

## **18.** **Extract**

Hungary's joining the European Union and the consequent opening up of EU tender opportunities have brought about considerable development as far as accessibility planning is concerned, which is also reflected in the statutory requirements. However, practical implementation of these changes demands a change of attitude both on a social and professional level. Accessibility solutions are not restricted to the physical sense but call for the consideration of all disability types. Since appropriate designer attitude is best developed during the training years a new course book, a slide presentation lecture and a web page have been created and a complex methodology has been devised under the auspices of TÁMOP (Social Renewal Operational Programme) 5.4.5 on the creation of professional background to designing physical and info-communicational accessibility, for higher education institutions training graduate and postgraduate architects and interior designers.

The author of the interior design syllabus is interior designer and rehabilitation expert Ágota Ruttkay-Miklián, the author of the present dissertation.

The paper showcases the necessity of a responsive designer attitude, the national and international acceptance of accessibility within the architect society, good and bad domestic and overseas examples as well as the syllabus and methodology devised for designer training.

### **The theses are as follows:**

#### **1.**

The real task of architecture is serving the community. Increasing dedication for, and responsiveness to, the community among architect and designer students is a key issue.

#### **2.**

In most cases accessibility planning schemes are deficient as they lack long-term strategy.

#### **3.**

The most viable instrument of accessibility planning is the adoption of the "design for all" concept.

#### **4.**

By merely acquainting designer students with regulations without sensitising them to accessibility issues we can achieve no breakthrough in designer training.