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Hospitals Are Labyrinths- Good Luck If You're Terrible with Directions

The design problem that I've chosen has to do with in-hospital navigation. With hospitals in Toronto, often they are large enough where getting lost is easy. To combat this navigation issue, there are signs and maps set periodically throughout the buildings. Other methods used for navigation also involve following a coloured line on the floor of the building (although, this method is rarer to find).

With the usage of signs, maps, and coloured lines, they can inhibit inclusion and reinforce exclusionary social practices. Sometimes signs are placed too far apart that it can be questionable if one is still following the right path. Other times, if not being able to orient towards a visible landmark on the floor, reading a map proves useless. That said, all the methods listed rely on the necessity for sight. This necessity for sight alienates people who are visually impaired, while also stacking on an unnecessary mental load towards those in high adrenaline/stressful situations (ex. nurses on-call, doctors/surgeons on long shifts between emergencies, other patients visiting their loved ones etc.).

For those that are visually impaired, these cracks in the initial navigation solution can prove to alienate them the most. Sometimes going up to a stranger to ask for help can be daunting. Additionally, sometimes the people at the help desk would be too

