

Buildings for everyone: Designing for access and usability

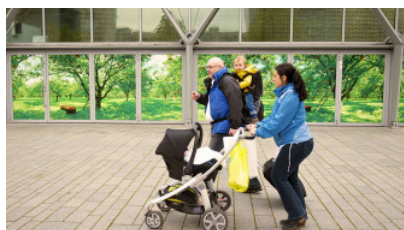
This guide provides information about good practice for the design of buildings that are safe and easy to use for everyone.



About this guide: Designing buildings for access and usability

GUIDANCE

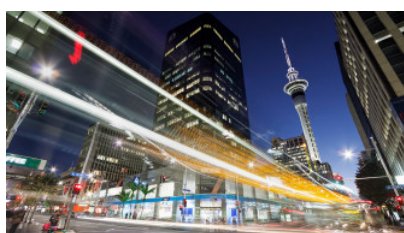
Find out what this guide is for and how to use it, and learn about universal design.



1. Building user activity: Designing buildings for access and usability

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Understanding how users interact with the built environment is important for designing buildings that best meet the needs of all building users.



2. Surrounding area and transport: Designing buildings for access and usability

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How building users travel to and from a building is important for the design of the site.



3. Pedestrian circulation: Designing buildings for access and usability

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All building users are pedestrians at some point and need a well-designed, constructed and maintained external pedestrian environment.



4. Vehicle circulation and parking: Designing buildings for access and usability

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Vehicle circulation routes should be logical, safe and easy to follow.



5. Building entrances: Designing buildings for access and usability

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Design building entrances so that they are as easy to use as possible for a wide range of people.



6. Internal circulation: Designing buildings for access and usability

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Effective internal circulation is critical to the safe and easy movement of people around buildings.



7. Interior space: Designing buildings for access and usability

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Design interior spaces and facilities such as kitchens and toilets so they best meet the needs of users.



8. Fixtures and fittings: Designing buildings for access and usability

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Design and place fixtures and fittings such as seating, switches, controls and sanitary fittings in toilets so that they are easily accessed and used.



9. Building types: Designing buildings for access and usability

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Transport buildings, sports facilities, retail premises and historic buildings have particular issues affecting their use which need to be considered.



10. Means of escape: Designing buildings for access and usability

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When designing a building and escape routes, consider how everyone can evacuate the building quickly and safely in an emergency.



11. Building management: Designing buildings for access and usability

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An Operation and Maintenance (O&M) Manual needs to be prepared to record information relevant to the use of the built environment.

Related information



New Zealand Standard NZS 4121:2001 – Design for access and mobility: buildings and associated facilities [PDF]

WEBSITE

(https://www.standards.govt.nz/sponsored-standards/building-standards/nzs4121?utm_source+MBIE)