

SAT - A06

INNOVATION IS INVITATION

DEFINING WHAT'S NEXT IN
INCLUSIVE PLAY SPACE DESIGN.

OVERVIEW

SATURDAY, NOVEMBER 12, 2022

11:00AM - 12:15PM

MOSCONE CENTER, ROOM 301-302

The conversation surrounding inclusive play is progressing beyond the “basics” towards what's next. Looking at communities creating innovative spaces that include the needs and desires of people (and children) with disabilities, this session articulates how design choices are directly defined by who's coming to play. This session includes integration of intentional ramp play, DeafSpace / DeafScape principles, wayfinding for blind/low vision users, intentional design practices for sensory and motor coordination disabilities, and more. We understand that innovation is driven by who is invited to a space, and by designing with Universal and Human-Centered Design principles, we can create spaces for play that are not only inclusive, but as equally impactful as they are excellent designs.



LEARNING OBJECTIVES

- 1) Establish current lines of thought and design around disability, and how we improve existing inclusive design practices for play spaces.
- 2) Practice understanding around inclusion as a tool and Universal Design as a strategy.
- 3) Innovate our designs for play spaces to include a broader range of disabilities (such as blind / low vision, Deaf / hard-of-hearing, motor coordination disabilities, and more) to make the experience more meaningful, and examine design choices in greater depth.
- 4) Understand and articulate the maximum reach of equitable solutions; good, intentional, and inclusive design creates solutions that will support everyone.





Jill Moore works with the LSI team in adding user voice within product development, as well as inclusive design practices. With a specific focus on merging lived experience with universal design principles, Jill promotes and educates on integrating inclusion in play, and bringing people with disabilities into the conversation. As an accredited educational presenter- both in the classroom and the playground; play has become her full-time role. During her lifetime, she has represented Team USA as a multi-sport athlete, bringing perspective on the importance of the formative role of recreation- and how imperative equitable access to play is for all.



Alexa Vaughn is a Deaf landscape designer and accessibility specialist, and a current Fellow of the American Academy in Rome (2022-2023). She has extensive expertise in designing for the Deaf community, facilitation of disabled community engagement, deep knowledge and passion for the ADA and Universal Design. A visionary and dynamic speaker, writer, design-researcher, and thought leader, her goal is to create more accessible public places that center on disabled experts' and stakeholders' lived experience and full participation in the design process; her work has been featured in numerous publications. Alexa's design toolkits and resources can be found at: www.designwithdisabledpeoplenow.com.



Ingrid Kanics is an occupational therapist who has worked for more than 15 years helping communities create and manage amazing places where all children can play together. Besides a Masters of Occupational Therapy from Duquesne University, Ingrid has a Masters of Interior Architecture with an emphasis on inclusive, sustainable design from Chatham University. She owns her own consulting business, Kanics Inclusive Design Services, LLC, focusing on the creation and operation of inclusive indoor and outdoor play spaces. Ingrid presents at local, state and national conferences on the topics of play, sensory processing and Universal Design.