



# Interior and Living Areas

## OVERVIEW

Once inside the home, the best features allow people to see well, move to all areas of the home and make adjustments as needed.



"CUBE" ARCHITECT: JASON HART

## UNIVERSAL DESIGN FOR INTERIOR AND LIVING AREAS

Avoid tripping hazards by locating key functions on one level without steps up and down.

Open plan designs provide better lighting, shorter hallways and easier movement of all people especially those who might use mobility equipment.

Natural and artificial lighting has to be bright, without glare and adjustable to tailor the lighting to varying occupancy and activities.

Many designs show different ways to enhance adaptability to different family compositions and needs. Moveable walls, rooms that can divide and walls that fold away can alter space for group and private use as well as add and subtract bedrooms.

All controls should be easy to reach, see and use. Home technology can add a tremendous amount of utility and control over heating, cooling and safety.

# Home Today, Home Tomorrow Universal Design Toolkit For Architects and Builders



## About the toolkit

### DESIGN CHALLENGE

The features included in this Toolkit were selected from submissions to the **Home Today, Home Tomorrow Design Challenge competition** (watch the videos below for more on the competition and the winning design). The judges of the competition selected features that they felt were interesting and innovative and that could provide inspiration for designers, architects and homeowners. The Toolkit is not all inclusive of every universal design feature or practice, but rather those interesting features submitted as part of the competition. Also, many of the features have corresponding cost and difficulty assignments as well as how-to tips. These are intended to provide general direction; further exploration and execution will be necessary.

### GOALS FOR THE TOOLKIT

Every American should have access to affordable, livable, and healthy housing. Make Universal Design a reality for more Americans. Seed ideas that are scalable and help organizations, real estate practitioners, and low- and moderate-income households recognize that universal design can be a reality for them.

### REPLICABILITY

While we don't expect everyone to renovate their entire home using universal design, we know that many of the features included can be adapted to many different renovation projects. Individual households may be interested in the graded yard, the step free route to the deck, an outdoor deck that is the same level as the first

floor, the entrance weather protection, door hardware, interior doors, short, wide hallways, convenient laundry, curbless shower, spacious bathroom, kitchen conveniences, and more. Pick the part of the house that you want to work on and look at what we've done for inspiration.

## Universal Design Principles

### Principle 1: Equitable Use

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

### Principle 2: Flexibility in Use

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

### Principle 3: Simple and Intuitive

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

### Principle 4: Perceptible Information

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

### Principle 5: Tolerance for Error

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

### Principle 6: Low Physical Effort

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

### Principle 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.