



# Brampton Sports Hall of Fame

Accessibility Review | November 28, 2023

<https://crosscountrycanada.com/2019/03/21/wings-outlook-for-1976/>

<https://www.thesun.com/sports/football/2019/08/17/football-in-a-good-place>

<https://canadathoroughbred.com/horse-news/8393/>



## Key Message

**Sport is for All,  
Sport is for Life,  
Hard Work Pays Off**

A Sports Hall of Fame that:

**Honours inductees past and present**  
**Celebrates Brampton sports history**  
**Is interactive and engaging**  
**Is self directed**  
**Is accessible**



VICTORIA PARK ARENA

BRAMPTON PEPSI  
HALL OF FAME

# Accessibility Considerations

**Accessible routes**

**Height/knee space at counters/displays**

**Colour Contrast**

**Obstacles – tactile detection**

**Digital Displays**

**height of controls**

**open captioning**

**navigation pads for assisted listening**

**induction loops**

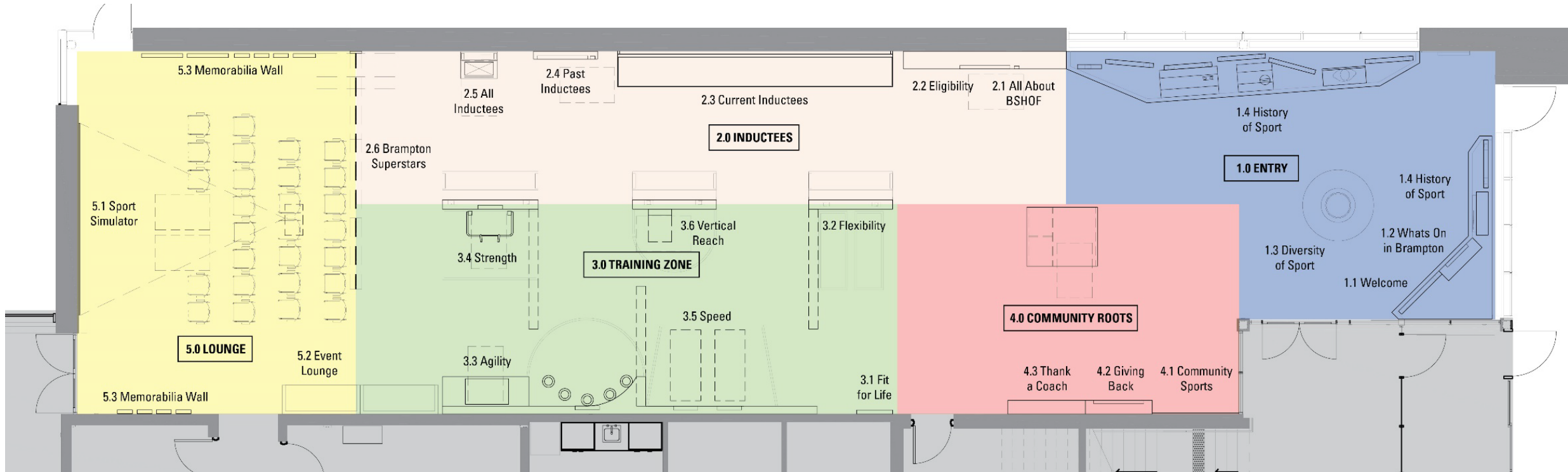
**Interactives**

**Accessible seating**

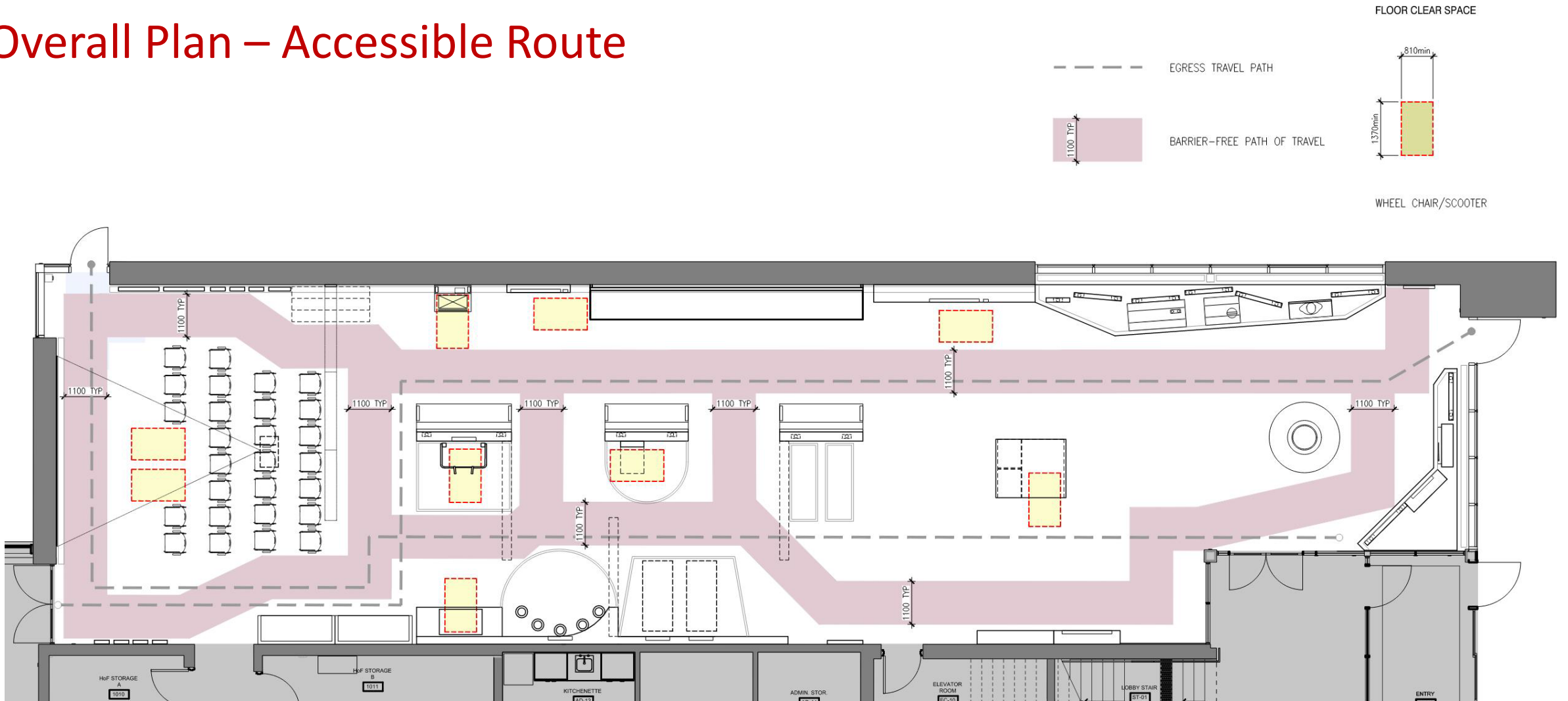
# Exhibits



# Overall Exhibit Plan



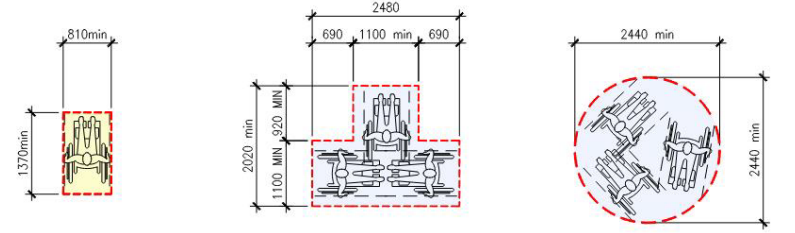
## Overall Plan – Accessible Route





# Overall Plan – Turning

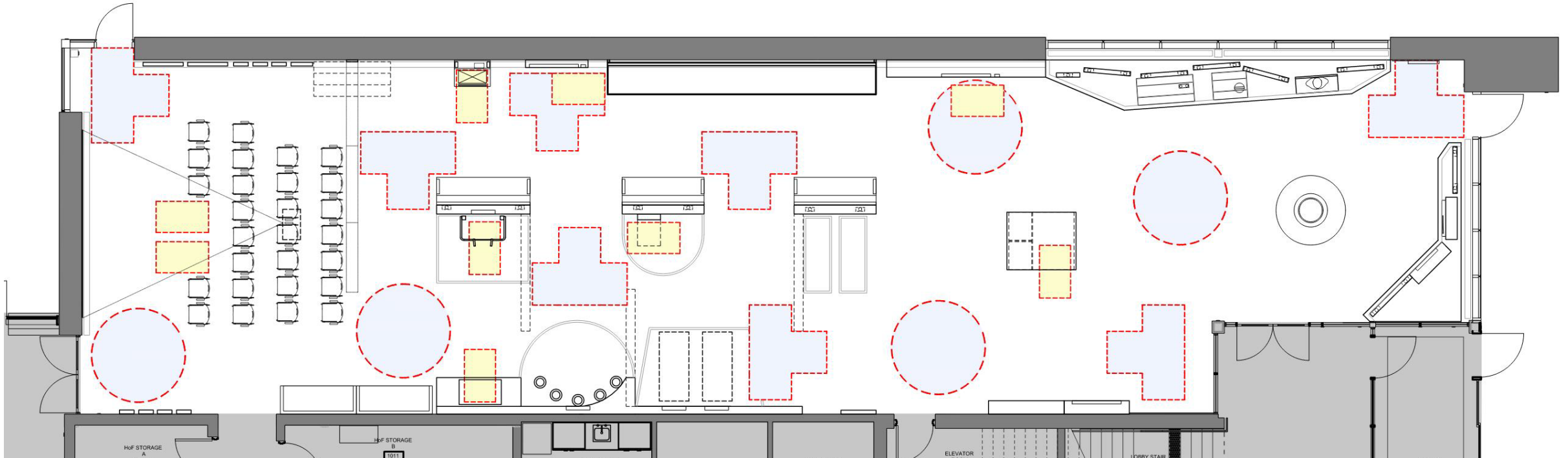
FLOOR CLEAR SPACE



WHEEL CHAIR/SCOOTER

180 DEGREES TURN

360 DEGREES TURN SPACE



# Overall Exhibit Plan



# View - Exterior

- Bold graphics visible from exterior
- Panels at windows with imagery facing the exterior





## View - Entry

- Seating with armrests
- Turning radius at exit
- Cases low and angled for better visibility
- Contrast of lower plinth with wall panels
- Room for group gathering



# View - Entry





# View – Community Sports

- Media with audio open captioning
- Induction loop
- Programming table with knee space
- Text with contrast





# View - Inductees

- Case to the floor for visibility
- Nav pad at media screen
- Open captioning
- Accessible height for AV
- Text contrast
- Text on separate panels for changeability
- Seating with armrests
- Induction Loop



# View - Inductees

- Case to the floor for visibility
- Interactive kiosk with knee space for front approach
- Nav pad at media screen
- Open captioning
- Accessible height for AV
- Text contrast
- Text on separate panels for changeability
- Seating with armrests
- Induction Loop





# View – Training Zone Interactives

- Accessible interactives or alternate options
- Tactile floor markers
- Speed race – with wheelchair racers





# View – Simulator Lounge

- Gesture based game simulator
- Open, flexible floor space
- Temporary seating with spaces allocated for wheelchairs
- Wall colour contrast



# Training Zone - Flexibility





# Training Zone – Vertical/Reach

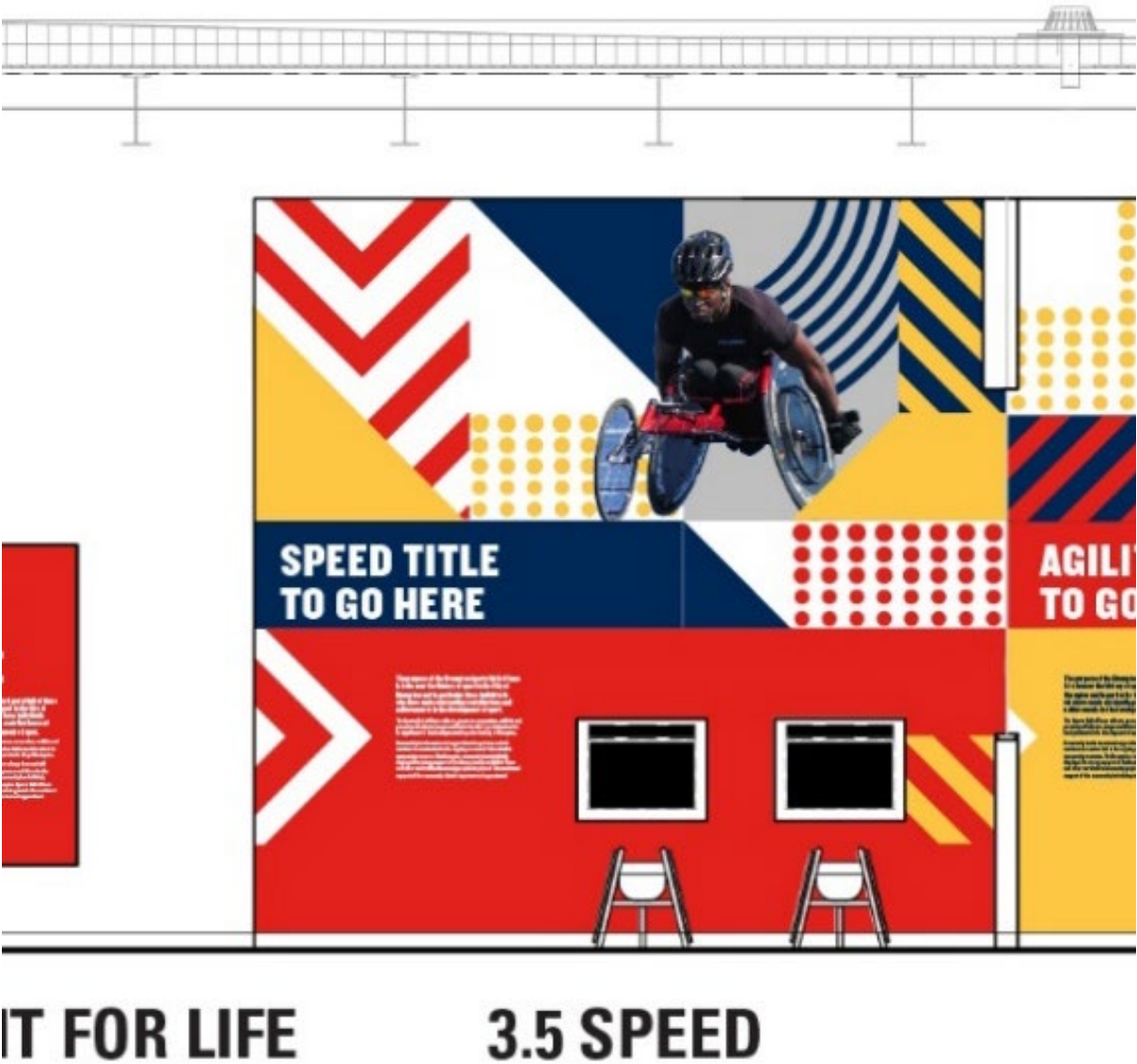




# Training Zone - Strength

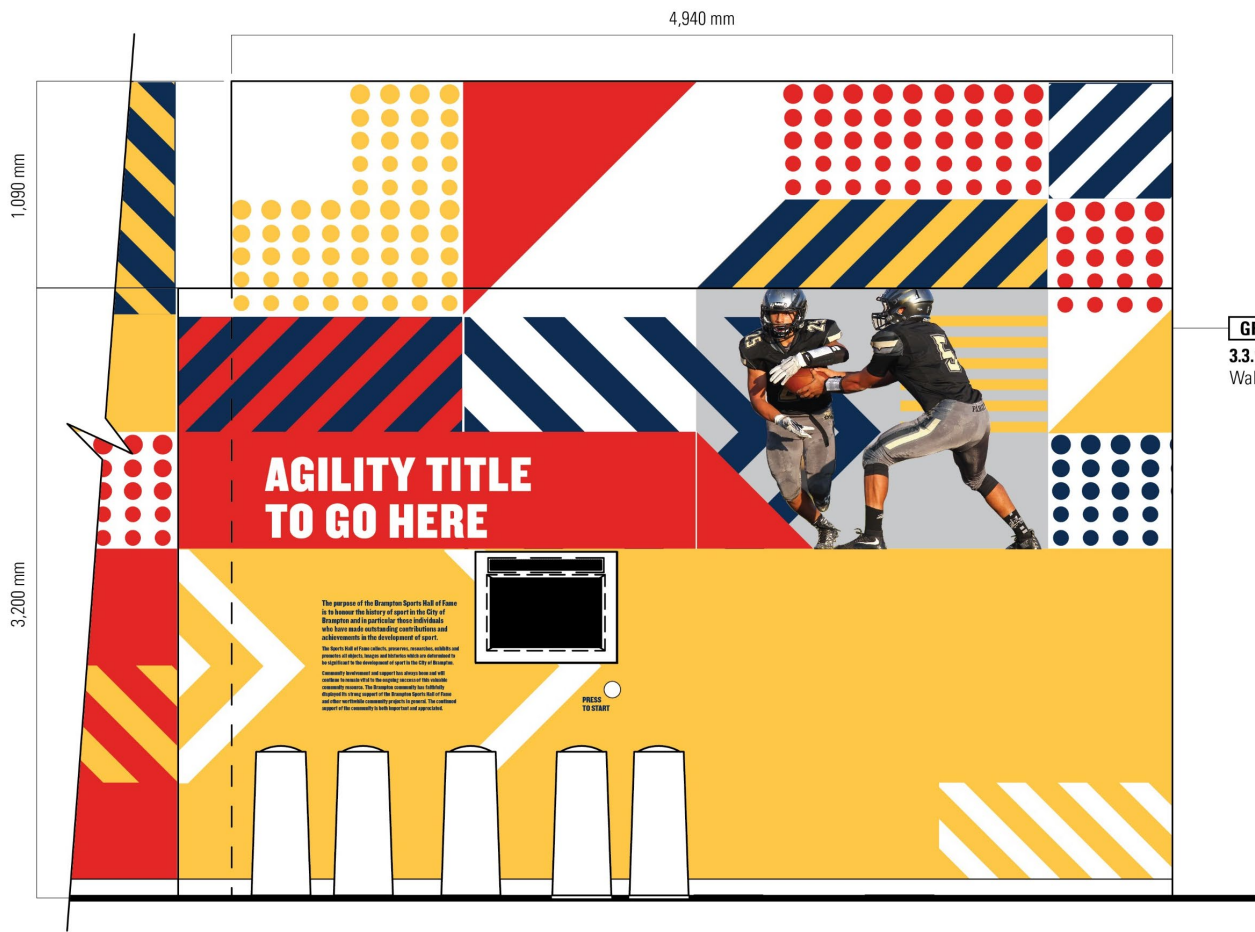


# Training Zone - Speed





# Training Zone - Agility



GP-1

3.3.1  
Wall Graphic



Touch2Play Table



Drawings