

## Misconceptions about neuroinclusive housing

Changing people's perspectives and opinions is an important part of advocacy for neuroinclusivity. Jayde brings up 3 common misconceptions about accessibility in housing from a design perspective.

Jayde:

The 2 biggest ones are that building for accessibility is really expensive. And typically, that's not the case, especially on a new build. If it's a new build coming together now with building code, depending on which province we're talking about, but Ontario building code is one example. They have a solid building accessible code, for now. You know, it's a start in the right direction. I think across all the provinces it's probably the one of the best building codes. And I know that they're now moving into the national building code. But I think, yeah, it's 1% of the budget overall. It's more about thinking differently and making different choices around furniture finishings and those fine details. The other one is that accessibility is ugly, and I have to wonder who's designing these spaces if building an accessible space is ugly because they shouldn't be, right? You know, of course we have grab bars and washrooms and things like that, and that particular space will look different of course, but it doesn't mean it has to be ugly. We've seen beautiful examples of fully accessible, universally designed spaces that you walk in, you wouldn't know they're accessible. They're just easy to use. But I think that those 2 misconceptions are probably the biggest, and if I could throw in a 3<sup>rd</sup>, I'll keep it short, is that people kind of have an assumption that people with disabilities look and act a very specific way. It is somebody in a wheelchair, somebody with a mobility disability, somebody who's unable to walk, or you know, maybe is, I hate this terminology, but you know, is wheelchair bound right, which is just, problematic, but when you're designing an accessible space, it doesn't work, for normal people. And so, breaking that misconception down that, well actually, there's a lot of ways to build accessible spaces that do work for everybody.