Moderator- Hello and welcome to the special edition of Public Health live. I will be your moderator today. Before we get started, I would ask you to please fill out your online evaluation. Continuing education critics are valuable after you take the post test. Your feedback is helpful in these programs. We would like to know how we can best serve your needs. The toll-free number 800-452-0662 or you may send your written questions by fax. That number is 518-428-0616. Today's program is supported by the Public Health program. Our speakers today are the director for Human Institute Design and the studio for Human Institute Design. Thank you for joining us today. Before we get started with our guest, Dr. Richard Danes, commissioner of the New York Department of Health has taken a look at our program.

Dr. Richard Danes- Chronic disease is often an interaction between an individual and the environment. We can change it so that people are just naturally healthier. The problems today are overweight and obesity. Economics are a part of it. If things cost too much and naturally cost too little, naturally it will be set up in that direction. What we try to do is have a range of interventions, and many of them to fall on the environmental side. Food choices in a neighborhood, having calorie labeling, fresh fruits and vegetables, building exercise into the school day, changing the school lunch menu, again, changing the price signals so that sugary soda as are more expensive than fresh fruits and vegetables -- all of those things across the board. We educate people. We change the environment. We provide economic incentives and disincentives and this together works to help people. We will look for is disparities between different groups. One of the obvious disparities is minority groups, low-income groups, people that have a disability or people who are walled-off by virtue of culture or language which appeared often, it is clear that the environment is doing it. People without access to good food, low-income people -- those economic signals are very strong, too, because they do not have enough money. We see a much higher prevalence of obesity in those groups. A lot of times those are just early warnings of problems of obesity of everybody in this society. If we think they're going to confine themselves to those groups, we are wrong. We see this with obesity, for example. I actually think focusing on disparity is a way to get an advanced notice of what we ought to be doing. Another group where you see very much the impact of the environment and help is people with disabilities. Whether it is the ability or communication, sight, or hearing, they may be heavily impacted by it. This is one of those initiatives to have a complete environment where individuals with a disability can successfully navigate that and achieve good health. If you look at the way we have our city streets designed, they would be open to everyone. I think that will actually be better for everyone. There's the parable of what animal walks on four legs and then two legs and then three legs -- and of course, we all know it is a baby who crawls, and then the adult that walks on two, and then the old person that walks with a cane. Throughout our life we all are faced with certain disabilities. We want a wheelchair for the environment. People that have sight or hearing problems, people with mental health problems -- we can make an environment where they are safe also. We also have a disability and health program, and that is to bring all of that together in one place where we can see policies across the department where this can this infuse everything that we are doing in our programs in designing streets and programs, but it works for everyone.

Moderator- Well as the commissioner of Health has just told us, universal design is a concept for everyone, not just specific segments of the population. Can you give us a brief summary of what universal design actually is?
Valerie- It has been defined as a social art. It is always about people. In this case, it is a vision of design that anticipates a much broader spectrum than we usually think of. This is a way of getting people reframe the challenge of design.

Moderator- Valerie, both you and Josh are joining us from the Institute of Human Center Design. Can you tell us a little bit about your company and what you do?

Valerie- We have been in business since 1978, always nonprofit. Always mission driven in that design is a very powerful part of design.

Josh- I have a multidisciplinary team of designers and we do projects that are a subset of the Institute, but basically, we are designers that work on our own or in collaboration with other designers to bring in this universal design.

Moderator- And the company is comprised of both architects and educators?

Valerie- It is a little bit of everything. We have designers and complementary disciplines. Some people are educators. We have developmental psychologists. People with disabilities that have learned on the job in a couple of cases. We also work with designers with disabilities. We have an international program on that. It is a very multidisciplinary way of working.

Moderator- What is the bulk of your work?

>> A bully pulpit.

[LAUGHTER]

We are really bent on changing the way people think about this and, ideally, exciting people about how satisfying it is, what a meaningful challenge it is, and about how satisfying it can be to come up with the right solution and make people feel welcome and engaged in society.

Moderator- Who you take into account when designing things in places?

Josh- We try to take into account the widest range of users possible. We have very strongly held belief that if we design for the widest spectrum possible, then the environments which we design and build will work for everybody.

Moderator- What are some of the principles that you need to take into consideration in determining design that meets universal need to expectations?

Valerie- The whole notion of principles verses rules is central to the field. And the original set of principles were developed in 1976 by a group of five organizations. The audience can get more information about the original principles. The original framing is to draw attention to the human function issues, because so often, we stopped short of the physical issues and we want people to recognize that it is about the physical, the sensory, and the brain-based issues when we are thinking about design.
Moderator- There has been this movement to focus more on various functions as it relates to human relations or human effectiveness.

Valerie- In our culture, one of the realities is that we have the most robust requirements of the accessibility of any country in the world. More companies are bracing this vision of inclusion. But the idea of accessibility is focused heavily on populations that have the most challenges in the environment, so that the requirements focus heavily on people who use wheel mobility, for example. We feel the need to draw attention to these other facets of our humanity.

Moderator- Fantastic work, it sounds like a holistic approach, actually.

Valerie- It is. Well put. It is a holistic approach, and it is an engagement of people whose life experience is different from the majority of designers, for example. It is central to doing it right. We engage clients. If we are designing a school or working with a team at a school, the students are part of that, the teachers are part of that. When we're working in hospitals, we do mockups that allow patients to weigh in.

Moderator- And on that level of input and guidance from the very inception of the design through each stage? Tell us a little bit about that.

Josh- I would say, the user experts we have-- there’s both the in house and the wider network, so we have many people on staff who have disabilities and they are able to provide their input from the very beginning of the project. When we are involved with a project in a collaborative weight with other designers, we also try to get them to get in there at the beginning of the project. But with our in-House expertise, we have a wide network of designers and people in a wide network of design that we work with on a regular basis. We have this opportunity in the studio to really broaden the types and sources of input that will go into the design from the very beginning.

Moderator- There is an expectation that the user is, in fact, an expert and has a level of expertise to bring to the table.

Valerie & Josh- Exactly.

Valerie- What we believe is that people whose functional issues may be different from the very center of the norm, they know what does not work about design and our goal is to get them to tell us about what does work.

Moderator- And just how does body size and shape factor into your design principles?

Josh- It is very important. People who are familiar with the language of design have heard about ergonomics, for example. How the body interacts with the environment is important, but one of the things that we try to remind others about and bring into the framework, one of the things is that it tries to take into accommodation the typical person, but there is no typical person. We will try to share the variation and changes over time in the human body sizes, shapes, that kind of thing. Our bodies change over time and there is a wide variety of human body types and sizes, and therefore, needs. We get back to the fact that we are designing not just for an average...
person, hoping that it works OK, but for everyone, and hoping to accommodate the widest range of users. And in that way, we are accommodating everyone.

Moderator- I think there was a sigh of relief when you said there was no typical person. [LAUGHTER] And many of us take for granted the fact that we might be healthy and have a whole range of our present state being. But we take for granted continual health over the course of our life.

Valerie- It is commonly presumed that we readily identify people with disabilities. Somehow they are just visible to us, not true. Some of the most common disabilities are arthritis, back problems, heart disease and respiratory problems. Not one of those is visible. Drawing attention to the idea that it is about us, few of us reach the age of 50 or 60 without having some personal connection with one of those realities. Mobility is an important part of the floor of universal design, which is accessibility, but 3.3 million Americans today use scooters or wheelchair's. And that is projected to be up to 20 million by 2013 with the aging of the baby boomers. Clearly, it is these non-apparent conditions that are much more invasive.

Moderator- And if we look at children, one of the key reasons to have the universal design approach to the environment -- we were talking earlier about the design elements and utilizing experts, if you will. Tell us about children.

Valerie- We have been very invested in exploring a design that works for children today who have some level of functional limitations. One of the realities in the last 25 years, and I'm sure your audience knows this well, -- probably through some personal experience -- is a shift in the types of disabilities that are characteristic of young people, certainly among kindergarten through college. And it is for all kinds of reasons. Many of us never went to school with people that we know to have had a learning disability, but in retrospect, of course we did. And watching the rising incidence of emotional disturbance and the rising incidence of autism, and that is something that no school district today is not grappling with.

Moderator- And again, it is a multidisciplinary approach as well as the user expert, including parents and their level of engagement and development of design.

Valerie- Parents often are the ones that have to make the case to the school district. But actually, the environment matters, communication within the environment -- all of those things and the design of them can enhance your child's sense of self, sense of development and their success as learners.

Moderator- How does funding and resources factor in?

Valerie- The design of the investment is that you made a print on the environment and you make it over and over again. If design can compensate all of the people with dependence, one saves money. If every kid can have the learning tailored through visual design, the content of their lesson, what an enormous savings. If we believe that our design actually reduces the burden of cost.
Moderator- You have a tremendous task ahead of you. When we talk about change and effecting change and mindset and presenting this level of argument or purpose for universal design among local, state, and federal officials, I am certain it is a challenge. You have a couple of interesting slides that take us through age when you talk about them?

Josh- We credit these slides to the trade center in Wisconsin. The first 1 points out that in the general population there is a relatively small number of people that have severe functional limitations. As you fast forward to 65 to 69 years old, or 75 or more, most have some kind of functional limitations. All of us will experience some kind of functional limitations in our lives, and sometimes it varies in function. This intersection with aging and disability has recently been acknowledged much more widely, has gotten more air time. But it has been at the center of our work for a long time.

Valerie- One of the things that we want the audience to take away today is the appreciation that the term disability is something that all of us use and there is a function of identity that we're familiar with. In truth, the majority of people who embrace a disability, probably incurred that functional issue as a child, perhaps congenitally, or as a young adult. Most of us acquire our limitations over the course of our lives. Our identities are fully formed. The idea that someone raises their hand when someone asks if they have a disability are slim to none over age 60. But the idea of taking your elderly parents on a trip cannot under any circumstances think of taking the most accessible route. That is part of what we need to appreciate is that requirement to self identify is not meaningful in trading places that working help the communities.

Moderator- And when you talk about the intersection, if you will, of these two areas increasing on the horizon, are you seeing on the local or statewide level an increasing engagement or dialogue between the disability offices and the offices of aging?

Valerie- Less than we would like. [LAUGHTER] I actually think that New York State and the work that is being done here around public health is actually a bridge builder between those things because we're still seeing patterns in most states where Elder Affairs is looking at a cohort 70 to 90 and not much more than that appeared in the offices of disability, it varies much more widely, but it is still this function of people who are different than the rest of us.

Moderator- Talk about the United States population and how this impacts design and the designee.

Josh- The title of baby boomers is a phenomenon that I think everyone in the country is aware of. We know we have this big spike in population and we're watching them age. What we're not thinking about yet is what the ultimate impact of that will be. As they age, they are becoming the red and pink people on the previous slide. As Valerie said earlier, 54 million live with disabilities, but we have 78 million baby boomers. More and more of these 78 million baby boomers are going to be passed 65 or become people with disabilities or functional limitations. It will suddenly not be an abstract conversation, but a reality. I think some architects and designers are thinking about it, but many are not. I'm not trying to be doom and gloom, but I'm trying to point out that there is a big change coming and we need to be ready for it.
Valerie- What we would propose is that we have pretty well invented everything all one way. We do change. Our friends in the U.K. call it the third age. And we need to start thinking of it in a positive way, our third age, and embracing it in a positive way and removing the barriers to view it in a positive way.

Moderator- How do we compare with the rest of the world?

Josh- There is a huge change in percentage of population over the age of 60 across the globe. The U.S. is not alone in confronting this change in demographics. But the U.S. is lagging behind, we would say in addressing this change in a built environment. Many of the slides we will be showing are actual examples of cultures and designers have accepted this change and change the environment to accommodate it. But it is a global story.

Moderator- And the United States, lagging behind internationally, would the basis of that be lack of acceptance?

Valerie- We are currently spending about $80 billion per year on anti-aging remedies.

Moderator- I know there are international programs on aging. What have these programs done and to contributed to the area of international design?

Valerie- We have been able to knit together this story with global policy. In the program on aging at the UN, in 2002, the Madrid international plan on aging, it was a shifted focus from removing barriers to creating and enabling an environment. This has grabbed attention. Universal design is usually associated with that notion of how do we define an enabling environment. This has been prevalent in Japan and Brazil.

Moderator- The bedrock is access and enabling, if you will.

Valerie- Removing the barriers only goes so far. It’s like making accessible the building that does not work for everyone, including the people that need it most. It is facilitating barrier removal.

Moderator- Has the UN issued any guidelines regarding people with disabilities?

Valerie- People with disabilities have fought very hard to have a supplement to the UN treaty. There's a supplement on women, a supplement on children. People with disabilities have argued for equality and they have been successful with that. There is a four and a half a year process that has produced a third supplement. The majority of the world community has signed on to that, creating a new drum beat to think about how important it is to think of issues of design. President Obama has now signed that and we're very hopeful that any quality exchange will be extremely rich over the next few years.

Moderator- On the face of it, four and half years seems very short time period, but I'm sure there will be a robust advocacy in order to move this along.
Valerie- One of the most exciting aspects of it, and I happened to have the opportunity to be present for parts of it, was to watch people with disabilities in the developing world argue for universal design out of an understanding that there was never going to be a special pot of money for them. The idea to build it in from the get-go and everybody wins.

Moderator- Has any other organization weighted on this particular issue?

Valerie- The World Health Organization has weighed in very significantly. They took 10 years to redefine health at the international classification on functional disabilities. In 2001, we stood up and cheered when that came out because it actually affirmed so much of our core perspective. This idea that mainstreaming of disability, that if you live long enough this will be your experience, it is a universal human experience. They equalized physical and mental reasons for functional limitations. And most important, they define disability as contextual, so that it does not reside in the individual. Functional limitation resides in the individual, functionality disability is created with that individuals experience, with the physical environment, with policy, and with attitude. It is at that point that people are not disabled by it. We were thrilled by that affirmation of our world view. And they specifically called out universal design in identifying facilitators.

Moderator- These dimensions, what have they meant designers?

Josh- These particular definitions have had the most profound impact because they place the responsibility squarely in the field of the architect or designer. Disability now becomes something that is not inherent to the individual, but it is at the intersection of the individual's particular constellation of abilities and the environment in which they're going to school, going to work, etc. What it says to designers is that you can make environments in which this functional limitations can be augmented, or removed, for the time that the person is in that space. It is personal responsibility, but it is an exciting idea that we, as designers, can create an environment in which we remove that disability for a time. It feels like a greater responsibility for the architect or designer, but we also see it as a much better opportunity, some sort of and empowering thing to do much more than we thought we could do as regular designers.

Moderator- So this shift in accountability, or this emphasis on responsibility with designers is something that has been embraced by the regular community?

Josh- I think it is seen that way, yes. This gets back to the local ADA designed to around disability. It often comes across as just a checklist. As long as I've got this turning radius and this and this, I've done everything I need to do. There is some responsibility, but I think there is also opportunity. In designing this way, architects can see it as more than just filling those things that I have to fulfill or will not get a certificate of occupancy for my building. There is a holistic approach to design, and let me see it as a new impetus for the design work, which is a much broader way of thinking about accessibility and enabling environment.

Moderator- Valerie, how would you define sustainable design?
Valerie- We actually love the short definition from the American Committee of architects on the environment. It is at the sustainable definition of enduring environments. Who would not love that definition? Our core work on universal design for all is appropriately trained as social sustainability. Somehow in America we have largely forgotten this three-legged stool idea of environmental, social and economic sustainability. This makes the concept of social sustainability vital. It is often thought about as the apple pie aspect. We think of multiculturalism, but we also need to think about individual people.

Moderator- How does designing for social sustainability impact a community or a society as a whole?

Valerie- We think it encourages the opportunity for people to think about issues of diversity, interdependence. We are supporters of the composition of sustainability. Those are the characteristics of Environmental sustainability. But it is also critical to think about design. That notion of interdependence, we will do a lot better with design if we recognize that, and it is critical to our help the communities. Driving our individual cars is the least effective way to live in our communities.

Moderator-Why don't we talk about equitability?

Josh- The right image very quickly shows how a wide sidewalk, which is given a lot of real estate within the public realm is something that is useful for many people, so it encourages walking and cycling. Some other images show fixed public seating. That could be also someone standing or a person in a wheelchair, but it is encouraging a wider range of users to come out and be in their community. We're talking about physical health as it relates to walking as opposed to driving, but there's an aspect of getting people out of their cars come out of that silo and moving it through the world independently and it gets people to interact with one another and it creates a of your place for everyone as well.

Moderator- What about urban and rural landscapes? How are each of those factoring into this discussion, particularly when you talk about contextual design?

Valerie- We are beginning to see some very nice examples in state policy. I am happy to report that our state of Massachusetts and your state of New York are two of the great examples of a commitment to public policy to look at our public spaces. And places that we enjoy, public parks in particular, are seen as places of interaction. And it is happening in other states. And there's a zeal for how doable it is.

Moderator- How do we think about ergonomics in design?

Valerie- In our country, 27 million Americans report difficulty walking, for example. Many of them had nothing that we could see, but still had difficulty walking. The hub at regent's Park in London is a very important space, but the design is to really welcome everybody. It is designed for all playing fields, and they are doing things to welcome people to this public recreational space. They have programs for older people. They actually have a very low-cost daily exercise
program for people that are unemployed. You know, making physical exercise part of that back in this thing called networking.

Moderator- And talk about interdependence. [LAUGHTER] What could be considered good design for pedestrians?

Josh- One of the keys is legibility of the pedestrian environment. One of the obstacles beyond issues of curb cuts and street crossings and those kinds of things, one of the biggest obstacles to engaging in the pedestrian environment is this feeling that you're not sure exactly where to go or how to go or where you're supposed to walk or not supposed to walk, where you are supposed to cross the street. The example that we are showing, this one is in Brazil, this is the kind of thing that entices people to public spaces through broad sidewalks and pedestrian zones and more of an effort to encourage people to get out and use it.

Moderator- I know that each of you are located in the Boston-Cambridge area of Massachusetts. Do you have an example of how your community has incorporated design that is perceptible?

Josh- Yes, the example of the Boston subway system. This is a project that we did a number of years ago and our organization has a longstanding relationship with the "T," which is what we call the subway in Boston. Some people may know that Boston has gone through the Big dig, which is sinking a big part of the highway under the city and we have done a lot of work around this project. This is a guide to the subway system, which again, is geared toward making it a legible and perceptible and easy environment to navigate. More broadly, this is a situation that includes a variety of environmental factors. In the big picture, this pamphlet also works with legible environments -- in this case, may be underground, but also what we're talking about in Sao Paulo, Brazil. In this case, our team worked to create a series of illustrations and in the world of architecture, basically, they are three-dimensional drawings as opposed to two, so that somebody looking at them can have a sense of scale and space. The drawings look a little bit more like what they might see when they go into a station, as opposed to a map, which is two dimensional and sometimes harder for people to read. The other key is that there is a limited use of color. We do not navigate by the "F" line or the 6 line in Boston, we have colors. There's a way that we can very easily understand, for example in this slide, that the Green Line is below ground and it is going in the direction of the street that you just came down from. The red line is perpendicular to the platform and indicative of where you just came from. And of course, subways being underground and being artificially lit can be very difficult to navigate. This encourages people to use the subway and walk from where they live to the subway, for example.

Moderator- There is a green aspect here. What about being cognitively sound, what does that mean?

Valerie- One of the projects we are working on is reinforced by all of what you see in the news by neuroscience. Neuroscience tells us how our brains work and how they are effective. This is from the Getty Museum in Los Angeles. And of course, this is a very fancy place and this is a fancy math, but the very idea that three-dimensional information is sticky. We get information not just with our eyes or our ears, but with our hands as well. A university campus, for example,
one is likely to find their way much more successfully if you can see the relationship between one building to another. That’s the idea of multi sensory information. That is the message.

Moderator- In the past five to 10 years, we have heard more about children in the autism spectrum. What design makes playgrounds cooperatively sound for these children?

Valerie- We have been looking worldwide for research on this. There are pockets of research, including India. Where, of course, autism is there also. The idea of making a mixed group play and a space for private play. Where one feels a sense of confidence and a place for you can get protection from the stimulation of the environment, that is very important. There are also a lot of textual aspects to the environment that is satisfying to a lot of children.

Moderator- What would you say about your work for the flexibility of use?

Josh- Flexibility is important because it dovetails for the common user. The images that we have shared, one is Harvard Yard. There's a cultural sort of idea of inaccessibility, right? And it is not that it is harbored so much as it is a private college, but this is public seating that has been installed in part of the yard and it is flexible seating you can sit alone or sit with a group of eight to accommodate any number of users. The image below is an example of outdoor furniture, but the thing to notice about this bench is that it offers seating both with and without arms. It offers wider and narrower seats. It might be easier to lay yourself down or push yourself up if you need it. It allows you to sit next to someone or not. The arms create a perceptible, noticeable difference between people. And the very closest spots could very easily accommodate a parent and a very young child. But then there would be a different surface material to let someone feel that they have their own territory or space. And the shelter is both shelter from rain and sun, which is important for both young and old users. A key investment is public money to build something like this, but the great thing about this being -- in addition to being a public element, is that it is visible from a long distance. If you are someone that really wants to get out and walk, you're encouraged to note that you can see that something is 200 yards away. It is not just about the old person with a walker. It is a wide range. One of the things that maybe you're noticing is that a lot of these we are calling out these principles individually as a way of feeding into them, but there is an interconnectedness. It gets back to the holistic approach to design. We use these examples to illustrate one particular principle better, but the challenge is to use all of these principles.

Moderator- How can the roads be modified to be more pedestrian friendly?

Josh- The best example is one we have already shared, which began, is from the UK. It is from a city in England, Brighton, and it is a shared model. It is beginning to gain a lot of attraction in the U.S., but again, we are looking for examples outside to better it. This is not a pedestrian mall. This is where cars can legally drive, but the point is that the streetscape and the pedestrian environment has been expanded to fill the entire area appeared before, there was a very narrow sidewalk, a broad expanse of pavement. In the image, you do not seek a spot where you can cross the street. This is an environment that marginalizes pedestrians both emotionally and physically. The new images shows seating elements in the middle of space. They show Street umbrellas. Textured paving, which allows you to understand the different zones. We are used to
walking to the edges of the street. And you can see the car moving along. But the point is that
everybody shares this service and this environment. It makes it more welcoming to pedestrians
and makes it so that cars will slow down. You do not feel like you can just slide down a street.
This is an environment with everybody sharing and much more conducive to gettin people out
and walking, cycling, things like that.

Moderator- Where do errors in environment design occurred?

Valerie- One of the most egregious that we think happens is in public toilets. That is absolutely
central to getting people out. Especially as it relates to an aging population. Not being forced to
buy something to be able to access the toilet is very important.

Moderator- How can we be tolerant of error?

Valerie- One of the things that we need to anticipate is heavy public use. Vancouver has a very
smart public policy about privileging the space along its waterfront, it's wonderful waterfront, as
public space. There are a lot of safety issues. There are zones for bicycles and pedestrians.
Thinking about a kid along the river, so there is secure railing along the way.

Moderator- How can we make public design more efficient?

Valerie- One of the things that I love is that the impetus for these days is to find little places and
reinvent them, to take a place that is soulless and ugly and change it. And just thinking about
housing, this is a very large project in Seattle, Washington that has really looked at mixed
income housing and created universally designed features in the physical environment and in the
indoor air quality.

Moderator- Can you quickly take us through how this transit system serves a population?

Josh- This is a light rail system in Phoenix. It is a challenge when looking at transit systems, but
this is a great model in new trends where all of the buses and stations, there is a uniformity to
them. No matter what part of town you get on the bus or off the bus, you know how you're going
to access the station, what the relationship is between the street and the sidewalk, where you go
to buy your ticket. There's a predictability that lessens the apprehension.

Moderator- If you can quickly take us through guidance and documented resources that are
available in the applications of universal design.

Valerie- I will like to celebrate the active guidelines that were just released from the City of New
York. It was a real tour de force. The notion of people with disabilities, we are thinking more
expansively. It is something that we have to be attentive to.

Moderator- Where can viewers find out more about design and action?

Josh- One of the places that we wanted to point people to quickly was a website where we have
what we feel our model examples of robust design and interaction. There are photographs and
extensive descriptions from the designers and builders themselves in addition to what our staff has put together. We see it as a resource that we can use in the early stages of a planning project or later on. The goal of it is an open source model, and sharing these ideas. You know, things that are particular to us, but we do not want to keep them to us.

Moderator- We have about 20 seconds to go through the last thoughts.

Valerie- We have to get away from special needs. It is all of us. What really makes a difference from facilitators, we need to share those. And lastly, this notion of generating excitement. If we can get people excited about this, moving away from what you just have to do, everything changes.

Moderator- I want to thank both of you for being here. You have offered a tremendous amount of enthusiasm, passion, and fantastic depth of knowledge and expertise.

Valerie- We very much appreciate your sincere interest.

Moderator- Thank you. And thank you very much for joining us today. Please remember to fill out your evaluations on line. Your feedback is always helpful to the development of our programs and continuing education credits are available. We have new ways of archiving to give you high-quality version of this program. They will be up next week. Our standard stream will be out in about a week or two. Our next special edition of Public Health Live will be March 4, when the topic will be palliative care. We will see you next time on public health live. Thank you.

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