



World Summit on Accessible Tourism

Destinations for All

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Creating the sensory gardens and paths as outdoor sites for people with visual impairments

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Sensory garden

"We have for centuries sought to replace experience with knowledge.

What a spare world we now live in!"

(Hugo Kükelhaus 1900-1984)

Sensory garden

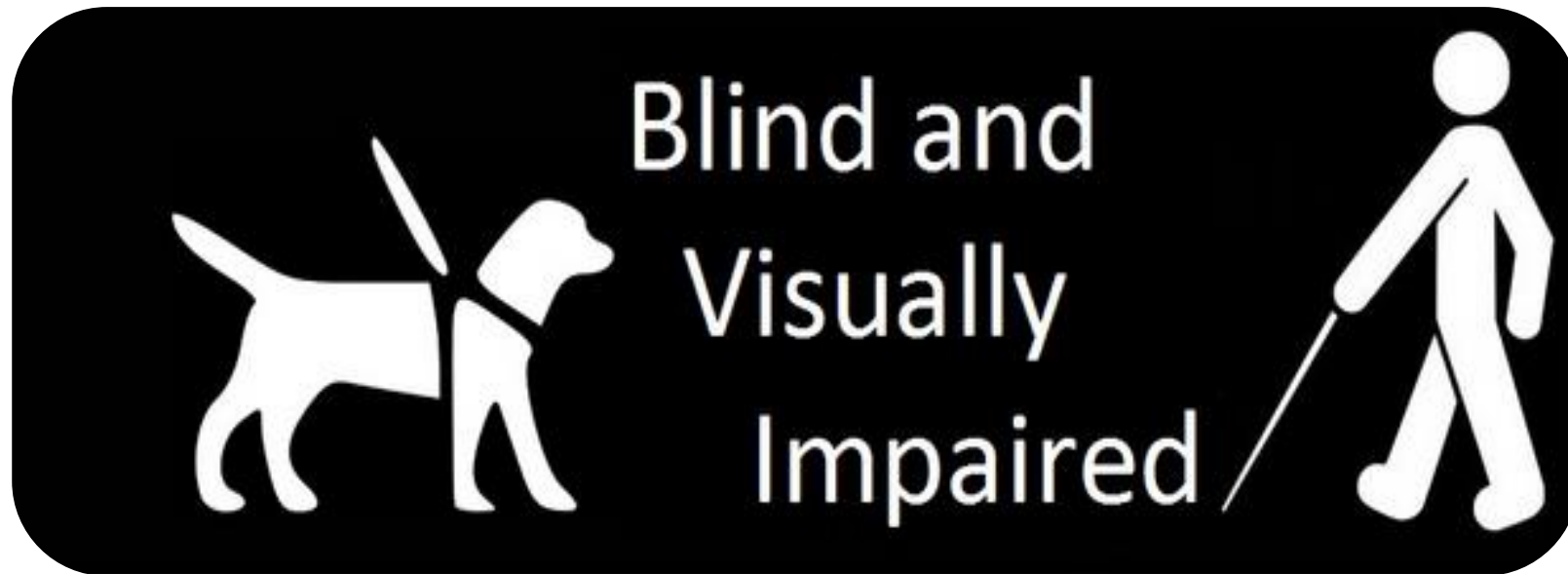
“Sensory garden is a self-contained area that concentrates a wide range of sensory experiences. Such an area, if designed well, provides a valuable resource for a wide range of uses, from education to recreation.” (Sensory Trust, 2007)

Sensory garden

”Taking into account the sensory element (colours, textures) as the key factor in designing these gardens, its role is to encourage the users to touch, smell and actively experience the garden with all their senses.” (Hussein, Abidin, Omar, 2013)

The Polish Association of the Blind

- appointed and managed by people with sight dysfunction; about 50,000 people.



Source: <https://www.gov.pl/zdrowie/spotkanie-ministra-zdrowia-z-przedstawicielami-polskiego-zwiazku-niewidomych>

The aim of the study



Present the ways of creating
universal gardens and sensory paths,
attractive also for the visually impaired.

Environment:

- urban and rural areas
- areas of natural value.

Stages of work



**Inventory
of sensory
gardens
and paths**

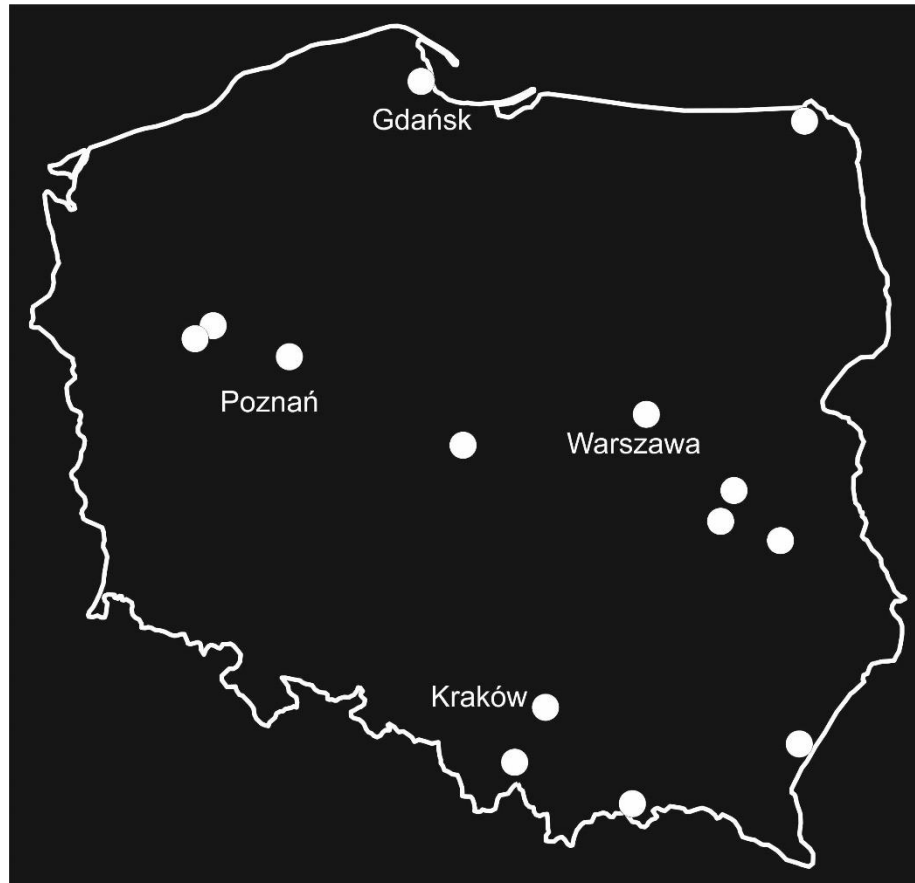


**Interviews
with the blind
and visually
impaired**



**Good practices
in universal
garden design,
including the
needs of people
with visual
disorders**

Location of the inventoried gardens and paths (16 objects)



Rural areas, areas
of natural value:
7 gardens, 1 path

Cities and towns:
8 gardens

Results:

Inventory of sensory gardens and paths

Elements for easy spatial orientation



occurring in the studied gardens – most frequently found features:

- Scents – 100%
- Clear path layout – 81%
- Diversified texture of the path surface – 69%
- Advice from other people – 63%

Source: Results of field inventory, July-August 2018.

Infrastructure for mobility and stay



of blind and partially sighted people in selected sensory gardens – most frequently found features:

- Type of surface (diversified) – 69%
- Tables – 56%
- Elevated flowerbeds – 50%
- Ramps – 50%

Source: Results of field inventory, July-August 2018.

Providing information

occurring in the studied gardens –
most frequently found features:

- Sensory path/ Interactive toys – 75%
- Braille/Large Print Plaques – 50%
- Tactile graphics/ Tactile plans – 38%

Source: Results of field inventory, July-August 2018.

Interviews with the blind and visually impaired



Responders

Number: 32

Age: min 9 max 68 average 31

Sex: F 19, M 11, not specified 2

Education: Higher: 3, Secondary: 13

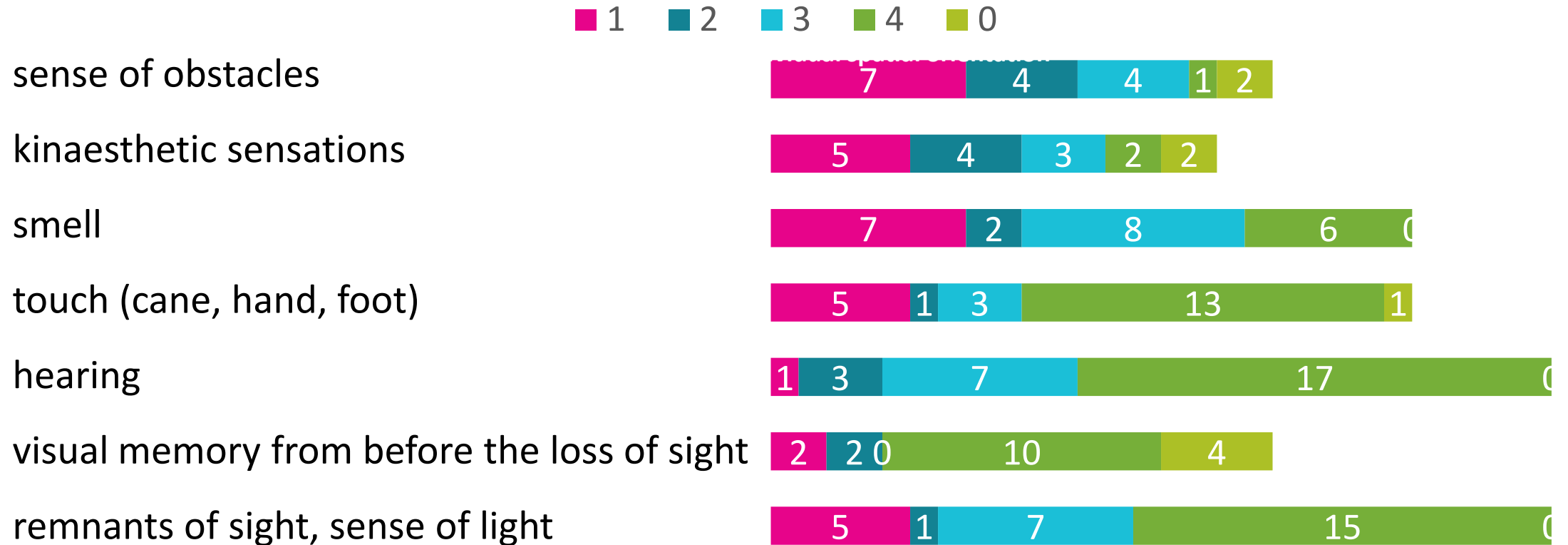
Vocational training: 6, Primary: 10

Results:

Interviews with the blind and visually impaired

Role of the senses

in individual spatial orientation (generally)



Scale - 1 - least important, 4 - most important, 0 - no opinion.

Source: Results of interviews n=32, number of answers given, June-July 2018.

The role of the senses

in spatial orientation in the visited sensory garden

■ 1 ■ 2 ■ 3 ■ 4 ■ 0

sense of obstacles



kinaesthetic sensations



smell



touch (cane, hand, foot)



hearing



visual memory from before the loss of sight



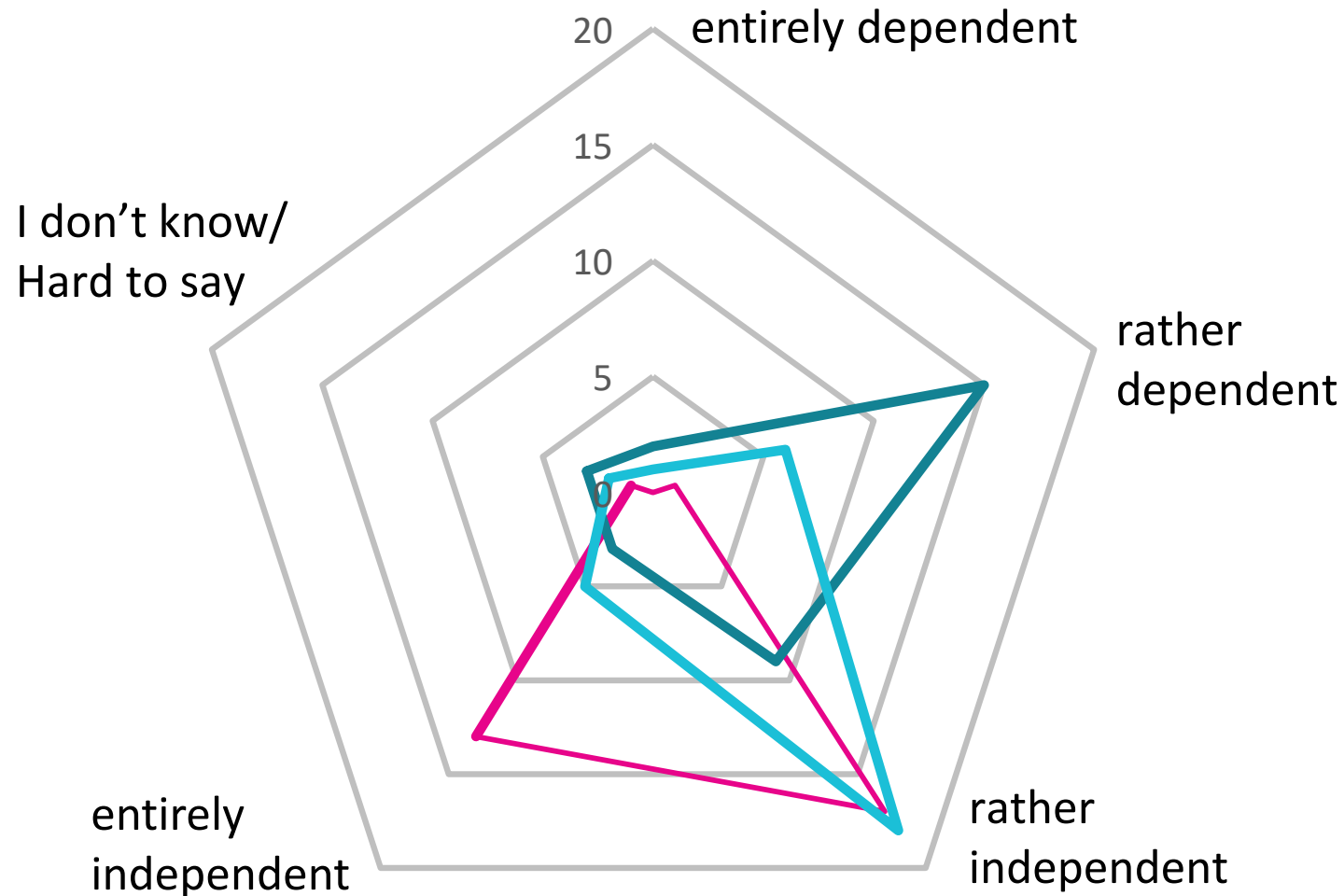
remnants of sight, sense of light



Scale - 1 - least important, 4 - most important, 0 - no opinion.

Source: Results of interviews n=32, number of answers given, June-July 2018.

Ability to move on one's own

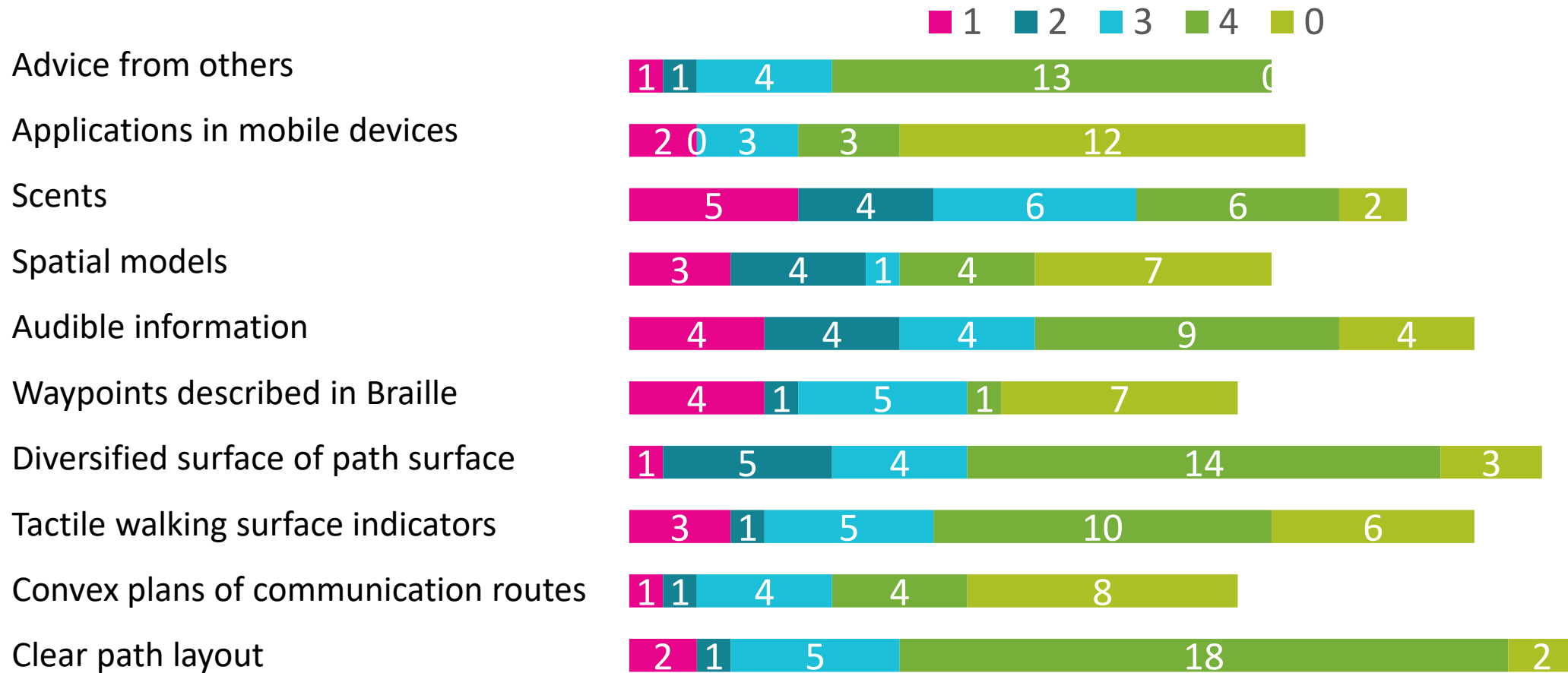


a - on a daily basis, in the place of residence,
b - in a new, unknown location,
c - in the visited sensory garden

Source: Results of interviews n=32, 06-07.2018, number of answers given

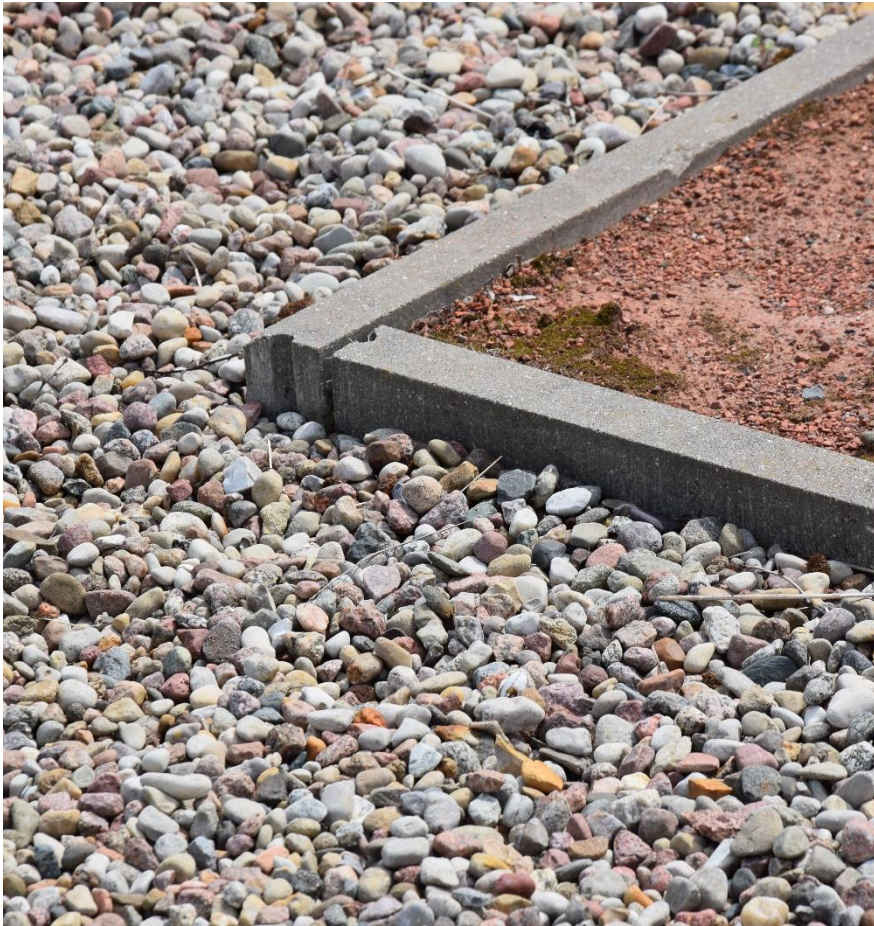
Easy spatial orientation

Sensory garden infrastructure elements



Scale - 1 - least important, 4 - most important, 0 - no opinion / Source: Results of interviews n=32, number of answers given, 06-07.2018

Safety features



- Assistance from other people
- Accessories, equipment (e.g. emergency buttons, stability, solidity of equipment)
- Architecture, space planning
(clear path layout, diversified path surfaces, kerbs, railings)

Source: Results of interviews n=32, June-July 2018

The most interesting places in the sensory gardens

Typhloplanetarium, globe, trampolines, bells

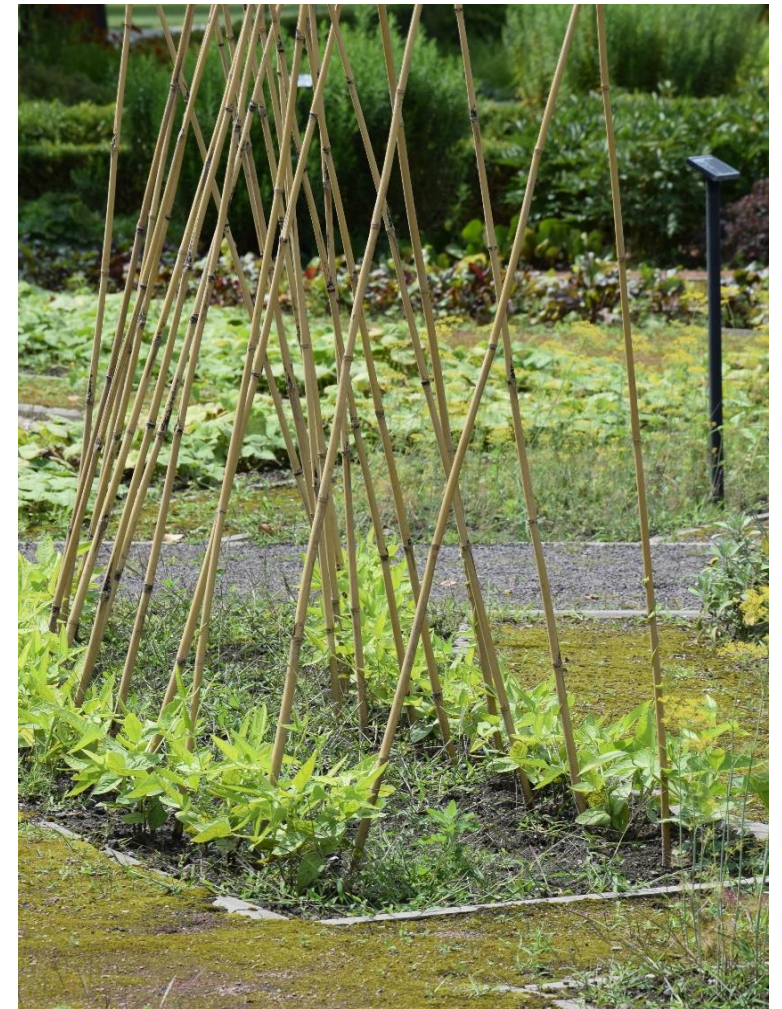
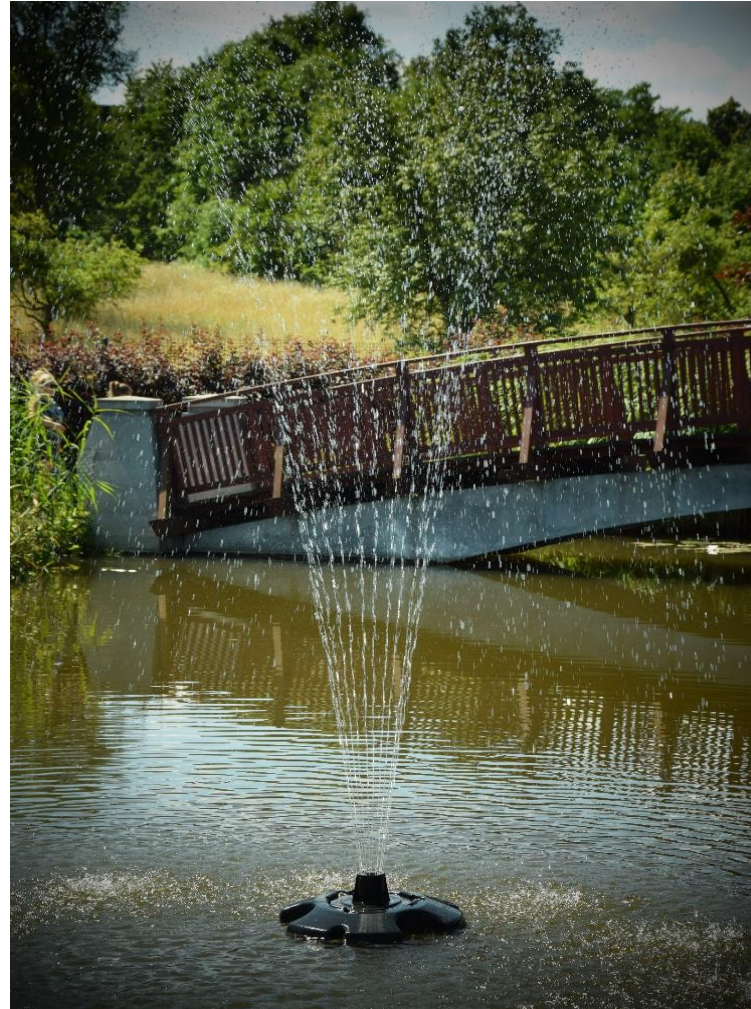


Typhlographics

with audiodescription, tactile plan



Arbour, fountain, vegetable garden



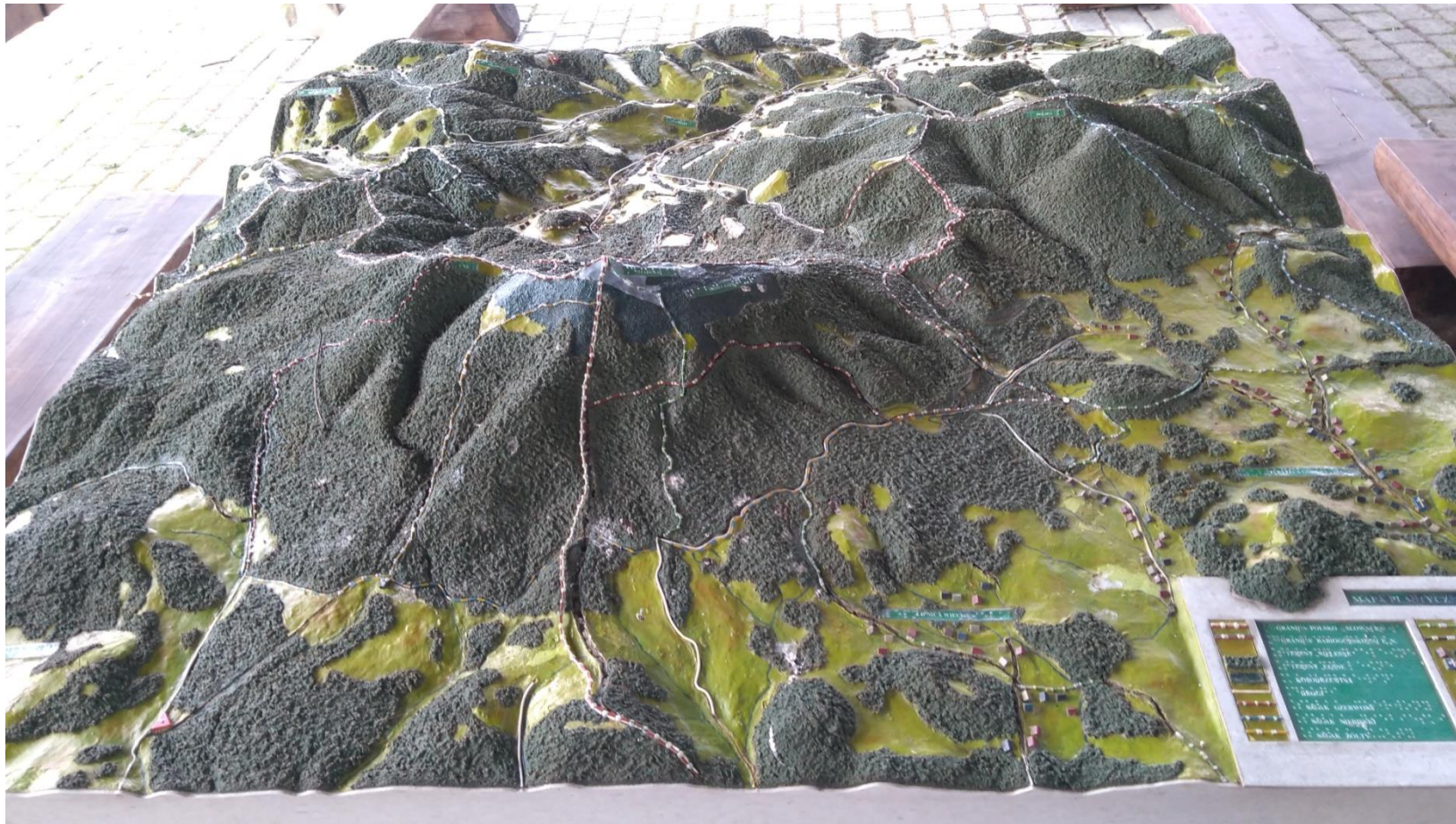
Tactile path and tactile wall



„Sound nests”, „Scent chair”



Tactile model of a mountain



Easy access to information



- Garden workers, guides
- Plaques in Braille, audio information
- Architecture and space planning - the ability to touch plants, pick, taste e.g. fruit

Source: Results of interviews n=32, June-July 2018

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Desirable features in parks and gardens



- Safety
- Easy spatial orientation
- Information
- Rest and recreation
- Other

Source: Results of interviews n=32, June-July 2018

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Barriers hindering the use of parks and gardens



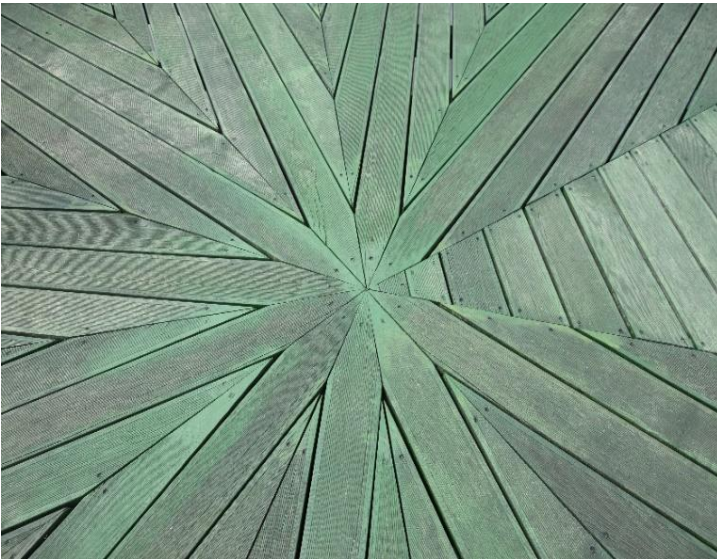
- Cultural
- Environmental
- Informational

Source: Results of interviews n=32, June-July 2018

Recomendations and conclusions:
ways of creating universal gardens
and sensory paths
attractive also for the visually impaired

Recommendations...

“Life is a continuous exercise” (Hugo Kükelhaus 1900-1984)



Recommendations...



1. Arrangement of different spheres, allowing to experience different senses in order to:

1.1. **get to know:**

1.1.1. phenomena, objects (e.g. physical, acoustic experiences),

1.1.2. oneself (sensory sensations, e.g. sensory paths, scents),

Recommendations...

1.2. rest

1.2.1. (relaxing) in a multisensory natural environment,

1.2.2. active (playgrounds, outdoor gyms, etc.),

Recommendations...

- 1.3. entertain oneself and play in an inspiring environment,
- 1.4. get integrated, socially included in the open air, through facilities for all.

Recommendations...

2. Providing basic facilities for the blind

and partially sighted in parks and gardens, in terms of:

2.1. **spatial orientation**,

2.2. **safety**,

2.3. **values** that can be recognised through non-visual perception,

2.4. **information** (on values, facilities and spatial orientation).

Recommendations...

3. Gardens and sensory paths are examples of good, universal practices, however, they should not be 'lonely islands'.

Solutions developed in them should 'penetrate' and inspire to create universal gardens, accessible 'for all'.

Acknowledgements



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