

Designer/Developer Liveability Checklist

The following checklist can be used to assist Designers/Developers in assessing the liveability of a dwelling, building and local community. The relevance or importance of the different factors will vary depending on the case and context.

<i>FACTORS FOR DESIGNER/DEVELOPER TO CONSIDER...</i>		YES	N/A	Comment:
Dwelling	1 - Do dwellings have cross ventilation?			
	2- Are dwellings designed to minimise summer sun and maximise winter sun?			
	3- Are there external shading and screens (preferably adjustable)?			
	4- Are there ceiling fans to assist air movement?			
	5- Do living areas face north/east and do they open to a balcony or garden area?			
	6- Are dwellings designed to minimise noise transference (e.g. dense and well-sealed to reduce air-borne noise; space to minimise structure-borne noise)?			
	7- Is there clear delineation between private, public and communal areas?			
Building	8- Are there recreational spaces to suit varied needs?			
	9- Are access areas secured between private and shared space?			
	10- Is privacy maintained in private outdoor spaces?			
	11- Are there signage strategies and notice-boards for resident notices?			
	12- Have trees and shade been used to reduce summer glare and provide privacy and visual amenity?			
	13- Are there recycling facilities in the building?			
	14- Are there water/energy saving features in the dwelling/building?			
	15- Does the building utilise natural light, heating and cooling?			
Community	16- Are there accessible, safe and well-maintained walking / cycling tracks connecting important services in the area?			
	17- Is public transport (train, bus, ferry, etc.) accessible from the dwelling?			
	18- Are there shops/restaurants/cafes within walking distance from the dwelling?			
	19- Is there a range of services and amenities (e.g. parks, shops, health-care, child-care and schools) in the local area to suit residents' needs?			
	20- Are there land-use mix, activity generators and opportunities for participation in community events?			

