

# Universal Design Principles

Universal Design is the design of products, environments and communications to be useable by all people, to the greatest extent possible, without adaptation or specialized design. There are seven principles of Universal Design. These principles or guidelines may not be all relevant for every design.

## Principle One

The design is useful to people with diverse abilities.



### Examples

- Power doors with sensors at entrances that are convenient for all users
- Integrated and adaptable seating in assembly areas such as sports arenas and theaters

## Principle Two

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

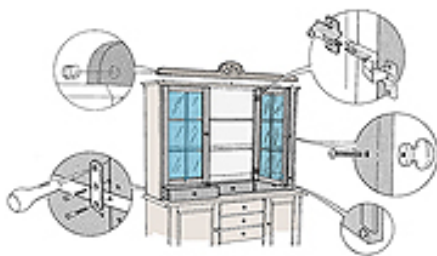


### Examples

- Scissors designed for left or right handed users
- An automated teller that has visual, tactile and audible feedback

## Principle Three

Use of the design is simple and easy to understand.



### Examples

- An instruction manual with drawings and no text
- A moving sidewalk or escalator in a public place

## Principle Four

The design communicates necessary information regardless of the user's sensory abilities.



### Examples

- Tactile, visual cues and instructions on a thermostat
- Voice communication and signage in airports, bus and train stations etcetera

## Principle Five

The design minimizes hazards and negative consequences of accidental actions



### Examples

- An “undo” feature in computer software
- A double cut car key easily inserted in keyhole either of two ways

## Principle Six

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



### Examples

- A lever handle on doors or faucets
- Touch lamps operated without a switch

## Principle Seven

Appropriate size and space provided for approach and use regardless of user's size, posture, or mobility



### Examples

- Wide gates at entrances
- Controls on front of and clear floor space around appliance, dumpsters, mailboxes etcetera