

REAL-WORLD INCLUSIVITY CHALLENGE

Accessible Cities for all

The Problem

People with motor disabilities often experience barriers in accessing the cities' many offers equally as anyone without a disability. This is due to public spaces with invisible level jumps in the pavement, seating, and accommodation spaces that are either missing or unusable, street inventory (e.g. from cafés or bicycles) blocking accessible streets, etc. The Danish Road Directorate has published guidelines on designing and accommodating people with disabilities in roads, squares, and streets, which acts as a guidance, but without legal status.

How do you design a city for everyone? What do users with motor disabilities say? Do they experience equal access to the same cultural experiences that the city offers as everyone else? How do they use the city and what wishes do they have for the future development of our cities?

The Challenge

We challenge the students to develop city planning tools that ensure equal access for all (including people with motor disabilities). Utilize the principles of universal design to develop accessible city planning solutions for the widest number of target groups.

Target group

About 13% of the population of Denmark between 16-64 have a mobility impairment, of these around 30.000-50.000 are wheelchair users. But there are many other secondary beneficiaries that benefit from better access conditions in cities including people with strollers, bikes, or other mobility issues.

Case Owner

The Danish Association of The Physically Disabled (DHF) represents people with diverse forms of physical disabilities and have 8.300 members. DHF is an NGO whose foremost task is to ensure equal rights and accessibility for all persons with physical disabilities. Read more at danskhandicapforbund.dk

Interested?

If you want to work with this challenge, please contact Ingrid Haug, Innovation Consultant at DTU Skylab at ingha@dtu.dk or +45 3145 0500.

Read about the DTU Skylab-powered [Technology Leaving no one Behind](#)