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.


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**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.


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

5. Building entrances: Designing buildings for access and usability
GUIDANCE
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
GUIDANCE
Effective internal circulation is critical to the safe and easy movement of people around buildings.

7. Interior space: Designing buildings for access and usability
GUIDANCE
Design interior spaces and facilities such as kitchens and toilets so they best meet the needs of users.
(https://www.building.govt.nz/building-code-compliance/d-access/accessible-buildings/interior-space/)

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