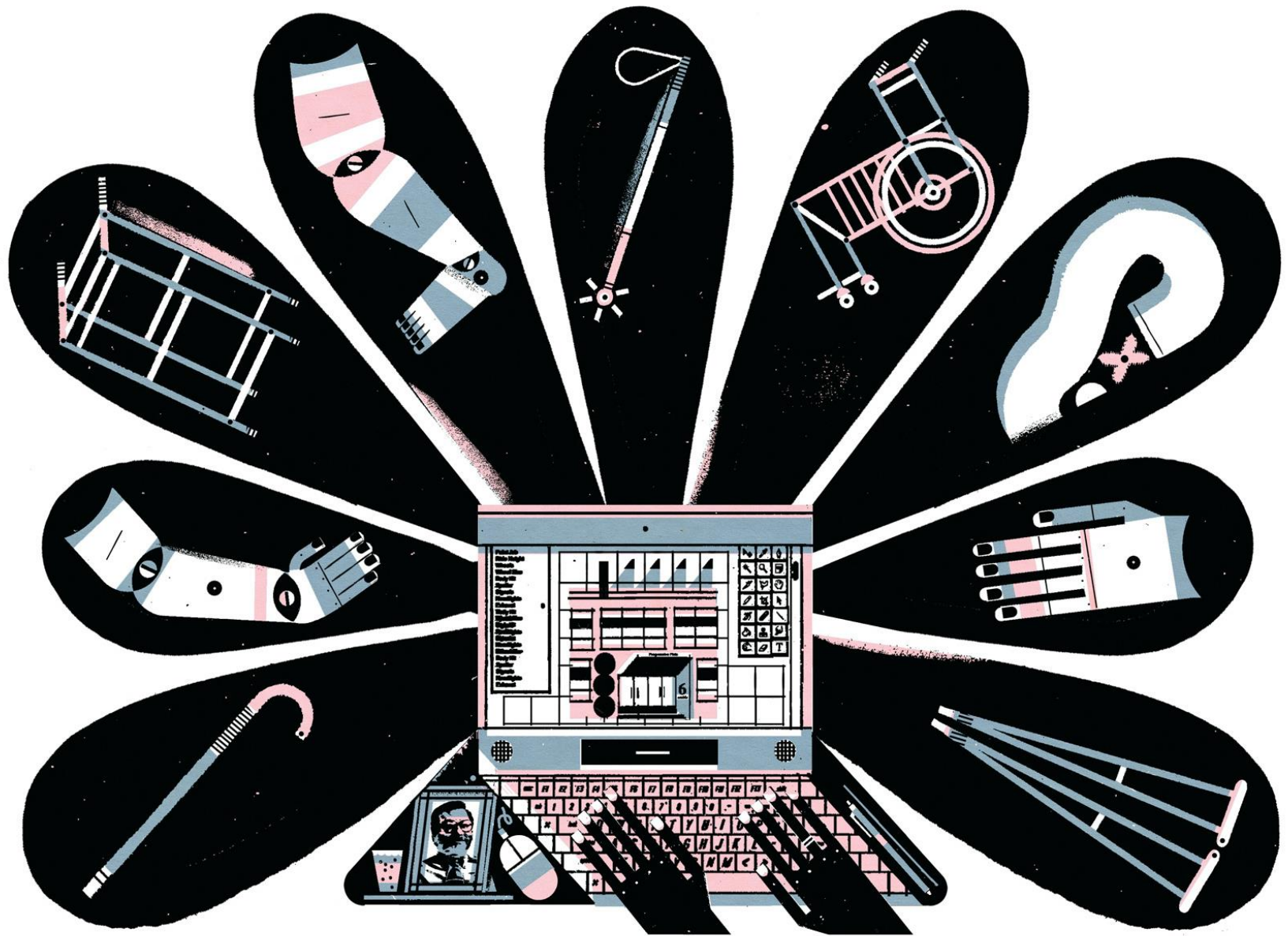


**The illusion of the average user is
one of designers' biggest biases.
(Kat Holmes)**



Design for All - Universal Design (UD)

Outline

- Definition of UD,
- Purpose of UD,
- Areas of UD ,
- Why You Should Care,
- Gap theory
- The 7 Principles of UD
- Examples for accessibility
- Business Benefits for a Changing Market

Definition of UD

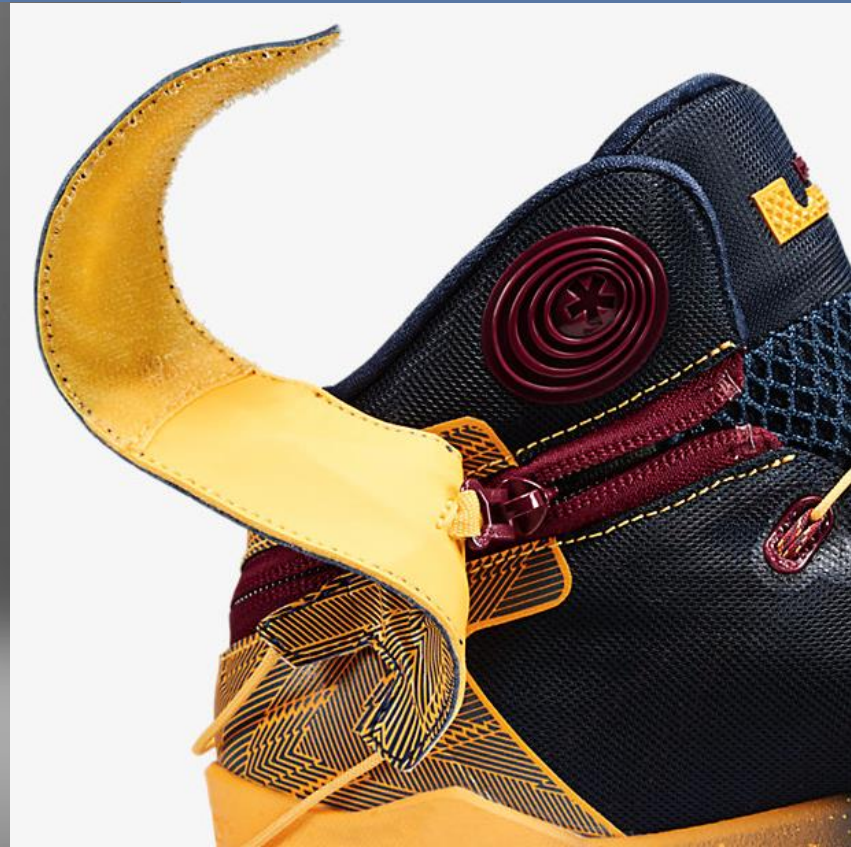
Universal design is an approach to the design of products, services and environments to be usable by as many people as possible regardless of age, ability or circumstance and has been adopted by **And every person!!!** governments, business and industry. It links directly to the concept of an inclusive society, especially for people with functional limitations.

Definition of UD

Universal design is the design of products and environments to be usable by all people, to the greatest extent possible, without the need for adaptation or specialized design.

(Ron Mace, 1988.)

Inclusive design





NIKE FlyEase



Why do we talk about it?

„...everybody, regardless of gender, capabilities, age, race or beliefs, can have the same equal access to jobs, public healthcare, products and services, it is necessary that these are apt to be used by everyone regardless of their abilities.”

(UN Human Rights Declaration and Standard Rules)

But who is „EVERYBODY”?

An average (???) person:

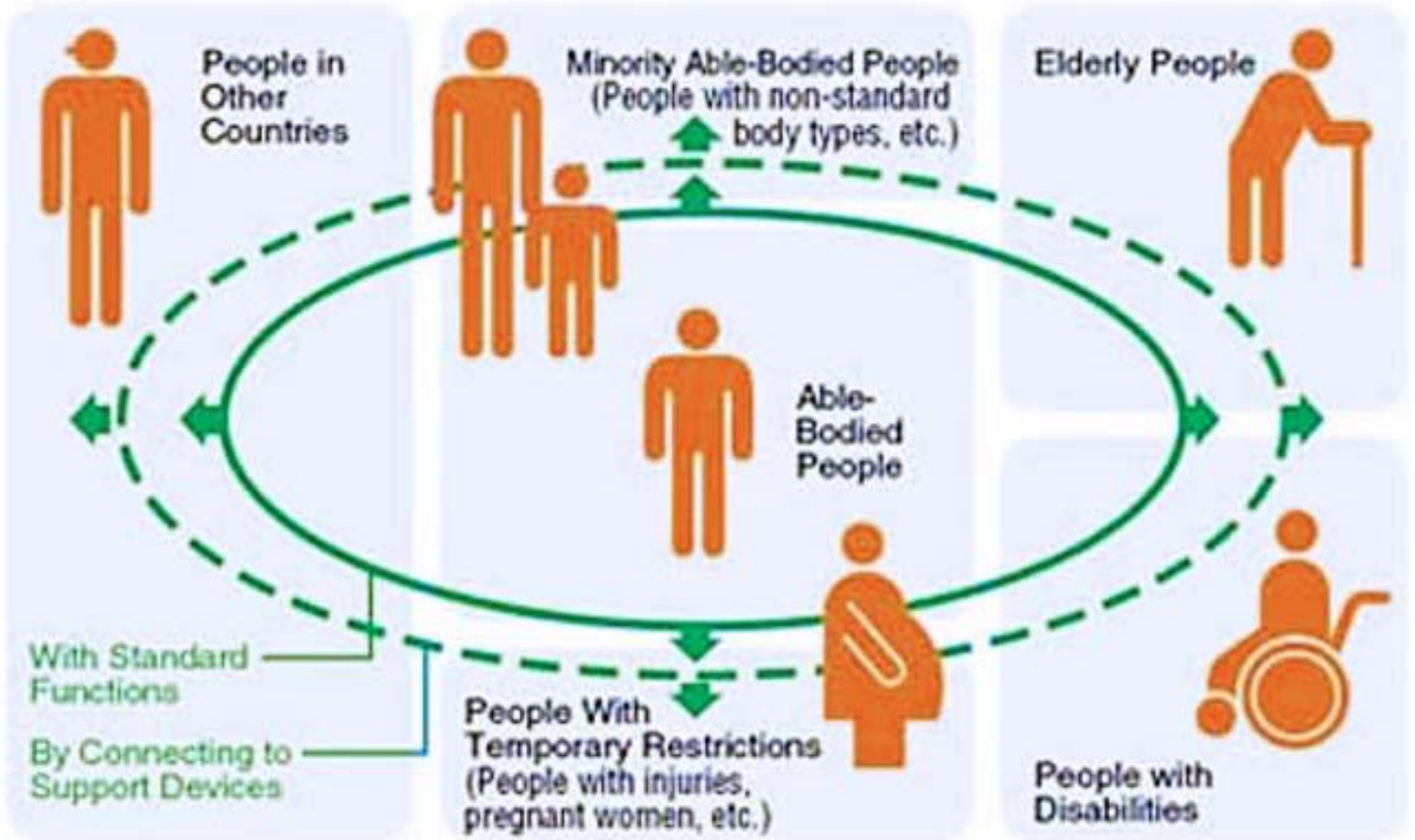
- 18-40 years old, 150-180 cm tall, weights 50-80 kg
- average physical and mental skills
- average IQ
- absolutely healthy



A not average person???



But who is „EVERYBODY”?



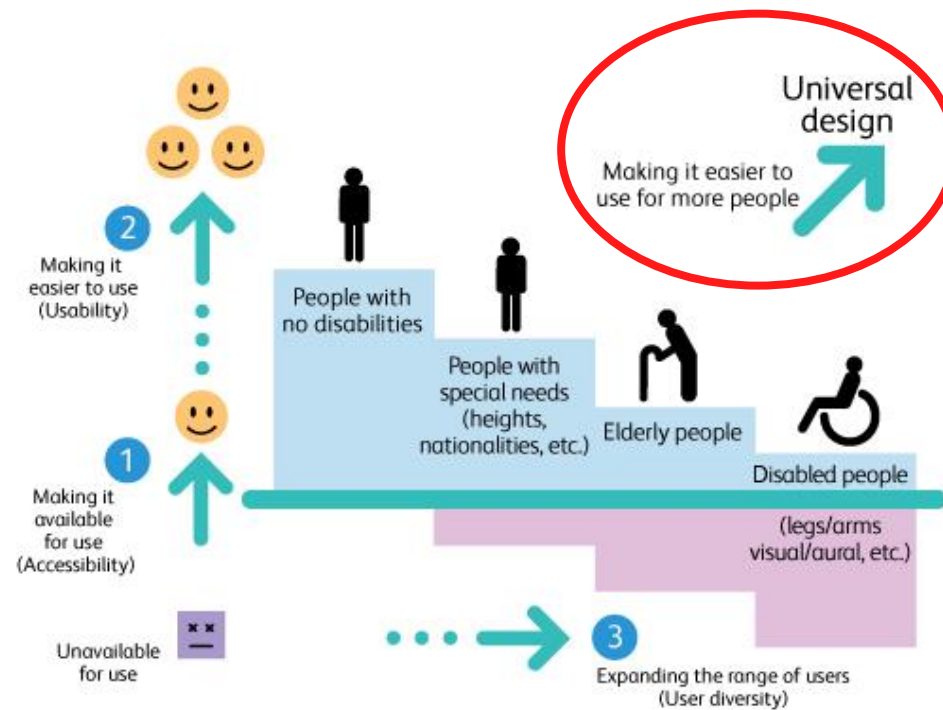
Areas of UD

- Physical environment:
 - Buildings,
 - Furniture,
 - Transport,
 - etc.
- Services:
 - Governmental,
 - Public services; transport,
 - Entertaining,
 - Etc.

Areas of UD

- Workplace
 - Content of the work fits to the abilities
 - Organization: getting about (accepting atmosphere)
- Human-computer interactions
 - Software,
 - Hardware,
 - WEB
- And generally every area of life

Areas of UD



Universal Design: What Is It and Why You Should Care

- **Think of the future of you.** Sure you're healthy now, hiking or diving. But it might not always be that way. Do your future self a favor: audit your house today. What needs to change now? In a few years? How can you do this, you ask?
- **Think of your family.** There are more multi-generational homes than ever before.
- **Think safety.** Everything about UD has safety as an underlying factor.

Special user groups

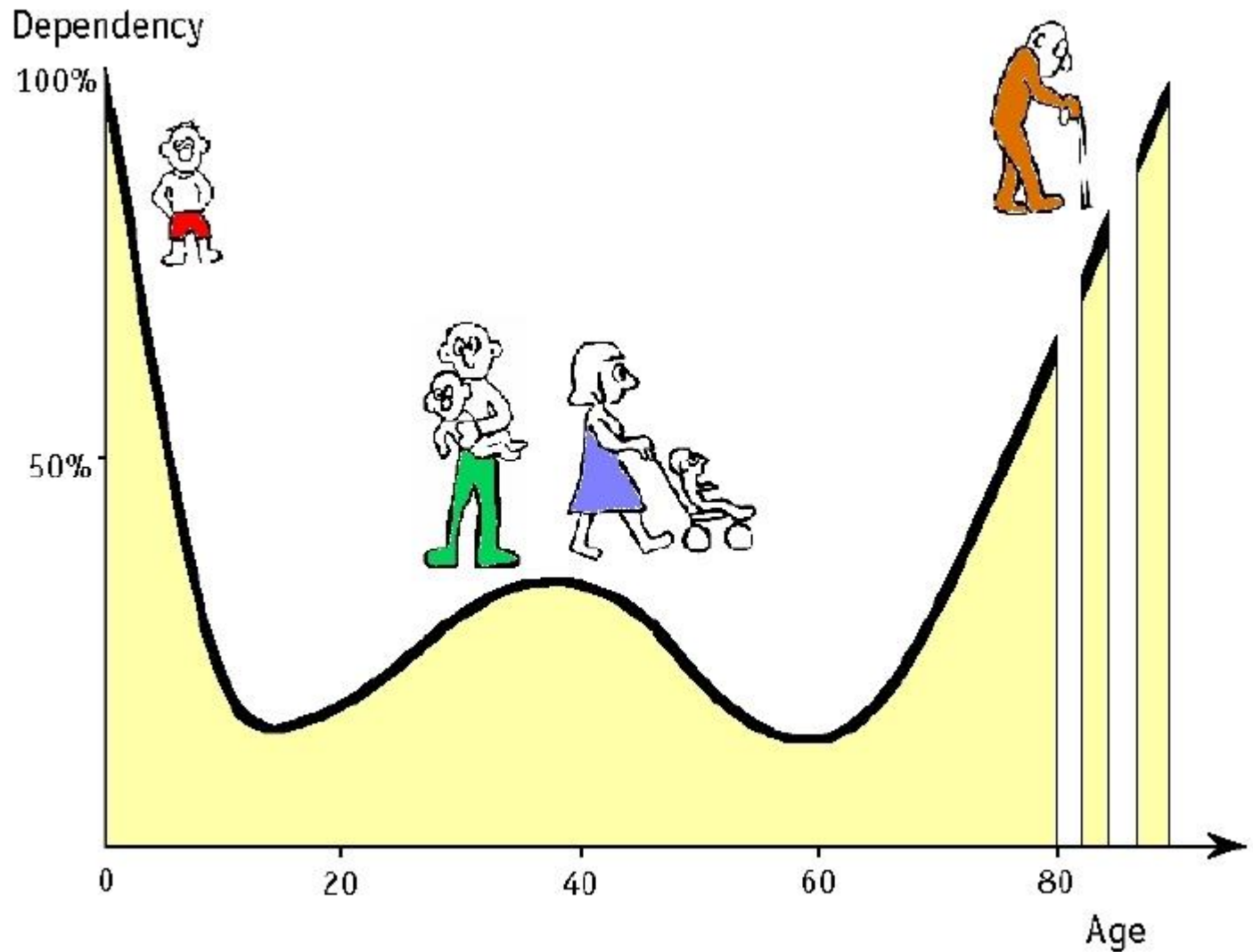
- People with disabilities
- Blind and visually impaired
- Deaf and hearing impaired
- Mentally impaired
- Children
- People with temporarily changed ability
 - pregnancy, pram, broken arm/leg, loads of hand luggage
- Older people
- And everyone else – there is specialty in everyone

Special user groups

Fogyatékoság típusa (KSH)	Személy (fő)
Mozgássérült	232 206
Látássérült	82 484
Hallássérült	71 585
Siketvak	3 262
Súlyos belszervi fogyatékos; Mentális/pszichés sérült; Értelmi fogyatékos	135 692
Beszéd fogyatékos	25 441
Autista	5 120
Egyéb	5 457
Összesen	561 241 (5,6%)
Dr. Kutor László adatai (2011)	
Parkinson-betegség	100 00 – 12 000
Sclerosis multiplex	160 000
Alzheimer-betegség	60 000
Cukorbetegség, vesebetegség	535 000
Összesen	1 346 241 (13,5%)



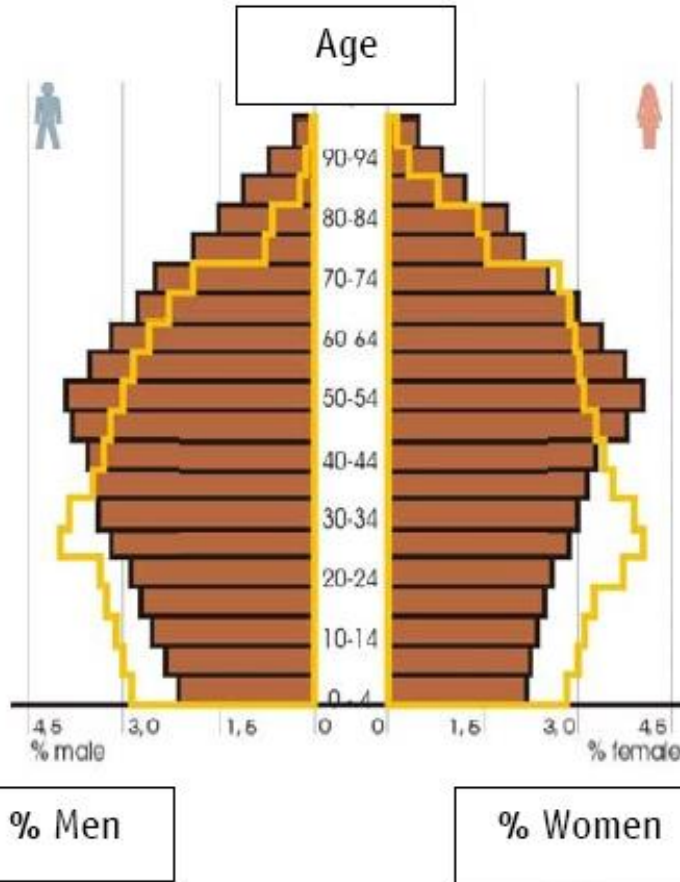
Dependency



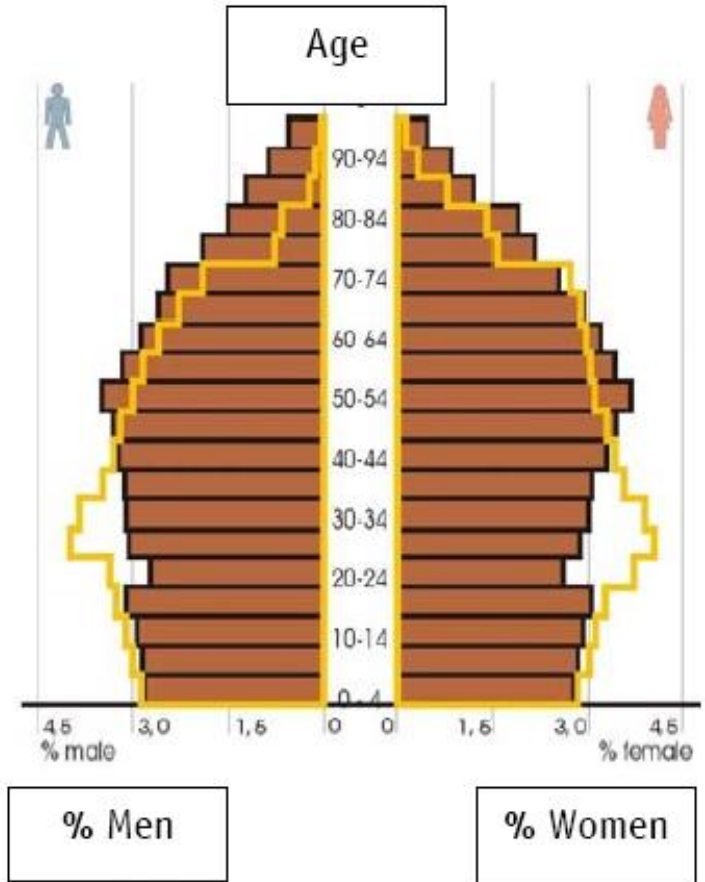
Changing process in social dynamics

Projection for 2020 of Demographic evolution in the EU

PESSIMISTIC PROJECTION



OPTIMISTIC PROJECTION



Men and Women Population in 1995

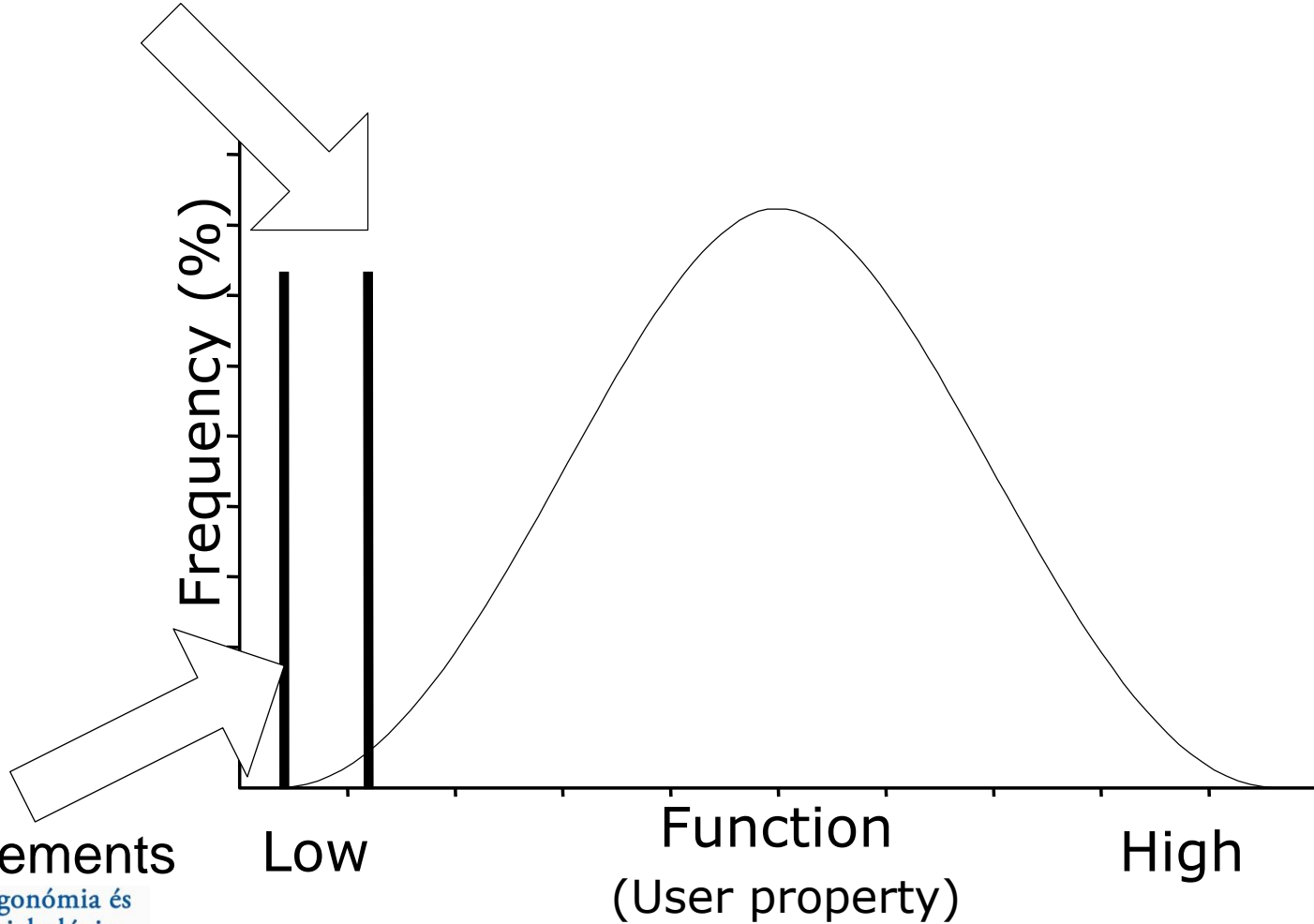
Changing process in social dynamics

Projection
for 2050 of
Demographic
evolution in
the EU

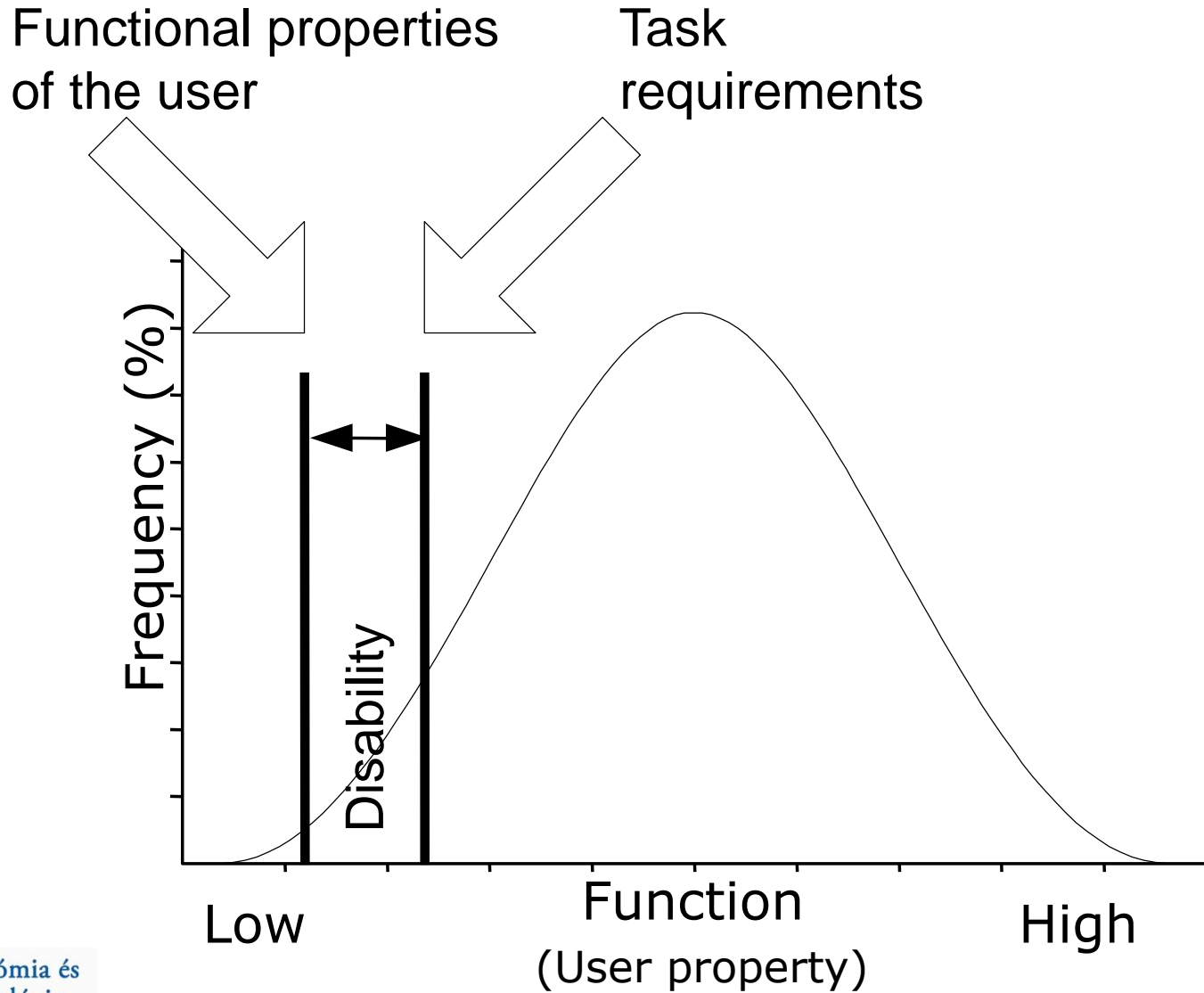


Gap theory

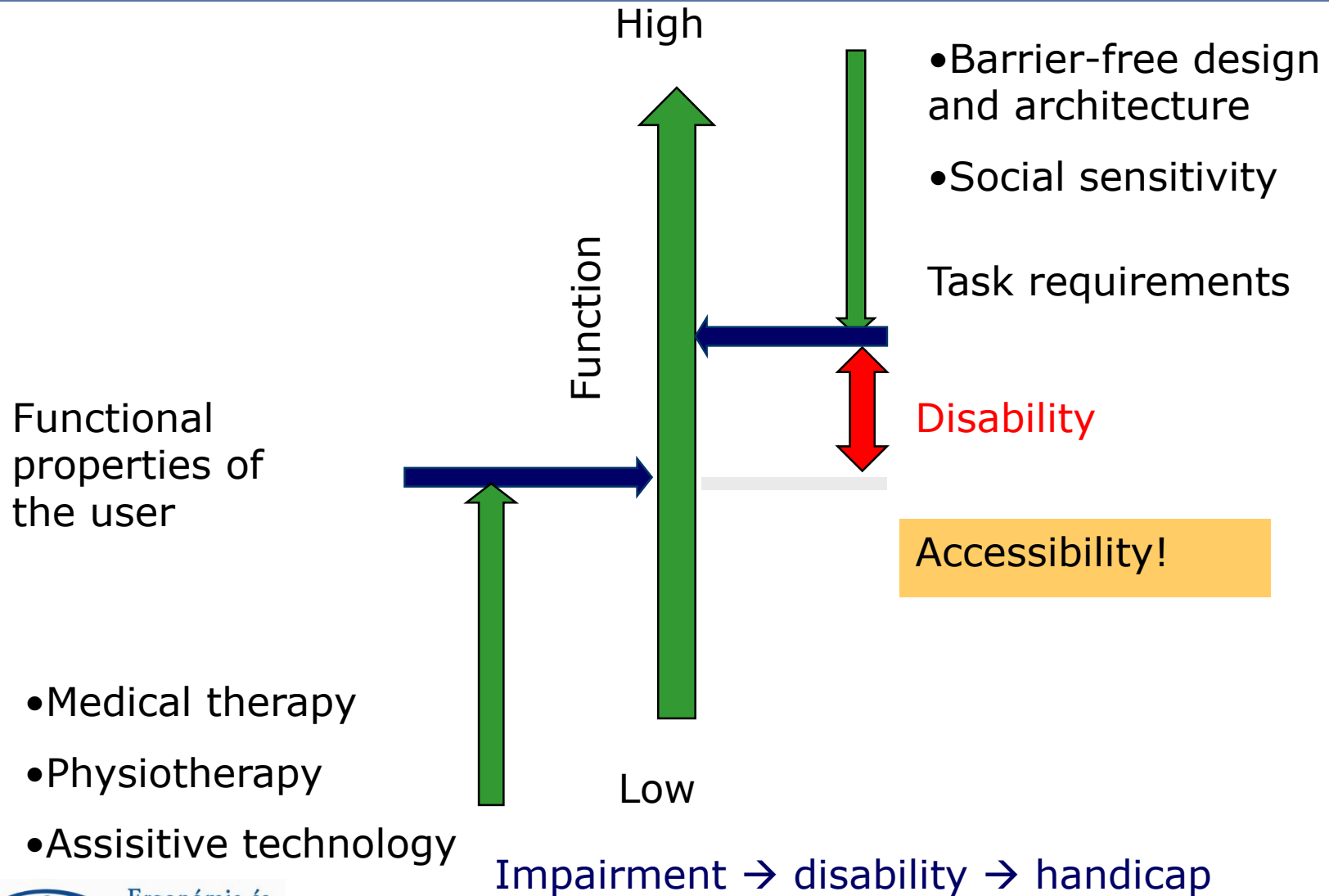
Functional properties
of the user



Gap theory



Gap theory



Decreasing Gap

- Adapt the environment to the needs of the majority – compatibility with individual technical aids (AT) must be guaranteed.
- Improve individual human capabilities – create devices that favor the possibilities for people (reading glasses, remote controls, left-handed products, Braille keyboards, access ramps, etc.)

**“Aesthetics have become just as important
as function itself,” (Keira Gwynn)**





FORM IS JUST AS VALUABLE AS FUNCTION

- We don't think of glasses as medical assistive devices, but that's what they were—at least until the 1960s or so, when designers got their hands on them.
- Through the force of design, glasses become instruments of self-expression rather than stigmatized objects that connote that the wearer is different.
- Many of today's assistive devices look as medical, hard, and uninviting as the eyeglasses of centuries past.
- The emotional impact of these devices can be the difference between the user feeling empowered or feeling ashamed.









Innovative Walking Aids...

FOLDING ALUMINUM, ADJUSTABLE, ERGONOMIC, OFFSET AND UNUSUAL



„Super-abilities”

The typewriter, audiobooks, the remote control were originally designed for people with disabilities, but they're loved by everyone because they created the *super-abilities we all want.*” (Elise Roy)

The 7 Principles of UD

The 7 Principles of Universal Design were developed in 1997 by a working group of architects, product designers, engineers and environmental design researchers, led by the late Ronald Mace in North Carolina State University.

1. Equitable Use

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



1. Equitable Use

- Provide the same means of use for all users.
- Avoid segregating or stigmatizing any users.
- Provisions for privacy, security, and safety should be equally available to all users.
- Make the design appealing to all users.

2. Flexibility in Use

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

2. Flexibility in Use



47435462
Endstock | Dreamstime.com



A user at a computer table.

The table height can be easily adjusted to suit different user needs.

Download from
Dreamstime.com

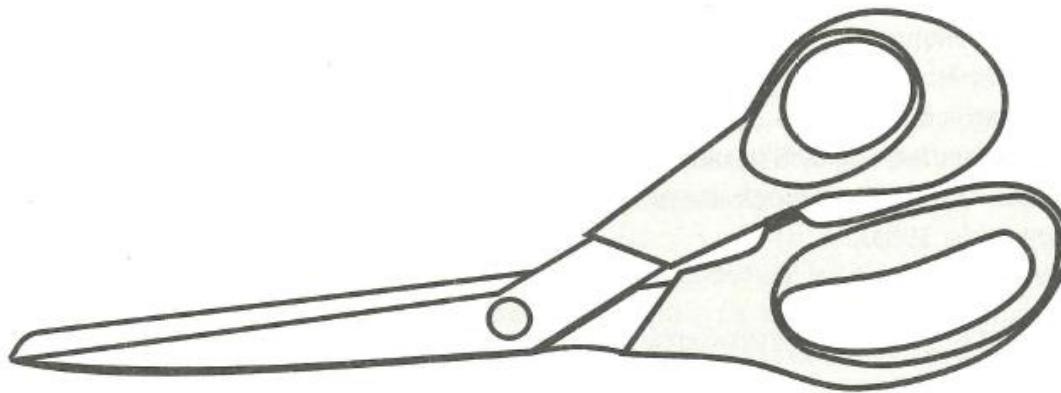
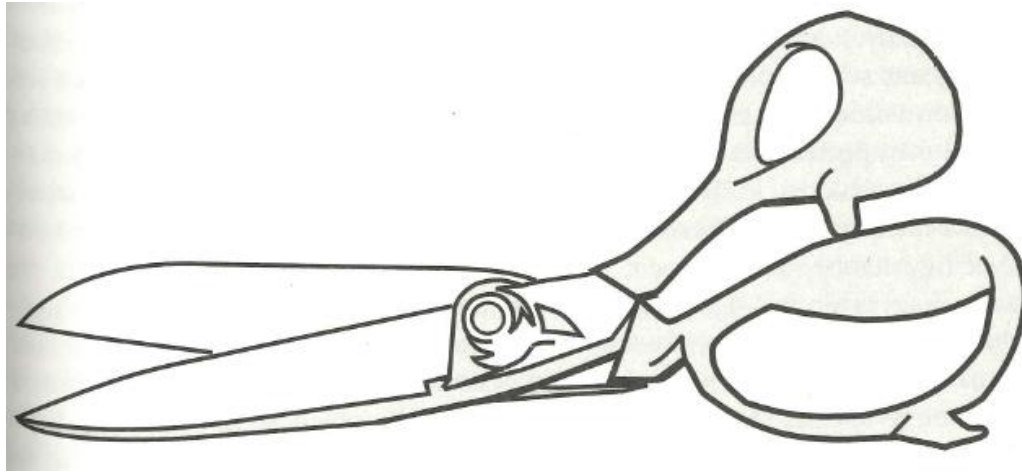
This watermark'ed comp image is for previewing purposes only.



2. Flexibility in Use



2. Flexibility in Use



2. Flexibility in Use

- Provide choice in methods of use.
- Accommodate right- or left-handed access and use.
- Facilitate the user's accuracy and precision.
- Provide adaptability to the user's pace.

3. Simple and Intuitive Use



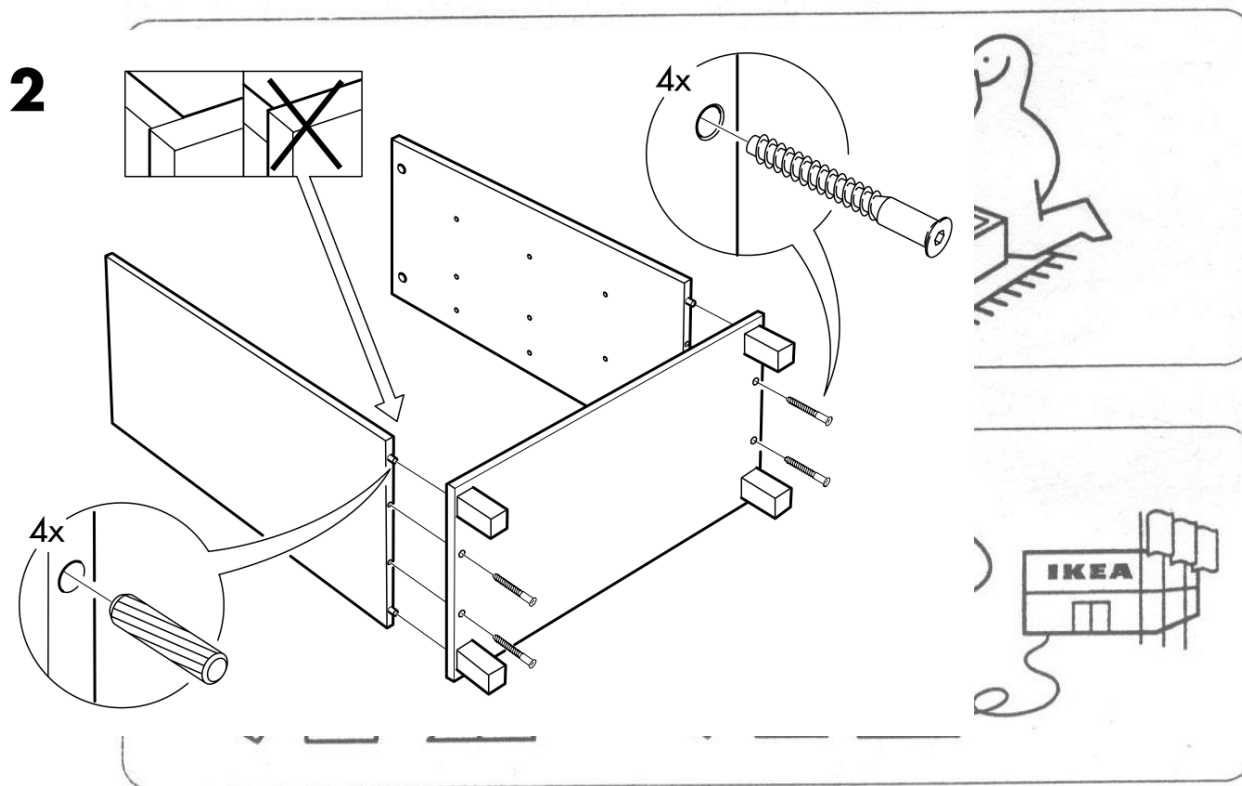
“The only “intuitive” interface is a nipple. After that, it’s all learned.”

Bruce Ediger



3. Simple and Intuitive Use

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

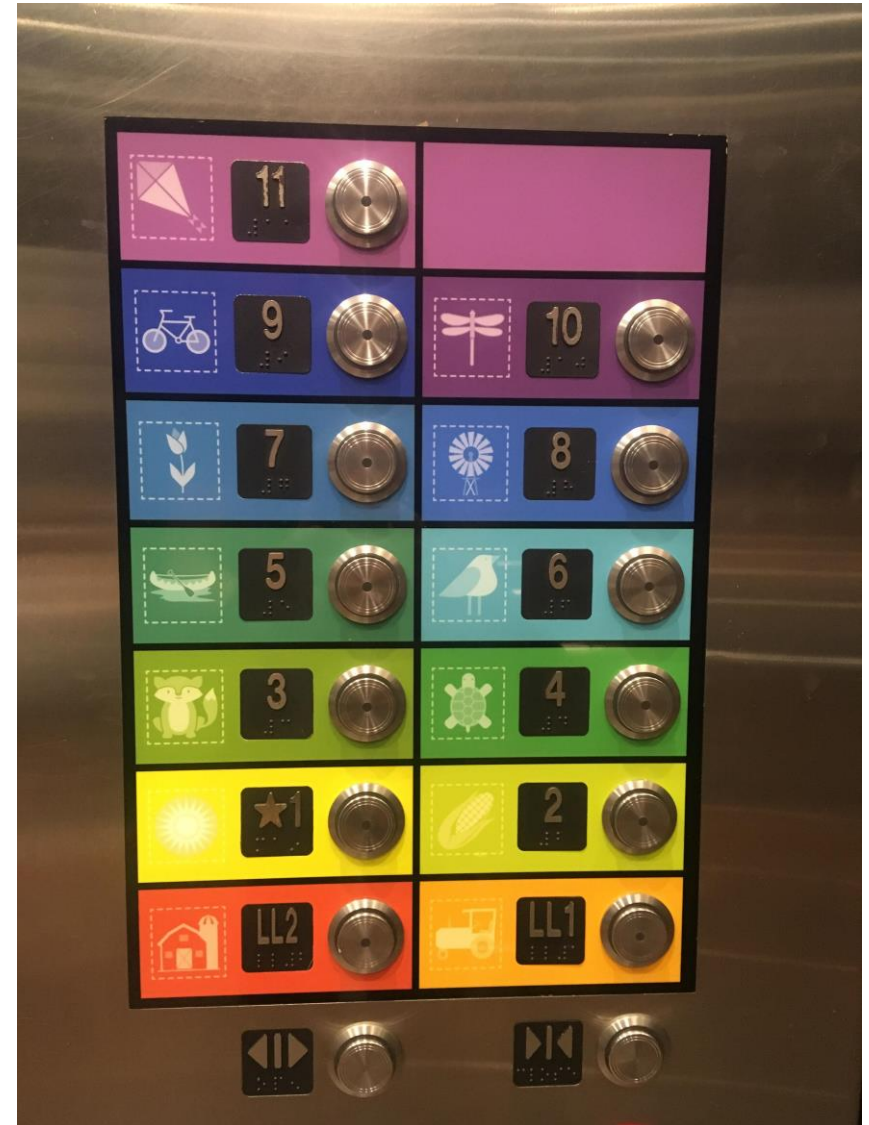


3. Simple and Intuitive Use

- Eliminate unnecessary complexity.
- Be consistent with user expectations and intuition.
- Accommodate a wide range of literacy and language skills.
- Arrange information consistent with its importance.
- Provide effective prompting feedback during and after task completion.

4. Perceptible Information

The design communicates necessary information effectively to the user, regardless of ambient conditions or the user's sensory abilities.



4. Perceptible Information

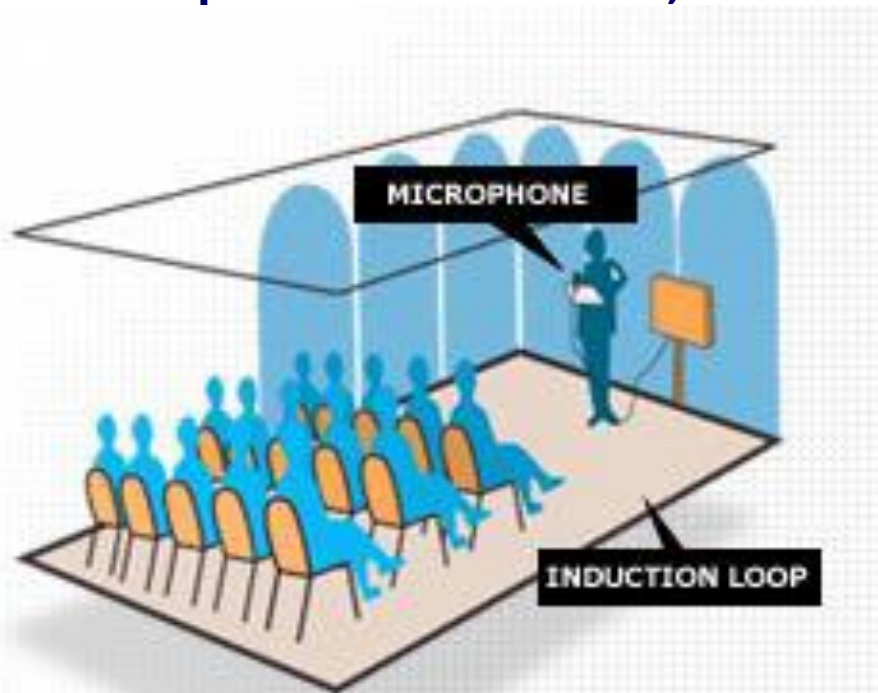
NanakumaLine, Japan.

Each station is color coded and is identified in English, Japanese, and by its accompanying unique symbol. Symbols generally relate to the station's surroundings.

橋本 Hashimoto		茶山 Chayama	
次郎丸 Jiromaru		別府 Befu	
賀茂 Kamo		六本松 Ropponmatsu	
野芥 Noke		桜坂 Sakurazaka	
梅林 Umebayashi		薬院大通 Yakuin-odori	
福大前 Fukudai-mae		薬院 Yakuin	
七隈 Nanakuma		渡辺通 Watanabe-dori	
金山 Kanayama		天神南 Tenjin-minami	

4. Perceptible Information

- Induction loops in theatres, custom
- Visual guides for low vision
- Big letter vision
- Menu visible for disabled



An induction loop system transmits magnetic energy to telecoil-equipped hearing aids through a wire that surrounds an audience.

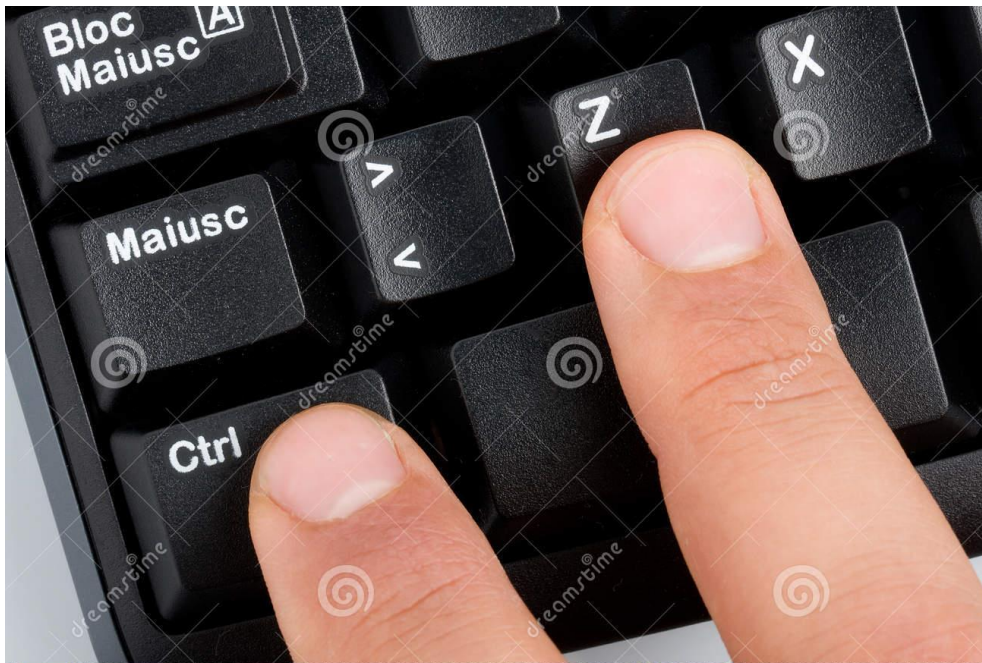


4. Perceptible Information

- Use different modes (pictorial, verbal, tactile) for redundant presentation of essential information.
- Provide adequate contrast between essential information and its surroundings.
- Maximize "legibility" of essential information.
- Differentiate elements in ways that can be described (i.e., make it easy to give instructions or directions).
- Provide compatibility with a variety of techniques or devices used by people with sensory limitations.

5. Tolerance for Error

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



Download from
Dreamstime.com
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ID 34952033
© Libux77 | Dreamstime.com

5. Tolerance for Error

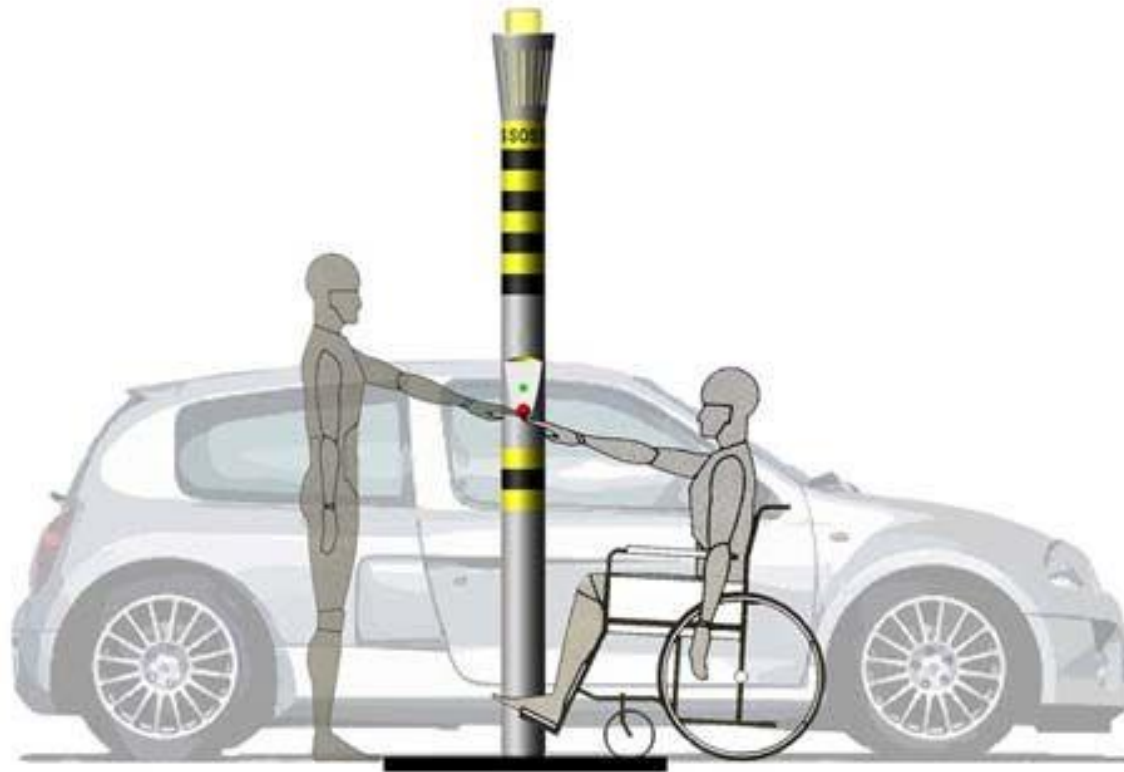
- Arrange elements to minimize hazards and errors: most used elements, most accessible; hazardous elements eliminated, isolated, or shielded.
- Provide warnings of hazards and errors.
- Provide fail safe features.

6. Low Physical Effort

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



6. Low Physical Effort



6. Low Physical Effort



6. Low Physical Effort



6. Low Physical Effort

- Allow user to maintain a neutral body position.
- Use reasonable operating forces.
- Minimize repetitive actions.
- Minimize sustained physical effort.

7. Size and Space for Approach and Use

Appropriate size and space is provided for approach, reach, manipulation, and use regardless of user's body size, posture, or mobility.



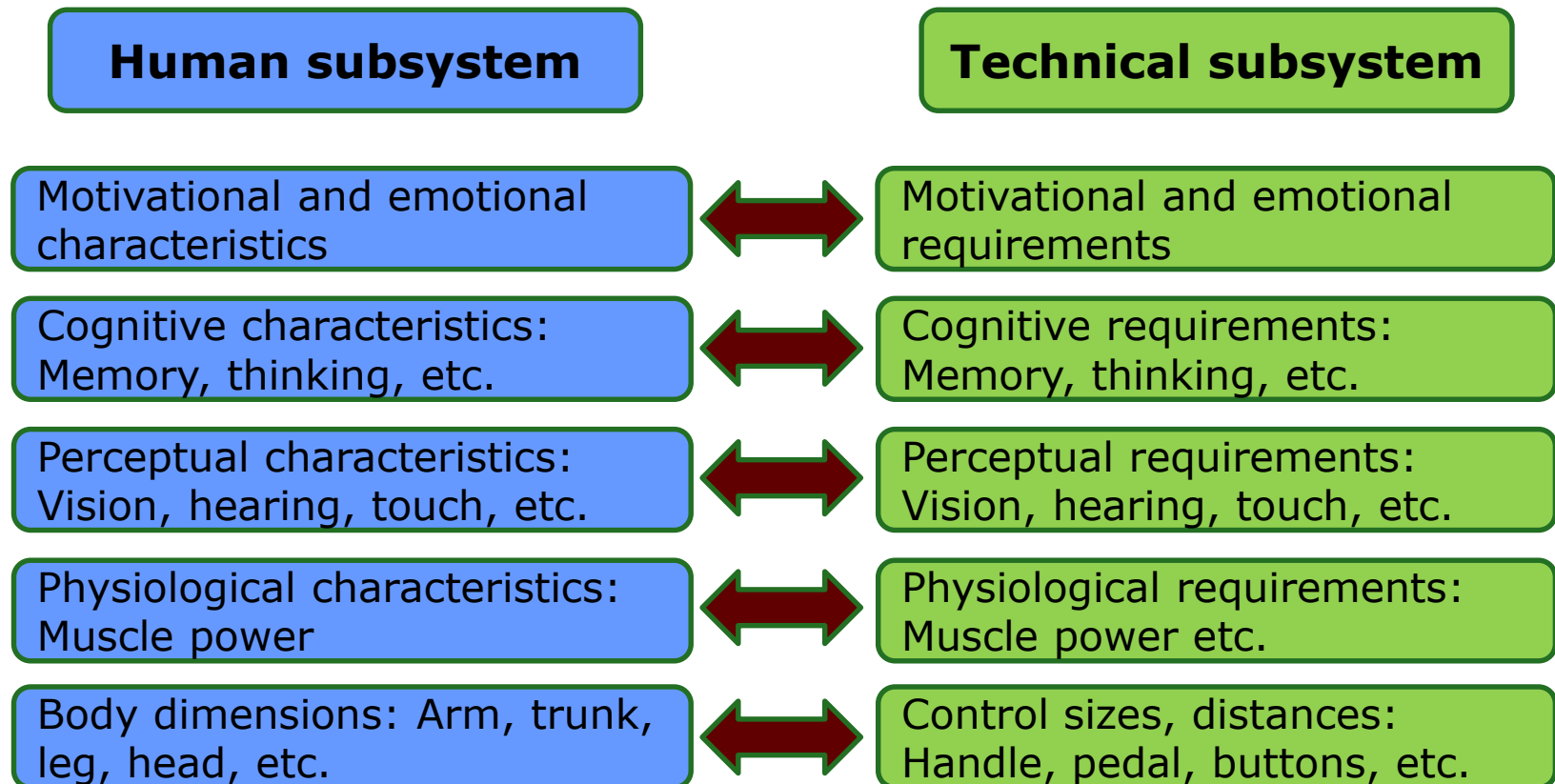
7. Size and Space for Approach and Use

- Provide a clear line of sight to important elements for any seated or standing user.
- Make reach to all components comfortable for any seated or standing user.
- Accommodate variations in hand and grip size.
- Provide adequate space for the use of assistive devices or personal assistance.

The 7 Principles of UD

- 1: Equitable Use
- 2: Flexibility in Use
- 3: Simple and Intuitive Use
- 4: Perceptible Information
- 5: Tolerance for Error
- 6: Low Physical Effort
- 7: Size and Space for Approach and Use

Special needs – obstacles





Ergonómia és
Pszichológia
Tanszék

Levels of accessibility

- complex accessibility
 - all possible user needs
 - in all public service institutions
- reasonable adaption
 - agreement between employer and employee
 - appropriate work conditions to the changed working capacities.
- special solutions
 - individual needs at home

information can be

- seen

- heard

- touched

- understandable

= accessible for all

- **Attitude!!!**

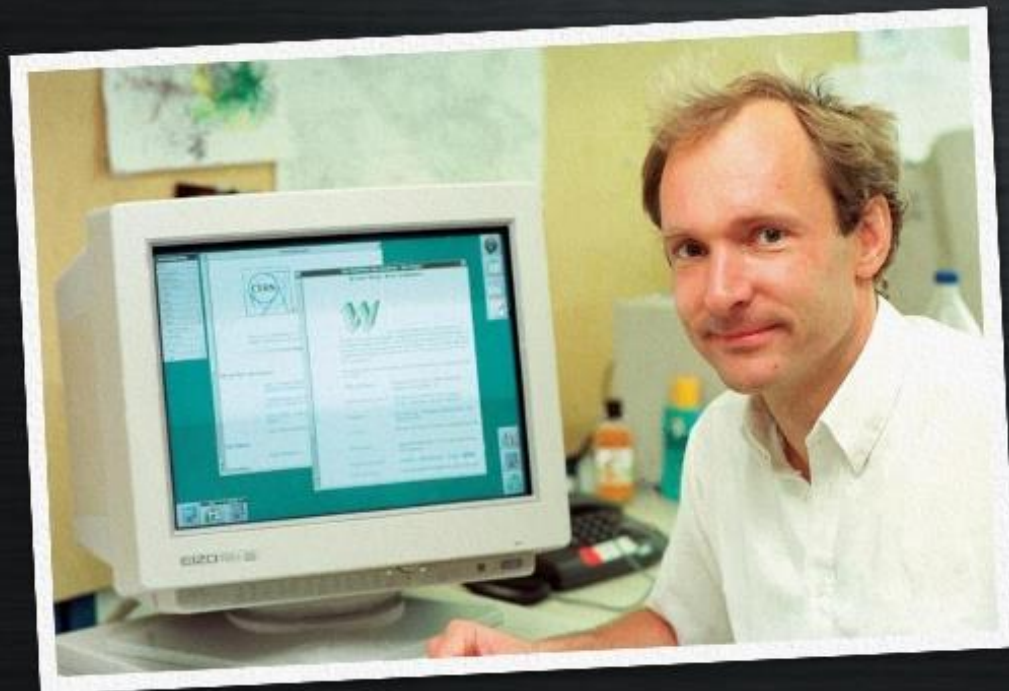
UNIVERSAL	ACCESSIBLE
A universally designed home plan costs the same as any other plan to build that anyone can purchase	A custom designed home based on an existing plan but requires additional costs for the redesign and custom construction details
Home improvement services that incorporate universal design as a basic service	Home modifications services by a contractor who charges more for her specialized knowledge of design for disability and aging
Automobile instruments and controls customizable to accommodate differences in perceptual abilities, stature, motor abilities, and preferences	Assistive technology used to adapt an automobile display for people with special needs
A no step building entry that everyone can use easily and together	A building entry with a ramp at the side that is out of the way for all visitors but is accessible by code
A hotel that has 100% universally designed rooms in a variety of types	A hotel that has only the code-required percentage of accessible rooms

(Steinfeld and Maisel, 2012, p. 69)

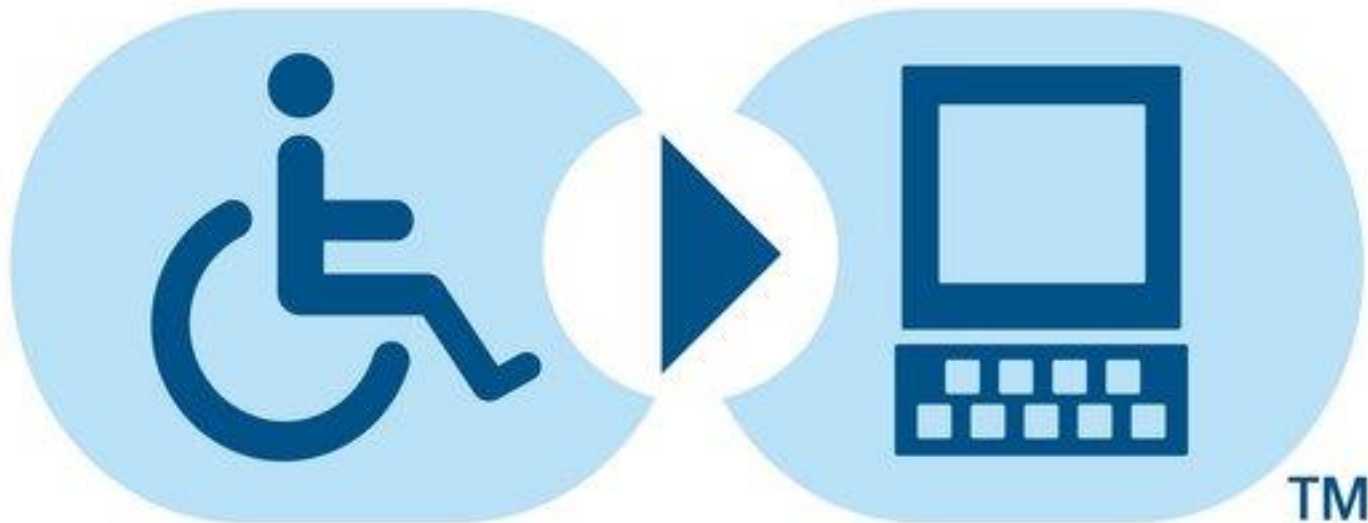
“The power of the Web is in its universality. Access by everyone regardless of disability is an essential aspect.”

Tim Berners-Lee

the creator of the World Wide Web

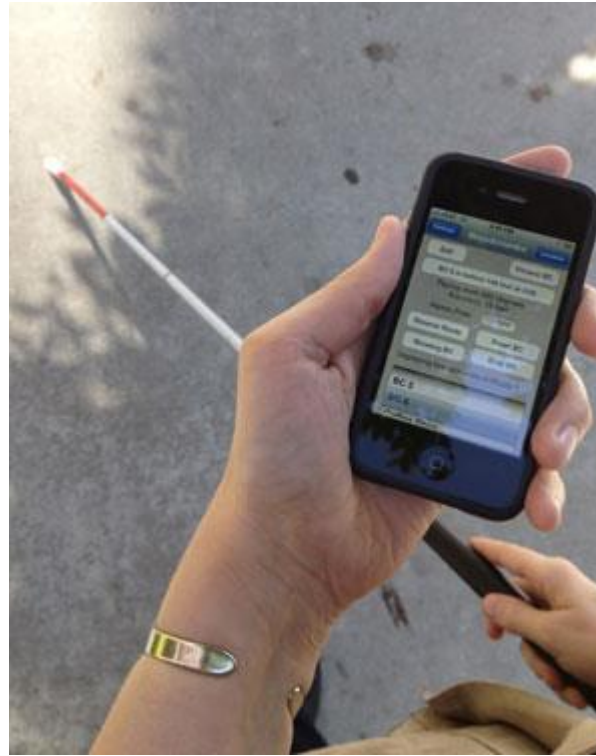


Make your websites more accessible



World Wide Web Consortium
www.w3.org

Touch screen for blind people or for people with disabilities



Use of a computer





Ergonómia és
Pszichológia
Tanszék

Examples for individual solutions for accessibility

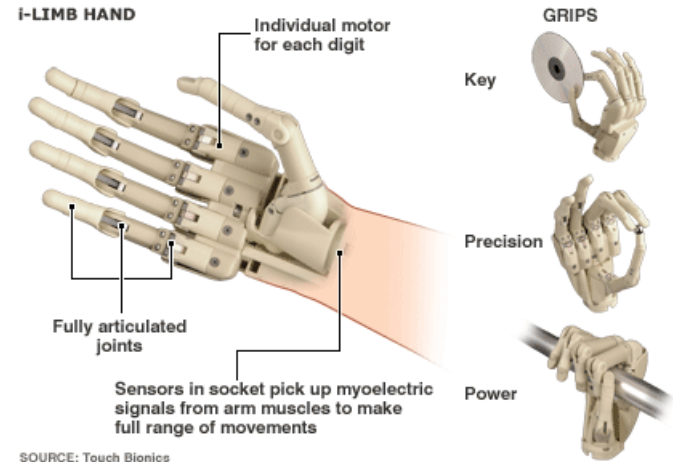


Adapted cars

- control

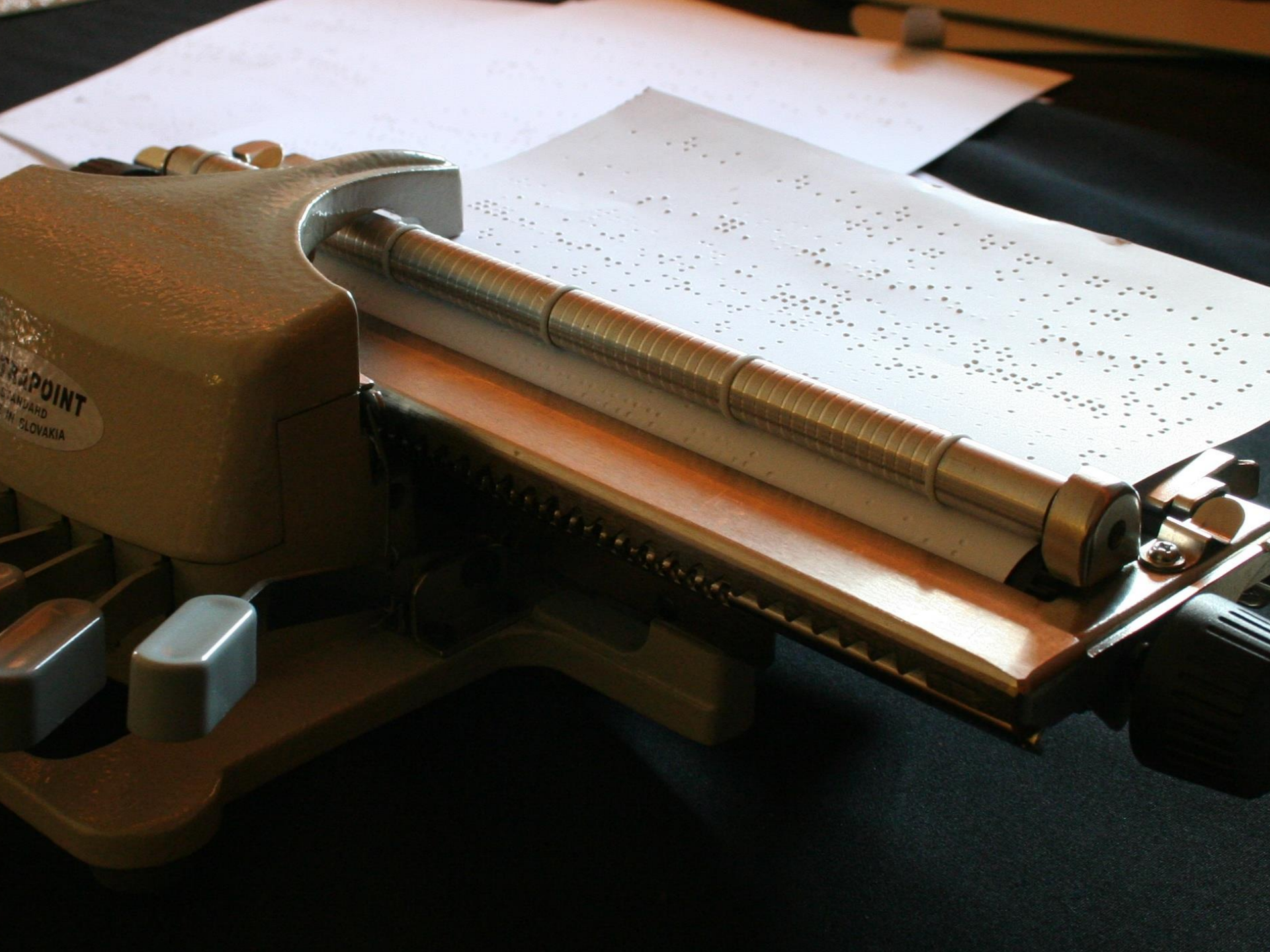


Bionic artificial limbs



SOURCE: Touch Bionics





BRAPPOINT
STANDARD
IN SLOVAKIA

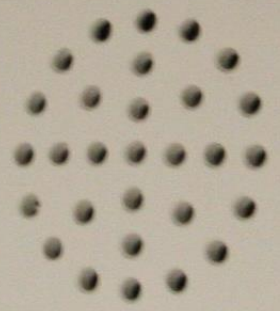
 **VOICE**

**DIGITAL
BLOOD
PRESSURE
METER**

128
128

SYS mmHg DIA mmHg PIII SF/min


DOKUSOFT




MEDICOR



Examples for accessibility in public places



Examples for accessibility in public places



Examples for accessibility in public places



Handrails, alarm

Barrier-free
toilet



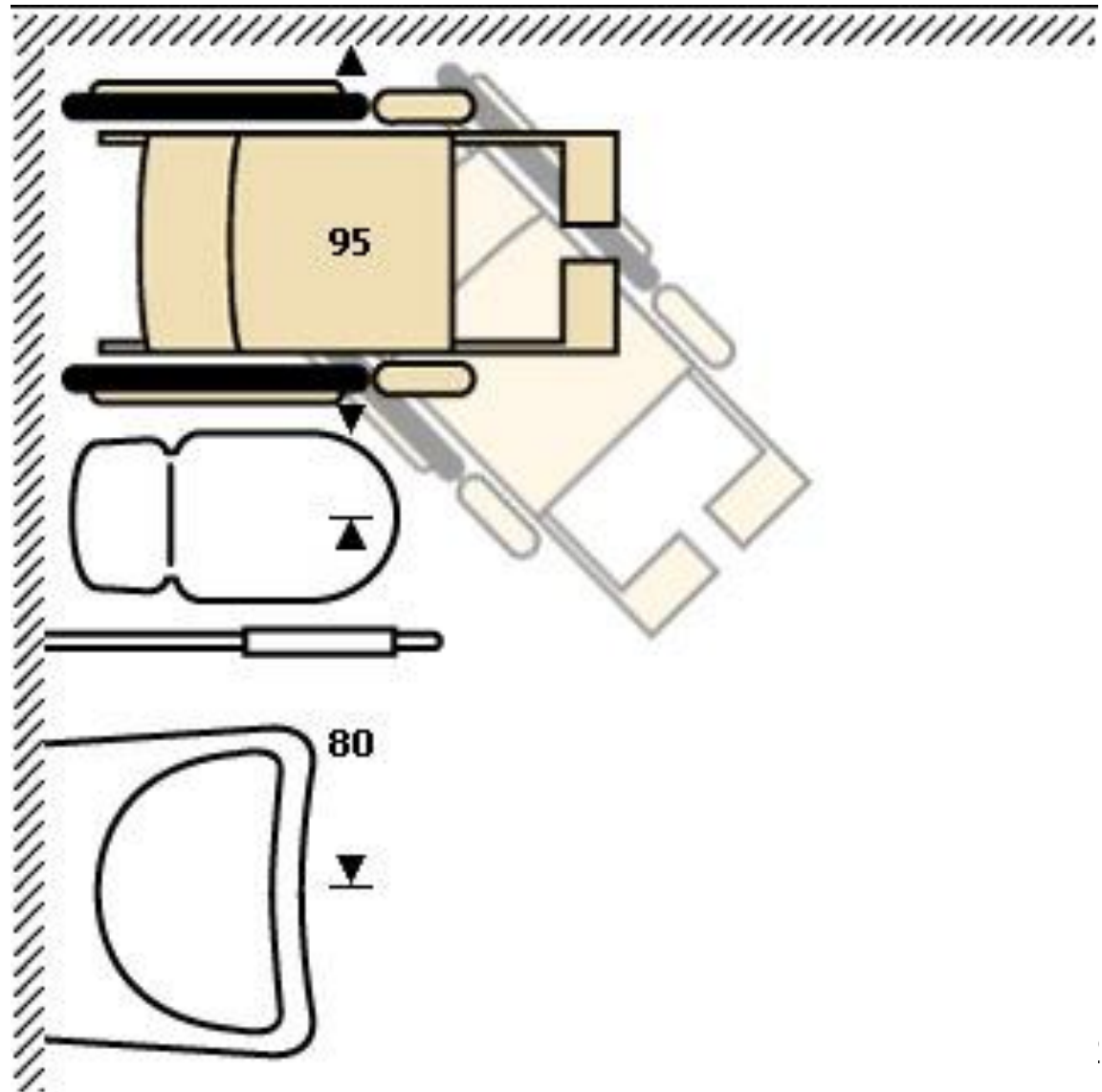
Everything in reach,
tilted mirror



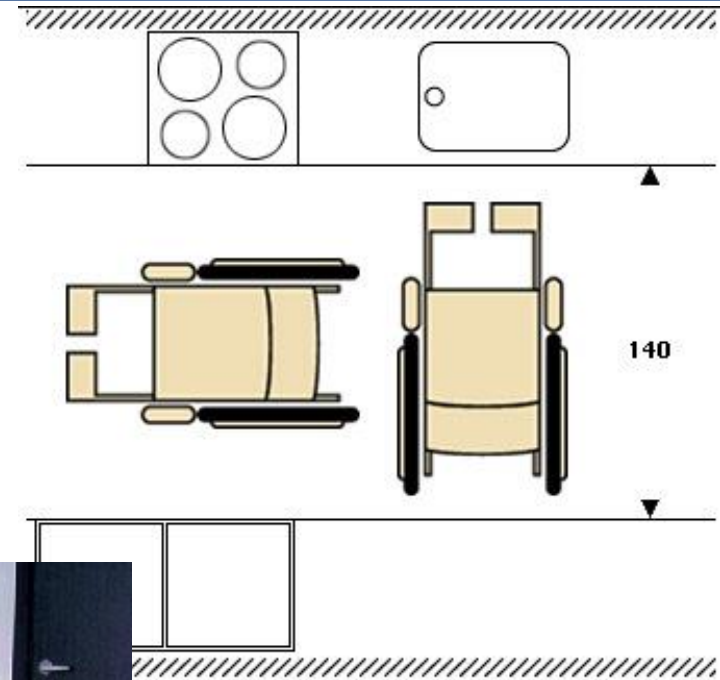
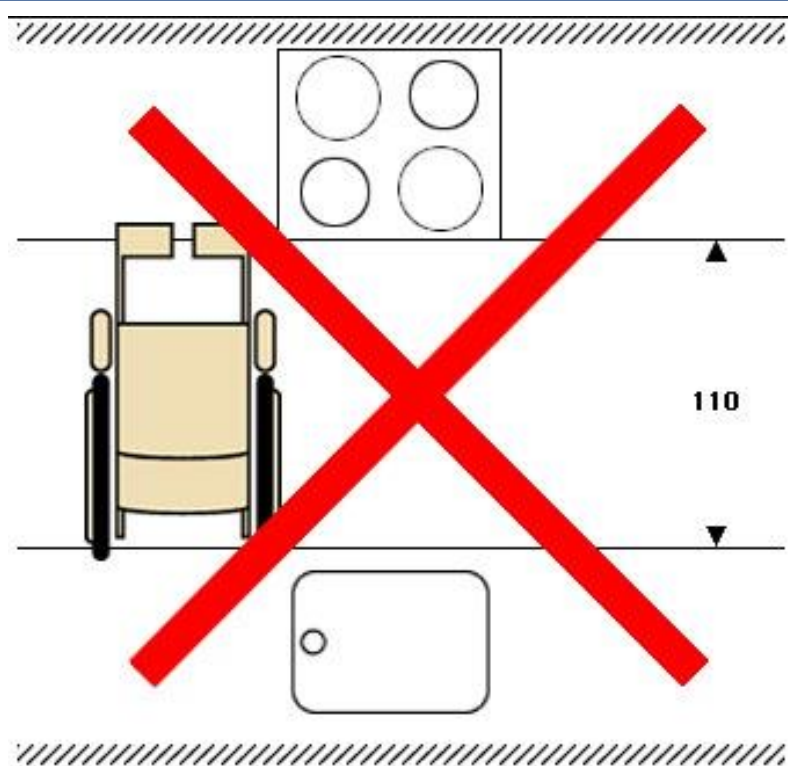
Layout for the
cleaning staff

Examples for accessibility in public places

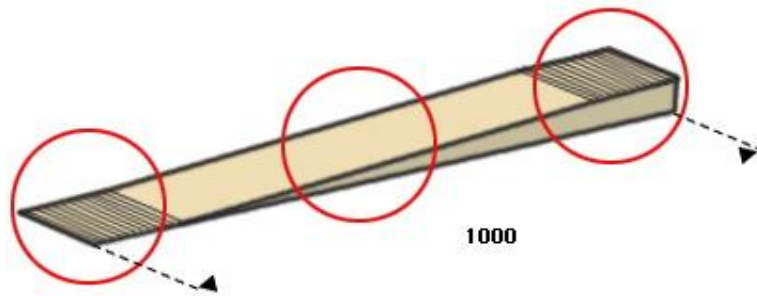
Need of space for a person with a wheelchair



Need of space for a person with a wheelchair



Little attention



- Elevation $\leq 5\%$ (1:20)
- + 1,5 m free space in a parking lot
- Possibility to ask for assistance

Ramp

Problems?

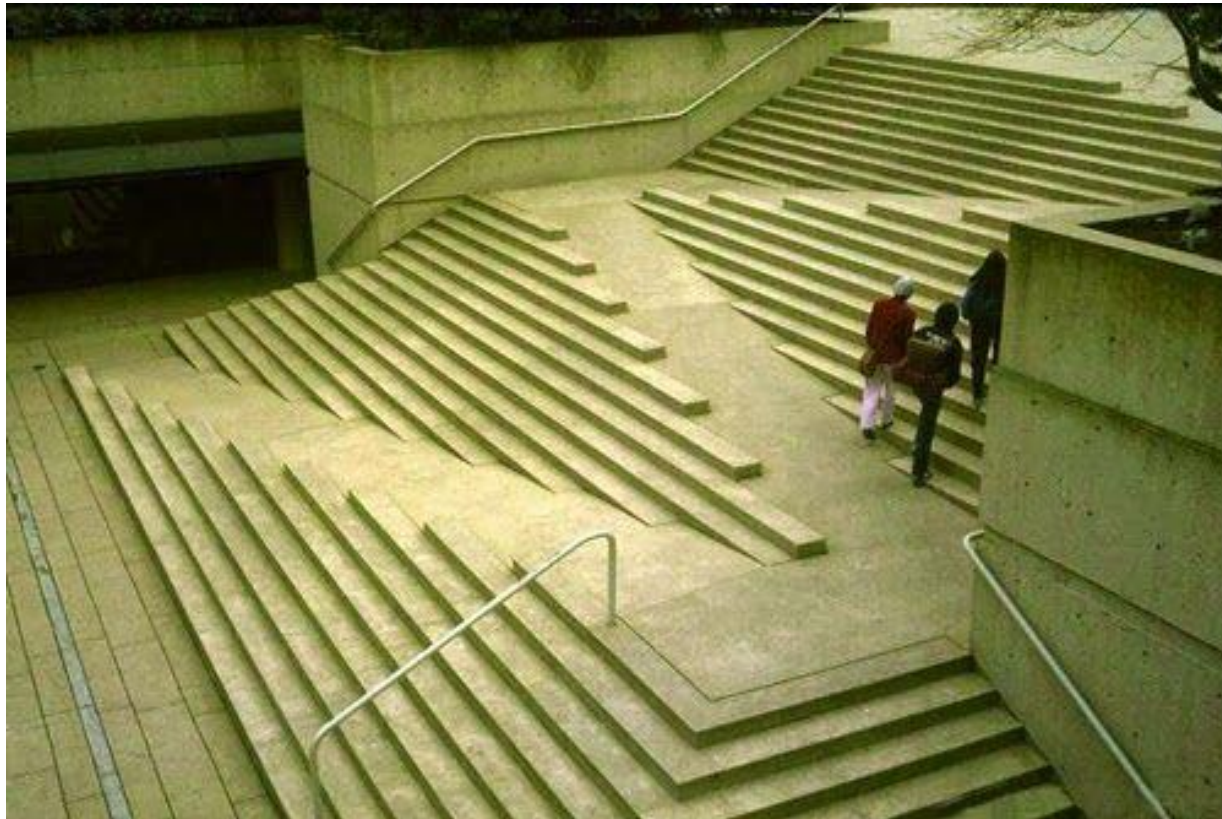
- inclination in more directions
- no handrails
- no resting place
- elevation?

Requirements:

- 1,5 m resting place per 9 meters
- 70 and 95 cm high rounded handrails
- elevation $\leq 5\%$ (1:20)



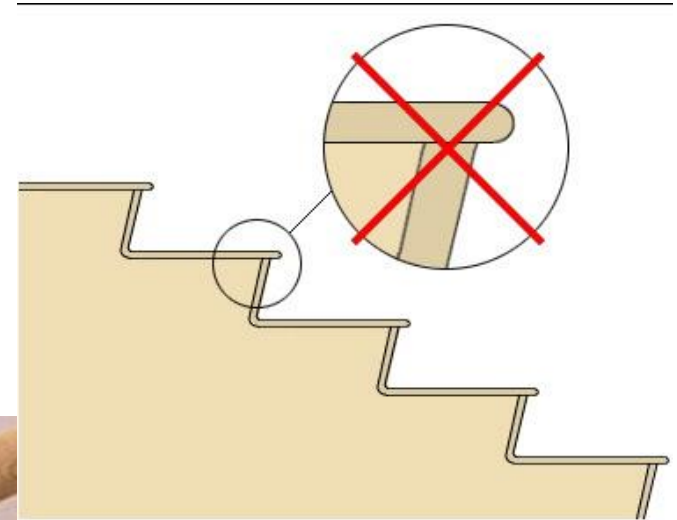
Ramp



Problematic places



width of the door
(min. 90 cm)



exceeding
parts



(not) rounded handrail

Orientation

Colour codes for people with mentally disabilities



Tactile building
(model of the dome in Aachen)



in Hungary: Matthias Church,
downtown of Eger etc.

Tactile floor guidance

Tactile map



Transportation



Adapted cars

- Help to enter



Design for All

Designing for Special Needs \neq Design for All

Everybody has Special Needs!

Examples DfA

Drinking fountain for All



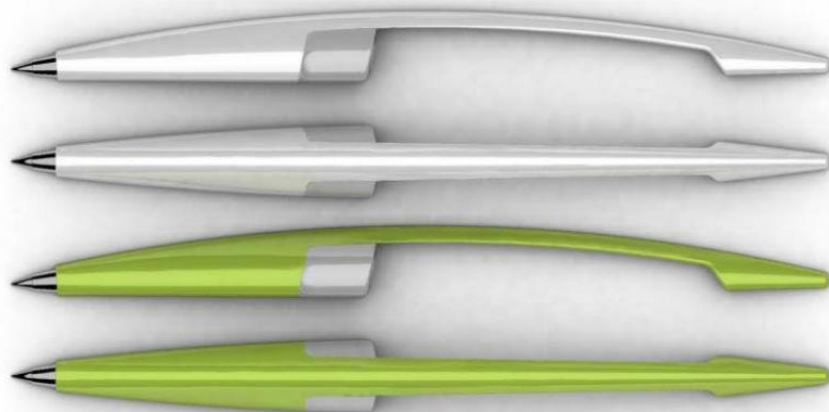
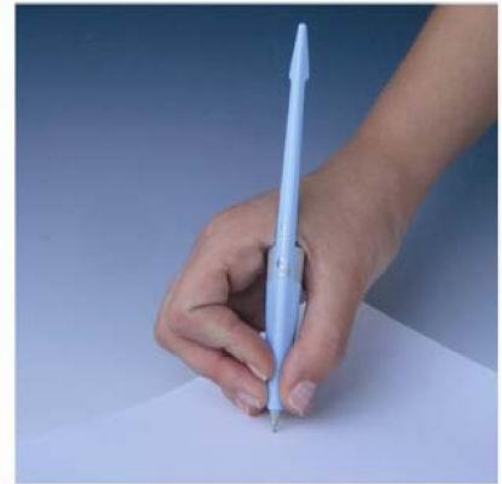
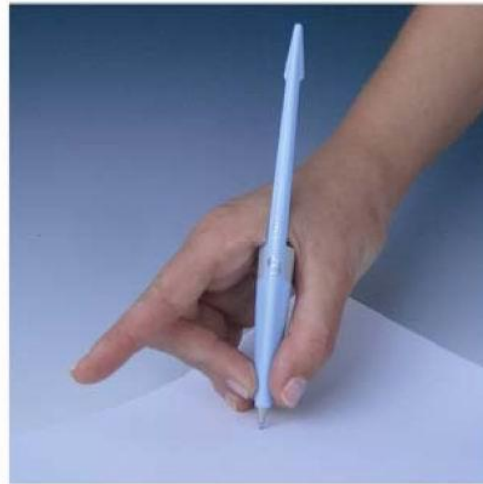
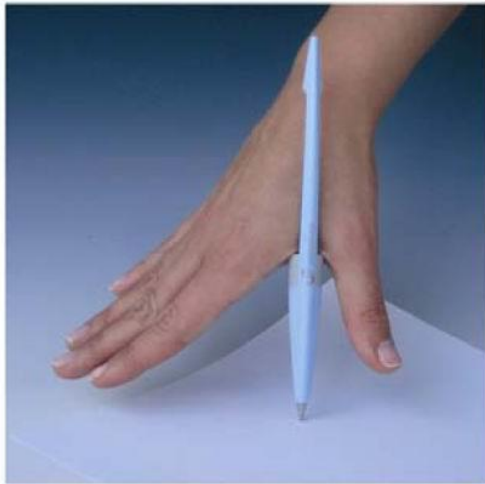
Examples DfA



Examples DfA



Examples DfA



Bagó Ákos, 2003



<http://www.lathatatlan.hu/en/>

Few things to know about UD

Universal Design is much more than just a new design trend;

- Universal Design is not a design style or trend. Rather, it is an approach to designing that can be applied to any design style or trend. It is an orientation to any design process that starts with considering the needs of the user.

Universal Design does not aim to replace the design of products targeted at specific markets;

- Universal Design does not aim to replace products that are currently available on the market. On the contrary, it could ensure that these products are designed to be as accessible and usable as possible by the target market at which they are aimed.

Few things to know about UD

Universal Design is not a synonym for compliance with accessible design standards;

- The term Universal Design has been incorrectly used as a synonym for compliance with standards for accessible design.
- Universal Design is not a list of specifications; it is an approach to design that considers the varied abilities of users.

Universal Design benefits more people than older people and people with disabilities;

- However, it should be added that a hypothetical person who does not experience a disability (in the widest definition of the word) during his or her lifetime will also benefit, at the very least from the positive user experience of simple and intuitive design.

Few things to know about UD

Universal Design can be undertaken by any designer, not just the specialists;

- The first step is to adopt a user- or person-centred approach to designing. This requires an awareness and appreciation of the diverse abilities of people.

Universal Design should be integrated throughout the design process;

- Universal Design is not an add-on design approach. It cannot effectively or efficiently be applied at the end of the design process. It should be integrated into the design process from the very beginning.

Few things to know about UD

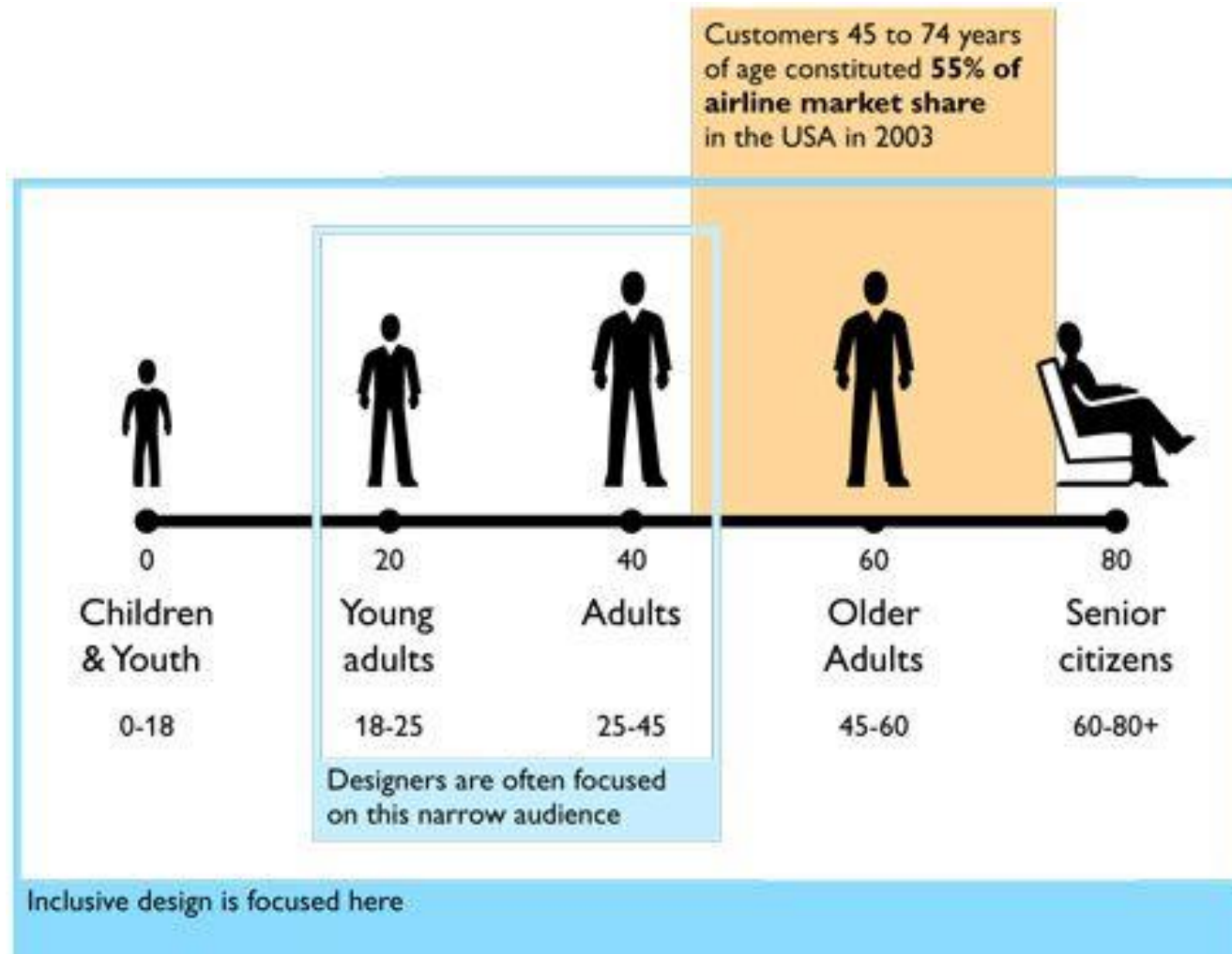
A Universally Designed product is the goal: Universal Design is the process;

- Universal Design is a process, not an outcome. It is not assumed or expected that a 100% universal solution will be achieved, or is achievable, for any given design.
- Rather Universal Design should be a goal that a designer strives to achieve.

Business Benefits for a Changing Market

The benefits to business of adopt a universal design approach vary from increases in **potential markets** to increased **customer satisfaction**.

Business Benefits for a Changing Market



Business Benefits for a Changing Market

Increased Market Reach

Universal Design aims to provide a design which is accessible, usable by and appealing to as many people as possible.

One implication of this is an increase in the market reach.

Not only could a product, service or environment become available to a higher number of potential customers, but also to a wider range of potential customers as well.

Business Benefits for a Changing Market

Enhanced Customer Satisfaction

A satisfied customer will tell other people about the product, service or environment, increasing awareness and potentially creating new custom.

Business Benefits for a Changing Market

Market Crossover Success

Products that are aimed at a specific target group can sometimes **generate interest and demand from unforeseen markets.**

Business Benefits for a Changing Market

Positive Public Image

A business that positively contributes to society by incorporating a universal design approach is likely to receive a reputation for having a high level of corporate social responsibility.

The Bradley – watch for all



<http://designforall.hu/the-bradley-karora-mindenkinek/>

Business Benefits for a Changing Market

Increased Consumer Expectations

Universal Design enables companies to design products and services and environments that more closely match consumer expectations and needs.

Business Benefits for a Changing Market

Example



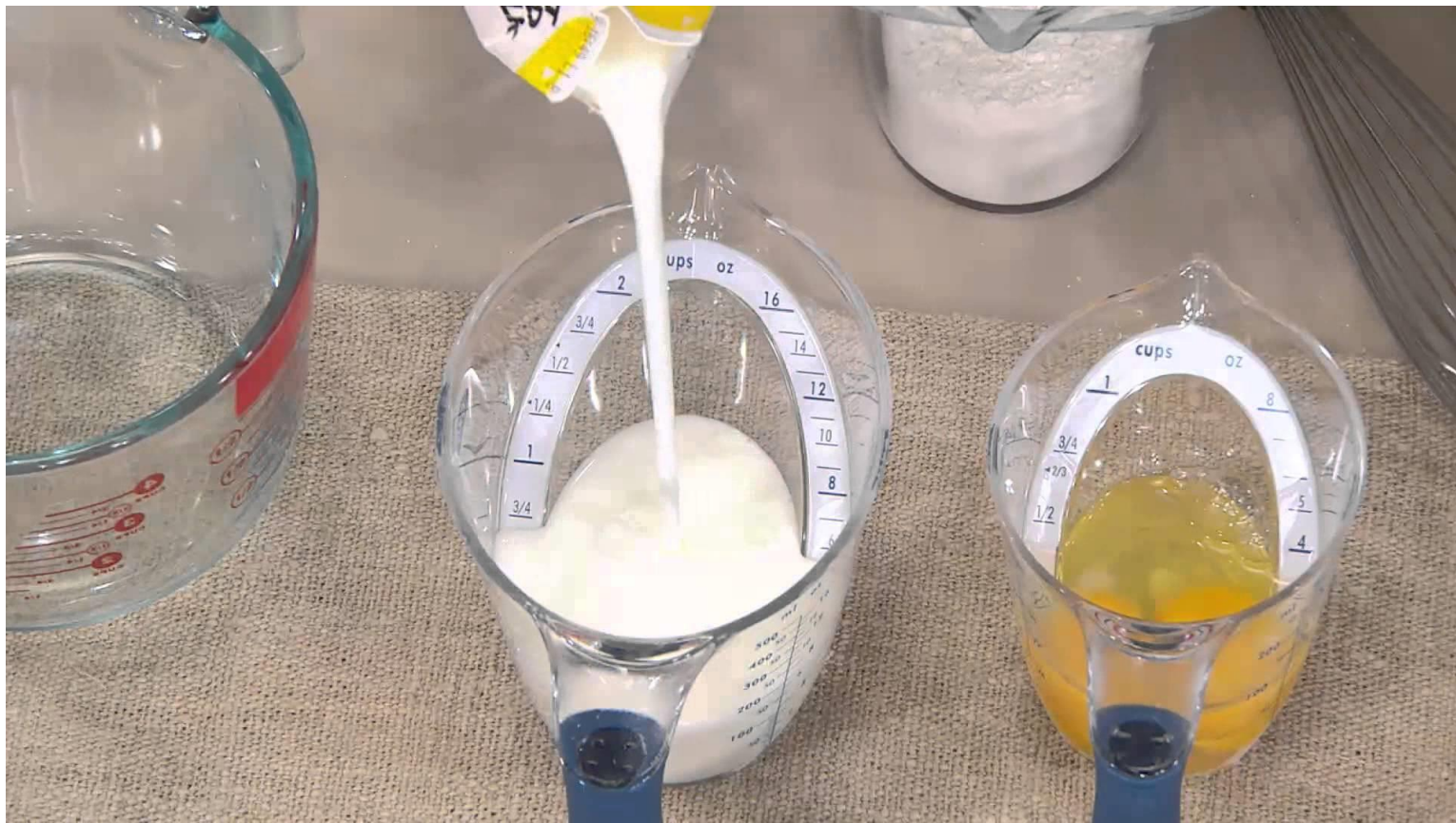


The OXO good grips range is a well cited case study of how a specialized product design (designed with older people with arthritis) can generate widespread demand.











BMEMUN (18-20 March, 2019)

What is BMEMUN? www.mun.bme.hu

- BME Model **United Nations** or BMEMUN is a 3 Day international relations simulation of the United Nations for high school and University students.

OUR MISSION:

- To build relationships beyond courtrooms, facilitate learning and to develop intercultural dialogue.
- To make students understand the world around them, that their contribution as a global citizen is a must for a greater tomorrow.
- To provide an interactive educational experience that teaches in an interesting and enjoyable way about the United Nations.
- To make students realize the power of Dialogue in solving global issues.



BME Model United Nations Conference

18 - 20 March, 2019

Budapest, Hungary

Budapest University of Technology and Economics

Welcome

About

Conference Information

Registration

Committees and Agenda

Budapest

Partners

Delegate Resources

Conference Schedule

WELCOME

Dear Delegates, Advisors, and Parents,

It is our distinct honor and privilege to invite you to the second session of the BME Model United Nations Conference, here at the Budapest University of Technology and Economics, Budapest, Hungary between 18-20 March, 2019.

The BMEMUN 2019 Secretariat has worked tirelessly to afford delegates the most intriguing and competitive committee experience on the circuit; we are confident that the committee's collective diversity in topic and size will both fascinate and challenge each and every delegate.

At the heart of Europe, Budapest serves as an ideal setting to discuss the solution to real-world problems promising a rewarding and innovative educational experience. Our capital is a city of outstanding geographical location with great traditions, wonderful historical places, as well as plenty of prestigious hotels within walking distance to the venue and to downtown Budapest.

Additionally, part of what makes the 6 committees of BMEMUN so incredible is the dedication of the conference's Secretariat, the superb quality of its 50+ BME student staffers, and the immense amount of preparation that goes into the conference.

Having said that, I encourage all interested delegates, faculty advisors, and friends to peruse our website for more information.

Register Today



Conference Dates

18 -20 March 2019

Conference Venue

Q – Building, Budapest University of Technology and Economics, Budapest, Hungary

Key Information

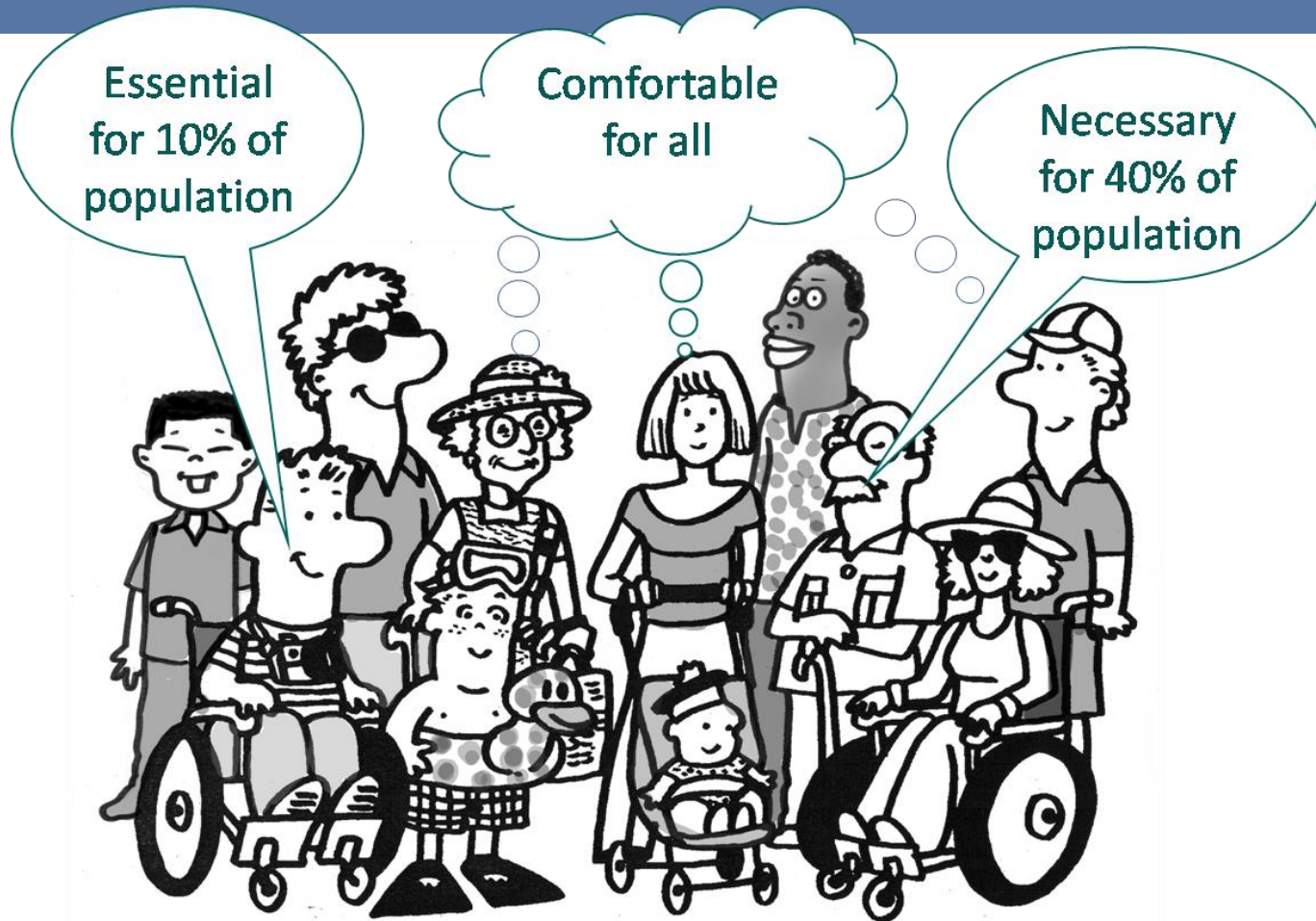
- **Location:** Budapest, Hungary
- **Delegates:** 250
- **Fee:** EUR 15
- **Committees:** UN: Security Council, UN: Human Rights Council, UN: Environment Assembly, UN: Economic and Financial Committee and UN: General Assembly.

Open for both University and High School Students.



Ergonómia és
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Thank you for your attention!



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