

Needs and Expectations of Visually Impaired Persons

Peter Colwell - Accessibility Officer

ACAPO – The Portuguese Association of
the Blind and Partially Sighted



What is visual impairment ?

What are the needs of visually impaired persons (VIPs)?

- Getting around
- Enjoying heritage sites

What are their expectations?

- Safe and informed access
- Respect for heritage
- Participation

Needs

and

Expectations

of VIPs

- Obstacle free pavements
- Pedestrian crossings
 - Tactile paving
 - Audible signs
- Wayfinding
 - Tactile paving
 - Signage
- “Alternative” information
 - Models
 - Raised maps and drawings
 - Audioguides

Needs
and
Expectations
of VIPs

Comfort

Contrasts

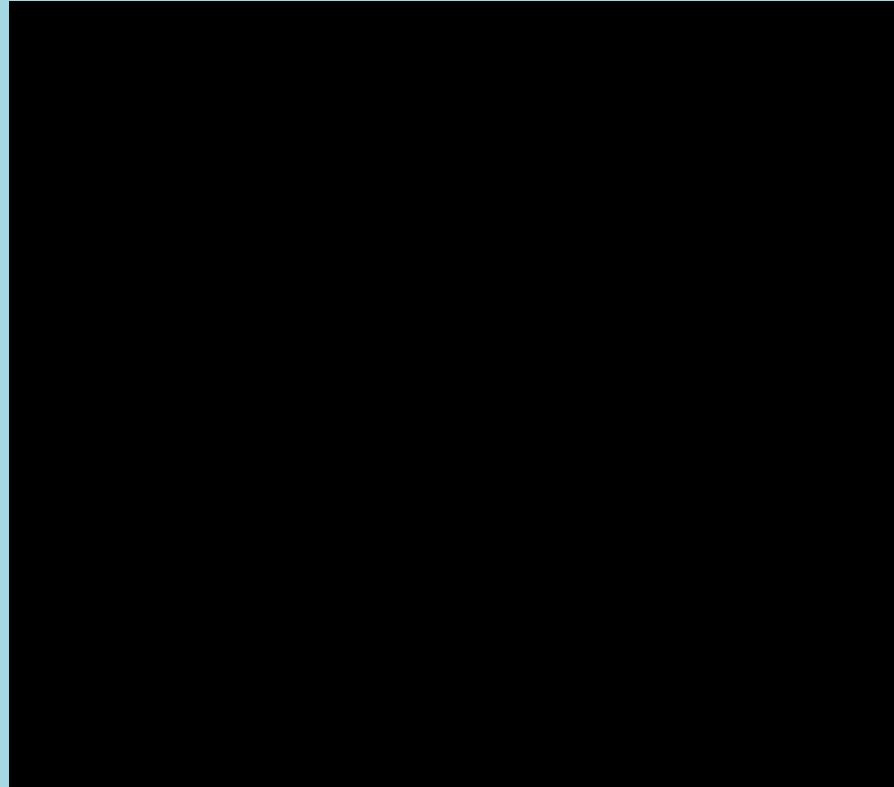
Consistency

Common sense

Complementary information

Are their needs and expectations **compatible** with good design?

What is visual impairment?









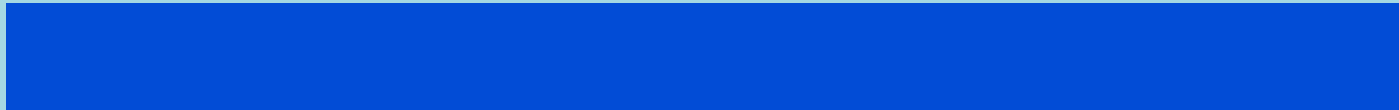




Our vision

Total
blindness

Perfect
vision



Visual
impairment

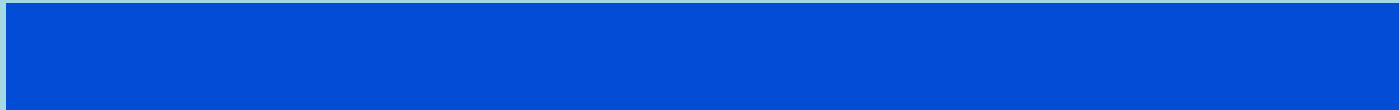


A visual condition that affects our ability to perform daily tasks, which is aggravated by the environment in which we live.

Our vision

Total
blindness

Perfect
vision



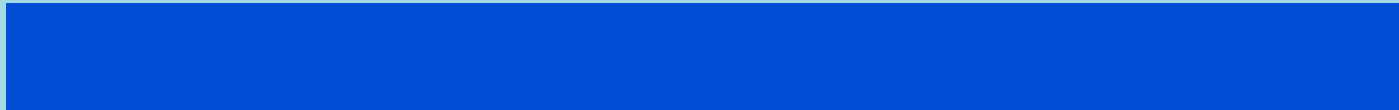
Visual
impairment



Our vision

Total
blindness

Perfect
vision



Visual
impairment



A visual condition that affects our ability to perform daily tasks, **which is aggravated by the environment in which we live.**

Comfort



Comfort



VIPs want to walk on the pavement in safety, without having to concentrate













VIPs want to walk on the pavement in safety, without having to concentrate

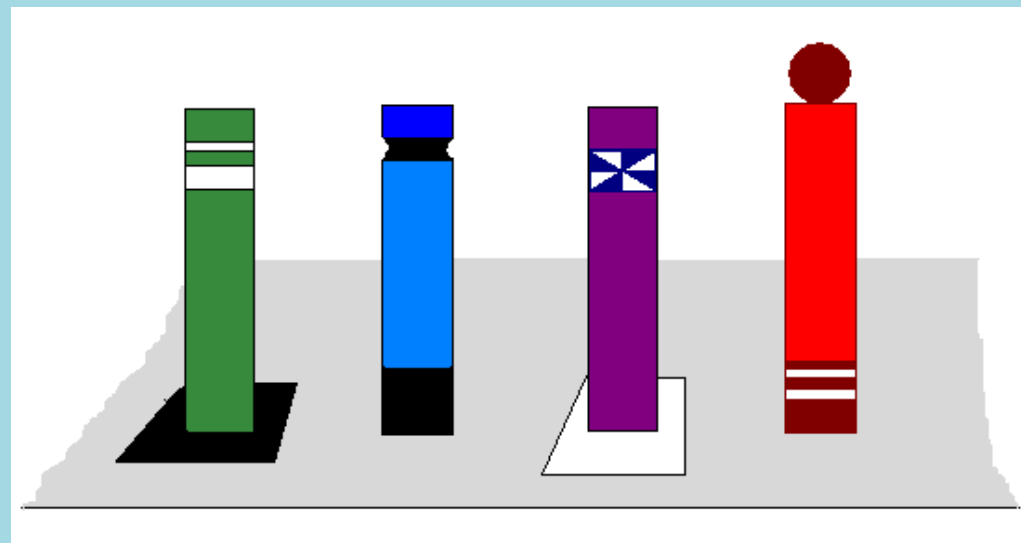




A safety issue



A safety issue



Do they work?



Do they work?



Do they work?



Other methods



Other methods



Other methods



+



Comfort

Contrasts

Consistency

Common sense

Complementary information

Contrasts

Colour contrast

Tactile contrast

Audible contrast

Contrasts

Colour contrast

Signage

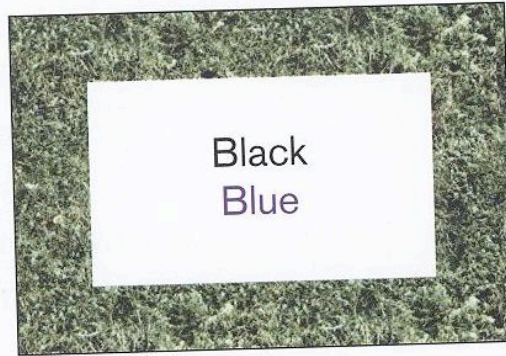
Doors and door handles

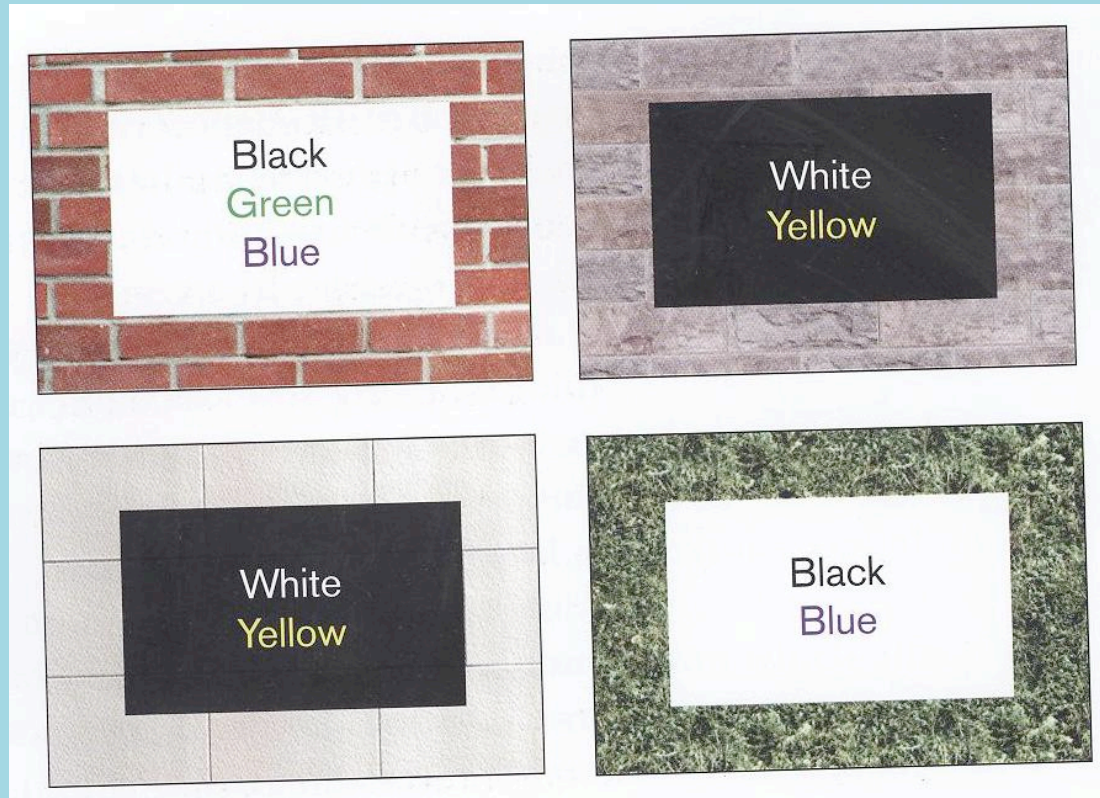
Light switches, sockets, call buttons
and walls

Floors and walls

Stair noses

Hand rails and walls



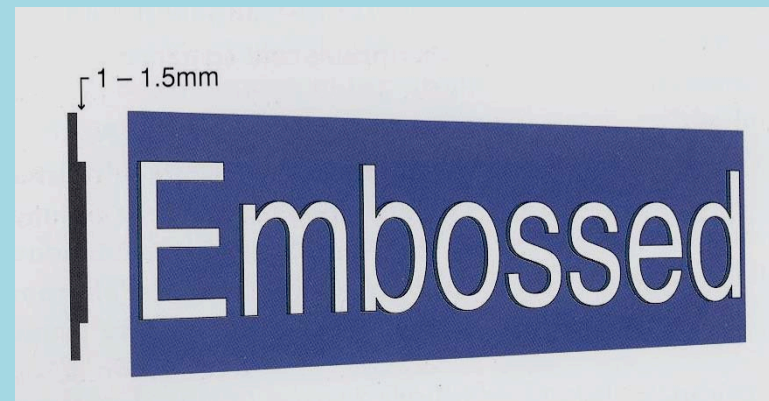
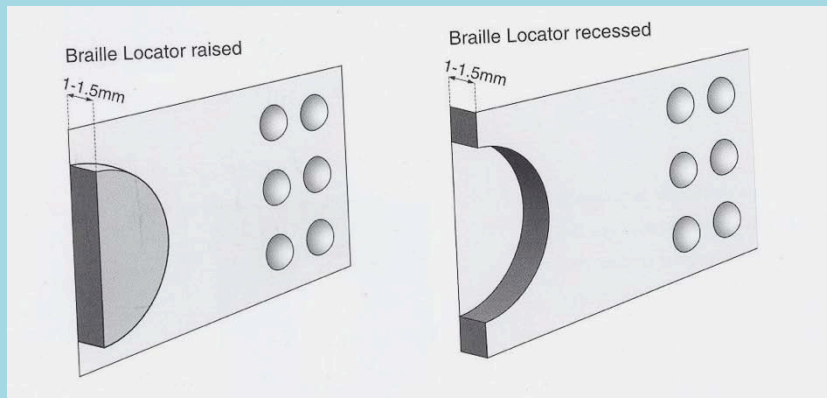


But respect the hierarchy...

Yellow and black – warnings

Green and white/cream – emergency exits

Red and white/cream – firefighting equipment



Tactile contrast

Platform edge

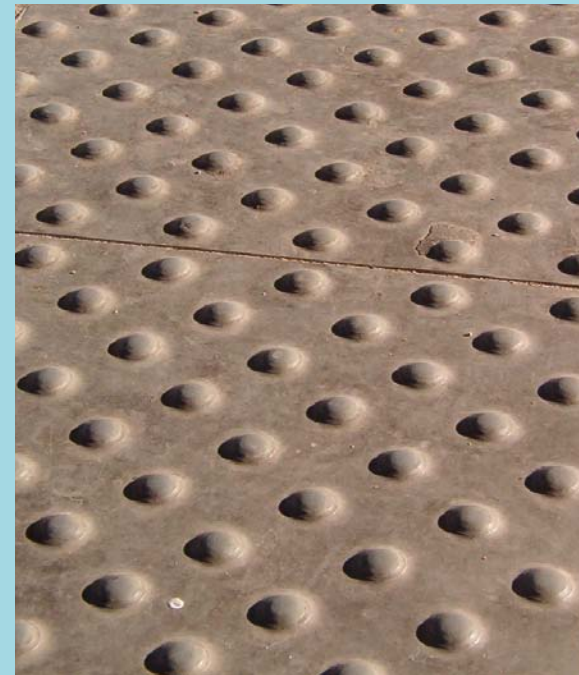
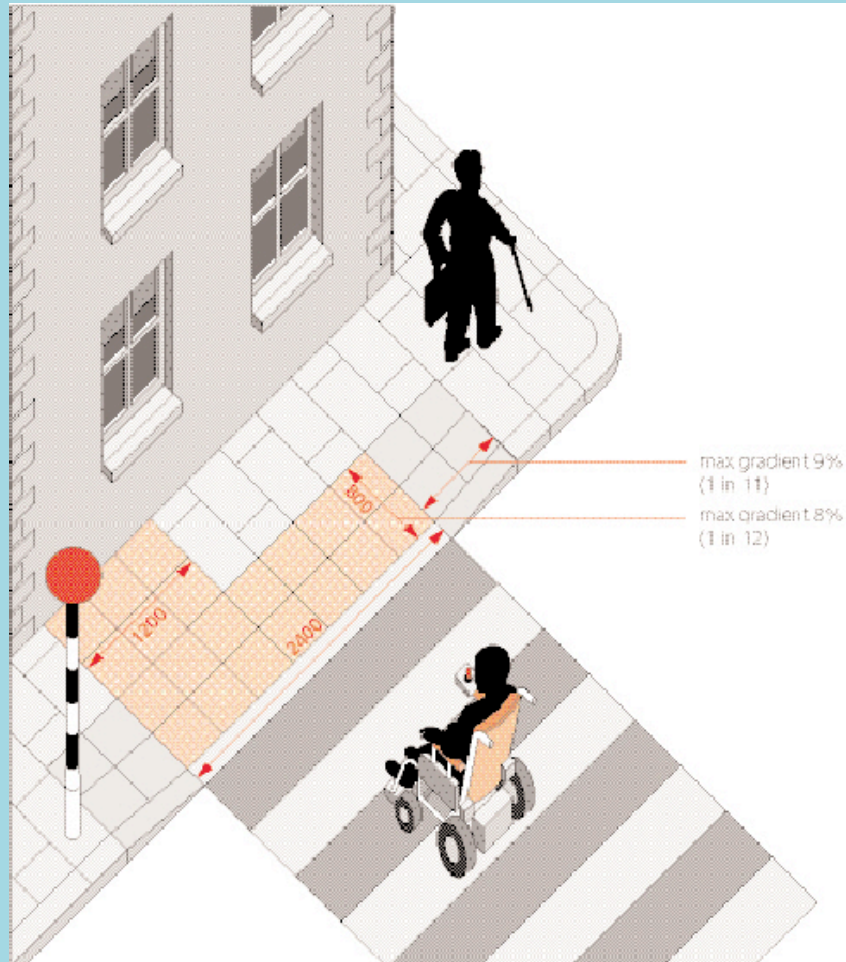
Top and bottom of stairs

Pedestrian crossings

Room categories (floor, door handle)



Contrast + Consistency

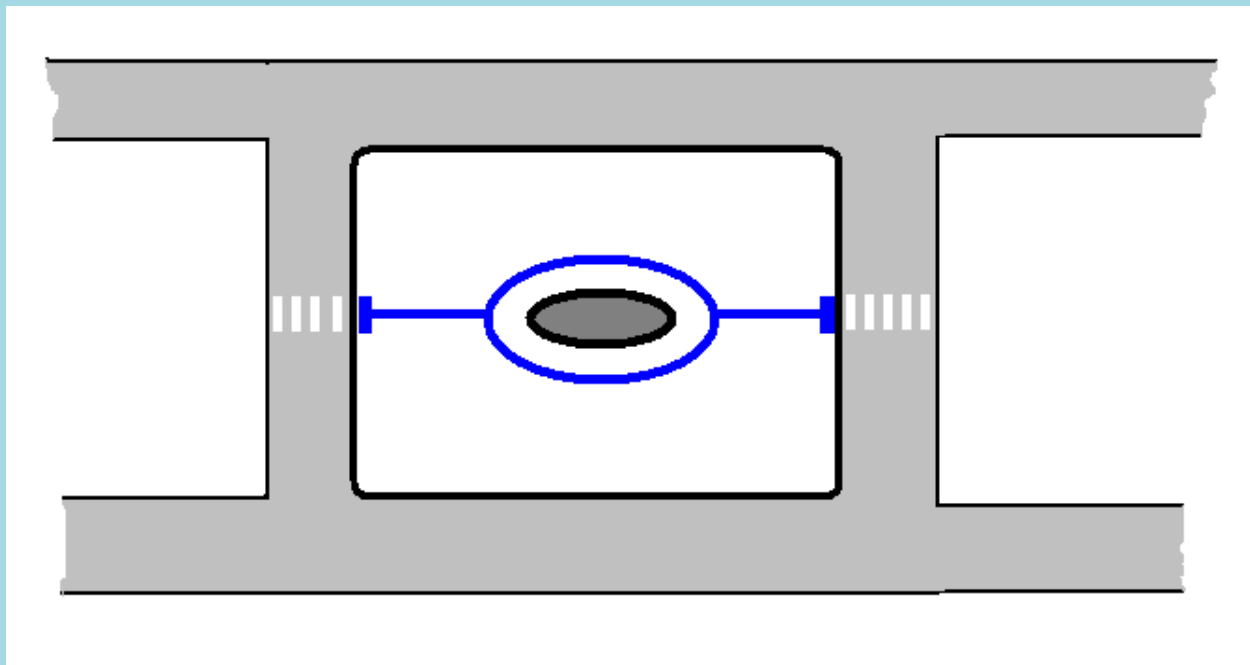
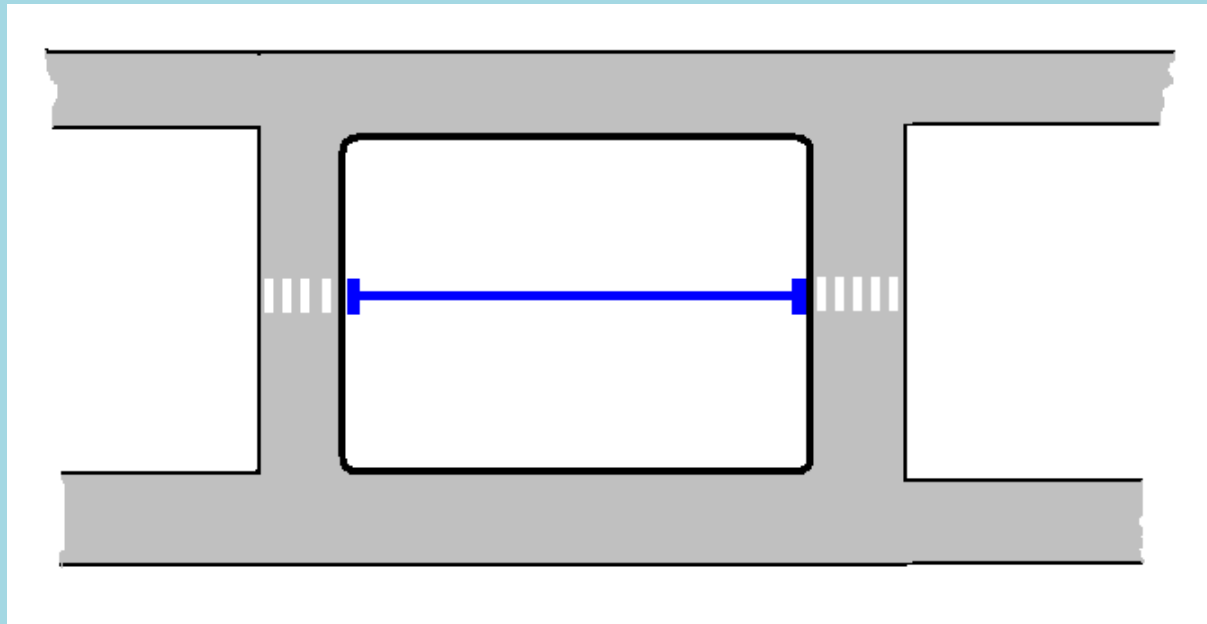


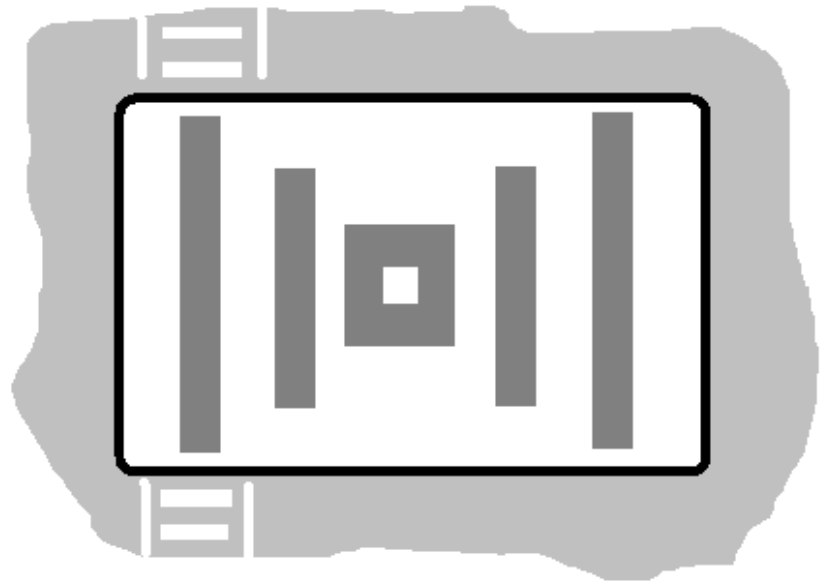
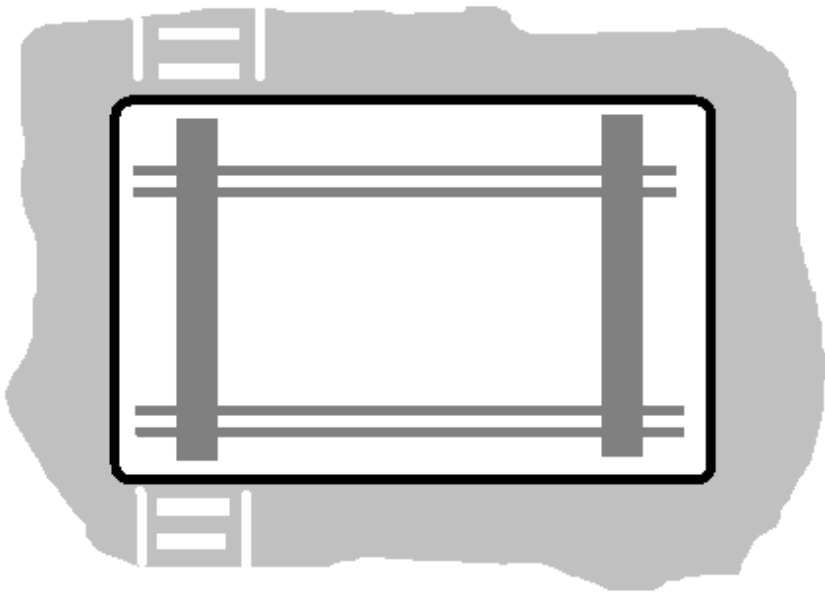
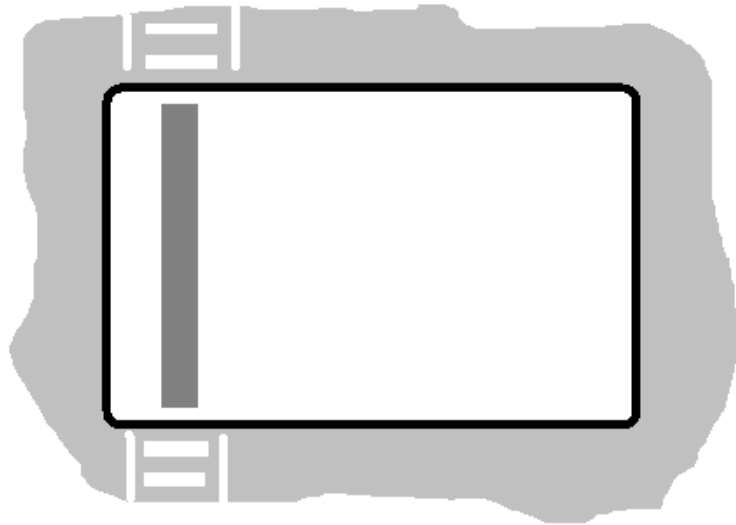
Compatible with good design?



Good Design doesn't need tactile paving







Compatible in the Old Town?



Consistency

If you need to invent a code,
please remember,
each surface can have
only one meaning throughout the city.

Consistency



Consistency

Signage

- consistent height
- consistent position
- consistent language

Pedestrian crossings

- controls
- layout

Consistency + Common sense



Comfort

Contrasts

Consistency

Common sense

Complementary information

Common sense

VIPs don't want:

Tactile paving everywhere

Braille everywhere

Complicated navigational systems

Comfort

Contrasts

Consistency

Common sense

Complementary information

Above all VIPs want interaction ...

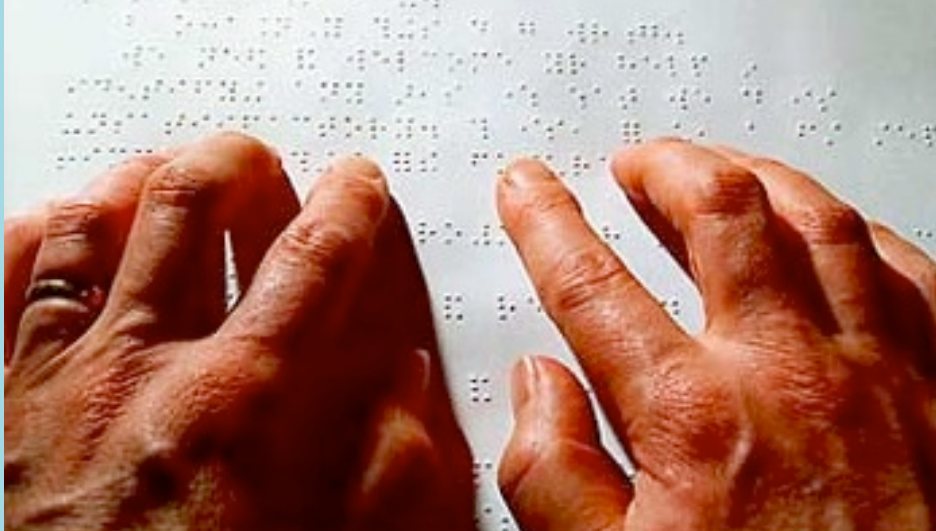


... and visual information in other formats



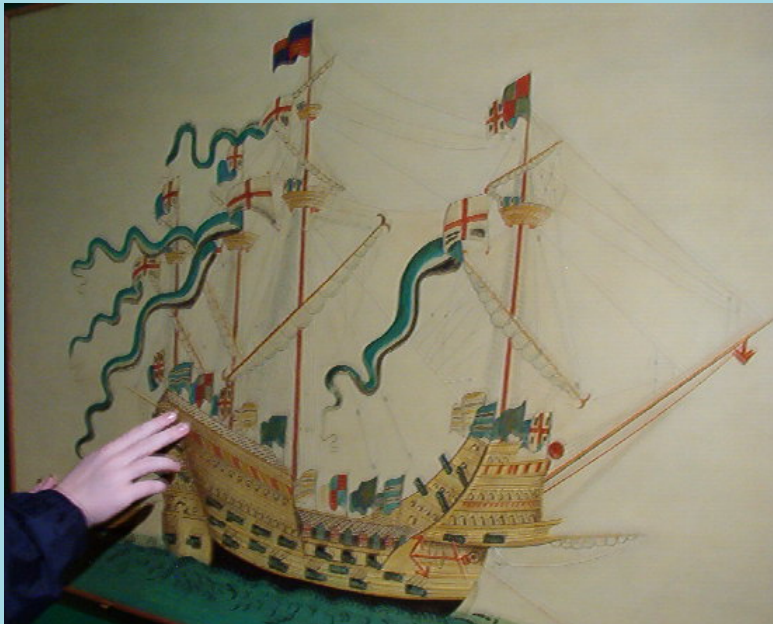
It's not easy

It's not easy

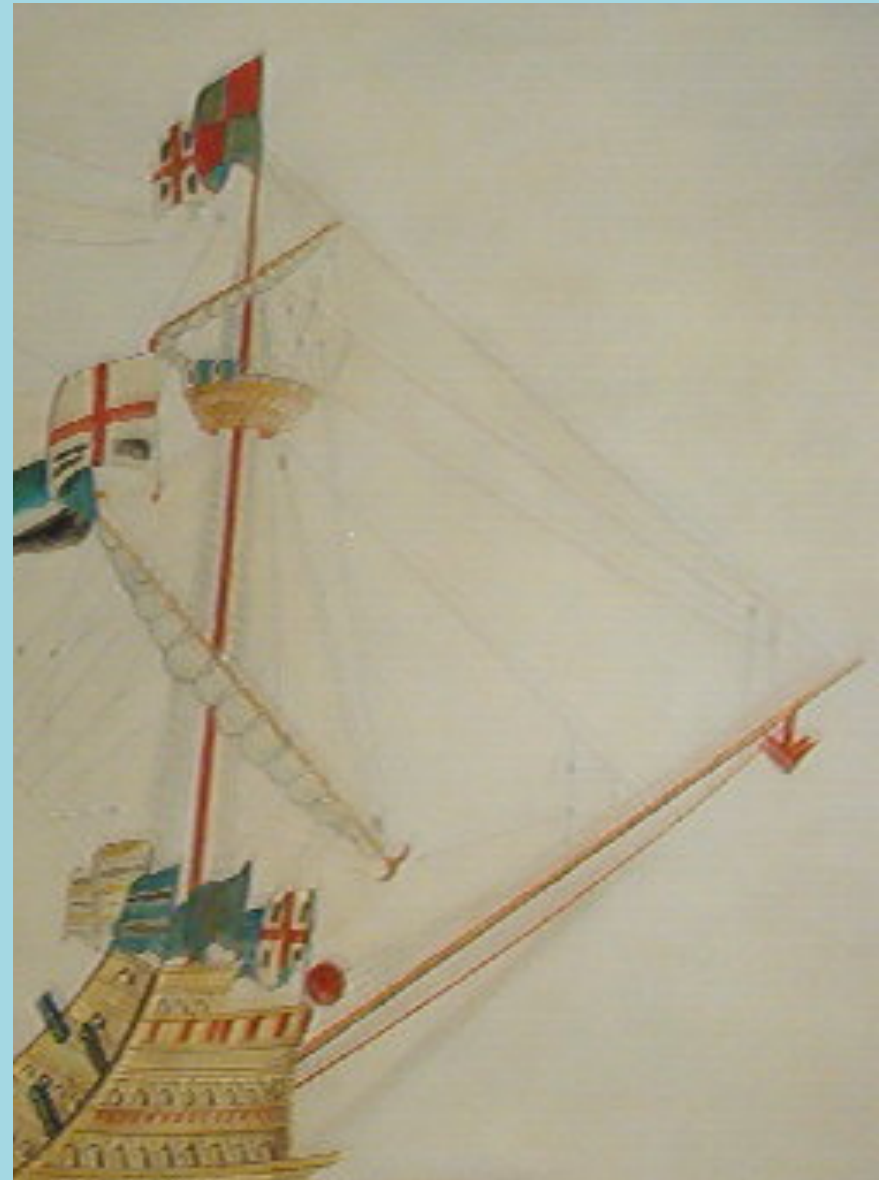


Braille is not tactile information.

It's simply written information.



Raised images are
not always tactile
information





Raised images plus a written and/or audio description, after a lot of discussion, are probably tactile information

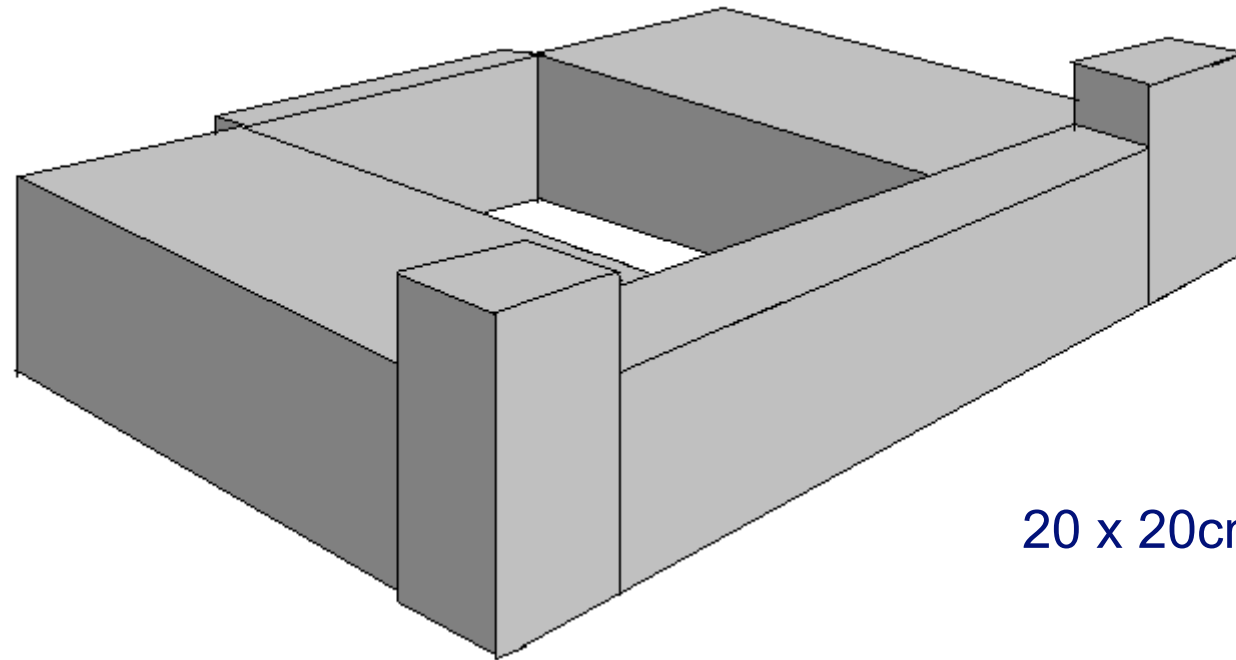




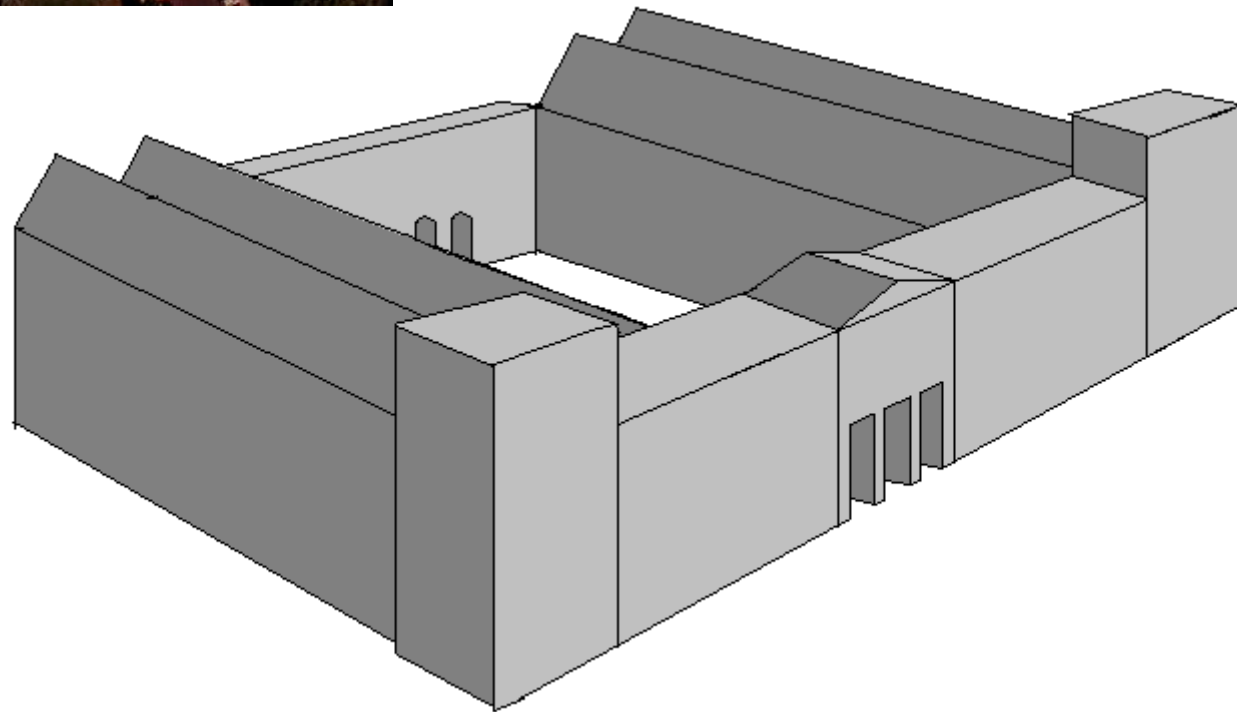
With buildings there is the problem of scale(s)

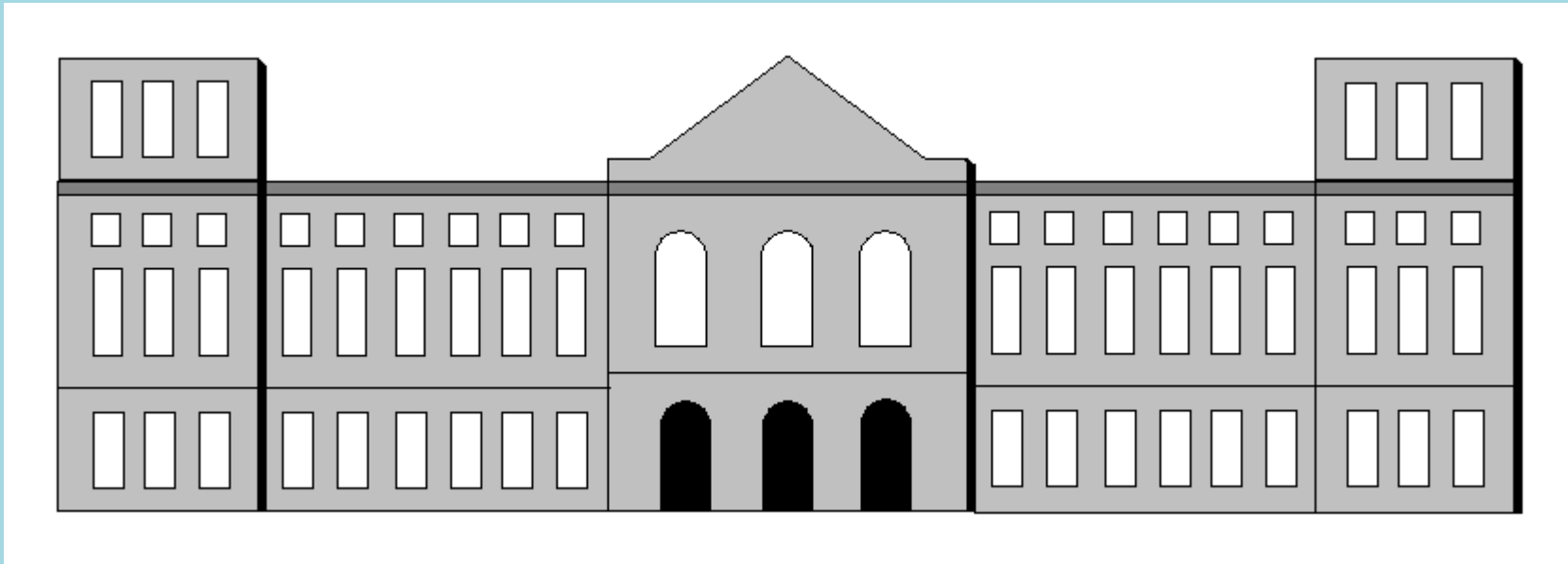


Ajuda Palace
Lisbon



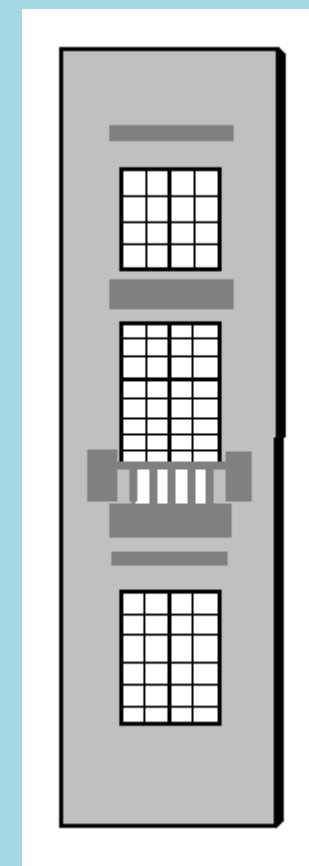
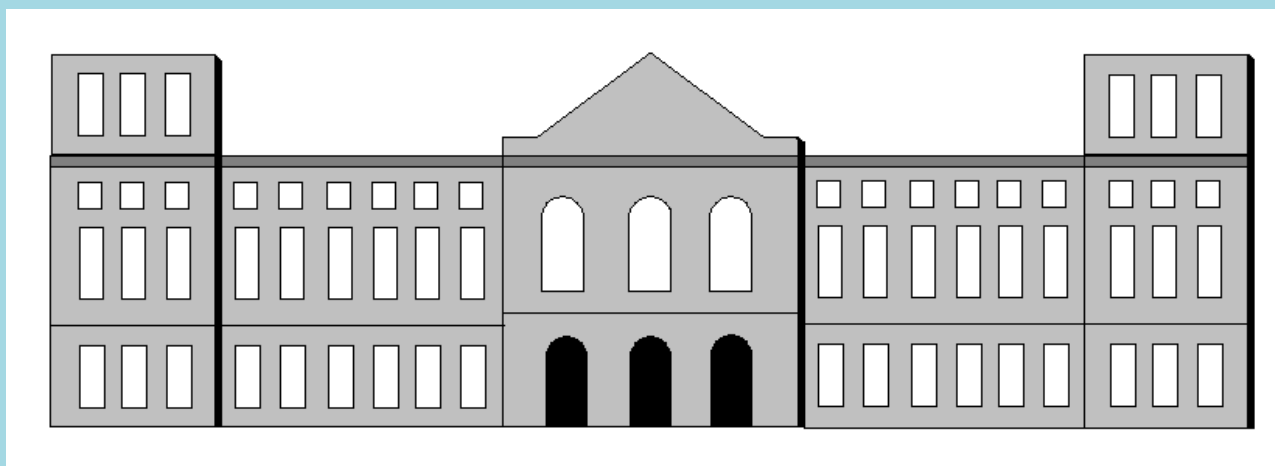
20 x 20cm

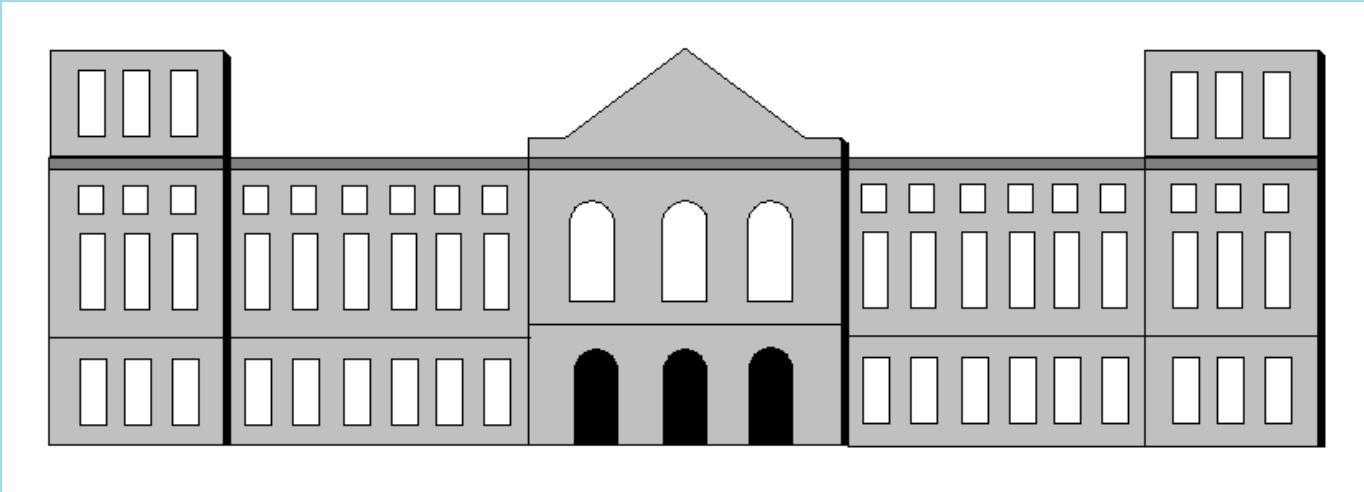
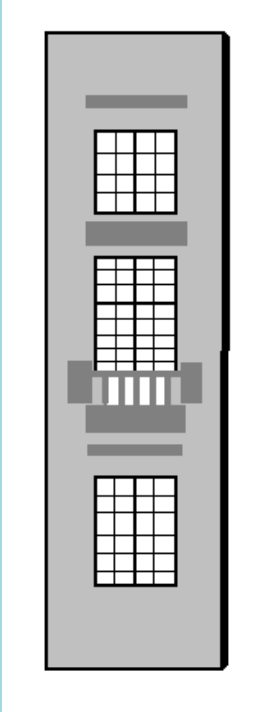
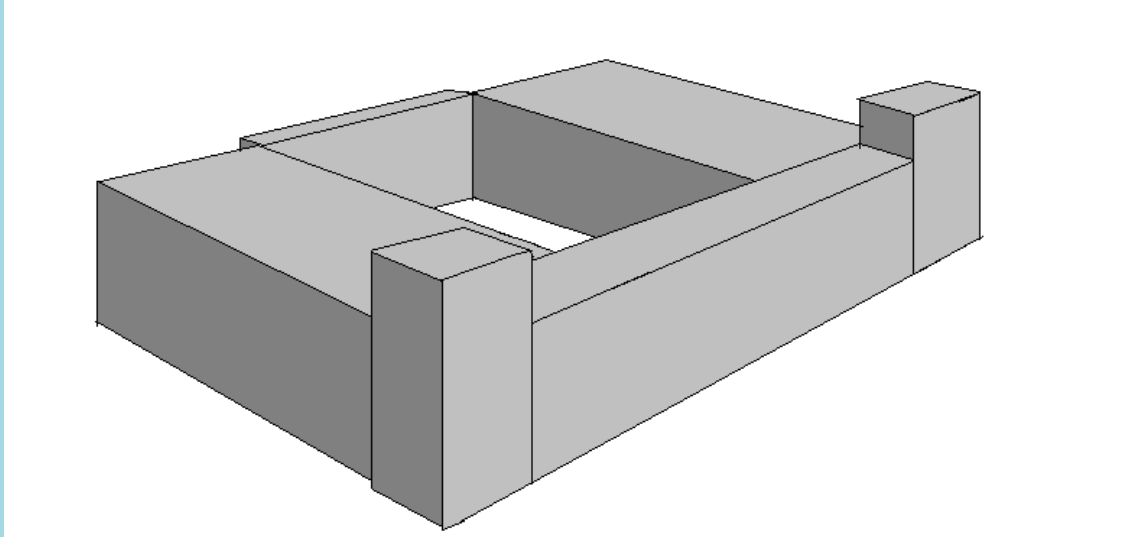




30cm







Needs

and

Expectations

of VIPs

Comfort

Contrasts

Consistency

Common sense

Complementary information

Are their needs and expectations **compatible** with good design?

Participation

What are the advantages for you?

Participation

What are the advantages for you?

- Gather information
- Make up for gaps in your education
- Test proposed designs
- Introduce a new dynamism
- Generate community interest in your (their) project

Participation

What are the difficulties for you?

Participation

What are the difficulties for you?

- Communciation
language
means
- Time (apparently)
- Professional status

Thank you for listening.

And remember,

You design the manmade world.

You can change it.

We're counting on you.