Enabling Design: Micro to Macro

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The built environment will effect behavior no matter how well or poorly it is designed

YOU

can provide solutions which

positively

shape people's lives

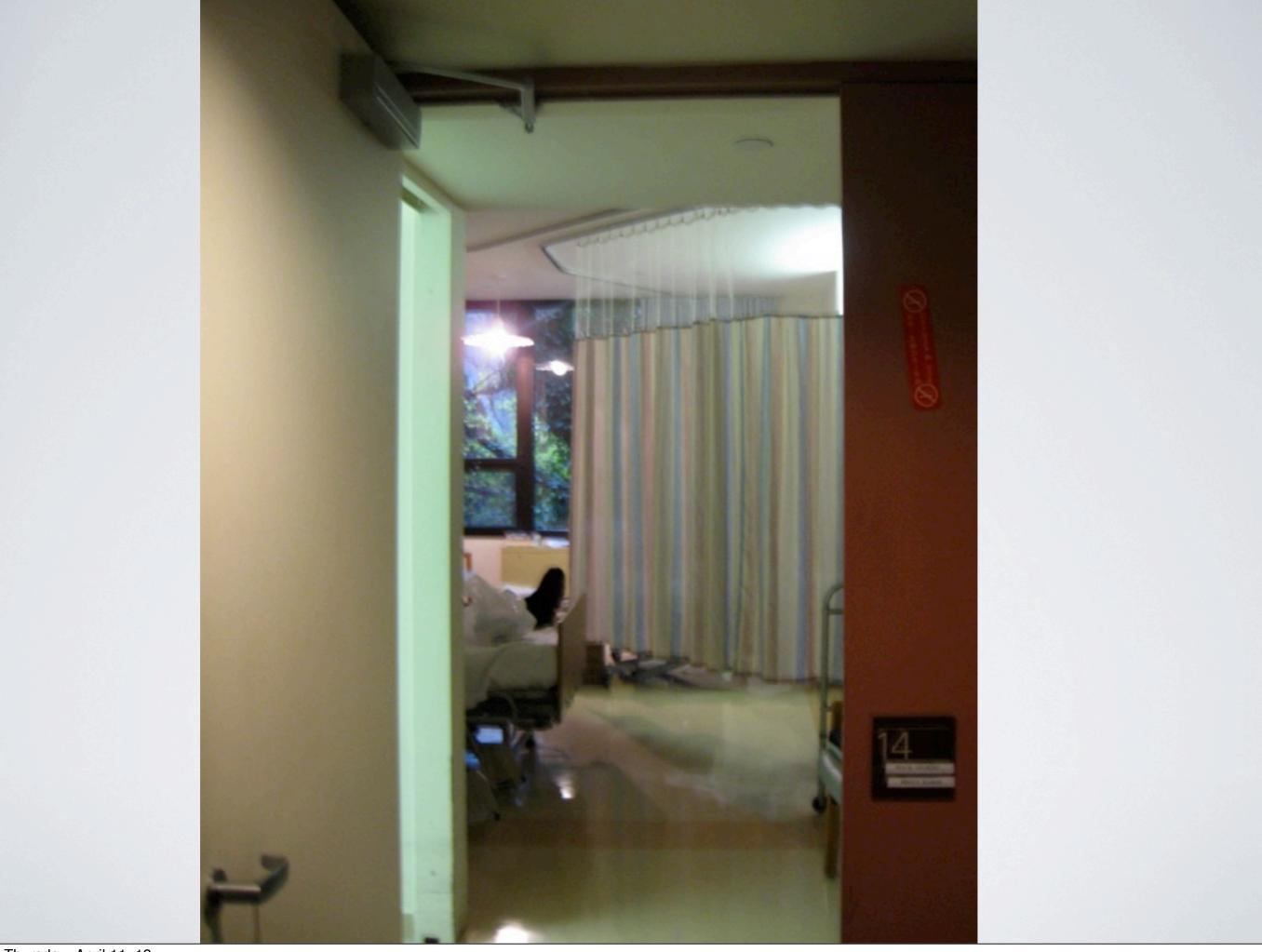
THE POWER OF THE BUILT ENVIRONMENT

ENVIRONMENTAL FIT

- Good Fit = independence
- Poor Fit = "Press"
 - stress to adapt to environment

PROSTHETIC ENVIRONMENT

- · No demands within Abilities
 - atrophy
 - adoption of "sick role"
 - exacerbates decline of abilities



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DEMANDING ENVIRONMENT

- Demands beyond Abilities
 - decreased independence
 - increased risk of accidents
 - exacerbates decline of abilities

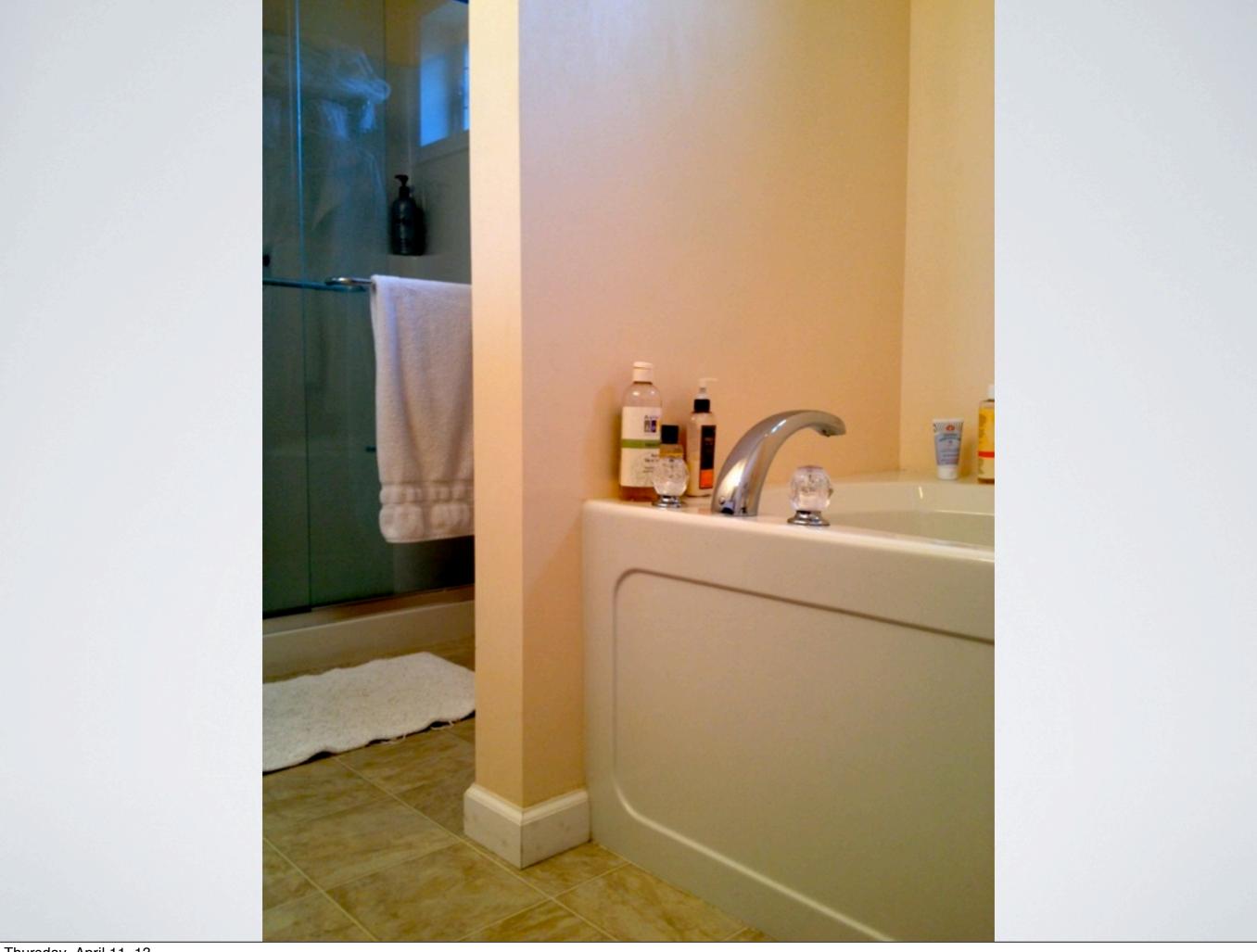




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ENABLING DESIGN

- Public Health Variable
- Reduced Falls Risk
- Reduced Environmental Press
- Improve Functioning
- Decrease Costs





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VISITABILITY

- Mandates
- Incentives
- Building Code



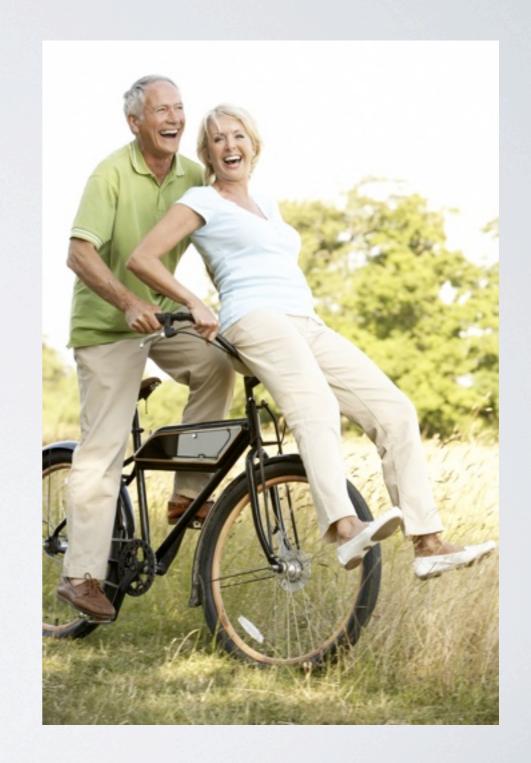
VISITABLE

- · one zero-step entry
- · 32" clear doorways
- · 36" wide clear path
- at least a half bath
 on first floor



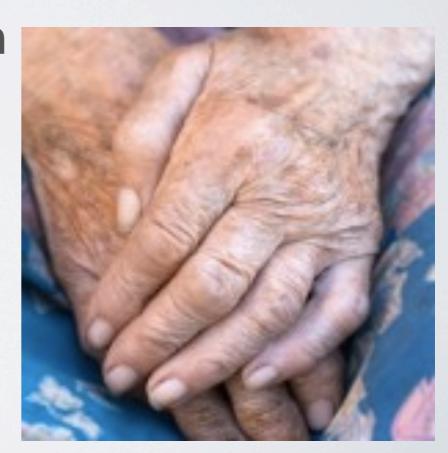
LIVABLE COMMUNITIES

- · DOT + HUD + EPA
- Sustainable
- Livable
- Aging in Place
- Aging in Community



AGE-FRIENDLY CITIES

- World Health Organization
- NYC = 1st in US
- · Benches, bathrooms, safe haven
- Rural translation







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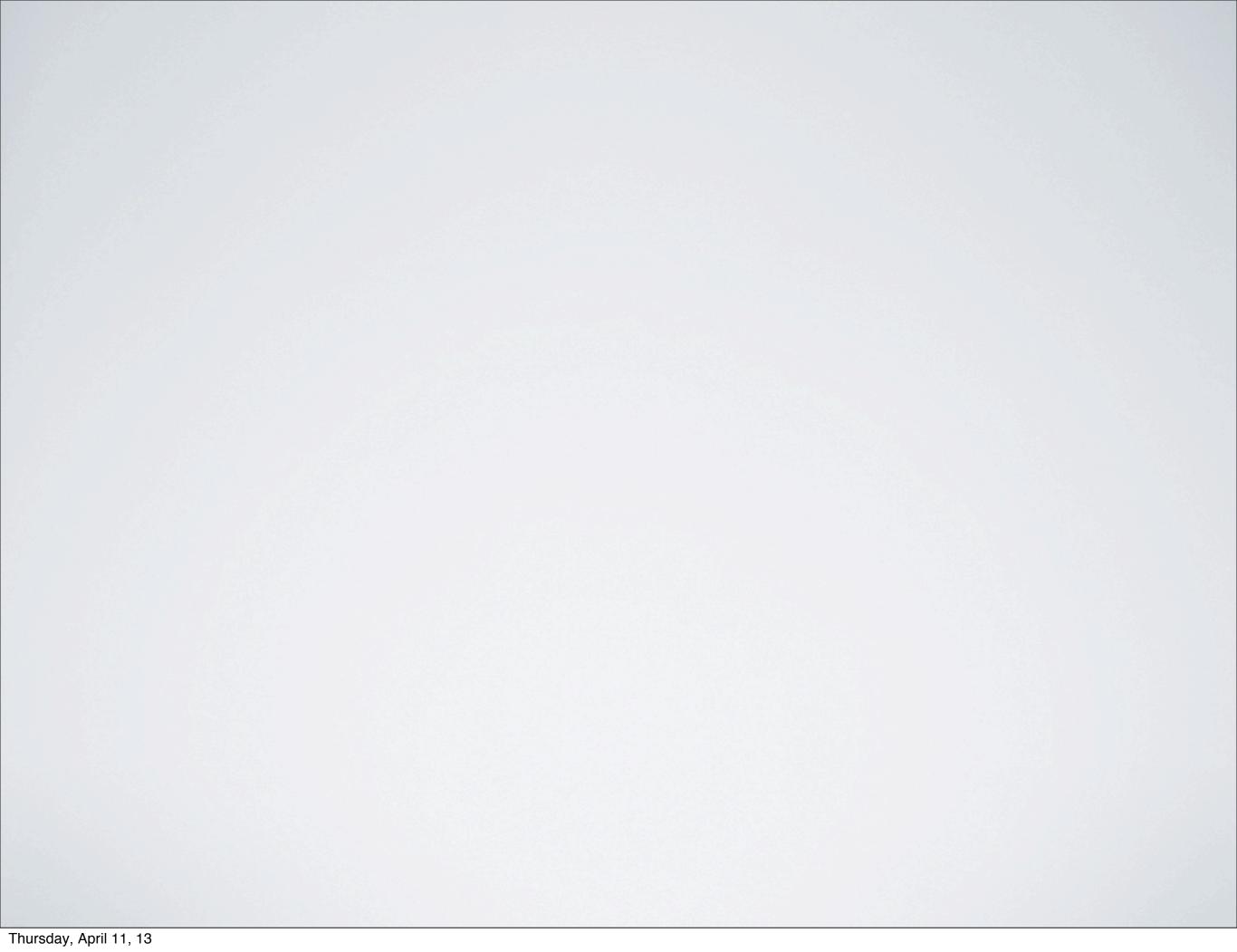
GOLDEN GIRLS

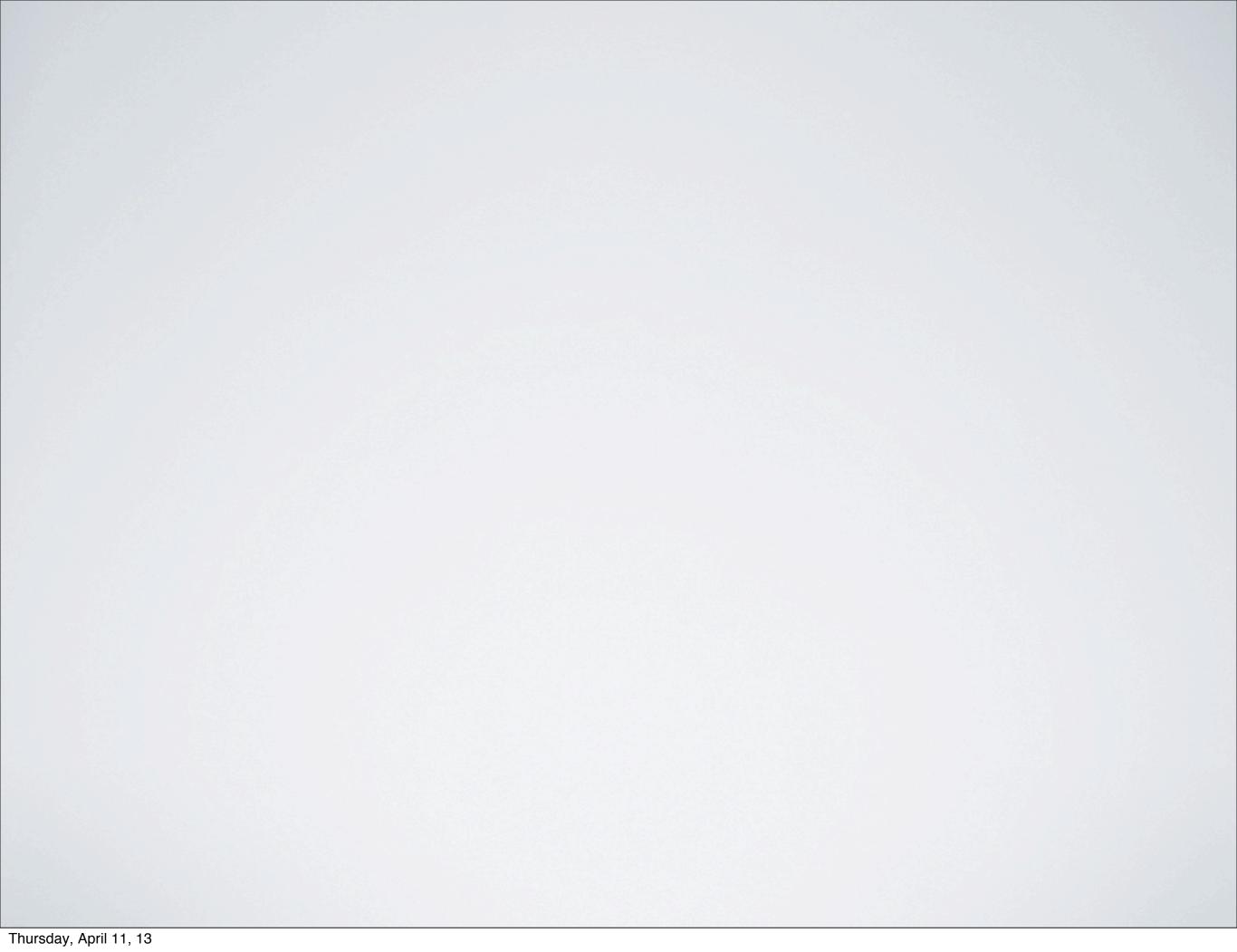


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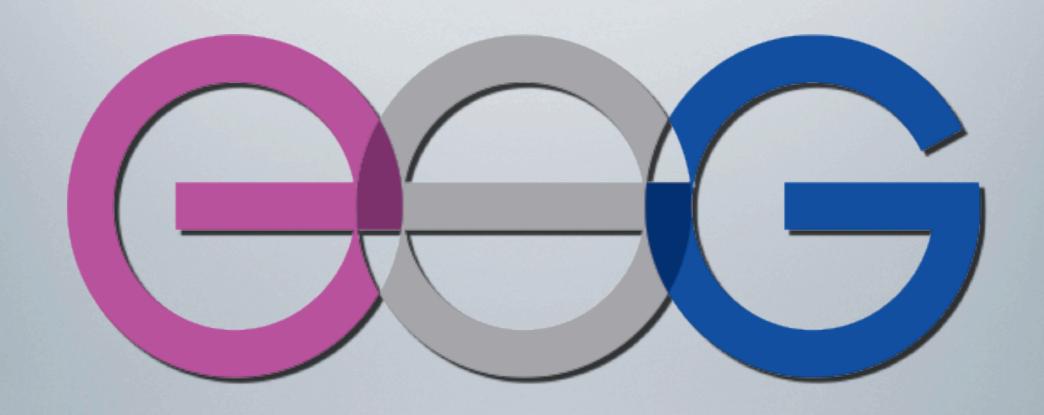




YOU have the POWER to Dis-able or Enable







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