

# Seven Principles of Universal Design

*\*The Center for Universal Design (1997). [The Principles of Universal Design](#), Version 2.0. Raleigh, NC: North Carolina State University*

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<b>Principle*</b>	<b>The Design</b>	<b>Examples for Play Spaces</b>
Equitable Use	Is useful and marketable to people with diverse abilities	Motion-operated automatic doors
Flexibility in Use	Accommodates a wide range of individual preferences and abilities	Equipment, benches, chairs, etc. of different heights and sizes
Simple and Intuitive Use	Easy to understand, regardless of users experience, knowledge, language skills, or current concentration level	Simple signage easy for all people to interpret
Perceptible Information	Communicates necessary information effectively to the user, regardless of ambient conditions or the user's sensory abilities	Wall, floor, and sidewalk art communicates location
Tolerance for Error	Minimizes hazards and the adverse consequences of accidental or unintended actions	Paint splatters on the art room wall allows for children's mistakes
Low Physical Effort	Used effectively and comfortably with a minimum of fatigue	Seamless transition in flooring and playground surfacing
Size and Space for Approach and Use	Provides appropriate size and space for approach, reach, manipulation, and use regardless of users body size, posture, or mobility	Extra-wide doorways and entries to equipment

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