

Design realms for dementia-inclusive communities

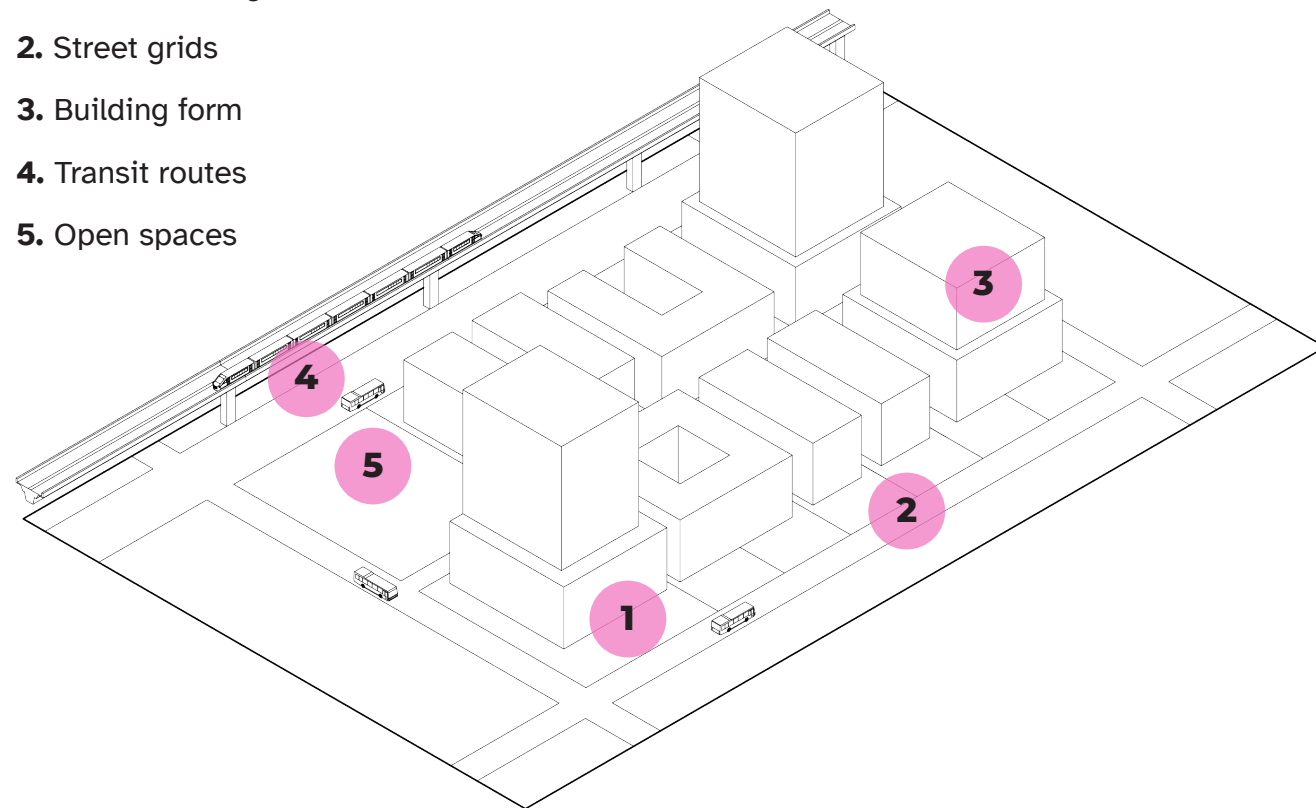
The Dementia-inclusive Planning and Design Guidelines include **three design realms**, which organize information based on the scale and stage of implementation.

Each realm includes several strategies, which identify high-level categories of action within the built environment. There are **20 strategies** in total across the three realms.

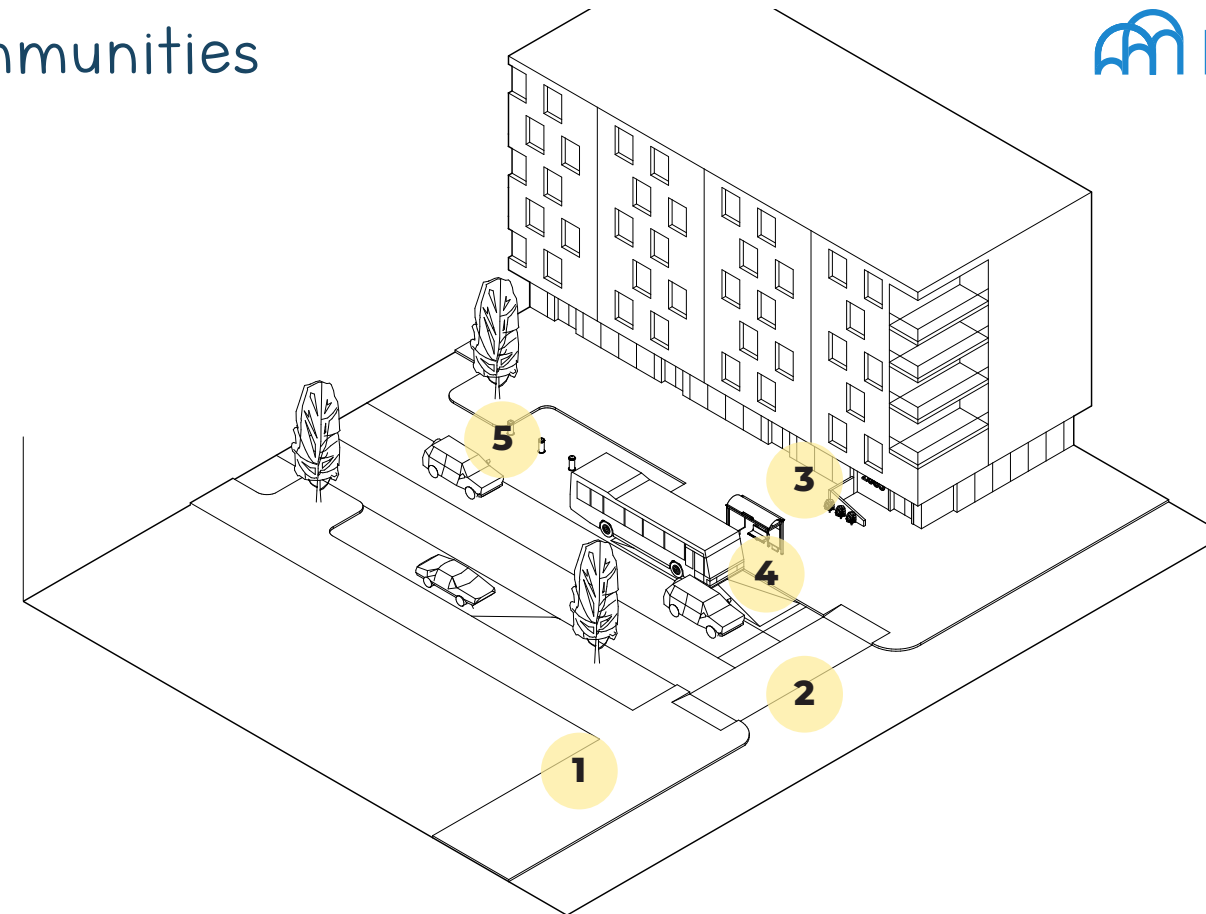
NEIGHBOURHOOD SCALE

► Guidance on high-level urban planning decisions

1. Land use designation
2. Street grids
3. Building form
4. Transit routes
5. Open spaces



The Dementia-inclusive Planning and Design Guidelines complement other equity-focused planning approaches, including age-friendly planning, universal design and accessibility, and gender-based analysis plus (GBA+).



STREET SCALE

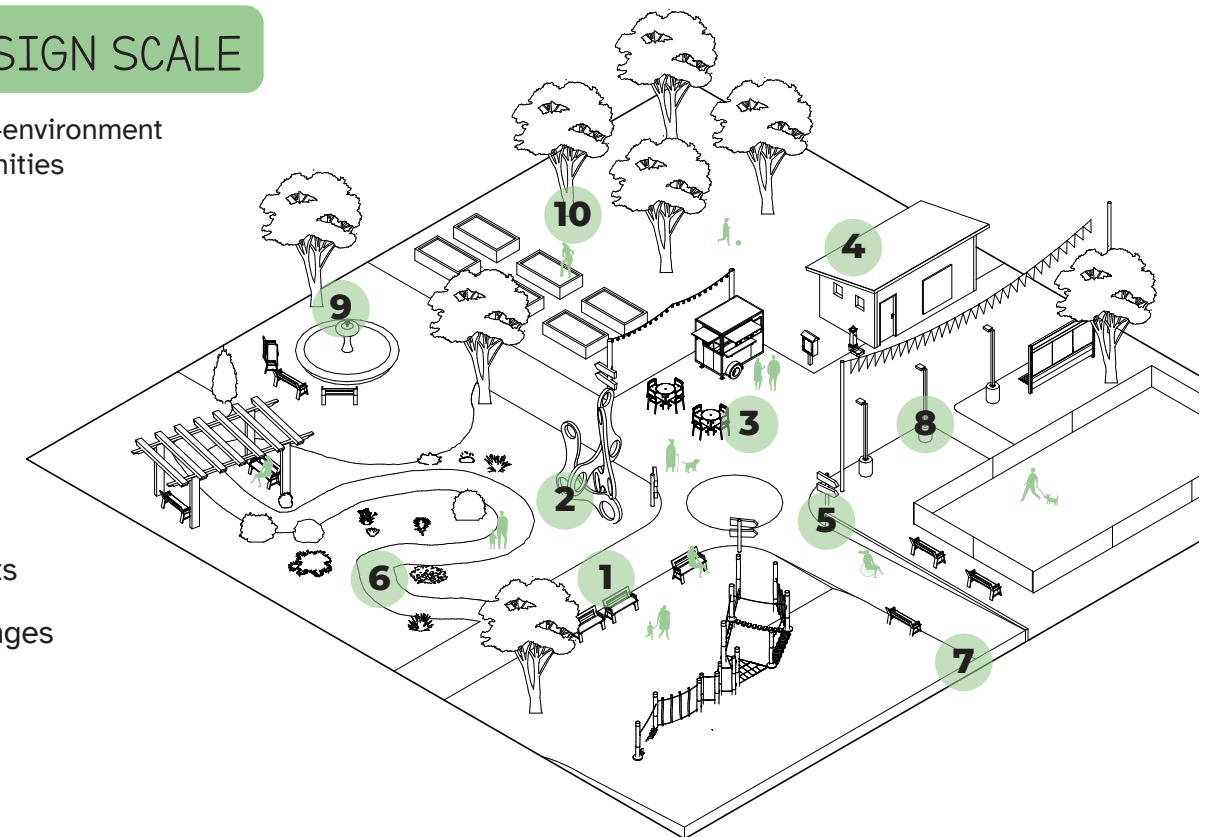
► Mid-scale design decisions for pedestrian and road networks

1. Pedestrian paths and sidewalks
2. Pedestrian crossings
3. Building edges and entrances
4. Transit stops
5. Parking and drop-off

DETAILED DESIGN SCALE

► Design of the micro-environment and supportive amenities

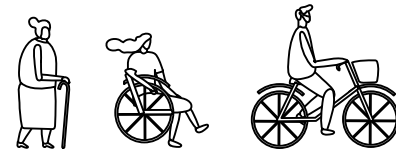
1. Seating
2. Public art
3. Placemaking
4. Public toilets
5. Signage
6. Ground treatments
7. Grade (level) changes
8. Lighting
9. Acoustics
10. Vegetation



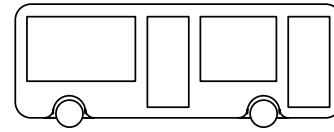
Applying the dementia-inclusive design guidelines

Beyond specific accessibility or older adults-focused planning, the Guidelines are designed to be flexible and applicable across a wide range of planners and municipal departments.

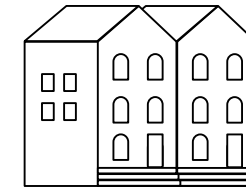
This table offers suggestions and examples, but is not a prescriptive guide. Application of the Guidelines will depend on local context and municipal policy.



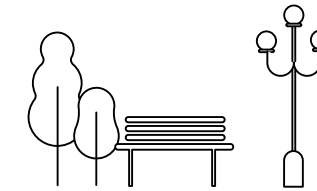
PEDESTRIANS & BICYCLES



TRANSPORTATION



HOUSING & DEVELOPMENT



PARKS & RECREATION



ARTS & CULTURE

NEIGHBOURHOOD SCALE

1. Land use designation	●	●	●	●	●
2. Street grids	●				
3. Building form			●		
4. Transit routes		●			
5. Open spaces	●			●	●

STREET SCALE

1. Pedestrian paths and sidewalks	●	●		●	
2. Pedestrian crossings	●				
3. Building edges and entrances			●		
4. Transit stops		●			
5. Parking and drop-off			●	●	

DETAILED DESIGN SCALE

1. Seating	●	●		●	
2. Public art				●	●
3. Placemaking	●		●	●	●
4. Public toilets		●		●	
5. Signage	●	●	●	●	
6. Ground treatments	●		●	●	
7. Grade (level) changes	●		●	●	
8. Lighting	●	●	●	●	
9. Acoustics				●	
10. Vegetation	●		●	●	●