

“Building Inclusive Recreation and Sport Communities for Women, Girls, and Gender Diverse People”: Facility Use & Design”

MODULE: Facility Design

Funding provided by:

Government of Canada,
Women and Gender Equality Canada



Facility Design: Creating a Welcoming Environment

- a) Data bias
- b) Designing for Diversity
- c) Remove Fear
- d) Welcoming Design
- e) Design Process for Girls & Women



Feeling Welcome

Richmond City Centre Community Centre



design is never neutral

“Solutions that are designed for everybody are designed for nobody”

Lisa O'Keefe, Executive Insight Director Sport England



Women are:

- More likely to be the primary carers of children
- More likely to be the carers for people with a disability
- Less likely to be participating in active recreation
- More likely to feel and be unsafe in the public realm

Source: Gender Equity in Design Guidelines JMA Architects, City of Whittlesea

Data Bias

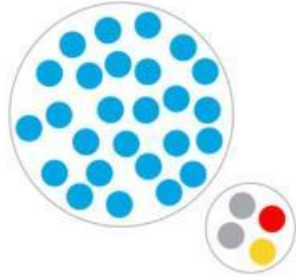


Invisible Women, Data Bias in a World Designed for Men
Caroline Criado Perez

Designing for Diversity



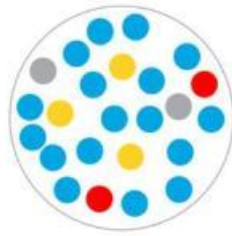
Exclusion



Segregation



Integration



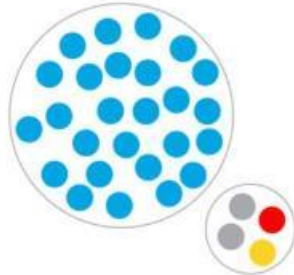
Inclusion

Recognize Exclusion

Designing for Diversity to Promote Equity



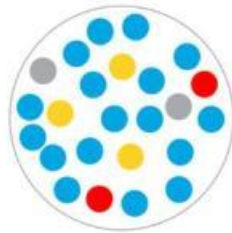
Exclusion



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Integration



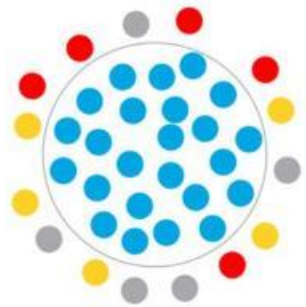
Inclusion

Recognize Exclusion

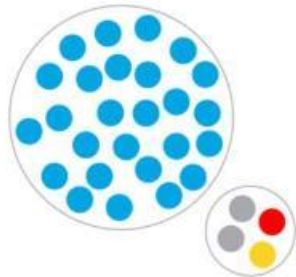


Learn from Diversity

Designing for Diversity to Promote Equity



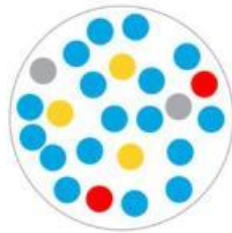
Exclusion



Segregation



Integration



Inclusion

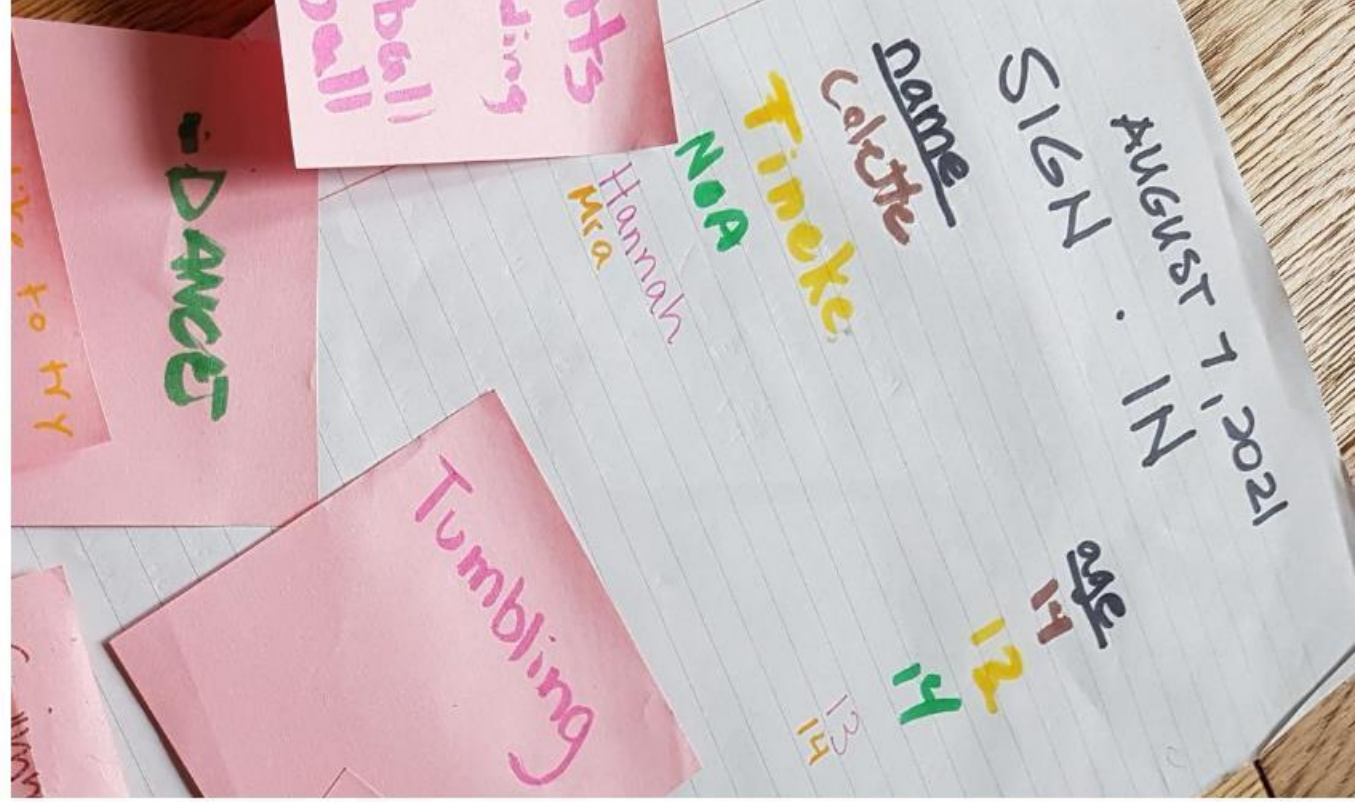
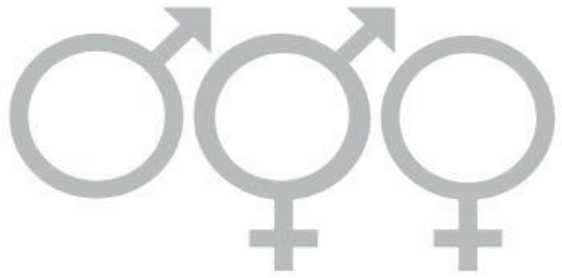
Recognize Exclusion



Learn from Diversity



Solve for One, Extend to Many



Remove Fear

Remember, the goal is to create an environment where the barriers to participation are minimized.

- Family should be more important
- Time with friends should be more important
- Studying/working should be more important
- Other things I should be doing are more important

Priorities

- Not being fit enough
- Not being good enough
- Not being competitive/serious enough
- Not knowing the rules
- Not knowing what equipment to bring
- Bringing the wrong equipment
- Holding back the group
- Being too good
- Being seen as too competitive

Ability

- Being sweaty
- Having a red face
- Not looking like I usually do (made up)
- Changing in front of others
- Wearing tight clothing
- Wearing sports clothing
- Wearing the wrong clothing
- Showing my body
- How my body looks during exercising
- Not appearing feminine
- Developing too many muscles

Appearance

Safety and Security

Remember, the goal is to create an environment where everyone feels safe and respected.

A woman wearing a yellow jacket and a striped beanie is walking through a forest. The trees have yellow and orange autumn leaves. The scene is misty or overcast.

1

Design parks for women's safety and independence

Well-used parks feel safer because of increased passive surveillance and opportunities to seek help. Facilities, activities, mixed uses and staffing throughout the day support busyness.

A woman wearing a yellow jacket and a striped beanie is walking through a forest. The trees have yellow and orange autumn leaves. The scene is misty or overcast.

2

Design parks for women's safety and independence

The presence of other women in parks is reassuring and signals a safer place, but women-only areas are not the solution.

A woman wearing a yellow jacket and a striped hat stands in a forest with trees showing autumn foliage. The scene is misty and the trees are tall and thin, with some yellow leaves still on the branches.

3

Design parks for women's safety and independence

Organized group activities support women to feel safer and extend their use of parks, though choice and timing of activities should be expanded.

A woman wearing a yellow jacket and a striped hat is walking through a forest. The trees have yellow and orange autumn leaves. The scene is misty or overcast.

4

Design parks for women's safety and independence

Fences or walls around the edges of parks limit escape and visibility, whilst openness feels safer by helping women to spot dangers and take action.

A woman wearing a yellow jacket and a striped hat is walking through a forest. The trees have yellow and orange autumn leaves. The scene is misty and the lighting is soft.

5

Design parks for women's safety and independence

Seeing other users of a similar identity in parks feels reassuring, though a diversity of users suggests parks are inclusive.



1

People in Parks

It's the people in parks that make girls feel unsafe. Groups of teenage boys make girls particularly uneasy as they dominate park space and harass girls, although other users can be intimidating too. Secluded and thickly vegetated areas are hiding places for attackers, so openness is better for escape and visibility.



2

Familiarity and security

Parks feel safer when there more visible security, lots of exits, visible staffing and policing, better facilities and fostering busyness. Parks feel safer with similar users, family and friends or in an organized group because there is safety in numbers and trusted people will intervene if something happens.

WHAT MAKES A PARK FEEL SAFE OR UNSAFE?

The views of women, girls and professionals in West Yorkshire

A research project led by Dr Anna Barker and Professor George Holmes (University of Leeds) with Dr Rizwana Alam, Lauren Cape-Davenhill, Dr Sally Osei-Appiah and Dr Sibylla Warrington Brown

Source:

[Making parks safe for women and girls | For Staff | Forstaff \(leeds.ac.uk\)](https://www.leeds.ac.uk/forstaff)


4 out of 5 women


2 out of 5 men

in the UK felt unsafe walking alone after dark in a park or open space (ONS, 2021).

- Organizing activities and events to extend women's use of parks, including after dark.
- Making sure the surrounding area and approach routes to parks all feel safe, minimizing enclosed and hidden entrances, adding "help" points.
- Creating a sense of belonging through spaces and facilities, which give diverse groups of women and girls the sense they're welcome.
- Designing the placement of facilities, paths and features so they encourage use by women, maximize visibility and are easy to navigate; and
- Involving women and girls in the design of parks.

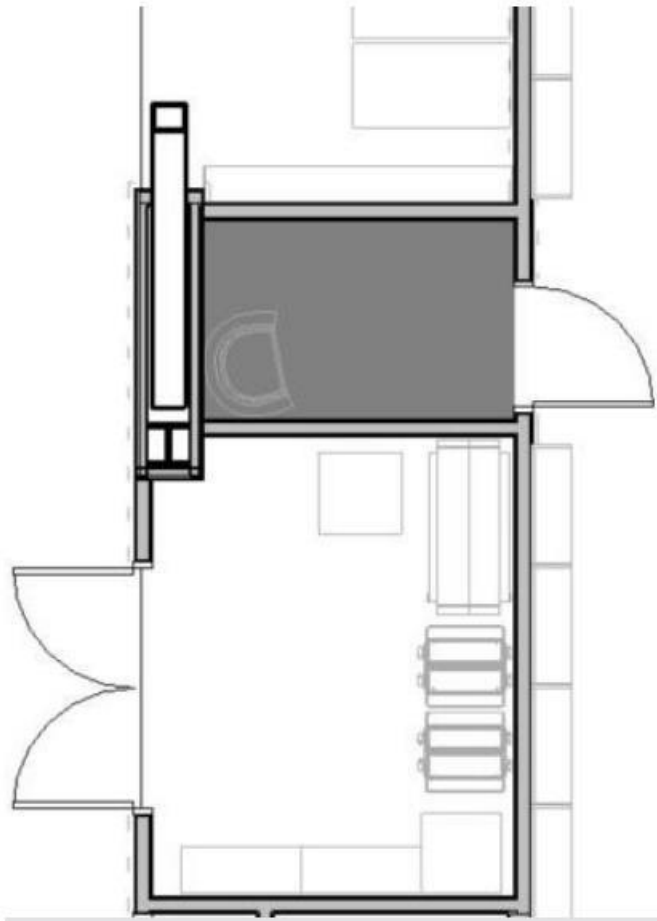
Welcoming Design

Remember, the goal is to create an environment where the barriers to participation are minimized.



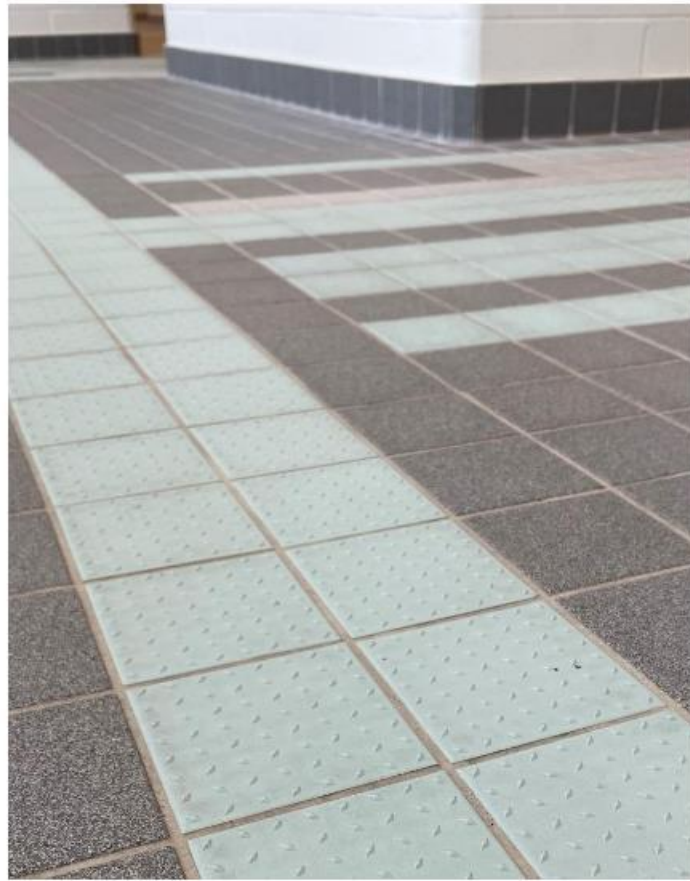
Quick Wins

- Create opportunities for whole family
- Ease for users with caring responsibilities
ie. Drop in childcare
- Co-programming opportunities for care-givers/kids
- Control of room environment
- Spiritual area
- Breast feeding area away from washroom
- Care of child areas for all genders
- Durable materials that avoid signs of wear and tear
- Create welcoming environment



DOD
DOD
DOD





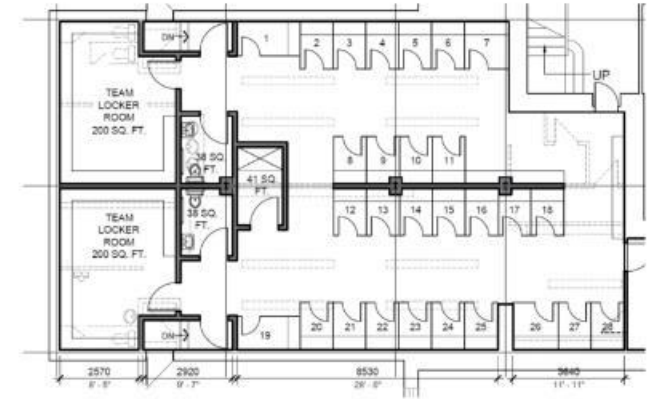
**TS'UHOONT'L
WHUZHAEDEL**

welcome



Privacy Concerns

Remember, the goal is to create an environment where the barriers to participation are minimized.



INCLUSION UTOPIA

A LOCKER ROOM EXPERIENCE
WHERE DIFFERENCE IS THE NORM

A kit-of-parts designed to envision a radically
non-binary locker room experience to advocate
equality amongst athletes.

Grand Entrance

Entryway

Everyone is welcome in
this utopian locker room.

Beauty is in the Eye of the Beholder

Vanity

A place where no one will stand out
because of discretion, provisions, and
choice, creating a space to get ready
individually or communally.

The Heat is On

Sauna/Steam

A place where you choose
the restoration experience
and find the safety you need.

Out and About

Changing & Storage

A place where individuals can store their personal
belongings and change into their workout clothes
with varying degrees of privacy.

When You Gotta Go

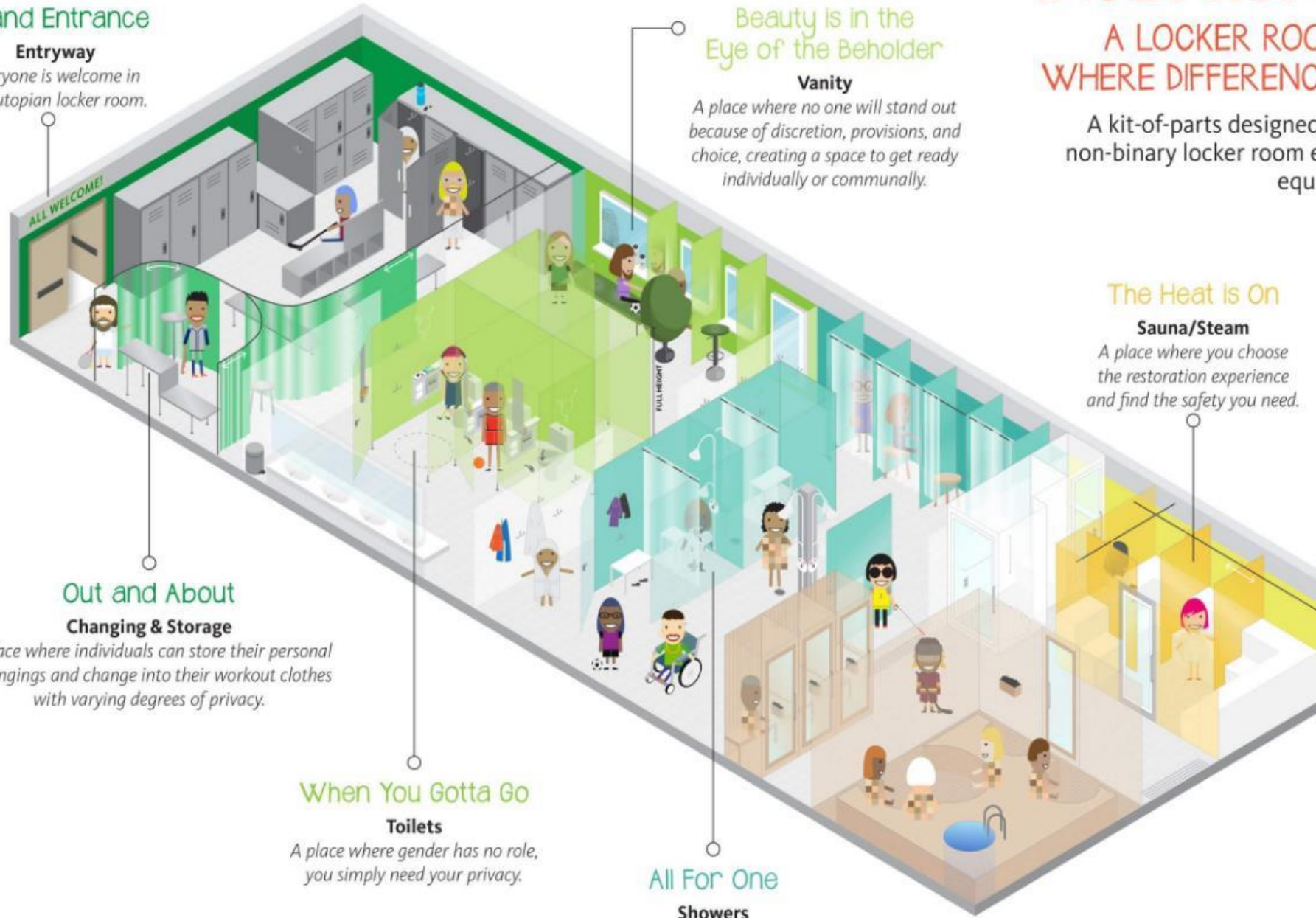
Toilets

A place where gender has no role,
you simply need your privacy.

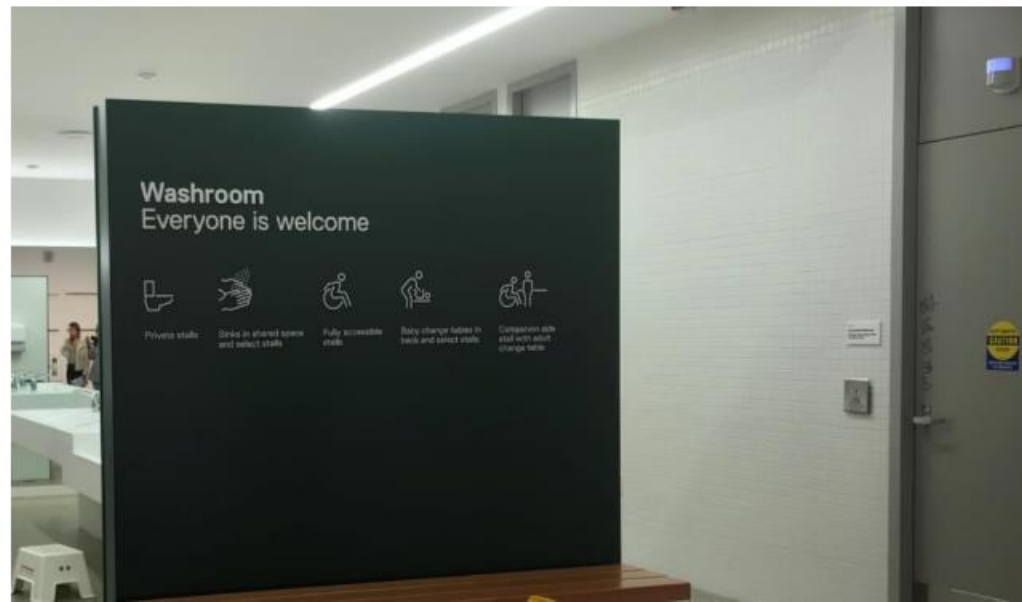
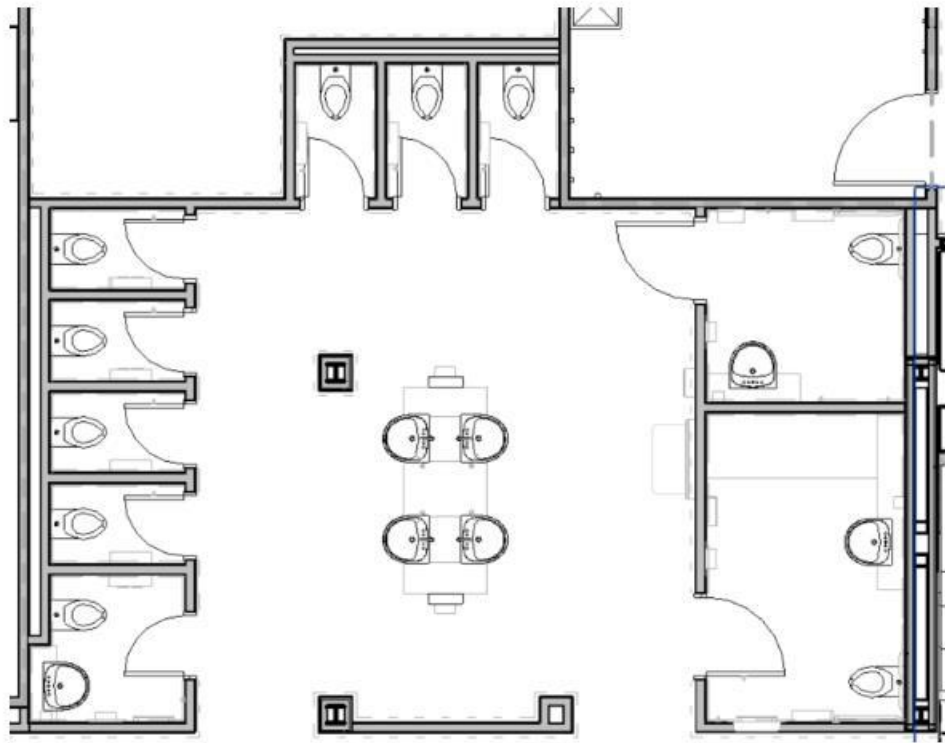
All For One

Showers

A place where the need for privacy
does not sacrifice comfort.

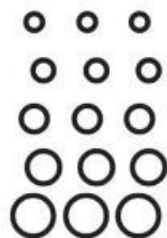


SINCERELY,
Gensler





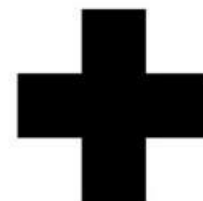
FIRE EXTINGUISHER



STEAM



SAUNA



FIRST AID



CHANGING



SHOWER

**Universally Accessible
Companion Care Room**



Please keep these rooms available
for those who truly need them.



WC



Quick Wins

- Create opportunities for whole family
- Ease for users with caring responsibilities
ie. Drop in childcare
- Co-programming opportunities for care-givers/kids
- Control of room environment
- Spiritual area
- Breast feeding area away from washroom
- Care of child areas for all genders
- Durable materials that avoid signs of wear and tear
- Create welcoming environment



Source: **Treehouse Collaboration Pods** by Dymitr Malcew



Sylvan Lake NexSource Centre



Site Design Should Consider:

- Safety and security first!
- Playground facilities close to building entrances and visible from playing fields, seating areas.
- Clear lines of sight from building entrance to parking lots, to social / multipurpose spaces or active spaces to assist with passive surveillance and supervision. (CPTED)
- No hiding places in the building or landscape design.
- Ease of access for strollers and wheelchairs with curb letdowns along a continuous path of travel from vehicle to main entrance. Map the routes!
- Location of public transit stands and/or drop off zones and direct line of site to building entrances.



SOCIAL SEATING:

Girls like facing each other when they chat so traditional park benches along a path means someone ends up sitting on the ground, and benches lined up to watch the action on the MUGA aren't great either. Simple picnic benches like the ones shown create a more social space.





CLIMBING UP HIGH:

Playful spaces which allow you to sit, climb or just lie around with friends. And getting up higher feels safer too.



**DIVIDING UP A MULTI-USE
GAMES AREA (MUGA), or any
space:**

One big space will usually end up being dominated by just one group-dividing up the space makes room for more people – and the barrier itself can be stage, or a seat or a space for fun.



SOCIAL EXERCISE SPACES:
Arranging bikes or other equipment so that girls can chat at the same time is always really popular. And if they can charge their phones at the same time, even better.

SOCIAL SEATING:

Girls like facing each other when they chat so traditional park benches along a path means someone ends up sitting on the ground, and benches lined up to watch the action on the MUGA aren't great either. Simple picnic benches like the ones shown create a more social space.





MORE HANGING AROUND:

The designers experimented with what made girls linger in Einsiedler Park, Vienna and found that hammocks worked. It turns out that the hammocks in Hayburn Park Glasgow are also full of teenage girls.

makespaceforgirls.co.uk



SKATEPARK IN A BOX

"SKATEPARK IN A BOX" - CONTAINER PROJECT ACROSS THE BO(A)RDERS (skate-aid.org)

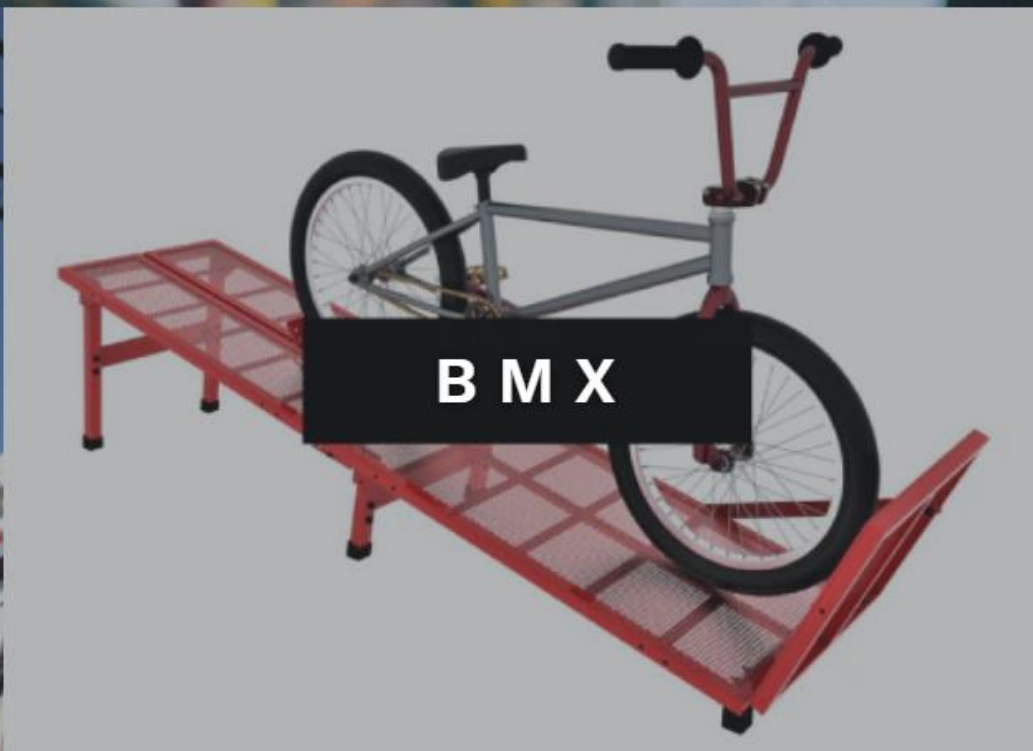


FRESHPARK CANADA

World's Only Foldable, Weather Proof, Linkable, Portable Equipment



SKATEBOARD



B M X



MOTOCROSS

FOLDING QUARTERPIPE FPI-301

The 4ft Quarterpipe sets up in minutes and folds into a 20" x 20" x 48" triangle; its detachable wheels make it portable and easy to store.

The Quarterpipe connects side-to-side and back-to-back.

Set two opposite each other to create a half pipe!

Steel frame is powder coated and skinned with weatherproof Urethane/ABS.

Product Specs:

Size: 10' Radius, 48" W x 34" H

Weight: 157 lbs

Max Weight Limit: 800 lbs

Folds into a 20" triangle, 48" tall









Design for Girls and Women – The Process

1 Begin with engagement.

- Identify the type of engagement
- Determine how much engagement
- Identify the requirement for continued engagement through the project

Design for Girls and Women – The Process

- 1 Begin with engagement.
- 2 Identify and Define Key Themes.
 - Consider creating a project charter for girls and women
 - “Translate” themes into facility design
 - Use personas to design at the 10,000 ft perspective

Design for Girls and Women – The Process

- 1 Begin with engagement.
- 2 Identify and Define Key Themes.
- 3 Be involved in the key stages of the project.
 - Mandate scheduled check-ins with your design team
 - Use personas to “walk through” the design at the detail level
 - Consider circling back to the original engagement groups