

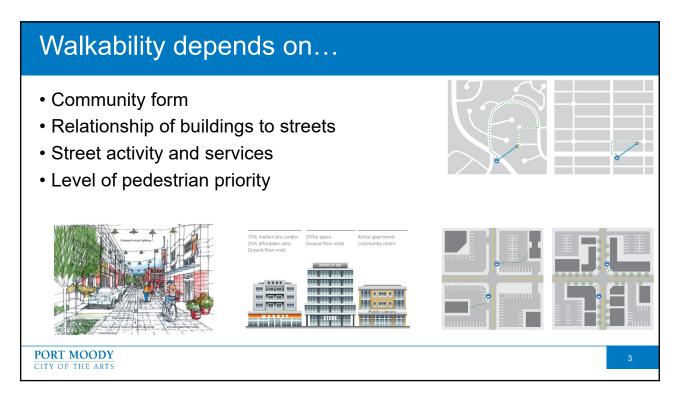
### Walkability and accessibility are different

Walkability:

- · Ease and friendliness of walking/rolling
- Factors include distance, comfort, pleasantness, proximity, connectivity, vibrancy, etc.

Accessibility:

- Design of transportation facilities for use by as many people as possible including persons with varying levels of ability
- Factors include accommodation of mobility devices, wayfinding/navigational cues, opportunities for rest, surface quality, etc.



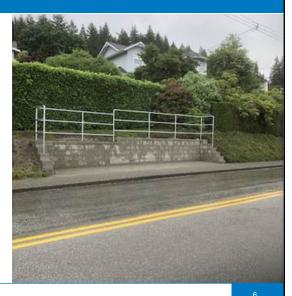
# Accessibility is about ability Abilities can vary in type and level Considerations for public realm design: Vision – full blindness, visual impairments, colour blindness Hearing – full deafness, partial hearing impairment, frequencies Mobility – wheelchair, other assistance devices, no assistance devices, areas for rest Cognitive/language barriers – standard signage, symbols, etc. Many more areas of consideration exist Many different design considerations: grades, audio/visual cues, crossfalls, pavement level and tripping hazards, stairs vs. elevators, etc.

### Examples of accessibility considerations



### Ongoing work to improve bus stop accessibility

- About 75% of bus stops are accessible
- Work typically includes:
  - Relocation of bus stop poles
  - Construction of wheelchair accessible pads
  - Installation of new signage



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## Continuing to work with our partners

- Target is 100% accessible bus stops
- Improvement priorities:
  - Suggestions from CMBC
  - Boarding/alighting data at stops
  - Feasibility/extent of improvements
  - Supportive network to access the stop
  - Requests from persons with disabilities
- Multiple potential funding sources (TRIPP, WITT, MRNB)
- Typically improve 5-7 stops/year

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