

WAYFINDING EVIDENCE BASED CHECKLIST AND RATING (WEBCAR)

Benbow July 2013

FACILITY:

UNIT:

DATE:

RATER:

CONTACT PHONE:

EMAIL:

	Design Feature	Minimal	Average	Superior	Score	Note
		A	B	C		
Intervention	Score each item as 0, 2, 5 or 8	2	5	8		Support documentation for scoring is available from billbenbow@shaw.ca
Building Structure	1. Small Scale	19 - 24 residents	14 - 18 residents	6 - 13 residents		If number of residents is 19 - 24, House should be subdivided into wings
(Max 64 pts)	2. Corridor length	35m (115 ft)	30 m (100 ft)	25 m (82 ft)		Short distance bedroom to amenities
	3. Direct visual access	50%	75%	100%		Ability to see amenities from bedroom and bedroom from core amenities
	4. Layout	H shape	L, V, Y, or T shape	open plan or one corridor		Limited changes in direction
	5. Reference points (architectural)	1 built in reference	2 built in references	3 built in references		Built in landmarks at decision points (spatial anchor points)
	6. Minimal repetitive elements	distinct amenities	& distinct wing entrances	plus distinct res. Doors		Built in distinctiveness: e.g. res. doors, amenities, wing entrances
	7. Rooms with legible meaning	distinctive amenity furnishings	distinct amenity rooms/spaces	distinct amenity entrances		Function and meaning self-evident
	8. Spatial proximity of amenities	core with satellites	amenities all at one end	intermediate element		Co-located core amenities: dining, lounge, activity
Interior Design:	Score each item as 0, 1, 2 or 3	1	2	3		
Signing and Cueing	1. Residents Name and Photo	name by res. Room	name & photo by res. Room	name, young photo on door		To identify resident's bedroom door
(Max 36 pts)	2. Pictogram	one room	two rooms	three rooms		To identify toilet, etc.
	3. Lettering: enlarged, contrasting	3/4 inch lettering	1 and 1/2 inch & contrast	contrast sign/wall		Minimal 3/4 inch height
	4. Low placement of signs and cues	eye level	<1220 mm (4 feet)	<610 mm or on floor		Below 48 inches
	5. Landmarks (added to structure)	all major intersections	& entrances to major rooms/areas	1 for every room		Design elements at decision points: one landmark for every room distinctive form, function and meaning
	6. Colour contrast (30%)	on signs	walls/floors doors/frames	furniture & fixtures		Avoid similar hues, pale tones, avoid blue/green combinations
	7. Personal memorabilia	memory box	items from youth	items in res. Room		In memory boxes, resident room
	8. Lighting - glare and lux	320-550 lux ambient	550-1000 lux ambient	550 - 1100 lux task		sufficient lux for ambient and task light
	9. Minimal Information clutter	simple signs	minimal posted info	restrict to key junctions		avoid over stimulation
	10. Reduced floor patterns and lines	small patterns low contrast	no lines or patterns	no contrast in adjacent		prevents access to desired routes
	11. Visibly accessible toilet	res. Ensuite door removed or left open	amenity wc door left open and light on	& high contrast toilet seat		leave door open, colour contrast
	12. Multiple cueing	on resident room entrance	& amenities	& circulation		Combine cues
Total Score						