

WAYFINDING CHECKLIST SCORING BACKUP

BUILDING STRUCTURE SECTION:

1. **Small Scale** (number of residents per self-contained House unit – including lounge and dining)

Score 0 points if House census is greater than 24 residents.

- a. Score 2 points if House census is between 19 and 24 residents and House is divided into wings or sub-groups.
- b. Score 5 points if House census is between 14 and 18 residents.
- c. Score 8 points if House census is between 6 and 13 residents.

2. **Corridor length:** (short distance between resident room and amenities)

Score 0 points if corridor is longer than 35 metres (115 feet).

- a. Score 2 points if corridor length is 35 metres or less (115 feet) and has at least two intermediate elements such as a seating area.
- b. Score 5 points if corridor length is 30 metres or less (100 feet) and has at least one intermediate element such as a seating area.
- c. Score 8 points if corridor length is 25 metres or less (82 feet)

3. **Direct Visual Access:** (Can see core amenities from resident bedroom, and can see bedroom from major amenities)

Score 0 points if less than 50% of residents can see the core amenity areas including dining and lounge from their bedroom door and vice versa.

- a. Score 2 points if at least 50% of residents can see the core amenity areas from their bedroom door and vice versa: i.e. their bedroom door from the amenity and have visual and direct access of the outdoor area from the core amenity area.
- b. Score 5 points if at least 75% of residents can see the core amenity areas from their bedroom door and vice versa and have visual and direct access to the secure outside area from the core amenity area.
- c. Score 8 points if 100% of residents can see the core amenity areas from their bedroom door and vice versa and have visual and direct access to the secure outside area from the core amenity area.

4. Layout: (floor plan shape of House: circulation has minimal changes in direction)

Score 0 points if the House unit floor plan layout is a courtyard or square design with multiple changes of direction.

- a. Score 2 points if the House unit floor plan layout is an H shaped design with amenities in the cross piece.
- b. Score 5 points if the House unit floor plan layout has only one change in direction such as an L, V, Y or T shape with core amenities at the junction.
- c. Score 8 points if the House unit floor plan layout is a straight corridor or open plan design with no change in direction. Note: in Houses with larger census and longer corridors the amenities should be an intermediate element.

5. Reference Points (built in anchor points/landmarks at circulation decision points)

Score 0 points if there are no built in reference points to aid wayfinding decision making at intersections of corridors and entrances to rooms, wings and amenities.

- a. Score 2 points if there is at one built in reference point to aid wayfinding decision making.
- b. Score 5 points if there are two built in reference points to aid wayfinding decision making.
- c. Score 8 points if there are three or more built in reference points to aid wayfinding decision making.

6. Minimal Repetitive Elements: (major architectural elements: rooms and entrances)

Score 0 points if there are many repetitive elements such as similar doors along corridors, identical wings and amenity spaces.

- a. Score 2 points if amenity areas are distinct in shape and access points.
- b. Score 5 points if amenity areas are distinct in shape and access and entrances to corridors/wings are distinct.
- c. Score 8 points if resident bedroom doors are distinct in style and colour; corridor entrances and wings are distinctive; and amenity rooms have distinct and defining shapes and access points.

7. Rooms with legible meaning: (function and meaning of room are self-evident)

Score 0 points if rooms are indistinguishable for the most part, with generic furniture and décor: i.e. all resident rooms are identical, amenity areas have shared and overlapping functions.

- a. Score 2 points if lounge, dining and activity amenities are recognizable spaces with some distinctive furnishings.
- b. Score 5 points if amenities are distinct rooms, with clear separate functions such as dining; lounge; and activity distinguishable by flooring, fixtures, furnishings and décor.
- c. Score 8 points if rooms and their entrances are clearly distinguishable by function and meaning, with pictograms and words reinforcing flooring, fixtures, furnishings and décor: eg. Picture of a knife and fork and the word as well for location of dining room.

8. Spacial proximity of amenities: (lounge, dining, activity area)

Score 0 points if amenities are spread throughout the House in several areas.

- a. Score 2 points if there is a core grouping of main amenities with additional satellite lounges or activity areas in other parts of the House.
- b. Score 5 points if amenities are collocated at one end of the House.
- c. Score 8 points if amenities are collocated in a core area at the junction of wings or as an intermediate element in a straight corridor.

INTERIOR DESIGN:

Signage:

1. Residents' Name and Photo: (to identify resident rooms for residents)

- a. Score 1 point if Resident's name is used to identify bedroom
- b. Score 2 points if Resident's name and photo is used to identify bedroom
- c. Score 3 points if Resident's name and photo as young adult is used to identify bedroom and is placed on the resident's room door.

2. Pictograms: (e.g. graphic of knife and fork for dining room, toilet for WC)

- a. Score 1 point if a pictogram is used to identify one room or area.
- b. Score 2 points if two rooms or areas are identified by pictograms.
- c. Score 3 point if three or more rooms or areas are identified by pictograms.

3. Lettering; enlarged, contrasting: (make signs as large as appropriately possible for posting area)

- a. Score 1 point if lettering on most signs is a minimum of $\frac{3}{4}$ inch high and contrasts with sign background.
- b. Score 2 points if lettering on most signs is a minimum of 1 and $\frac{1}{2}$ inches high and contrasts with sign background.
- c. Score 3 points if lettering is more than 1 and $\frac{1}{2}$ inches high, contrasts with sign background, and if the sign itself contrasts with mounting background.

4. Low placement of signs and cues: (to accommodate downward gaze)

- a. Score 1 point if signs and cues are generally at eye level.
- b. Score 2 points if signs and cues are below 4 feet.
- c. Score 3 points if signs and cues are below 2 feet and/or on the floor.

Other Physical Environmental Interventions:

5. Landmarks (added to structure): At decision points such as intersections, entrances, wings, rooms.

- a. Score 1 point if landmarks at all major intersections and distinct in terms of form.
- b. Score 2 points if landmarks at all intersections and entrances to major rooms or areas and distinct in terms of form and function.
- c. Score 3 points if there is 1 landmark per room, including resident room entrances; and if landmarks are distinct in terms of form, function and meaning.

6. Colour contrast: (minimum 30% luminance contrast: signs, cues, walls, floors, step edges, level changes, furniture, fixtures – sinks, toilets, switches, plates)

- a. Score 1 point if wayfinding cues and signs are in high contrast colour.
- b. Score 2 points if wayfinding cues and signs are in high contrast colour; and floor and wall are in high contrast colours; and doors for resident use are in high colour contrast with their frames.
- c. Score 3 points if wayfinding cues and signs are in high contrast colour combinations, and floor and wall are in high contrast colours and doors for resident use are in high colour contrast with their frames; and furniture and fixtures are in contrasting colour to walls and floor.

7. Personal Memorabilia: (particularly from young adulthood and earlier)

- a. Score 1 point if memory boxes used adjacent to resident room door.
- b. Score 2 points if memory boxes contain object from resident's youth.
- c. Score 3 points if residents' rooms contain personal memorabilia: e.g. bed spread, photos, favourite objects and furniture, particularly from youth era.

8. Lighting – glare and lux: (see lighting checklist: light requirement for older people can be five times greater)

- a. Score 1 point if the interaction between lighting, flooring and other surfaces eliminates glare: use of non-reflective floors, walls, tables, artwork and indirect lighting, shaded lamps and ambient lighting is 320 to 550 lux.
- b. Score 2 points if glare is eliminated, and artificial lighting is bright enough in all areas and consistent enough to eliminate shadows: i.e. 550 to 1000 lux .
- c. Score 3 points if glare is eliminated; ambient lighting is sufficient; and task lighting is 550 to 1100 lux; and signs, cues and landmarks are well lit.

9. Minimal information clutter:

- a. Score 1 point if signage is simple (six grade reading level)
- b. Score 2 points if signage is simple, and posted information is minimal.
- c. Score 3 points if signage is simple, posted information is minimal, and kept to meaningful decision points: key intersections and entrances.

10. Reduced floor patterns and lines: (to reduce impediments to desired routes)

- a. Score 1 point if floor patterns are of low contrast, with small pattern detail.
- b. Score 2 points if floor patterns and lines are eliminated for the most part.
- c. Score 3 points if adjoining floor materials match well in appearance with little contrast.

11. Visibly accessible toilet: (toilets out of sight are out of mind – to remediate door is left open or removed and replaced with privacy curtain; and light left on)

- a. Score 1 point if door routinely left open or removed on resident room ensuite and light left on or a night light so that toilet is visible from outside the ensuite.
- b. Score 2 points if door routinely left open on resident room ensuite and amenity toilet rooms and a light left on so that toilet or sink is visible from outside the room. WC could have modesty vestibule, curtain, or “close door” sign on inside.
- c. Score 3 points if all toilet room doors routinely left open with a light on and high colour contrast used between toilet and floor, or toilet seat and toilet so that ensuite toilet can be seen from resident room and amenity toilet from amenity.

12. Multiple Cueing: e.g. pictogram and word; landmark and colour contrast

- a. Score 1 points if multiple cueing is used on resident room entrances.
- b. Score 2 points if multiple cueing is used on resident room entrances; and amenities.
- c. Score 3 points if multiple cueing is used on resident room entrances; and amenity areas and their entrances; and circulation features.