

Universal Design

Principles of Universal Design¹

- PRINCIPLE ONE: **Equitable Use**
 - The design is useful and marketable to any group of users.

- PRINCIPLE TWO: **Flexibility in Use**
 - The design accommodates a wide range of individual preferences and abilities.

- PRINCIPLE THREE: **Simple and Intuitive**
 - Use of the design is easy to understand, regardless of the user's experience, knowledge, language skills, or current concentration level.

- PRINCIPLE FOUR: **Perceptible Information**
 - The design communicates necessary information effectively to the user, regardless of ambient conditions or the user's sensory abilities.

- PRINCIPLE FIVE: **Tolerance for Error**
 - The design minimizes hazards and the adverse consequences of accidental or unintended actions.

- PRINCIPLE SIX: **Low Physical Effort**
 - The design can be used efficiently and comfortably and with a minimum of fatigue.

- PRINCIPLE SEVEN: **Size and Space for Approach and Use**
 - Appropriate size and space is provided for approach, reach, manipulation, and use regardless of user's body size, posture, or mobility.

¹ Center for Universal Design, North Carolina State University, Raleigh, NC, 1997.