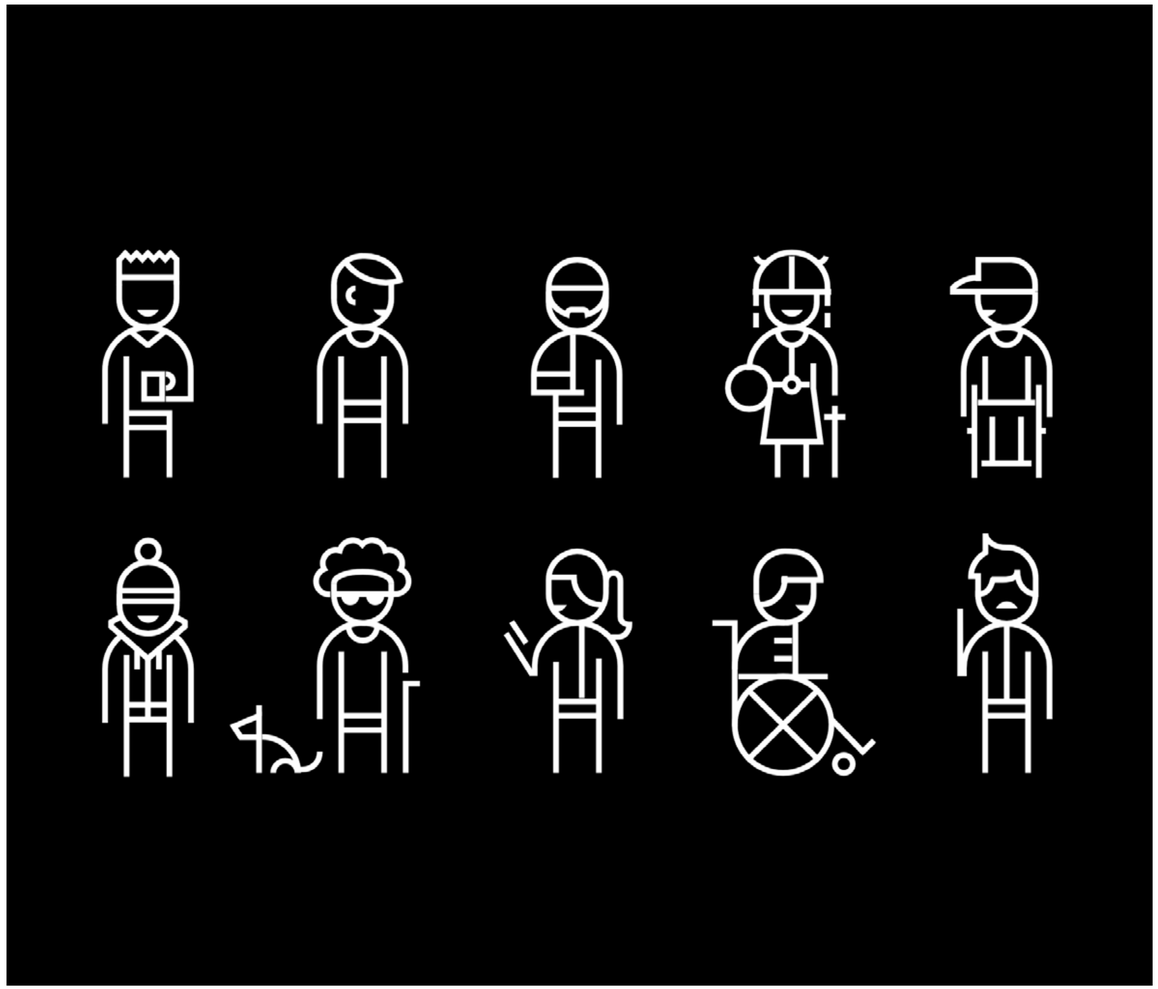


Signs:

- Use the same fonts, colors, and placement locations.
- Use sans serif font.
- Use both words and icons on all signs.
- Make sure a sign's words and icons are large enough to read from a reasonable distance. When in dount, opt for a larger font size.
- Avoid using BLOCK CAPITALS. If unavoidable, use no more than two word in that style.
- Do not use italics.
- Ensure adequate contrast between messaging and sign background.
- Think about sign icons and words in relationship to different cultures.
- Provide multiple languages if necessitated by user demographics.

Principles Applied

8. Adaptability



We all have different needs that will change throughout our lives.

Provide design variety that adjusts to different needs and preferences. Many people have mobility challenges at some point in their lives. Some challenges are permanent and some change over time, such as having a broken leg or pushing a stroller.

Ideas for adaptability:

- Place switches and plugs within reach. Ideally, switches are 46 inches high from the floor and plugs are 18 inches high.
- Install lever handles for doors and D-pulls on drawers and cabinets. This makes it easier for people who have difficulty reaching and grasping.
- Have adjustable tables or counters in the laundry room and common spaces.
- Allow furnishings and spaces to be arranged in different ways. Open floor plans tend to be more flexible.
- Provide space and pre-wiring for additional accessibility features that can be added as needed.
- Design trash chute doors to swing out to one side, instead of down, for wheelchair approach and easy use.

Principles Applied

Scan or click code for more:

Inclusive Design Principles

What Is Inclusive Design?

Inclusivity in Architecture

9. Trauma-Informed Design

Most people experience some form of trauma in their lifetime.

Trauma-informed design (TID) is a way of designing spaces that considers people who have had traumatic experiences. TID makes sure that people feel safe and dignified when they are in a space. This strategy also prevents re-traumatization.

People who have experienced trauma may have a stress response and enter “fight or flight” mode. This means they feel overwhelmed, edgy, and moody. They may have difficulty making decisions. Or they may do things to feel safe.

Trauma-informed design strategies:

- Clear wayfinding approach (pages 19–20).
- Have sightlines that go into adjacent spaces.
- Eliminate corners that are hard to see around.
- Avoiding dark spots in lighting design.
- Provide multiple ways to enter or exit a space.
- Minimize sound. Offer quiet spaces.
- Have views to nature and other biophilic design elements, like plants.
- Minimize overly bright or aggressive motifs, patterns, and colors.
- Provide room adjustability, such as temperature control, operable window shades, and movable furniture.
- Create areas that are removed from larger, loud, high-traffic spaces.

Principles Applied

Scan or click code for more:

Inclusive Designers Podcast

Trauma-Informed Homeless Shelters

Importance of TID

10. Smart Home Technology

Principles Applied

Smart home technology can give people more independence and options.

All people can benefit from smart home technology. For example, if someone with limited mobility can control their lights from Alexa, it reduces dependence on others. It can also make life more convenient and safe for others.

When designing a project, think about how technology can be used by all community members over time. For example, install wiring for smart locks or strobing call buttons during construction to avoid expensive retrofits.

Examples of smart home technology that can be helpful to all residents:

- Smart plugs—control home appliances using your phone
- Smart lighting—adjust lights remotely or through voice commands
- Smart thermostat—adjust temperature settings; save on energy costs
- Smart doorbells and locks—see and communicate with visitors using your phone
- Smart cameras—monitor your home or building and get alerts for unusual activity
- Smart screens in the building—for navigation, information sharing, etc.
- Medication dispensers—release medication at specified times

Have a technology resource available to residents if needed. For example, Community Vision’s Assistive Technology Lab offers a Loan Closet, Free Open Hours, and low-cost assessments and consultations.

Scan or click code for more:

What is Assistive Technology?

CV’S Assistive Technology Lab

Tablet Setup & Accessibility Features

Small Changes, Big Impact

Having room to open the fridge or oven and turn around to access different parts of my kitchen is important when I have company. I love to host people, and it's so much easier with a well-designed kitchen.

At most of my friends' houses, I can't use the bathroom. It means I have limited time for visiting and is a reminder of how difficult it is to find housing that meets my needs.

Beyond Minimum as a Minimum

Building code minimums are not sufficient for including everyone.

ADA guidelines and building codes are a good starting point but should be supplemented to meet the needs of specific communities and integrate emerging technologies.

Planning ahead and designing for future residents can save money. It can also create lasting comfort and adaptability for a broad array of people and keep people in their homes as they age.

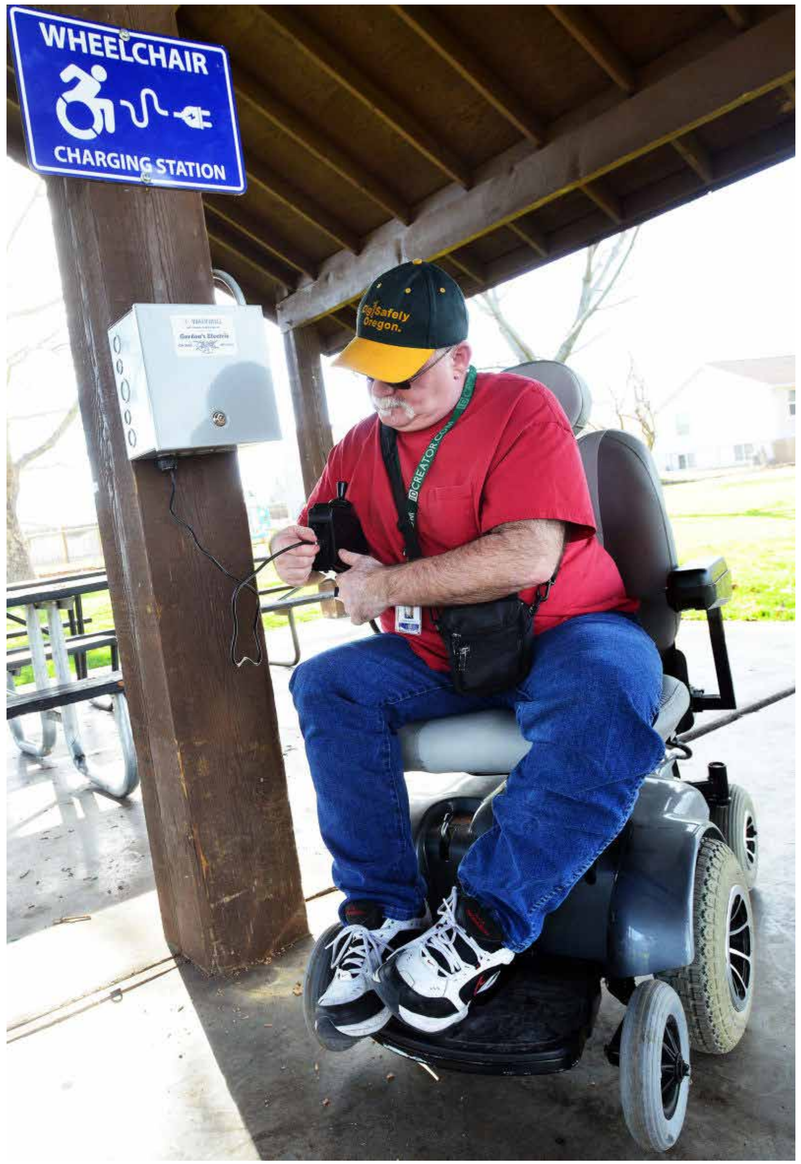
Design choices can also create lasting relevance for the building over time.

Just a few small changes in design can make a major impact in the lives of residents and visitors. We have compiled a list below of the easiest changes that make a meaningful impact.

Design elements for maximum impact:

- Plan for future grab bar installations by providing in-wall blocking.
- Install light switches at 46-inches height and plugs at 18-inches height to maximize accessibility.
- Avoid galley kitchens. They are narrow and challenging to move in.
- Install lever handles on all doors and D-pulls on all cabinets and drawers.
- Use icons and words on all signage.
- Ensure 5-foot turning radius in all kitchens and bathrooms.
- Use drawers instead of deep cabinets.
- Use pedestal tables and a variety of seating options in all common spaces.
- Include a lower bar in closets for easier access to clothes.
- Make the accessible entrance the same as the main entrance.
- Create perceptible contrast between all furniture and the walls and floors.

Beyond Minimum as a Minimum, Continued



Good design is safe design.

You can improve safety for residents of all ages and abilities through many of the methods listed in this guide, but it is also important to think about emergencies, whether minor or major.

Examples of how to be prepared:

1. Wheelchair charging station

   This is a simple way to help residents and guests get where they need to go. With a way to charge their chair, even in an emergency, people and guests feel safe and can go about their lives.

Wheelchair Charging Stations

2. Stairlift

   In a building with multiple floors, a person in a wheelchair needs to be able to get out safely if the elevators don't work or in case of a fire.

   A stairlift in all stairways allows people to get out safely with help from just one other person.

Mobile Stairlift

Thank You and Next Steps

Thank you for reading through our Guidebook. We hope you will apply what you have learned about Universal Design to improve lives for all. With UD, everyone benefits. If UD was used more broadly, people would have more options of places to live. People could age in place, instead of having to uproot their lives. They could visit friends or new buildings without worrying about access.

UD improves independence and dignity for people of all ages and abilities.

Examples of the benefits of Universal Design:

- A person learning English or with low reading comprehension can find the laundry room with an icon.
- A person in a wheelchair looking for an accessible unit does not have to wait for months for one to open up.
- A person who has experienced trauma feels safe.

When you design with the idea that all residents can, and should, live without barriers, you give all residents an environment in which to thrive together.

—Community Vision and Bora Architecture

COMMUNITY VISION

Have questions or want to talk about Universal Design?

Contact Community Vision: Our consultation experience includes projects with Portland Parks & Recreation, Metro, Nike, and numerous affordable housing developments throughout Portland. We look forward to connecting with you and making change together!

UDinfo@cvision.org

CVision.org

503-292-4964

The Kelsey

Want to dig deeper into Universal Design?

There are lots of great resources out there, but the most comprehensive guide was created by The Kelsey. Their website has lots of great info too.

The Kelsey-Design Standards

The Kelsey Website

Appendix

1 Cover Page

Photos: (Top left, center, and bottom right) Canva, (Bottom left) Disabled and Here, learn more about this series here: https://affecttheverb.com/disabledandhere/

Quotes: (Top) From previous Community Vision employee, (All others) collected by Community Vision from people that they serve

5 What Is Universal Design?

Quote: https://universaldesign.org/definition

Photo: https://medium.com/@kendylbrookemounce/universal-design-usability-for-all-fb5c53acc59c

QR Code: https://www.re-thinkingthefuture.com/know-your-architects/a8096-ronald-mace-ideology-and-philosophy/

7 Navigating This Document

Icons: (Equity, Simple and Intutive, Low Physical Effort, Size and Space/Approach and Use) The Noun Project, first defined on this page and used throughout the guidebook

8 Approach

Photo: Canva

Quote: Collected by Community Vision from a person that they serve.

10 Strategies

Photo: Disabled and Here

Quote: Collected by Community Vision from a person that they serve

11 Gather Input before Designing

Photo: Bora Architecture & Interiors

12 Community Engagement

Photos: Bora Architecture & Interiors

QR Codes (Left to right):

- https://co-design.inclusivedesign.ca/
- https://www.placeit.org/

13 Mobility Inclusion

Project: Enabling Village, WOHA Architects. Photo credit: (Top) Edward Hendricks

Appendix

Project: Compass Residence, Starr Whitehouse Landscape Architecture & Planning. Photo credit: (Bottom) Edward Hendricks

QR Codes (Left to right):

- https://www.unitedwaygt.org/places/the-surprising-ways-city-parks-create-barriers/
- https://www.inclusivecitymaker.com/creating-accessible-society-inclusive-design/

14 Mobility Inclusion, Continued

Photos: https://www.unitedwaygt.org/places/the-surprising-ways-city-parks-create-barriers/

15 Visual and Auditory Inclusion

Project: Lighthouse for the Blind in San Francisco, Mark Cavagnero Associates. Photo credit: Jasper Sanidad

QR Codes (Left to right):

- https://www.hlpdesign.com/images/case_studies/Vol1.pdf
- https://gallaudet.edu/campus-design-facilities/campus-design-and-planning/deafspace/
- https://lighthouse-sf.org/about/facility/

16 Visual and Auditory Inclusion, Continued

Project: Gaullaudet Student Center; DeafSpace Project, hbhm architects. Photo credits: (Top left) https://gallaudet.edu/residence-life-housing/, (Bottom left) Lincoln Barbour

Photos: (Top right) FeltRight.com, (Bottom right) Christopher Barrett

17 Sensory Sensitivity and Neurodiversity Inclusion

Project: Sweetwater Spectrum Community, LMS Architects. Photo credit: (All) Tim Griffith

QR Codes (Left to right):

- https://www.neurodiversityhub.org/enabling-spaces
- https://architizer.com/blog/inspiration/stories/sensory-design/
- https://www.re-thinkingthefuture.com/designing-for-typologies/a4944-10-things-to-remember-when-designing-for-autistic-people/

18 Beyond Code: Design for Daily Life

Photos: (Top left) T.W. Ellis, (Top right) Freedom Lift Systems, (Bottom left) Quadus Living, (Bottom center and right) Symphony Group

QR Codes (Left to right):

- https://www.youtube.com/watch?v=mgYCUWPXxo0
- https://www.yourcpf.org/accessibilityisbeautiful/

19 Beyond Code: Design for Daily Life, Continued

Photos: (Top left) Pottery Barn, (Top middle) Canva, (Right) Better Homes & Garden, (Bottom left) Canva, (Bottom middle) Better Homes & Garden

20 Wayfinding

Photos: (Top) Topografik.co.uk, (Bottom left) Studio KQ Blog, Mathaf Arab Museum of Modern Art, (Bottom right) Community Vision, elevator at their office

QR Codes (Left to right):

- https://admindagency.com/blog/wayfinding/
- https://www.researchgate.net/publication/330366273_Inclusive_Design_of_Urban_Spaces_Deaf_and_Blind_Urbanism_through_Spatial_and_Multi-sensory_Design
- https://universaldesign.ie/communications-digital/customer-communications-toolkit-a-universal-design-approach/customer-communications-toolkit-a-universal-design-approach-navigation/written-communication-2/signage-design

21 Wayfinding, Continued

Project: Hazelwood School, Alan Dunlop Architect Limited. Photo credit: (Left) Architizer.com

Photos: (Top middle and right) Office Snapshots, (Bottom) D and AD

22 Adaptability

Photo: Microsoft

QR Codes (Left to right):

- https://inclusive.microsoft.design/#InclusiveDesignPrinciples
- https://admindagency.com/blog/what-is-inclusive-design/
- https://www.archdaily.com/998667/how-can-buildings-work-for-everyone-the-future-of inclusivity-and-accessibility-in-architecture

23 Trauma-Informed Design

Project: Refettorio Felix Community Hall, Studio Isle. Photo credit: Tom Mannion

Appendix

QR Codes (Left to right):

- https://inclusivedesigners.com/podcast/designing-for-trauma-center-season-1-episode-5/
- https://www.youtube.com/watch?v=5hauwKR-KIM
- https://www.forbes.com/sites/forbesnonprofitcouncil/2019/12/09/the-importance-of-trauma-informed-design/?sh=4d8f76b06785

24 Smart Home Technology

Photos: (Top and bottom left) Community Vision, (Top right) GearPatrol.com, (Bottom left) HeroHealth.com

QR Codes (Left to right):

- https://www.youtube.com/watch?v=1NTT0hPgrto
- https://www.youtube.com/watch?v=8vw9dl4fF5Q
- https://cv-atlab.org/digital-inclusion/

25 Small Changes, Big Impact

Quote: From a current Community Vision employee

Photo: Canva

26 Beyond Minimum as a Minimum

Photos: Canva

27 Beyond Minimum as a Minimum, Continued

Photos: (Left) EastOregonian.com, (Right) MobileStairlift.com

QR Codes (Top to bottom):

- https://www.eastoregonian.com/news/local/pendleton-leading-the-charge-on-wheelchair-mobility/article_b0d68642-00b1-5798-9239-92e804534530.html
- https://www.mobilestairlift.com/

28 Thank You and Next Steps

Photo: Community Vision

QR Codes (Left to right):

- https://thekelsey.org/learn-center/design-standards/
- https://thekelsey.org/

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