



Project Accessibility

Inclusion through Creative Partnerships

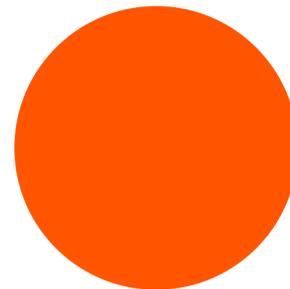


Agenda



Inclusion through Creative Partnerships

Melissa Engdahl | FCSS & Town of Cochrane



Introduction to Make Good

Joshua Clarke | Turning an idea into action



Project Accessibility

How might we make our town more accessible & inclusive?



Ideation Exercise

Inclusion through creative partnerships

Rolling Audit



Inclusion Strategy

Social Policy

Cochrane Cares Needs Assessment

AHR Support



TOWN OF COCHRANE
Equity and Inclusion Committee



Human Rights
Education and
Multiculturalism
Fund

We're here to Make Good in the Neighbourhood™

Make Good is a
community-based
design studio that
empowers communities
through creative action.

**Community
Projects**

**School
Projects**

**Workshops
+ Facilitation**

Makerspace



It starts with an idea...

“I want to make good.”

“How can I do this in my own backyard?”

Start where you are...

Get out into the community, find out what the needs and desires are, and do something about it.

Need for alternative social spaces

Opportunity to creatively engage youth

Opportunity to inspire local innovation

Lack of creativity-driven recreation opportunities

Opportunity to connect neighbours around social impact

Opportunity to enhance traditional education

Need for meaningful public engagement

Opportunity to build resilient communities



Reframe problems into opportunities to create something new...

How might we **activate
the creative potential
within our
neighbourhoods?**

How might we **create
spaces + opportunities
for everyone to exercise
their creativity?**

How might we **approach social
change creatively?**

How might we **enhance
well-being through
creativity?**

How might we **build
capacity for local
innovation & positive
social impact?**

How might we **create
meaningful ways for
everyone to participate
+ contribute in their
communities?**

We're all looking for ways to experience...



Belonging

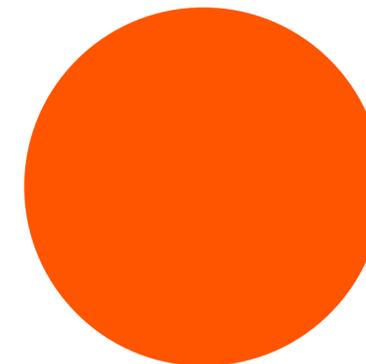
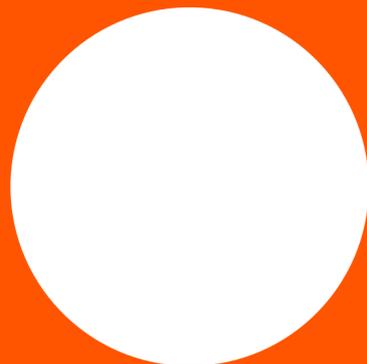
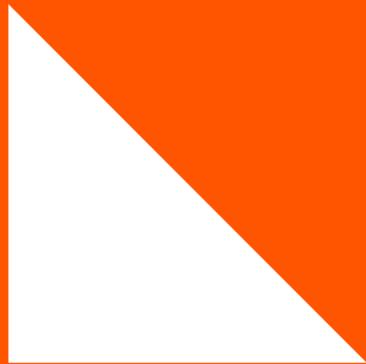
Feeling a sense of connection to others and **being included** just as you are.

Purpose

Having meaningful and authentic ways to participate and contribute to your community. Being able to share your **creative** energy with others.

Place

A sense of orientation and rootedness that allows you to develop resiliency, to grow and evolve into your **potential**.



**Mobile
Design
Studio**

**Work space
for local
artisans**

**Tools +
Skills
Training**

**Maker
Education
Programming**

**Creativity
Recreation**

**Youth
Engagement
Project**

**Creative Public
Engagement
Workshops**

**Entrepreneur
Incubation**

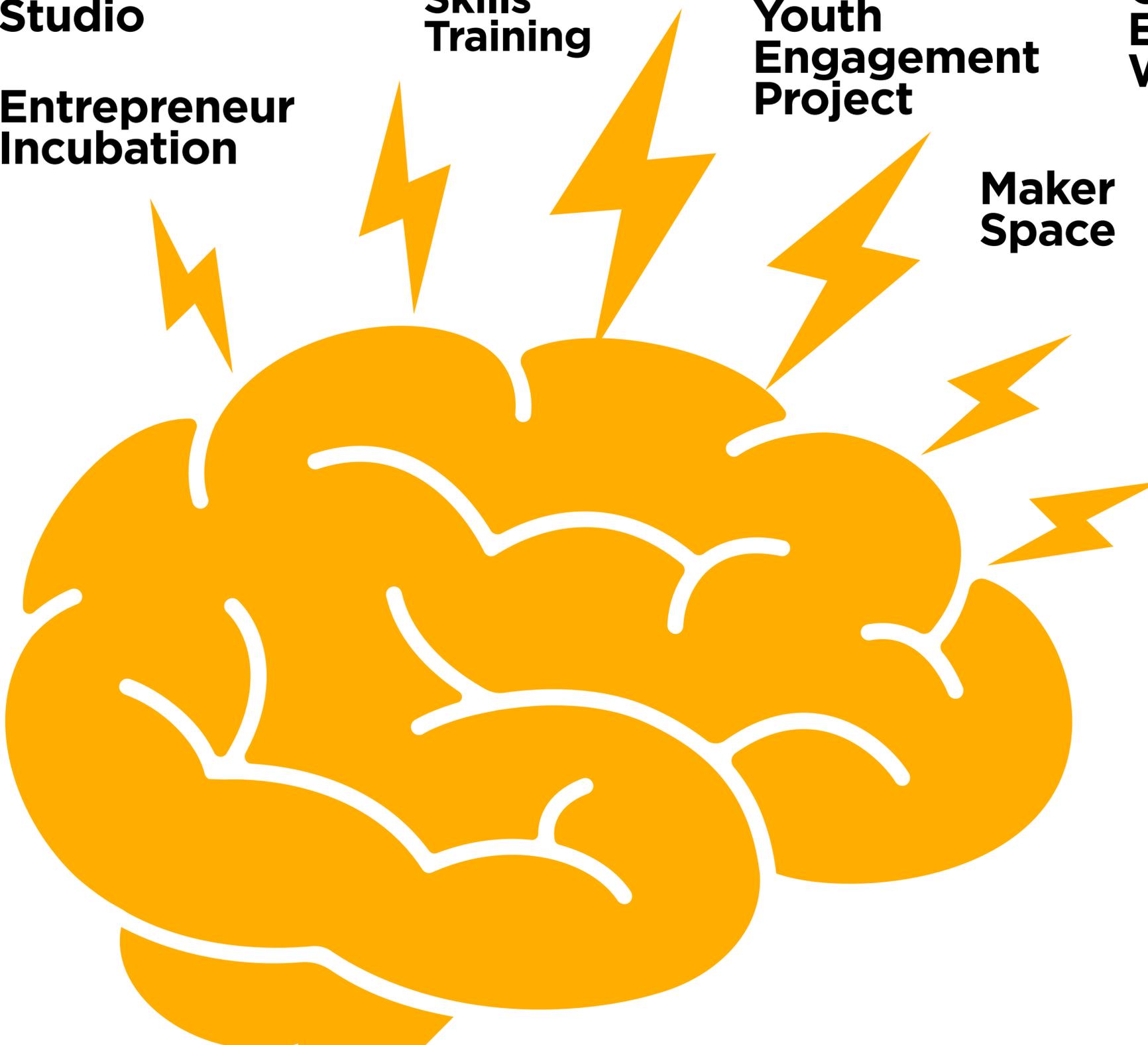
**Maker
Space**

**Innovation
Centre**

**Social
Impact
Projects**

Brainstorming Rules

- No judgement
- The crazier the idea the better
- Build on the ideas of others
- Be visual
- Go for quantity



**Encourage
wild ideas...**

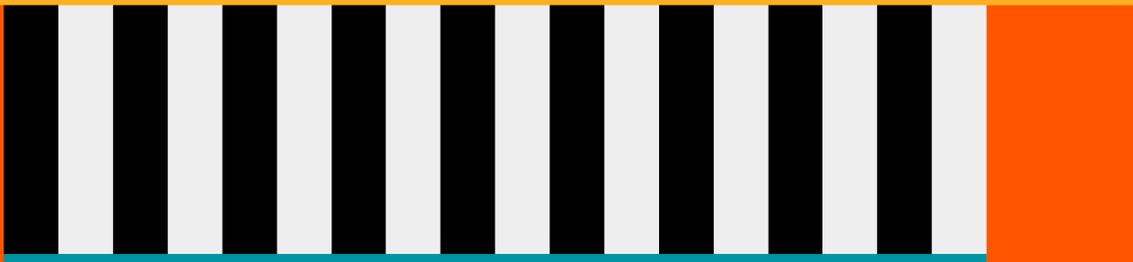


**Best way to
test your idea
is to share it...**

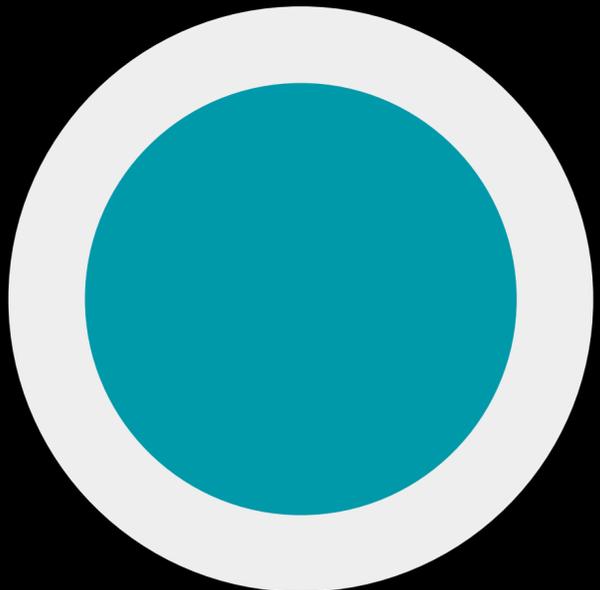
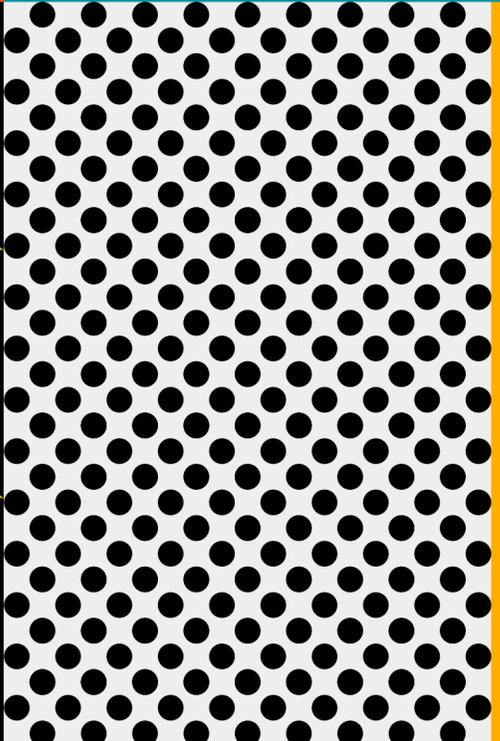


**Best way to
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**MAKE
GOOD**



Project Accessibility



How might we make our town more inclusive + accessible?

Project Accessibility 2.0

- Launched October 2018
- 9 participants
- 3 returning youth
- 6 ramps for housing units
- Special Guest:

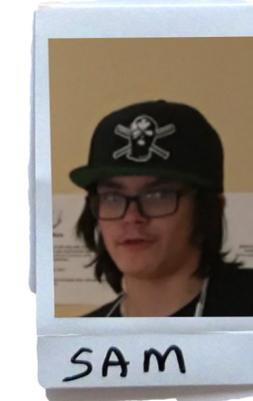
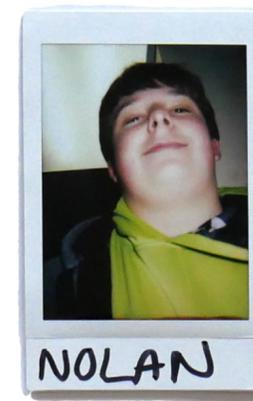
Sean Crump
Universal Access
Calgary

Project Accessibility 1.0

- Pilot project launched May 2018
- 4 sessions
- 6 participants
- 2 ramps built for local businesses
- Special Guest:

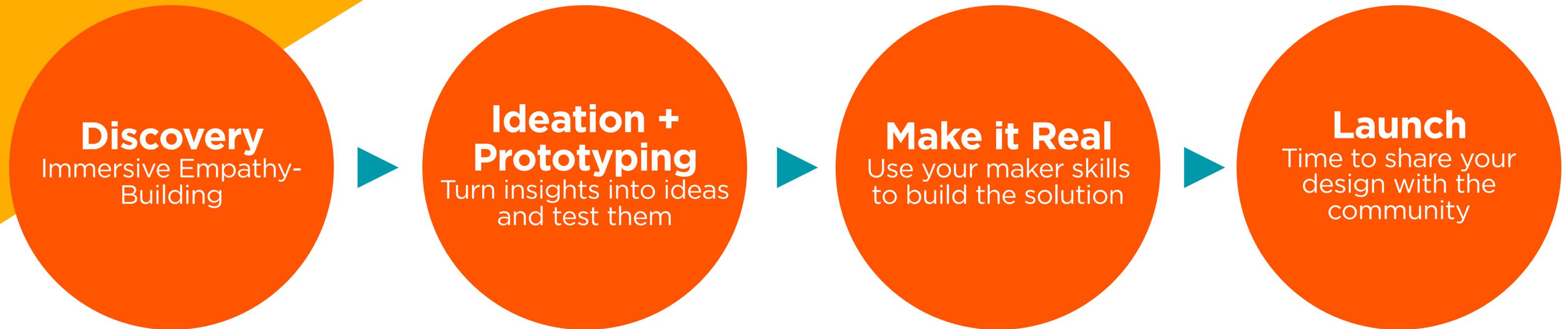
Chris Schamber
Quad Design & Barrier-Free Consulting
Lethbridge

The Make Good Design Team:



Human-Centered design sits at the intersection of empathy + creativity

Human-Centered Design is a creative approach to problem-solving that starts with the belief that the people who are facing the challenge are the ones who hold insight into the solution.



Empathy is at the heart of design

Disability is a mismatch between the needs of the individual and the service, product or environment offered.

Anyone can experience a disability when the design excludes them from participating and having an equal experience as everyone else.



Rapid prototyping is an incredibly effective way to make ideas tangible

Inclusive Design is about considering the full range of human diversity.

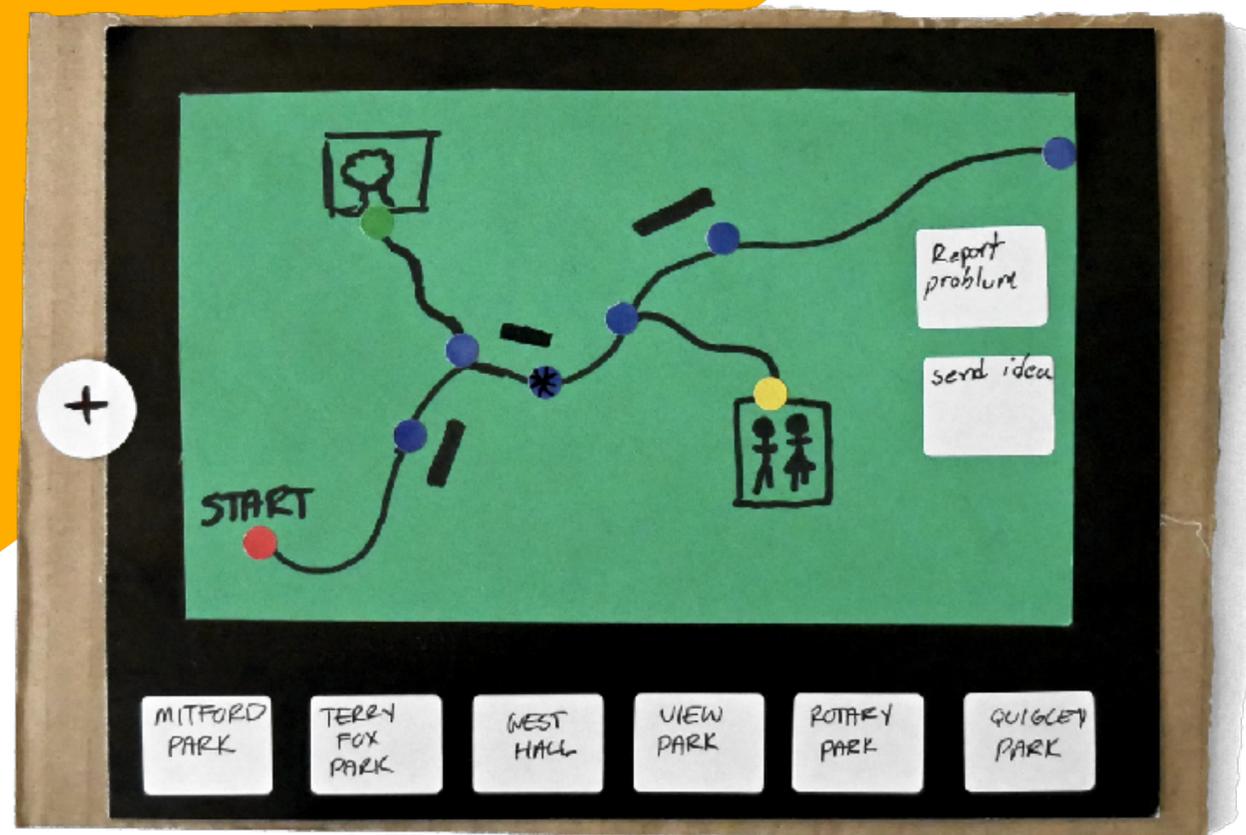


Youth are the biggest asset and untapped resource in imagining a new future



Esmée

- 13 yrs old (Grade 8)
- Favourite TV Show?
Dr. Who
- Who's your Hero?
Robb Nash
- Superpower?
"My creativity."

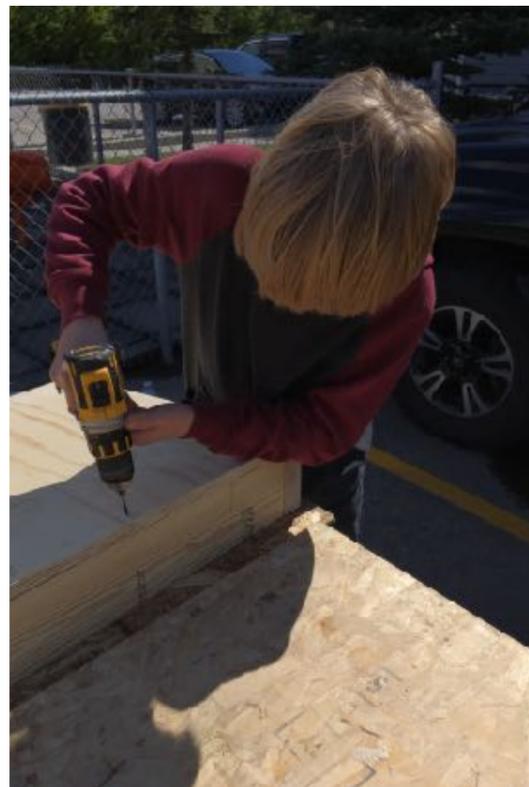


The Explore the Outdoors App

Prototype Details:

- An app to help make local parks + pathways more accessible
- Access a catalogue of local pathways
- Easy-to-use interface for "old people"
- Audible + Visual Notifications for things like:
 - Changes to pathway gradient
 - Nearby Accessible Washrooms
 - Nearby park benches to rest
 - Alerts when you've gone off trail
 - Guides you back to Start in case you forget where you are
- Provides audio stories on special landmarks & monuments along the pathways.
- OPTIONAL FEATURE: Sync with VR headset to experience parks & the outdoors from your home.

Build Day. Time to make it real...



This is what we call making good in the neighbourhood...

We need to create an **inclusive community** so everybody can participate and we can all benefit from the human potential everyone possesses.



We're all creative.

We all have the capacity for empathy.

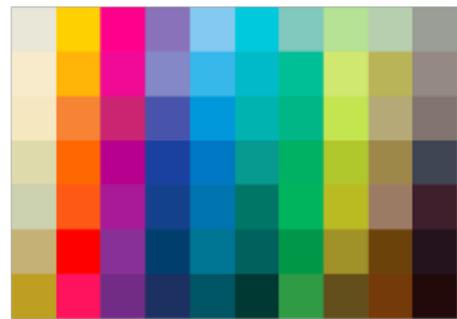
We all have the ability to create a positive impact where we live.

What we need are people who have the creative courage and confidence to go out into the community, find out what the needs and desires are, and do something about it.

What's next?

More Good in the Hood

The success of Project Accessibility and the partnership with FCSS, inspired other Make Good projects in the community...



Project Inclusion

Partnership with Kindred | Cochrane's Diversity Group



The Barrier-Free Initiative

Our community partner, **Universal Access**, will be training the youth to become *Accessibility Auditors* to assess and make recommendations to local businesses, and award owners with a barrier-free certification.

“We want more...”

Feedback from the youth is they want to make more good! Longer projects. Space & tools for more involved making.

“I want to do this all year round.”
- Nolan

“It'd be great to have a makerspace where I could take my prototype to the next level.” - Joelan

We're just getting started...

Tools + Resources

Today's presentation slides and Design Challenge Worksheet are available to download from the Make Good website.

Contact
**Cochrane's
Equity & Inclusion
Committee**

 equity.inclusion@cochrane.ca

Links

[Town of Cochrane Social Policy](#)

[Town of Cochrane Rolling Audit](#)

[City of Edmonton's Inclusion Lens](#)

[Design for Disability TED Talk \(Elise Roy\)](#)

[GBA+ Training & Certification Course](#)

Accessibility Consultation

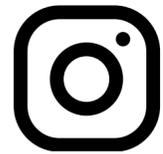


www.universalaccess.me



www.quaddesign.ca

Let's Make Good together...



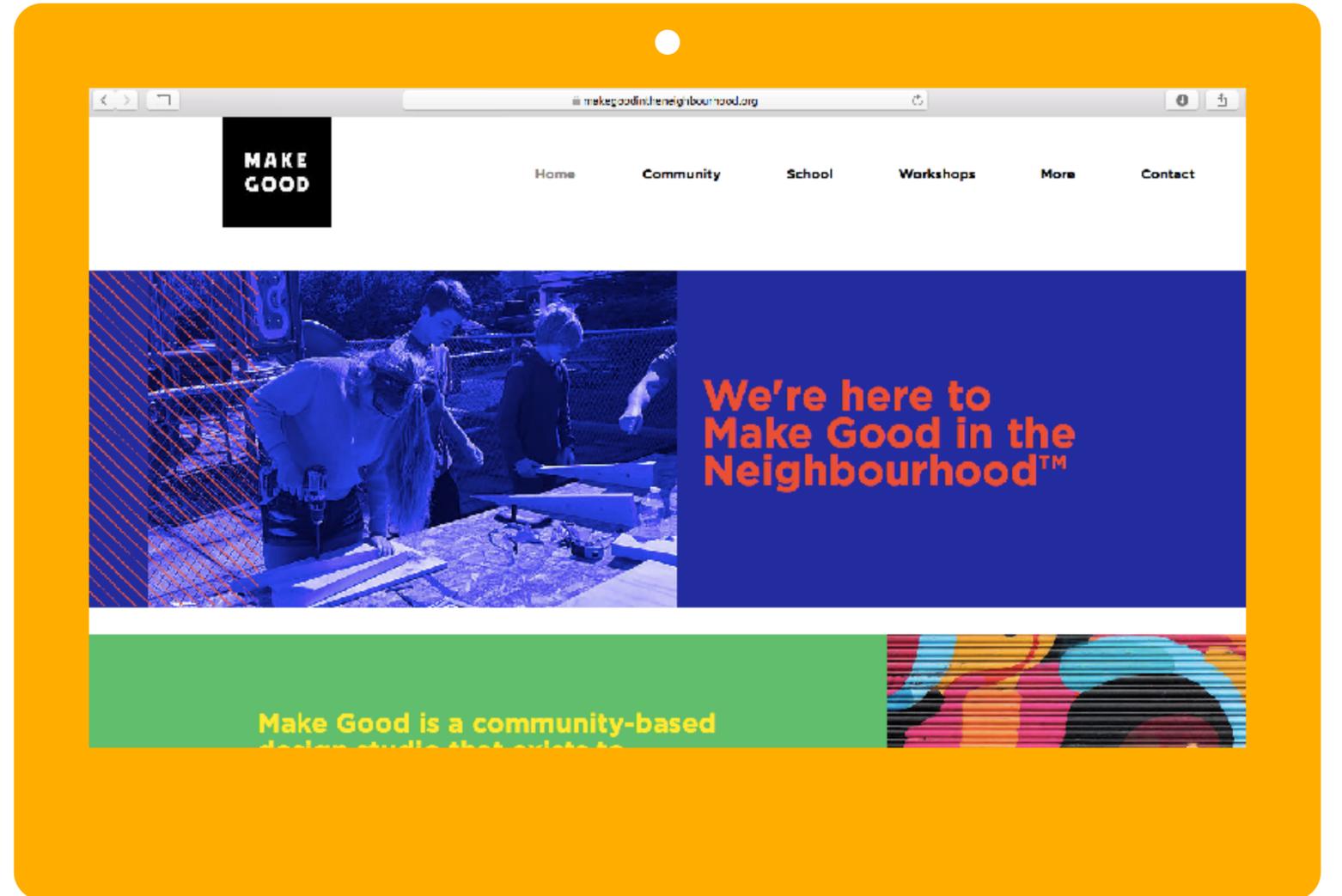
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