

Part 1: Project context

Purpose

Two objectives for the project:

- Update DOC's accessibility information (historically wheelchair symbol yes/no)
- Inform a prioritised capital programme

To achieve these goals, we assessed:

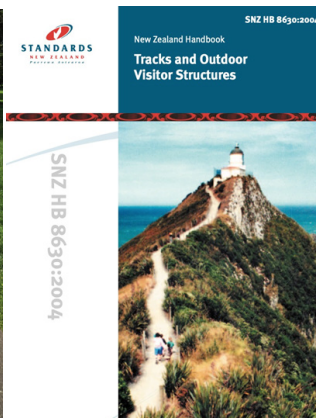
- 30 popular locations
- Over 50 individual experiences **[SITES]**

Changing how we think about accessibility

- Accessibility must take different forms of impairment into consideration — this includes the use of various mobility aids **[EQUIPMENT AND SUPPORT]**
- Accessibility affects everyone (e.g. age, injury) **[DIFFERENT PEOPLE, DIFFERENT NEEDS]**
- It's not a binary; it's a continuum
- People may have multiple impairments

Accessible (or not) is determined by the visitor themselves

Key reference documents:



Cycling was not included as none of the first tranche sites are currently or potentially shared use. Opening a path to some wheeled devices opens it to all.



Partners/Support:



Timothy Young
Smart Access
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Director, Chartered Engineer

Part 2: Methodology

Smart Access / Access Quest

Audit:

- Cart with smartphone recording parameters including:
 - ◇ Gradient
 - ◇ Crossfall
 - ◇ 1 photo/sec to ID steps, toilet accessibility etc.
- Site auditors also took photos and field notes using ArcGIS Field Maps (on a separate smartphone)

Desktop:

- After the audit, recordings were tagged by the Smart Access team
- Our team completed data analysis using ArcGIS Pro and Photo Viewer, and created improvement reports **[MAPS]**
- Smart Access Experience Maps will be available online as well

Part 3: Recommendations

WHAT ISSUES DO YOU SEE?

[Barriers]

- **Trip hazards** (also visual hazard, although the blue in this example helps)
- **Signs** (low contrast, small font, hard to get to or difficult height)

[Toilets and shelters]

- **Toilet** (accessible stalls, but no formed path)
- **Shelter** (great info and seat, but small area and bumpy ground)

[Steps]

Where there are one or few, assess if really needed. Ideally remove and use a ramp

[Edges]

One has visual contrast, the other has a kickboard; ideally use both as they serve different purposes. Also consider handrails and wider areas with seats to rest)

Closing

Some improvement better than none! Improvement might be a piece at a time; and accessibility can be achieved in many ways. For example, a walk with steep steps can be improved with:

- Clear signage at the start
- Handrails on both sides
- Rest stops
- Visual contrast on the edges

Any questions so far?

Otherwise, let's talk more about a specific case study report.



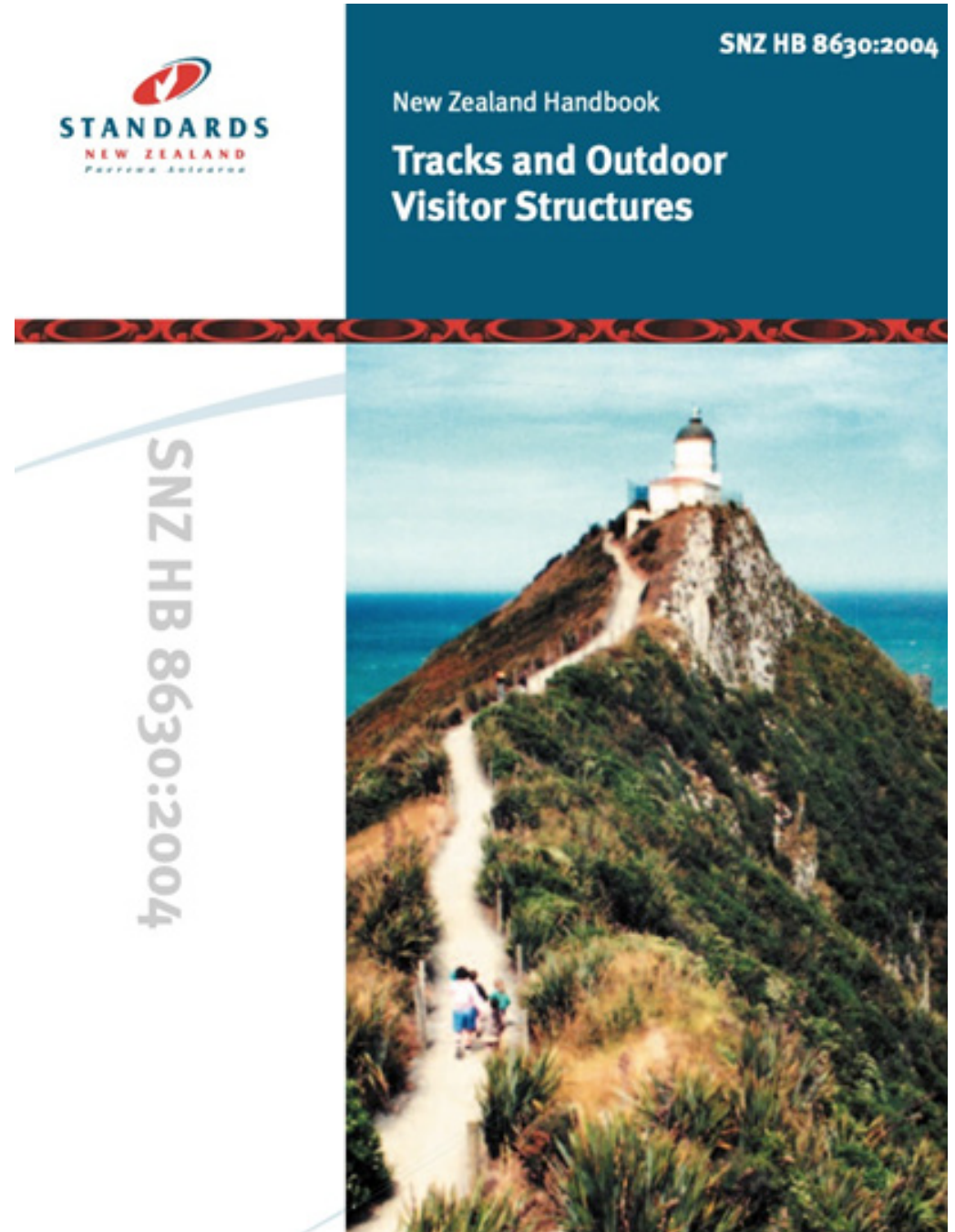
VIASTRADA

TRANSPORT PLANNING AND DESIGN

TE WHAKAMAHERE O NGĀ ARA

**Department of Conservation
Accessibility Audit**

TGNZ 2026 Conference Presentation



Project team

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TRANSPORT PLANNING AND DESIGN
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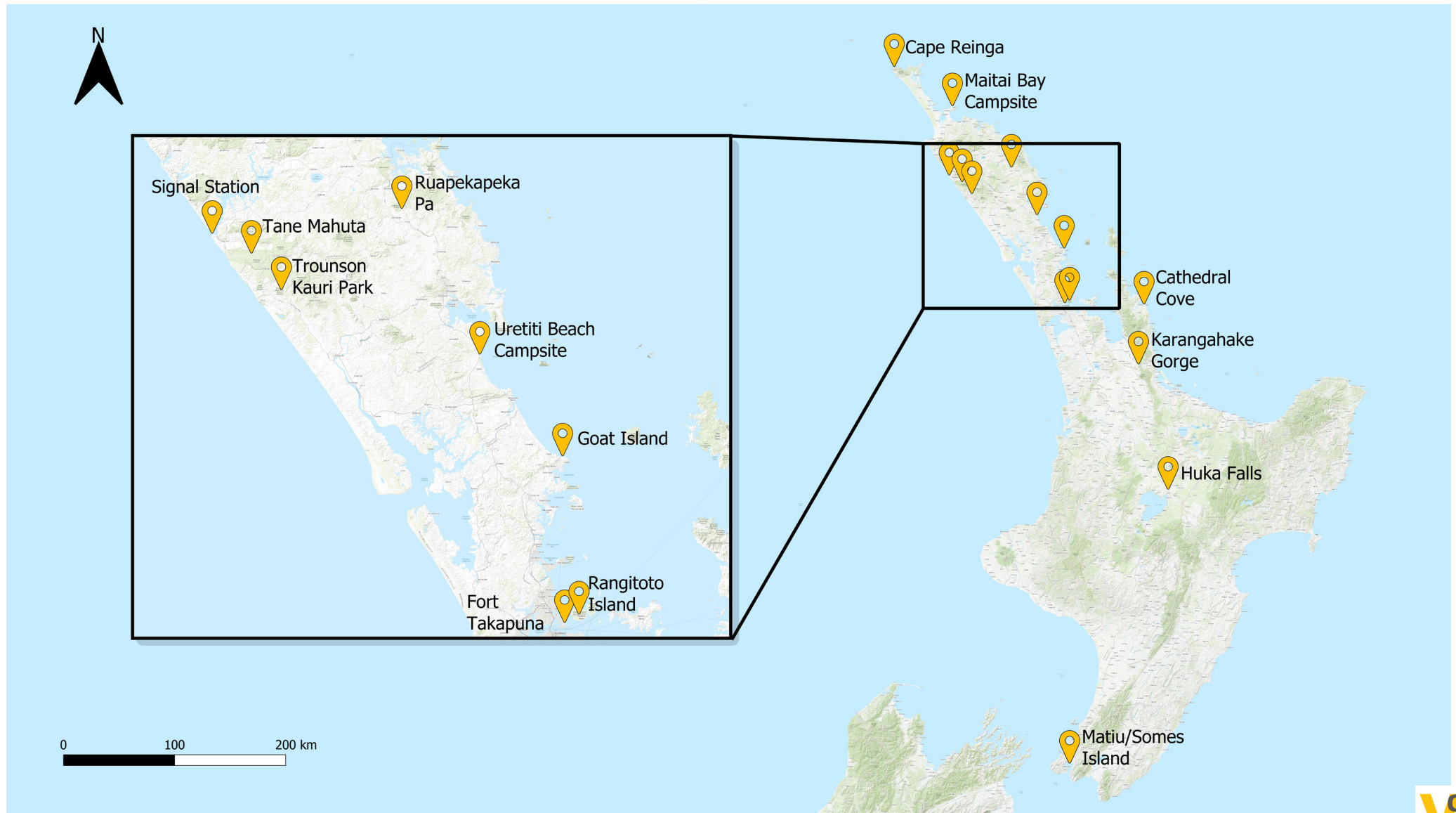


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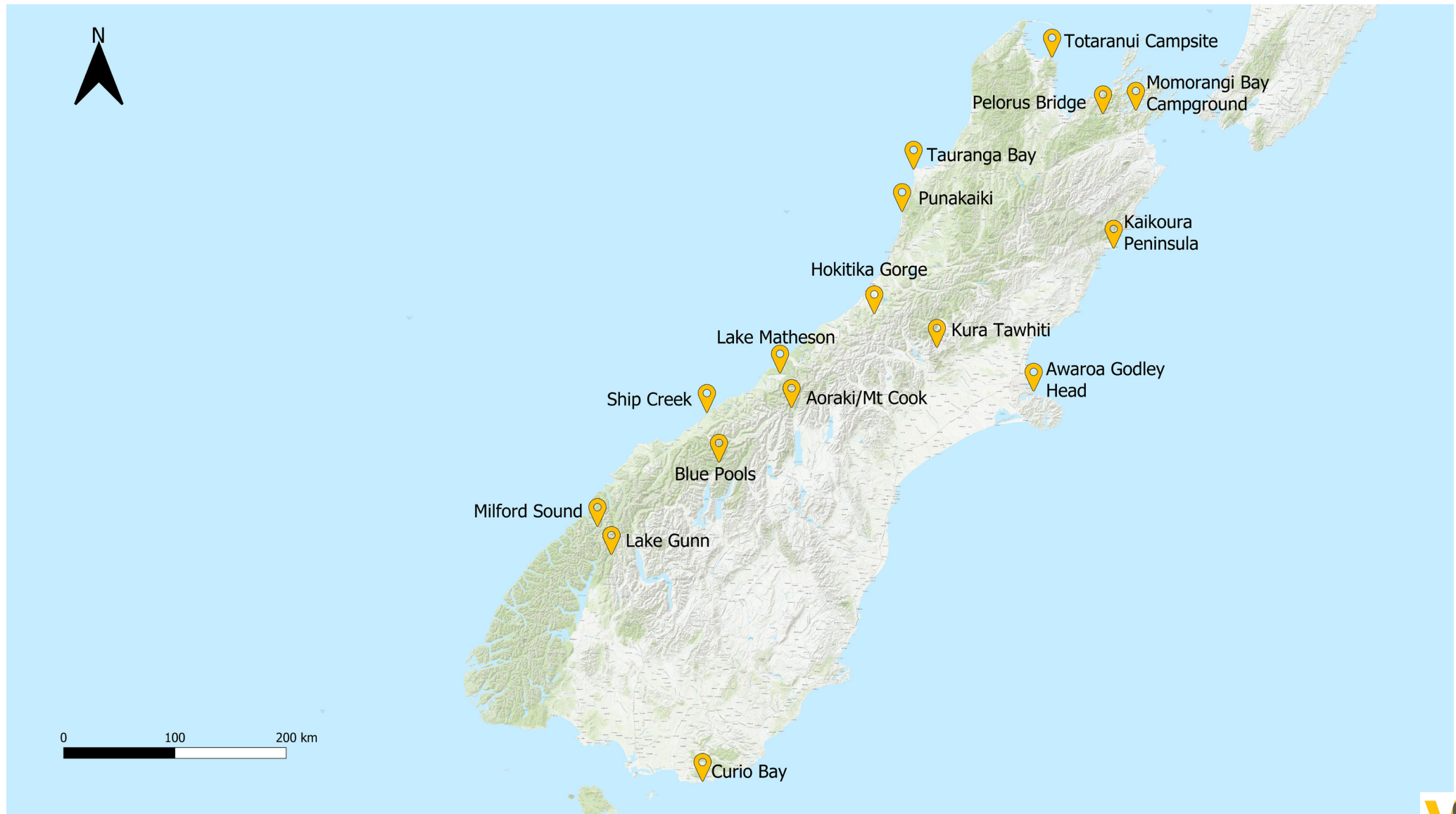
**KENNETT
BROTHERS**



North Island sites



South Island sites



Equipment and support

Examples from the *Outdoor Accessibility Design Guidelines*



▲ Person using a wheelchair

0.9m (width),
1.5m (turning circle).



▲ Powerchair

0.9m (width), 1.2m (length).



▲ Two deaf people
signing to each other

1.2m width.



▲ Person with buggy
(double pushchair)

1m width.



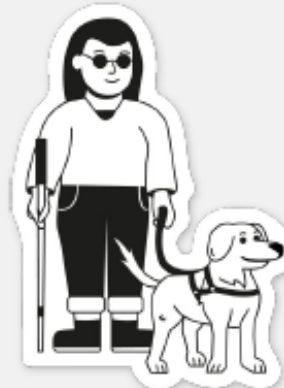
▲ Ambulant person using crutches/
walking poles to aid mobility

1.2m width.



▲ Ambulant person
with sighted guide

1.2m width.



▲ Ambulant person with
guide dog and/or service dog

1.1 m width.



▲ Mobility scooter

0.85m (width), 1.6m (length),
3.6m (turning circle).

Different people, different needs

Examples from the *Outdoor Accessibility Design Guidelines*



Walking, lifting or bending



Communication, mixing with others or socialising



Learning, concentrating or remembering



Hearing, even when using a hearing aid

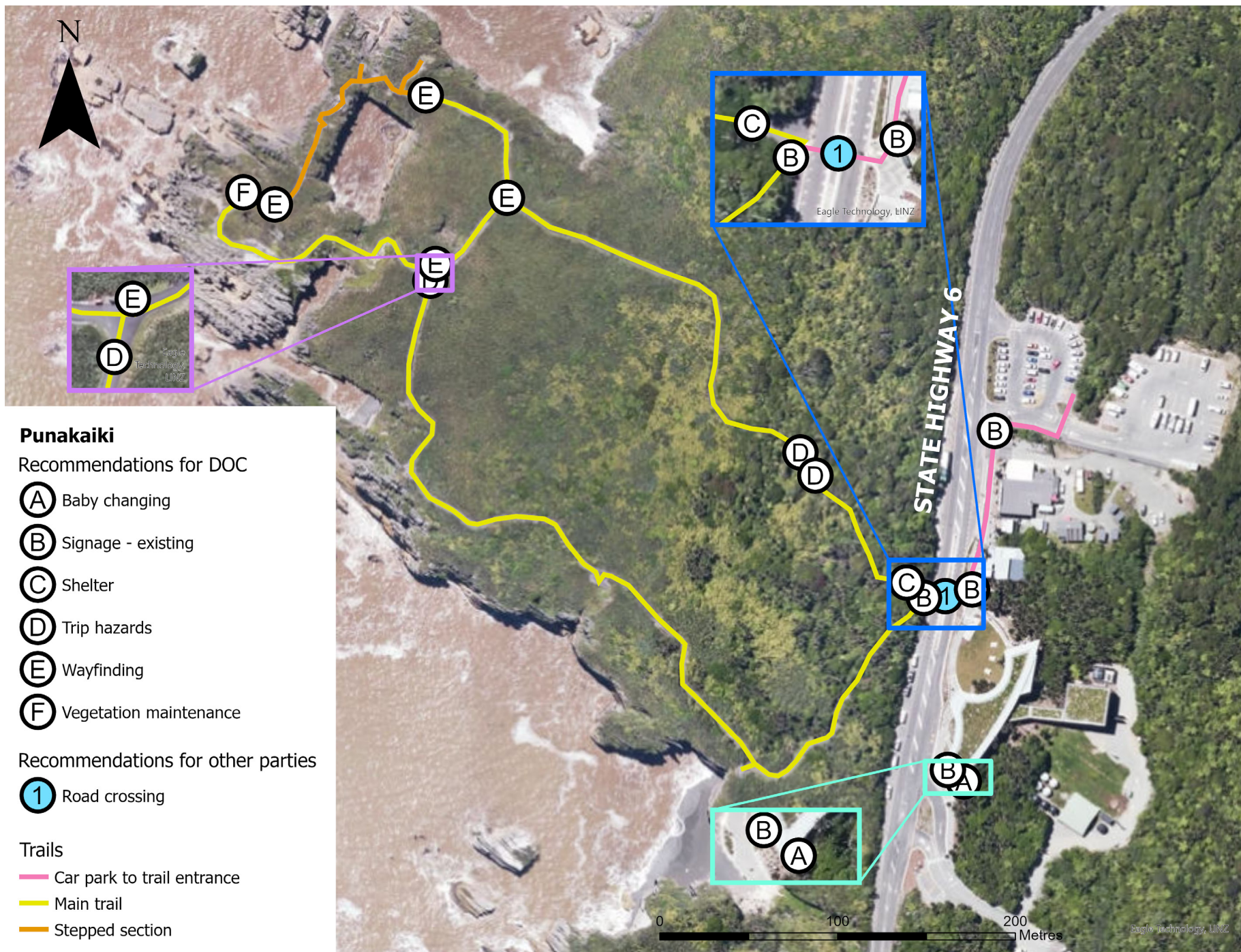


Seeing, even when wearing glasses or contact lens



Using your hands to hold, grasp or use objects







Momorangi Bay



Fort Takapuna



Tōtaranui



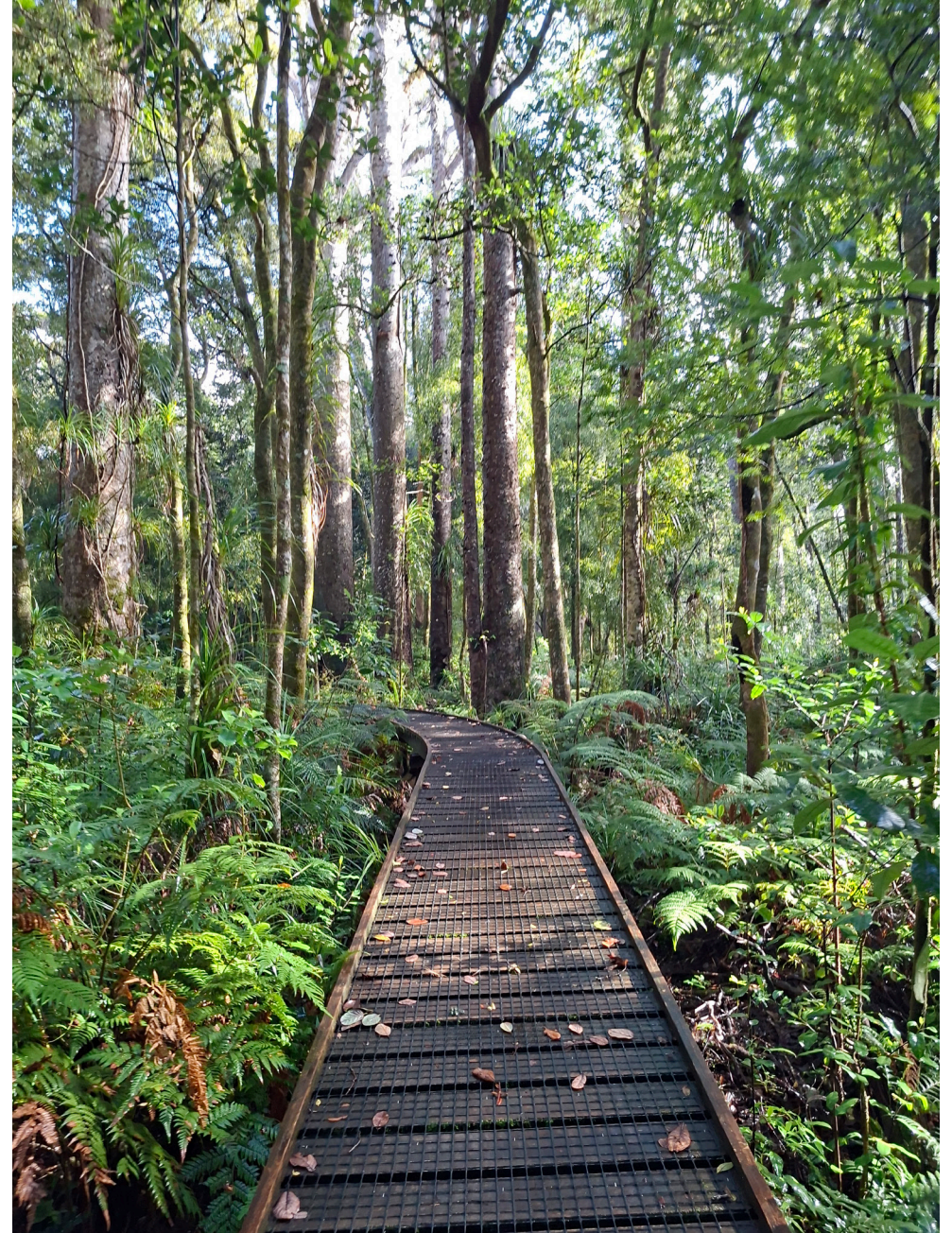
Tauranga Bay (Cape Foulwind)



Kaikōura Peninsula Walkway



Tāne Mahuta



Trounson Kauri Park



Lake Matheson