Cities for Older People
Urban design for an ageing society
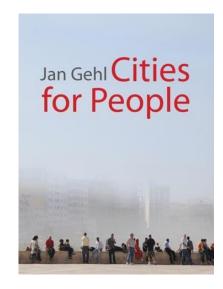
Gert-Jan Hospers

Rotterdam, 25. June 2013

Radboud
Universiteit
Nijmegen

Universiteit Twente
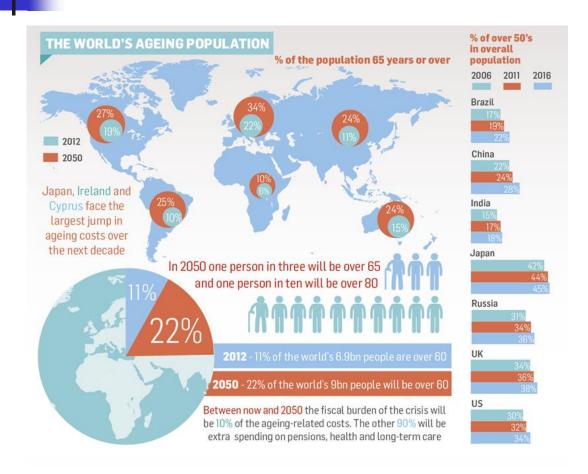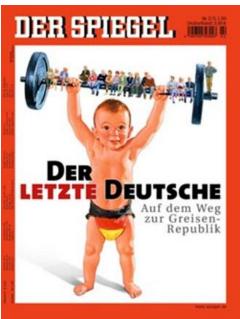de ondernemende universiteit

Application of Gehl's ideas

- *Cities for People* as a guide
  - making sense of the city
  - design on a human scale
  - the eye level-perspective
  - relevance for the future
- Case: ageing and the city
  - ageing population in EU
  - various types of obstacles
  - towards age-friendly cities

Jan Gehl Cities for People

Europe as the 'old' continent

THE WORLD'S AGEING POPULATION

% of the population 65 years or over

27%
19%

34%
22%

24%
11%

2012
2050

10%
6%

25%
10%

24%
15%

Japan, Ireland and Cyprus face the largest jump in ageing costs over the next decade

In 2050 one person in three will be over 65 and one person in ten will be over 80

11%

22%

2012 - 11% of the world's 6.9bn people are over 60

2050 - 22% of the world's 9bn people will be over 60

Between now and 2050 the fiscal burden of the crisis will be 10% of the ageing-related costs. The other 90% will be extra spending on pensions, health and long-term care

% of over 50's in overall population

	2006	2011	2016
Brazil	17%	19%	22%
China	22%	24%	28%
India	15%	17%	18%
Japan	42%	44%	45%
Russia	31%	34%	36%
UK	34%	36%	38%
US	30%	32%	34%

DER SPIEGEL

DER LETZTE DEUTSCHE

Auf dem Weg zur Greisen-Republik

http://population pyramid.net/

Age comes with limitations...

mobility-impaired | using a wheelchair

visually impaired | blind

partially deaf | profoundly deaf

with cognitive limitations | with multiple disabilities

barrier-free

Fig.1:
Multi-dimensional "barrier-free" model

Obstacles for older people

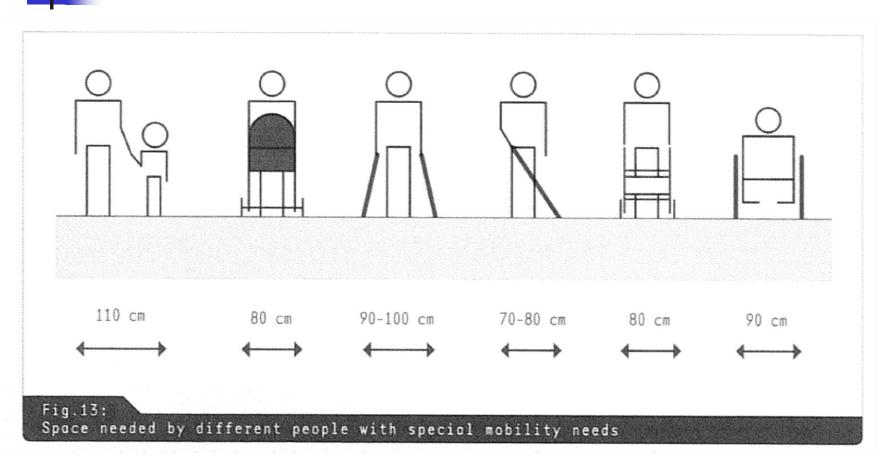## Mobility obstacles

Operation obstacles

Orientation obstacles

Planning for different users?

Fig.13:
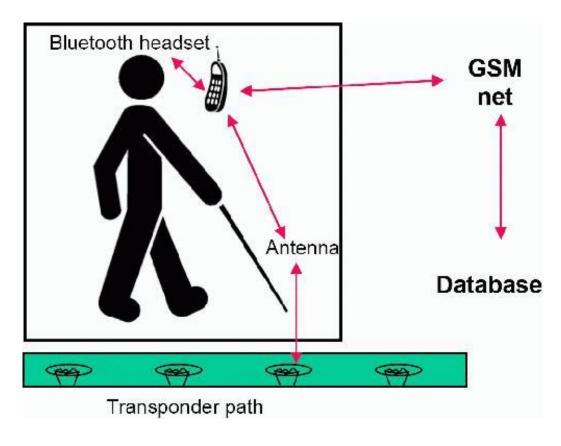Space needed by different people with special mobility needs

Barrier-free tourist attractions

RFID for the visually impaired

Bluetooth headset

GSM net

Antenna

Database

Transponder path

Towards age-friendly cities

Wider sidewalks

More opportunities to sit

Guidance systems
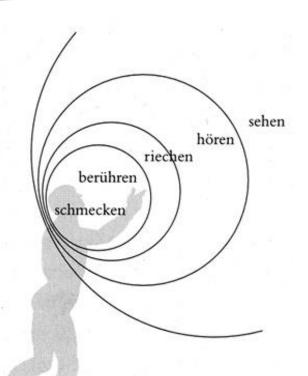
Technological support

The two senses-principle

Tools to simulate an old age
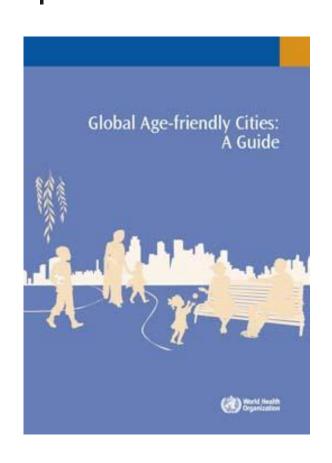
Alterssimulationsanzug or other simulation device

Die Welt aus Sicht des älteren Kunden sehen

AgeExplorer®.de

tatort Dorfmitte

Conclusion and discussion

Global Age-friendly Cities:
A Guide

World Health Organization

- **Ageing and the city**
  - sensitivity to people's needs
  - it all starts with the eye level
- **Some points for discussion**
  - what does 'old' really mean?
  - better: barrier-free planning?
  - is 'design for all' possible?
- ***Cities for People* as a guide**