Innovation and creativity in Design for All

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Introduction

Design for All, whose contents are similar to Universal Design and Inclusive Design, triggers a paradigm shift. It is a design approach that aims for a person-centered design, but not to a specific person (e.g. a child with severe disabilities), category of persons (e.g. people with limited mobility), the elimination of a problem (e.g. manual or cognitive difficulties) or an obstacle (i.e. steps), but a design for the construction of an environment or product that caters for individual needs, but which is compatible with as many people as possible. It is not only about meeting basic needs, or ensuring a task can be performed, but about making the built environment and the services enjoyable and accessible, and allowing full autonomy.

Method

Everyone needs safety, usability, independence and comfort: the creativity of designers plays a crucial role in identifying pleasant design solutions compatible with the needs of the widest range possible of users. The presentation will describe some examples.

Results and discussion

Design for All is an innovative approach that caters for as many people as possible. It is essential in the design of public places where methodology and creativity is crucial. Thanks to its methods and tools, the “Ergonomics in Design” project can give a concrete contribution to the “Design for All” project, in particular with regards to the assessment and design of environments and the design of everyday products. See also the related Symposium “Ergonomics and Design for All”.

Keywords

Design for All, diversity, compatibility, innovation, creativity

References

