

The background features a complex network of blue lines and arrows. Solid lines intersect at various angles, while dashed lines form loops and paths. Small circles, some filled and some hollow, are placed at various points along the lines, suggesting nodes or specific points of interest in a design or process flow.

What's the big IDEA
behind Universal Design?

Our Goals for YOU!

- A great experience for everyone! Please silence your phones
- Understanding the difference between ADA code and Universal Design.
- Being able to recognize what isn't Universally Designed in your museum and exhibit designs... and subtle changes you can make to improve.
- Seeing Universal Design as a constant process of improvements.
- Learning from each other – please ask questions at the end!

Quiz results

The Panel

- Krista Macy, IDEA Center, SUNY at Buffalo, School of Architecture
- Anne Fullenkamp, Senior Director of Creative Experiences, Children's Museum of Pittsburgh
- Donna Migliaccio, Director, Utica Children's Museum
- Greg Belew, Principal, Hands On! Studio

Moderator: Barbara Leggett, Principal, Leggett Consulting

The IDEA Center

Krista Macy, Associate AIA
Architectural Design Research Associate



The IDEA Center engages in research and design focused on advancing equity and inclusion.



Research

Product Development

Usability Testing

Design Consulting

Accessibility Auditing

Planning Consulting

Training & Education

Universal Design is NOT...

Accessibility ≠ Universal Design



Accessibility vs. Universal Design Example

Accessibility	Universal Design
Conventional hotel with minimal accessibility features as required by ADA and state law	Hotel that is inspired by the mission of including all people in all features and amenities.
No special effort to provide services for a range of needs and preferences	All services designed to accommodate a wide range of needs and preferences
Only the code-required percentage of rooms accessible to people with disabilities	All rooms provide a basic level of access with many other rooms that provide greater access
Bathrooms comply with required codes for wheelchair access	Bathrooms exceed code requirements and provide high levels of convenience, privacy, and sensory enhancement for all

An aerial, top-down view of a diverse group of people of various ages and abilities on a white background. The people are scattered across the frame, some walking, some standing, some pushing a stroller, and some using a wheelchair. The diversity is evident in their clothing, hair colors, and physical characteristics. The overall scene represents a cross-section of the human population.

Universal Design

A *process* that enables and empowers a diverse population by improving human performance, health and wellness, and social participation.

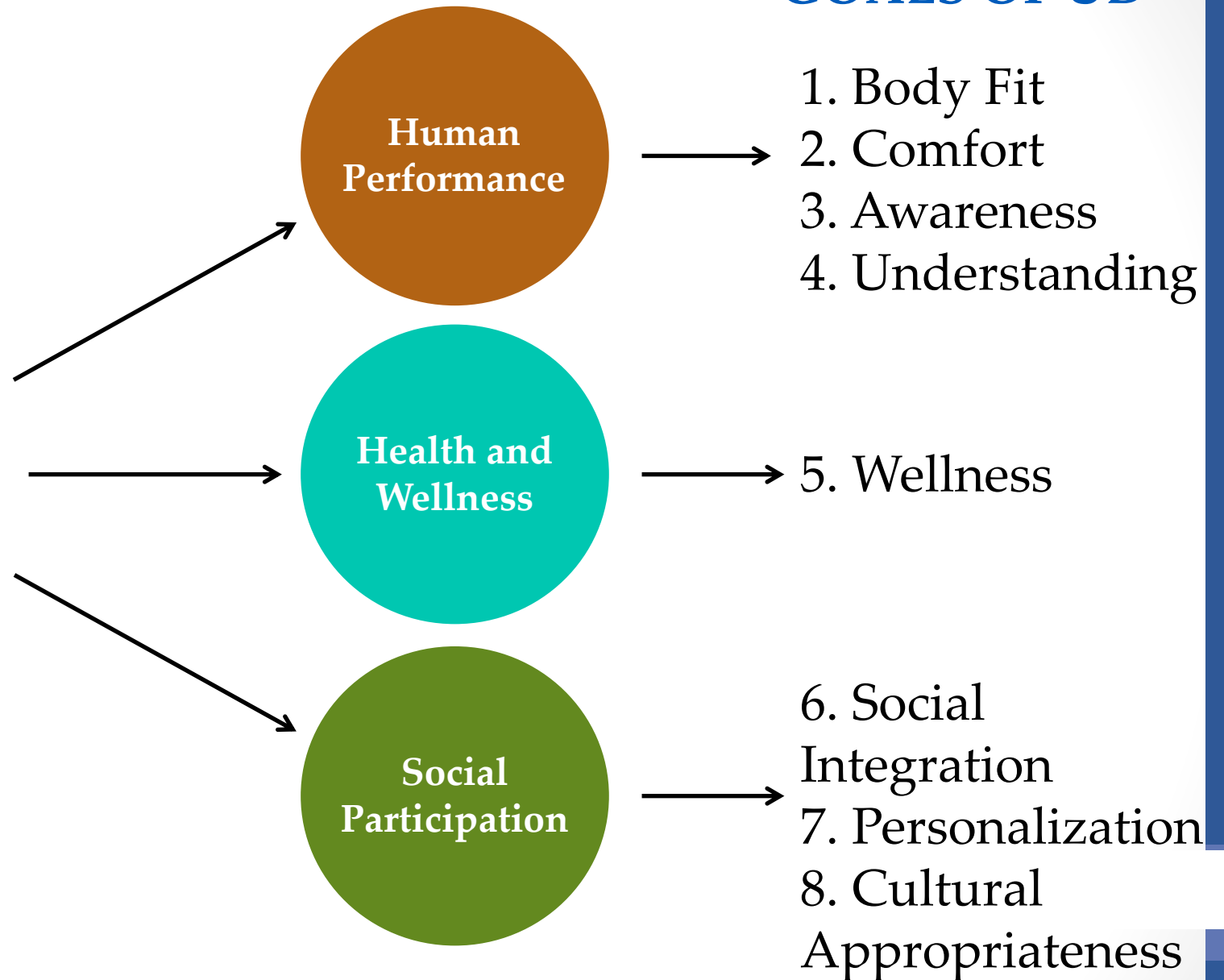
Steinfeld and Maisei (2012)

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GOALS OF UNIVERSAL DESIGN

DEFINITION

Universal design is a process that enables and empowers a diverse population by improving **human performance**, **health and wellness**, and **social participation**.



GOALS OF UD



BODY FIT [human performance]
accommodating a wide a range of body sizes and abilities



COMFORT [human performance]
keeping demands within desirable limits of body function



AWARENESS [human performance]
ensuring that critical information for use is easily perceived



UNDERSTANDING [human performance]
making methods of operation and use intuitive and clear



WELLNESS [health & wellness]

contributing to health promotion, avoidance of disease and hazard



SOCIAL INTEGRATION [social participation]
design that treats all groups of people with dignity and respect



PERSONALIZATION [social participation]
design provides opportunities for choice and expression of individual preferences



CULTURAL APPROPRIATENESS [social participation]
design respects and reinforces cultural values and the social and environmental context.

Children's Museum of Pittsburgh

Anne Fullenkamp, Associate AIA, LEAD AP
Senior Director, Center for Creative Experiences

WHY did CMP seek isUD certification for MuseumLab?





MuseumLab is national model, highlighting Pittsburgh's collaborative commitment to public education, innovation and experiential learning.

MuseumLab FACTS

- ✓ 5,000 sq. ft. of new exhibit space
- ✓ LEED and Well Building Certification
- ✓ Designed for 30,000+ more people
- ✓ Train 250+ teachers annually
- ✓ Launch new research initiatives



STARTING POINT

- ✓ 130 year old building
- ✓ Multiple tenants
- ✓ Limited budget
- ✓ Accelerated schedule
- ✓ Broad public use

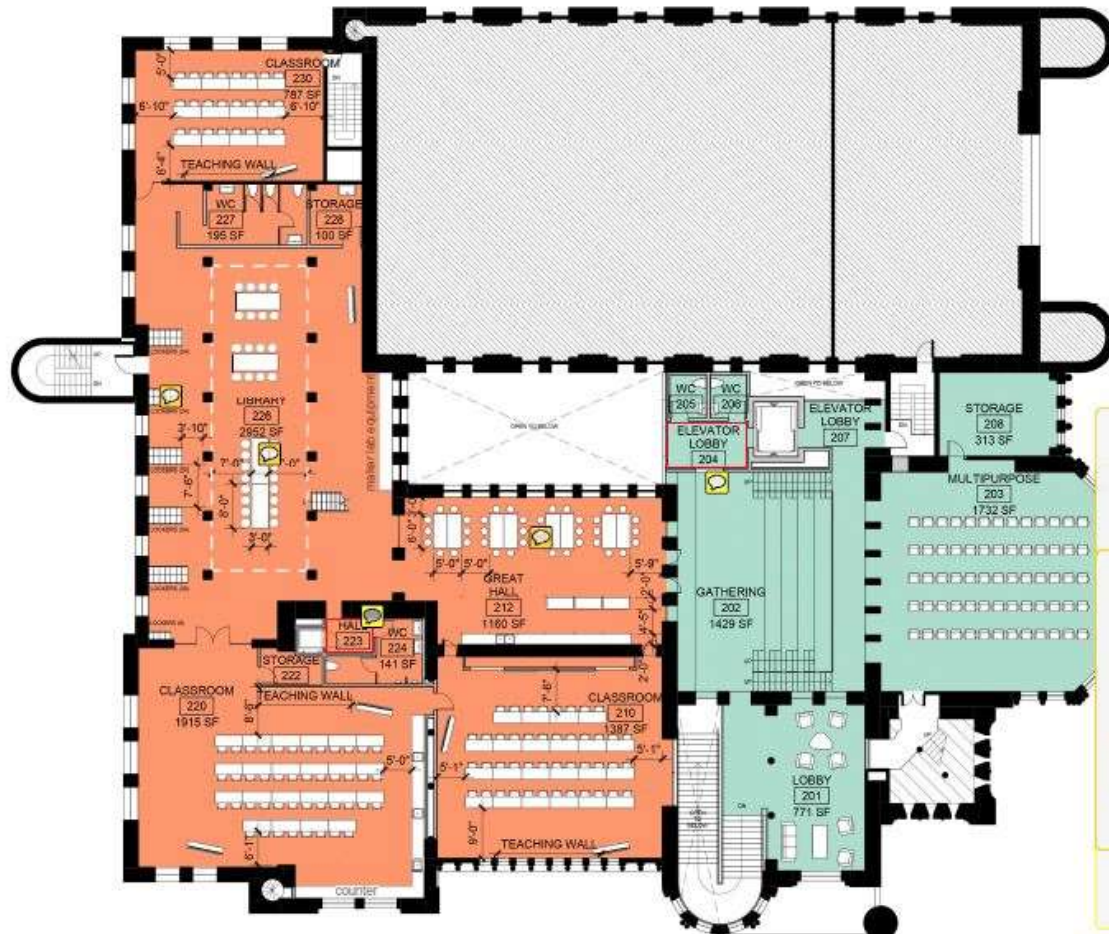


DESIGN SOLUTIONS

- ✓ Create a beautiful ruin
- ✓ Clearly differentiate between old and new
- ✓ Commission new site-specific artworks
- ✓ All furniture is moveable and flexible
- ✓ Staff in every space







drlevine Jun 14 · Reply ×

Ensure that lockers are available at various heights.

drlevine Jun 14 · Reply ×

Are these folding tables with fixed seats? If so, there should be a table for a person in a wheelchair to use.

Done



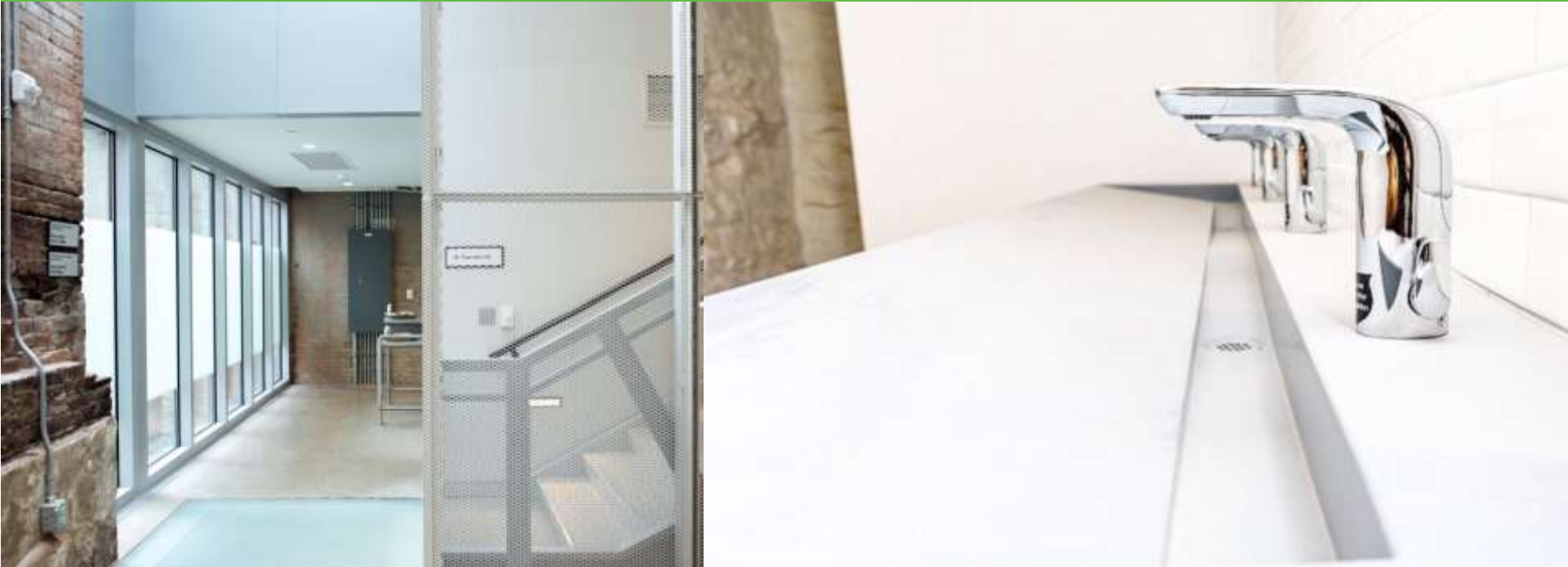
isUD HITS – signs



isUD MISSES – signs



isUD HITS – restrooms



isUD HITS – front entry



isUD MISSES – front entry



isUD MISSES – new doors



Lessons Learned

- ✓ UD is a work in progress - some UD is better than none.
- ✓ Remember – ADA and UD work hand in hand.
- ✓ UD is about people – train visitor facing staff what UD means, not just facilities and exhibits.



Utica Children's Museum

Donna Migliaccio
Director

Why did UCM get involved with The IDEA Center?

ican



Utica Children's Museum



Intersection of ICAN & the Utica Children's Museum

- The Community
- The Challenge
- The Need
- The Impact
- The Team

Funded in part by



What was the first step?



The image is an architectural rendering of a modern, multi-story building with a prominent curved glass facade. The building is set in an urban environment with a parking lot in the foreground and trees in the background. Two logos are overlaid on the image: the 'i can' logo on the left and the Utica Children's Museum logo on the right. The 'i can' logo features a green dot and the word 'can' in blue. The Utica Children's Museum logo consists of a colorful rainbow with the text 'Utica Children's Museum' below it.

i can



Utica Children's Museum

Educating Key Players



- Architectural Firm
- Exhibit Designers - Hands On! Studio
- Construction Management Team
- ICAN Executive Team
- Finance Team
- Grant Writer
- Museum Staff
- Maintenance Team

What is Trauma-Informed Care?

ican



Utica Children's Museum



Consulting the Experts

- Social Workers/Clinicians
 - Mental Health
 - Social-Emotional Health
 - Behavioral Health
- Parents
 - Personal Experiences
- Community Agencies
 - Autism Spectrum
 - Developmentally Delayed
 - Refugee Population
 - Domestic Violence
 - Substance Use Disorders



Why is this approach important?



i can



Museums for ALL 2.0

- Accessibility
 - Physically
 - Emotionally
 - Financially
- Teaching Cultural Diversity
- Fostering a Growth Mindset
- Sustainability of the new Museum
- Learning in a Welcoming Environment
- FUN in a Welcoming Environment



Hands On! Studio

Greg Belew

Principal, Designer & Architect



Seasons



THE
CALM
CORNER

Study 1



THE
CALM
CORNER

Study 2



the **cove**

Study 3

A black and white photograph showing a woman and a young girl standing in front of a wall. The wall has vertical lines and the text 'THE CALM CORNER' is displayed in a large, 3D, blocky font. The woman is on the left, wearing a light-colored shirt and dark pants, with her arms around the girl. The girl is on the right, wearing a light-colored dress and dark tights. The floor is a dark, textured surface.

THE
CALM
CORNER

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THE
CALM
CORNER

Study 2

A black and white photograph showing a woman and a young girl standing in front of a wall. The wall has vertical lines and the text 'the COVE' is displayed in a white, sans-serif font inside a dark, rounded rectangular box. The woman is on the left, wearing a light-colored shirt and dark pants, with her arms around the girl. The girl is on the right, wearing a light-colored dress and dark tights. The floor is a dark, textured surface.

the **COVE**

Study 3



The Cove



CONSIDERABLE
BURMA 2051
POLAND 4, 199

ASIA

AFRICA

THE AMERICAS

World Market

Questions?

Krista Macy, IDEA Center,
SUNY at Buffalo, School of Architecture

Anne Fullenkamp, Senior Director of Creative
Experiences, Children's Museum of Pittsburgh

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