# Learning Environments Inclusive Design

designing for mind + body

steve maslin RIBA NRAC FSI Director building user design

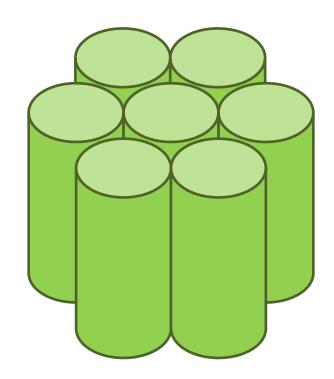
# our starting points and environments disabling or enabling

are



# universities and colleges

systems or silos?



advance by uniformity or diversity?

## a tale of two sons...



## the "other one"...



BSI

BRE

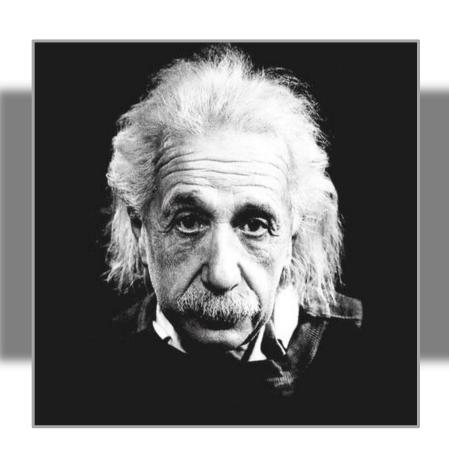
building user design



RIBA ##

National Register of Access Consultants

## and others...





# "needs envelope":





- 1. Neurological
- 2. Visual
- 3. Hearing
- 4. Mobility
- 5. Metabolism







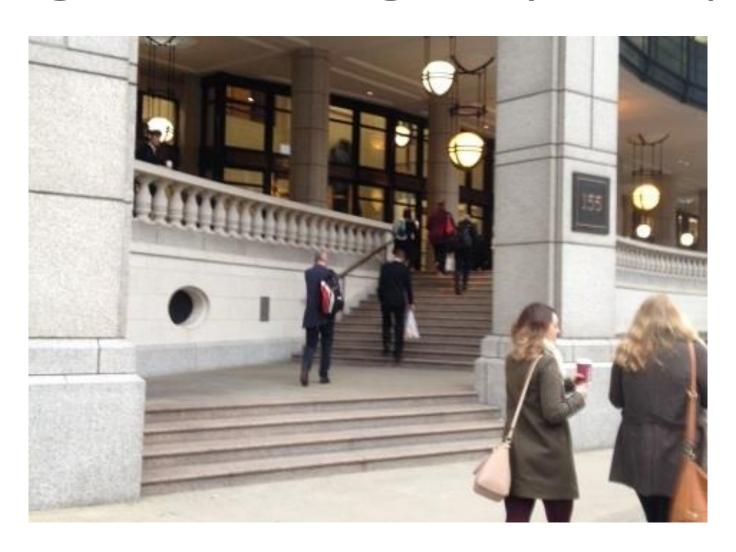
Michael Clinton Research Director Schumacher Institute



#### Design:

- 1. Logistics
- 2. Legibility
- 3. Clarity
- 4. Psychology
- 5. Ergonomics

## a logistics and legibility example



# focus: for good work



design for

the mind

#### another logistics and legibility example





# neurological needs: who?



- <u>everyone</u>: broad, universal, circumstantial and progressive aspects of moving through:
  - childhood
  - adolescence
  - adulthood
  - old age
- including:

- learning styles,
- personality types,
- temperaments etc

### these needs include:



- people with congenital experiences, such as:
  - communication / processing differences
     (Asperger's/autism, dyslexia, dyspraxia etc)
  - learning difficulties (mild to severe/complex)
  - cerebral palsy / early brain injury, tumour, infection



- people with latterly acquired experiences, such as:
  - mental health conditions
  - degenerative conditions (dementia, Parkinson's, MS)
  - brain injury, stroke, tumour or infection



<u>supportive persons:</u> within home, community and work

#### statistics

**0.4** % of UK population **self-harm** - one of the highest rates in Europe

- **❖ 1%** or more of the British population may have autism
  - 1.5% of the British population have dementia
  - 2.2% of English population are estimated to have a learning disability
- **❖** 4% of British population severely dyslexic −10% are dyslexic

10% of children have a mental health problem at any one time 20% of older people affected by depression

25% of us experience mental health problem in a year

**90%** of prisoners have a mental disorder! - only **10%** have no disorder Mixed anxiety and depression most common mental disorder in Britain

52% of population assume disabilities are physical

8% of disabled people use wheelchairs. Most impairments are <u>not</u> visible

 $\underline{http://www.autism.org.uk/about-autism/myths-facts-and-statistics/statistics-how-many-people-have-autism-spectrum-disorders.aspx}$ 

http://www.alzheimersresearchuk.org/dementia-statistics/

http://www.learningdisabilities.org.uk/help-information/Learning-Disability-Statistics-/

http://www.bdadyslexia.org.uk/about-us.html

http://www.mentalhealth.org.uk/help-information/mental-health-statistics/

http://www.efds.co.uk/resources/facts\_and\_statistics

### sensory integration significance

"sensory integration...the ability to organize sensory information for use in perception and... synthesis of sensory data that enables man to interact effectively with the environment"

Dr A. Jean Ayres 1971

signal > register > modulate > integrate > adaptive response



#### senses?

- 40	W		N	
-		9	1	

#### colloquial term tech. term

context



1. sight

visual

eyes



2. hearing

auditory

ears



3. smell

olfactory

nose



4. touch

tactile

skin



5. taste

gustatory

mouth



6. balance

vestibular

inner ear



7. positioning

proprioception

body

## thresholds and reactions

seeker bystander high and avoider low sensor Reference

and

passive

active

Dr Winnie Dunn

# space bubbles /proxemics



I.C.E. spaces & choice



I.C.E. spaces & choice

for some their work / study place is starting to feel like this...





# circadian rhythms

we also have varying neurological and physiological responses to the colour of light throughout the day

# visual mapping





# ... how would you feel?...



if someone cleared your desk?

# design for operability



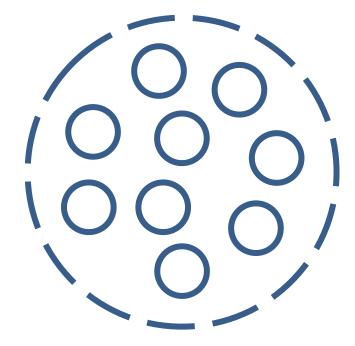
there's a need for *service design* around people

design - information - management

### what are the problems?

Campus Level

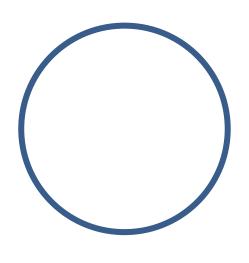
(mobility critical)



Scatter Gun

**Building Level** 

(mind critical)

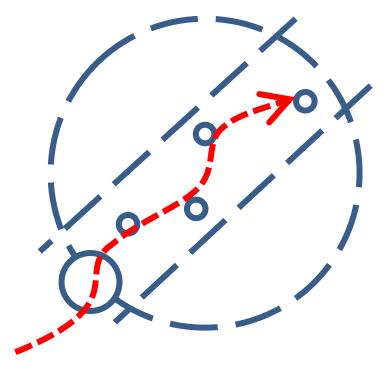


Open Plan

#### what could a strategy look like?

#### Campus Level

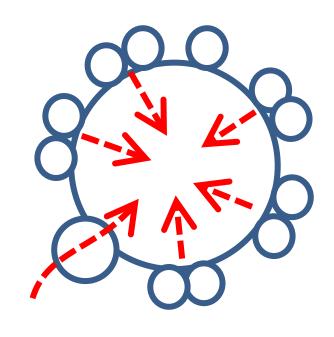
(mobility critical)



"Bridgehead" hub <u>and</u> good logistics to satellites

#### **Building Level**

(mind critical)



Collaborative <u>and</u> personal space on (and off) campus

# SEE...ing sustainability?

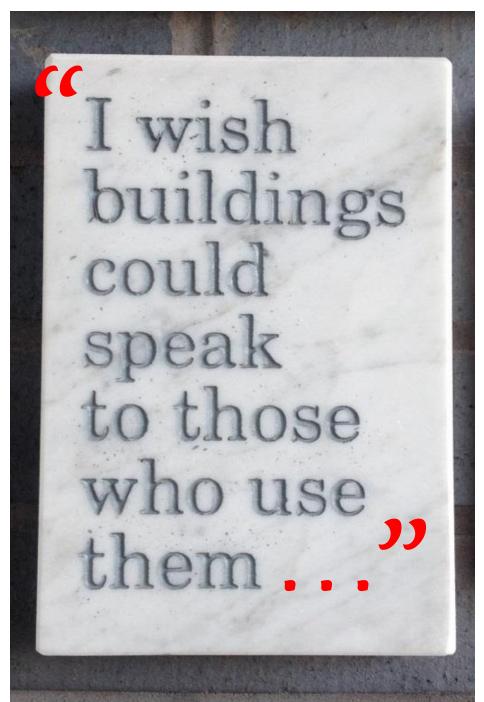






Social... Economic.. Environmental

are we in danger of creating socially and economically dysfunctional environments?



#### Dear building user

Thank you for your evocatively inscribed plea! Though I speak in hushed tones, I believe that you, the user, would know what I "a proposed building" were saying if I were designed to clearly enable your wellbeing, participation, enjoyment, journey, navigation, reach and connectivity within a sustainably conceived and managed environment. I also believe I would speak more than a token "green language" because by including you, I would be more socially and economically sustainable - as well as environmentally sustainable...

# opportunities



...what does bud have to offer?

training, review & analysis engagement & research advice & briefing design collaboration

contact: stevemaslin.bud@gmail.com

# Any Questions

