

Health, safety and welfare in architecture are defined as anything that relates to the structure or soundness of a building site.

- Health: Aspects of architecture that have salutary effects among users of buildings or sites and address environmental issues. Examples would be appropriate air temperature, humidity and quality; adequate provisions for personal hygiene; and non-toxic materials or finishes.
- Safety: Aspects of architecture intended to limit or prevent accidental injury or death among users of buildings or sites. Examples would be the provision of fire-rated egress enclosures, automatic sprinkler systems, and stairs with correct rise-to-run proportions.
- Welfare: Aspects of architecture that engender positive emotional responses among, or enable equal access by, users of building or sites. Examples would be spaces whose scale, proportions, materials, and color are pleasing for the intended use; spaces that afford natural light and views of nature; and provisions for users with disabilities.