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
DEMANDING ENVIRONMENT

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

• Public Health Variable
• Reduced Falls Risk
• Reduced Environmental Press
• Improve Functioning
• Decrease Costs
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
SIMPLE SOLUTIONS
YOU have the POWER
to
Dis-able
or
Enable
CHOOSE WISELY!
THANK YOU