

跨代共融遊樂空間和居家安老：社會創新的案例  
INTERGENERATIONAL PLAY SPACE AND AGEING IN PLACE: A CASE FOR SOCIAL INNOVATION

HKHS PROSPEROUS  
駿發花園 GARDEN

跨代共融遊樂空間設計比賽

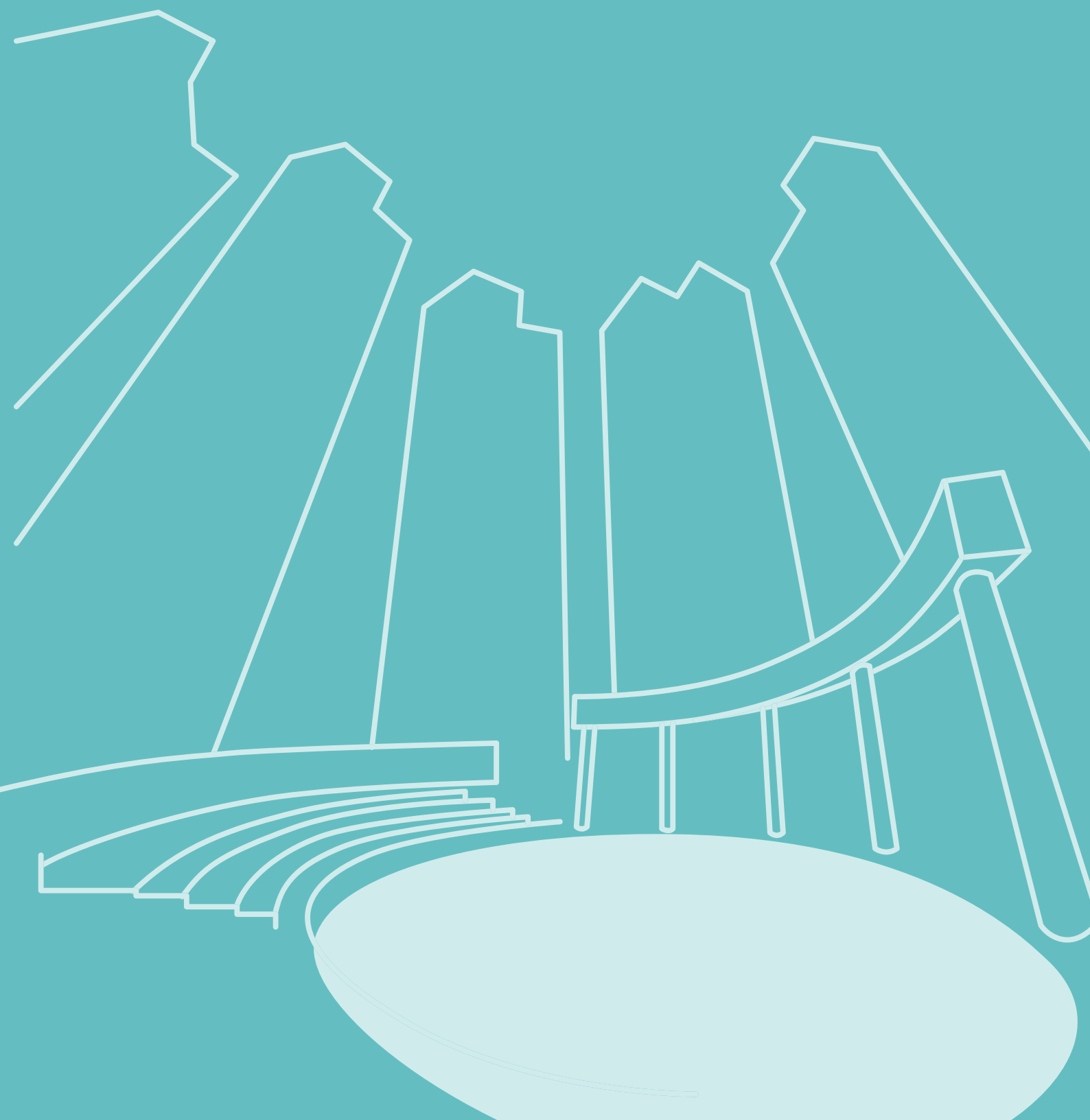
創意想像 | 向社區駿發 | 跨代遊樂

INNOVATION

COMMUNITY

INTERGENERATIONAL PLAY





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# 1

跨代共融遊樂空間和居家安老：  
社會創新的案例

Intergenerational Play Space  
and Ageing in Place:  
A Case for Social Innovation

香港地少人多，可用的空間非常寶貴。對香港這種高密度市區而言，市區內的公園尤為重要。為不同年齡人士提供合適的休憩遊樂環境時，如何在設計空間和健身遊樂設施兼顧創意與安全是項重大挑戰。

理大一直積極推動健康管理(wellness management)、健康耆年(healthy ageing)，以及積極老齡化(active ageing)。JCDISI作為理大的一部份，希望促進跨學科、跨界別協作，基於理大卓越的應用研究傳統，以社會創新角度整合「身心健康管理」及「共融遊樂」，並透過想像和共同協作，一起探索如何提供創新的共融遊樂空間，履行理大的「大學社會責任」，為改善香港市民的福祉作出貢獻。

我們很榮幸得到香港賽馬會慈善信託基金的捐助與香港房屋協會（房協）的鼎力支持，建基於2019年舉行的理大賽馬會社創「騷·In·廬」「跨代共融遊樂空間」共創工作坊與研討會，邀請房協作為社創行動項目協辦機構，舉辦「跨代共融遊樂空間設計比賽|駿發花園」。是次比賽差不多用了一年時間籌辦，我們很榮幸得到很多跨界別的專業團體和積極推動改善香港公共空間的機構支持這個設計比賽。這份報告會把「跨代共融遊樂空間設計比賽|駿發花園」的過程、跨學科、跨界別的評審和理大教授對「跨代共融遊樂」的意見，以及參賽團隊對「跨代共融遊樂空間」的共創成果和設計原型輯錄，以供未來跨代共融遊樂空間設計參考。

Hong Kong is a compact and densely populated area, the available space is of great importance to the city. Parks are of paramount importance to high-density cities like Hong Kong. It is a major challenge to provide a suitable leisure and recreational space for people of different ages and to design safe and innovative play spaces and fitness facilities.

PolyU has been promoting wellness management, healthy ageing and active ageing tirelessly. As part of PolyU, JCDISI aims to promote the tradition of excellence of the University in applied research by fostering interdisciplinary and cross-sectoral collaboration on integrating "wellness management" and "inclusive play" from a socially innovative perspective. Through imagination and collaboration, we have explored how to provide an innovative and inclusive play space to fulfil PolyU's "University Social Responsibility" and contribute to the well-being of citizens.

We are honoured to be funded by The Hong Kong Jockey Club Charities Trust and have the full support from the Hong Kong Housing Society (HKHS) as the Action Project Co-organiser to host the "Intergenerational Play Space Design Competition | HKHS Prosperous Garden" stemmed from the co-creation workshop and symposium of the PolyU Jockey Club "Operation Solnno" in 2019. It took almost a year to prepare for the competition. We are honoured to have the support of many professional bodies and organisations which actively promote the improvement of public space in Hong Kong. This report sums up the "Intergenerational Play Space Design Competition | HKHS Prosperous Garden" process, the comments and insights from our judges, PolyU experts and other experts from different disciplines and sectors on "Intergenerational Play". It also showcases the Intergenerational Play Space design concept prototypes by the teams and the guiding principles summarised through the entries as references for the future design of intergenerational play spaces.

透過這次比賽，我們的評審發現了本地的設計人才，也了解到跨學科、跨界別的設計團隊可產生的巨大創意。駿發花園的選址與一般的公共空間不同，充滿了各種各樣的設計挑戰。這些設計原型和原則絕對可以應用在其他的公共空間。我相信參賽隊伍也希望設計概念會融入駿發花園或其他公共空間的設計方案，印證跨代共融遊樂空間概念有助促進長者身心健康和社區共融。

我要衷心感謝香港賽馬會慈善信託基金、香港房屋協會及所有參與籌辦比賽的人士，讓不同界別的人有機會合作，為社會創建更多跨代共融遊樂空間。作為JCDISI的總監，我十分感謝各位評審及理大教授於比賽的不同階段貢獻時間和專業意見。我更感謝一萬多位市民，為他們最喜愛的設計方案投下寶貴的一票。最後，當然要感謝參加這次設計比賽的所有專業及大學組別的跨界別設計團隊。你們的設計作品不但質素高，而且非常有啟發性，充分讓評審及過萬名參與公眾投票的駿發花園居民及公眾人士明白跨代共融遊樂空間對香港社會和應對人口老化的重要性，以及跨界別設計團隊的潛力。

**凌嘉勤, 銀紫荊勳賢**

香港理工大學  
賽馬會社會創新設計院總監  
及實務教授（規劃）

The competition gave us a glimpse of local design talent and the tremendous creativity that can be generated by a multidisciplinary and cross-disciplinary design team. Prosperous Garden is different from other typical public spaces and is full of design challenges, yet the prototypes and design principles can definitely be applied to other public spaces. I believe our competition teams are looking forward to seeing their design concepts incorporated into the design of Prosperous Garden or other public spaces, proving that the concept of intergenerational play space is conducive to the physical and mental health of the elderly and community cohesion.

I would like to thank The Hong Kong Jockey Club Charities Trust, HKHS and everyone involved in organising this competition which allowed people from different sectors to work together and create more intergenerational play spaces for the community. As the Director of JCDISI, I am very grateful to the judges and PolyU professors who contributed their time and expertise to the various stages of the competition. I am also grateful to the more than 10,000 members of the public who voted for their favourite designs. Last but not least, I would like to thank all the professional and university design teams who took part in the competition. Your designs were of high quality and inspiring, which made the judges and the over 10,000 community members and residents of Prosperous Garden who voted appreciate the significance of intergenerational play space to the society of Hong Kong, the importance of coping with population ageing and the potential of cross-sectoral design teams.

**Ling Kar-kan, SBS**

Director, Jockey Club Design Institute for Social Innovation,  
Professor of Practice (Planning),  
Hong Kong Polytechnic University



# 2

## 項目團隊 Project Particulars

### **Action Project Organiser – JCDISI 行動項目主辦機構**

Karen Lee, Project Manager (II) Spatial – Project Lead | 李雅筠, 空間項目經理II – 項目負責人

Alfie Chung, Project Associate | 鍾卓霖, 項目協理

Elie Lam, Community Engagement Officer | 林淑莉, 社區協作主任

Winky Chan, Project Assistant | 陳泳霖, 項目助理

### **Action Project Co-organiser – HKHS 行動項目協辦機構**

Gary Fu, Assistant General Manager (Corporate and Community Relations) | 符肇, 助理總經理 (企業及社區關係)

Gen Bai, Corporate Relations Manager | 費皓旻, 企業關係經理

Queenie Mak, Manager (Branding and Promotion) | 麥君璐, 經理 (品牌及宣傳)

Leo Wong, Assistant Promotion Manager | 王偉鴻, 助理宣傳經理

Mable Cheng, Manager (Property Management) | 鄭美寶, 經理 (物業管理)

June Ng, Assistant Manager (Property Management) | 吳雅芳, 助理經理 (物業管理)

### **Competition Secretariat - One Bite Design Studio 比賽秘書處——一口設計工作室**

Sarah Mui, Creative Director | 梅詩華, 設計總監

Suki Luk, Senior Project Manager | 陸可欣, 高級項目經理

Jessica Ling, Project Executive | 凌子緩, 項目主任

Carmen Kwok, Landscape Designer | 郭錦雯, 園景設計師

Fion Ng, Project Officer | 吳奕蓓, 項目主任



## Disclaimer

PolyU Jockey Club "Operation Solnno" is a project funded in 2018 by The Hong Kong Jockey Club Charities Trust and operated under The Hong Kong Polytechnic University (PolyU). The events and reports under this project, including the Action Projects, are solely organised and implemented by JCDISI. The Hong Kong Jockey Club is not involved in the process.

Some of the photos recorded in this publication were taken before the COVID-19. Among the photos taken during the pandemic, all those present were in strict compliance with the disease prevention measures in place at the time.

## Citation

The Design Schemes are products of the Intergenerational Play Space Design Competition | HKHS Prosperous Garden. While the Design Schemes can be used with the prior agreement of JCDISI for education and non-profit making purposes, the use of its contents is solely the responsibilities of the user. JCDISI and the participants shall not bear any responsibility or consequence on its use.

Parties who wish to cite this report may insert the reference as follows:

Jockey Club Design Institute for Social Innovation, 2021. PolyU Jockey Club "Operation Solnno" – Prosperous Garden Intergenerational Play Space Design Competition Action Project Report, Hong Kong: Jockey Club Design Institute for Social Innovation, The Hong Kong Polytechnic University.

## 免責聲明

理大賽馬會社創「騷·In·廬」計劃由香港賽馬會慈善信託基金於2018年捐助成立，並由理工大學營運。項目活動和報告（包括行動項目）均由JCDISI組織和實行，香港賽馬會並未參與其中。

本刊攝錄之相片，部分於非疫情時間拍攝。當中於新冠肺炎疫情期間拍攝之相片，在場人士均有嚴格遵從當時實行之防疫措施。

## 引用

設計方案源自跨代遊樂空間設計比賽。經JCDISI同意後，設計內容可用於教育和非牟利用途，但內容的使用完全由使用者負責。本院和參加者對他人的使用不承擔任何責任或後果。

如欲引用本報告內容，請標示以下文字以列明資料來源：

賽馬會社會創新設計院（2021）。《理大賽馬會社創「騷·In·廬」跨代共融遊樂空間設計比賽 | 駿發花園社創行動項目報告》。香港：香港理工大學賽馬會社會創新設計院。

# 3

## 關於「跨代共融遊樂空間設計比賽 | 駿發花園」

## About The Intergenerational Play Space Design Competition | HKHS Prosperous Garden



STAGE 1 JUDGING 第一階段評審



BRIEFING SESSION 簡介會

「跨代共融遊樂空間設計比賽 | 駿發花園」是一項由賽馬會社會創新設計院（JCDISI）與香港房屋協會（HKHS）合辦，以2019年舉行的理大賽馬會社創「騷·In·廬」計劃「跨代共融遊樂空間」共創工作坊與研討會為基礎的社創行動項目。比賽共有兩個階段，並設有大學組別及專業組別。

我們誠邀專業人士和大學生團隊為房協的駿發花園公共空間制定創新的「跨代共融遊樂空間」設計方案，通過參與式共同設計模式，設計可供年輕人和長者一起使用的遊樂設備。

The Intergenerational Play Space Design Competition | HKHS Prosperous Garden is a design competition organised by the Jockey Club Design Institute for Social Innovation (JCDISI) together with the Hong Kong Housing Society (HKHS) as "Action Project Co-Organiser". The Competition is an Action Project stemmed from JCDISI's "Intergenerational Play Space" co-creation workshops and symposium conducted in 2019 under PolyU Jockey Club "Operation Solnno". This is a two-stage competition for University and Professional Categories. Teams of professionals and university students are invited to develop an innovative "Intergenerational Play Space" design proposal through participatory co-design for the public space at HKHS' Prosperous Garden.





**PUBLIC VOTING 公眾投票**



**STAGE 2 JUDGING 第二階段評審**

## 主辦機構 ORGANISER



賽馬會社會創新設計院於2012年成立，旨在提供一個以人為本的創新平台，前瞻美好生活，連繫熱心人士，培育跨代實幹者，以集體智慧，推動創新，並成就具影響力的實效行動。

JCDISI, established in 2012, aims to provide an innovative and human-centred platform to envision a better life in the society, to connect people with passion and nurture doers of all ages to innovate with collective wisdom to enable impactful action

## 社創行動項目協辦機構 ACTION PROJECT CO-ORGANISER



香港房屋協會（房協）成立於1948年，是香港首個非政府房屋機構。房協一直擔當「房屋實驗室」的角色，緊隨時代步伐，推行嶄新的提案以解決不同的住屋需要。這個創新求進的理念是我們業務發展的基石。

有見香港人口老化的趨勢，房協自九十年代起推出多個房屋項目，助不同社會經濟背景的長者改善生活，達致「居家安老」和亦促進社區裡長幼共融。

The Hong Kong Housing Society (HKHS) was established in 1948 as the first housing NGO in Hong Kong. Being named the "Housing Laboratory", we keep progressing with the times to explore new solutions to help address different housing needs of the people. Such a spirit of innovation is the cornerstone for our business development.

In light of Hong Kong's ageing population, HKHS has initiated a range of housing projects on "ageing in place" since the 1990s, bringing upon better quality of life to elderly people across the different socio-economic backgrounds, as well as promoting intergenerational harmony in the community.

# COMPETITION JURY PANEL

## 比賽評審

### STAGE 1

#### 第一階段



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CO-FOUNDER AND MANAGING DIRECTOR,  
ONE BITE DESIGN STUDIO AND ONE BITE SOCIAL  
一口設計工作室及一口舍群共同創辦人及董事總經理



MS SANNE FONG  
方少羈女士

VICE PRESIDENT,  
HONG KONG OCCUPATIONAL  
THERAPY ASSOCIATION  
香港職業治療學會副會長



DR TULIO MAXIMO  
TULIO MAXIMO 博士

ASSISTANT PROFESSOR,  
SCHOOL OF DESIGN, POLYU  
香港理工大學設計學院助理教授



MR FREDERICK NG  
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曾德明先生

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(PLANNING & DEVELOPMENT),  
HONG KONG HOUSING SOCIETY  
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MS CATHERINE WAN  
尹家碧女士

ASSISTANT GENERAL MANAGER  
(ELDERLY SERVICES),  
HONG KONG HOUSING SOCIETY  
香港房屋協會助理總經理 (長者服務)

### STAGE 2

#### 第二階段



DR LAWRENCE LI, JP  
李國祥醫生, JP  
(CHAIR OF THE PANEL 評審主席)

DEPUTY CHAIRMAN,  
POLYU COUNCIL  
香港理工大學校董會副主席



MR JAMES CHAN  
陳欽勉先生

CEO AND EXECUTIVE DIRECTOR,  
HONG KONG HOUSING SOCIETY  
香港房屋協會行政總裁兼執行總幹事



MR LAWRENCE CHAU  
周日昌先生

PRESIDENT,  
HONG KONG INSTITUTE OF PLANNERS  
香港規劃師學會會長



MS IRIS HOI  
許虹女士

PRESIDENT,  
HONG KONG INSTITUTE OF  
LANDSCAPE ARCHITECTS  
香港園境師學會會長



DR HON. LAM CHING-CHOI, SBS, JP  
林正財醫生, SBS, JP

CHAIRMAN,  
ELDERLY COMMISSION  
安老事務委員會主席

# COMPETITION HIGHLIGHTS

## 比賽摘要

### UNIVERSITY CATEGORY 大學組別



59

Teams  
參賽隊伍



286

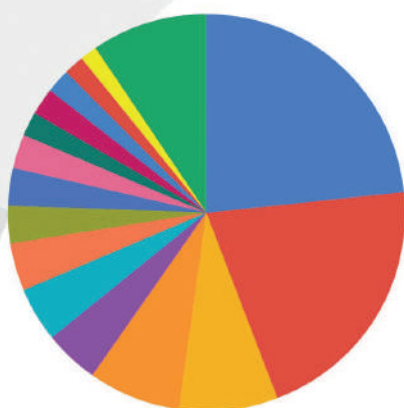
Participants  
參加者



34

Stage 2 submissions  
入圍作品

### Participants' Background 參加者背景

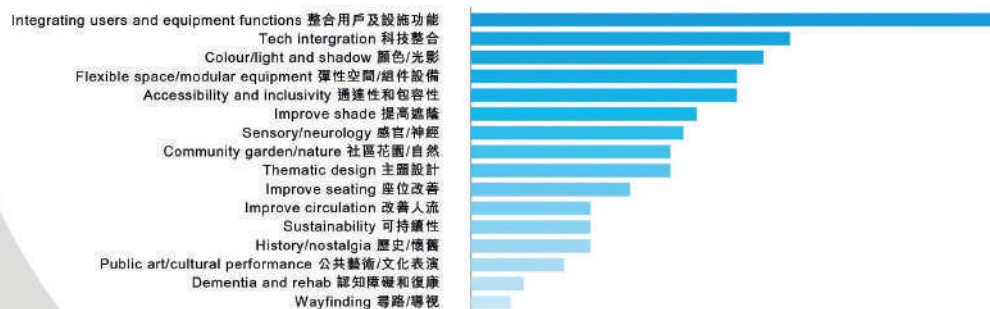


Landscape architecture	園境建築	23.4%
Architecture	建築	20.8%
Environment design	環境設計	8.2%
Civil/environmental engineering	土木/環境工程	7.4%
Urban planning	城市規劃	4.5%
Design (others)	設計 (其他)	4.5%
IT/computer science	電腦科技	3.7%
Occupational therapy	職業治療	3.3%
Surveying	測量	3.0%
Physiotherapy/rehab	物理治療/康復	2.6%
Engineering (others)	工程學 (其他)	2.2%
Medical/health	醫療/保健	2.2%
Community planning	社區規劃	1.9%
Education	教育	1.5%
Geography/environment science	地理/環境科學	1.5%
Others	其他	9.3%

(Inc. Nursing, Social Work, Interior Design, Media and communication, Architectural conservation, Visual arts, Gerontology, Social science, Public affairs, Bioengineering, Business, History and Psychology)

(包括護理、社會工作、室內設計、媒體與傳播、建築保育、視覺藝術、老年醫學、社會科學、公共事務、生物工程、商學、歷史及心理學)

### Most Adopted Design Elements 最常採納的設計元素





# COMPETITION HIGHLIGHTS

## 比賽摘要

### PROFESSIONAL CATEGORY 專業組別



18

Teams  
參賽隊伍



83

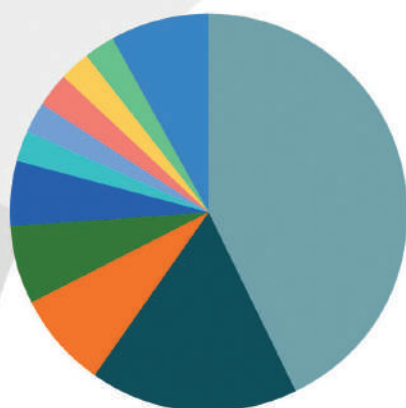
Participants  
參加者



6

Stage 2 submissions  
入圍作品

### Participants' Background 參加者背景

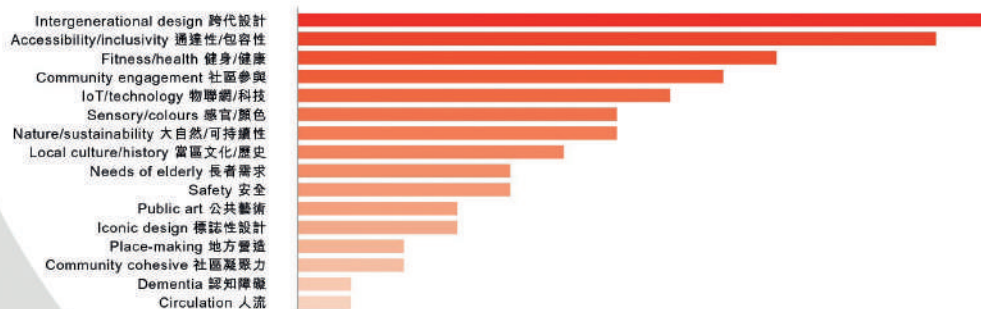


Architecture	建築	42.9%
Landscape architecture	園景建築	16.9%
Urban planning	城市規劃	7.8%
Occupational therapy/physiotherapy	職業治療/物理治療	6.5%
Social work	社會工作	5.2%
Sports science	體育科學	2.6%
Industrial and product design	工業和產品設計	2.6%
Medical	醫療	2.6%
Civil engineering	土木工程	2.6%
Nursing	護理	2.6%
Others	其他	7.8%

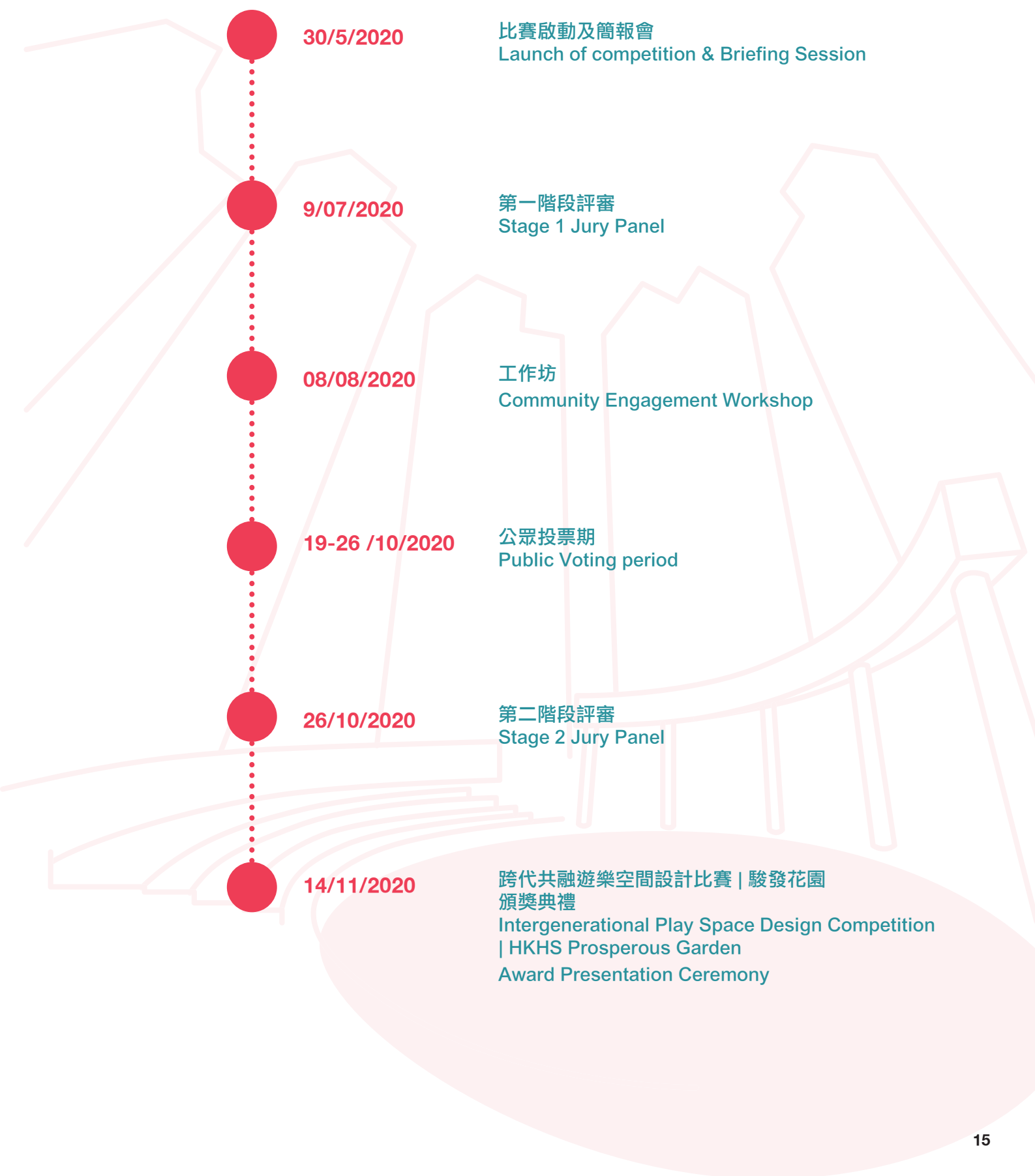
(Inc. Electrical engineering, Neuroscience, Hotel Management, Surveying, Education and Design (others))

(包括機電工程、神經科學、酒店管理、測量、教育及設計(其他))

### Most Adopted Design Elements 最常採納的設計元素



## 比賽進程 **TIMELINE**



# 4

## 理大跨代遊樂空間 小組成員意見 Insights from PolyU's Intergenerational Play Space Panel

理大的跨代遊樂空間小組（IG小組）由跨學科專家組成，專門為創造促進跨代遊樂的環境、設施、設備和功能提供建議，藉此鼓勵市民參與體育活動，改善長者健康。IG小組成員來自理大不同部門及學系，包括JCDisi、應用社會科學系、建築與房地產學系、生物醫學工程學系、土地測量及地理資訊學系、康復治療科學系、設計學院和護理學院教授和專家。

JCDisi憑藉著IG小組的專業知識和對遊樂空間設計的期望，激發參與者對跨代遊樂的想像。

The Intergenerational Play Space (IG) Panel at PolyU is a multidisciplinary panel specially formed to advise on creating the environ, facilities, equipment and features that would promote intergenerational play, encourage physical activity of our citizens and improve the health and wellness of the Elderly. The IG Panel comprises professors and experts from JCDisi, Department of Applied Social Sciences, Department of Building and Real Estate, Department of Biomedical Engineering, Department of Land Surveying and Geo-informatics, Department of Rehabilitation Science, School of Design and School of Nursing.

JCDisi tapped into the IG Panel's expert knowledge and their aspirations for play space design to stimulate the participants' imagination of intergenerational play.



理大設計學院助理教授Tulio Maximo博士  
**Dr Tulio Maximo, Assistant Professor, School of Design, PolyU**

「...設計遊樂空間時應考慮其包容性，從而顧及到不同能力及年齡的人的需要...」

"...The design should be thought in an inclusive way so as to consider people with different levels of abilities and people of different ages..."

「我們都有玩的權利，不是嗎？」

"We all have the right to play, don't we?"





理大康復治療科學系方乃權教授

**Prof. Kenneth Fong, Professor, Department of Rehabilitation Sciences, PolyU**

「...設計者需留意科技設備是否適合全天候操作...」

"...Designers should consider whether the technological device can be operated all-weather..."

「遊樂方式的設計也分很多層次, 如onlookers play (旁觀遊樂), parallel play(平行遊戲), cooperative play (合作遊戲)」

"There are different stages of play, including onlookers play, parallel play, cooperative play."



理大護理學院副教授雷逸華博士

**Dr Justina Liu, Associate Professor, School of Nursing, PolyU**

「...公園設施若能照顧長者特別的需要, 如改善心血管健康, 提升平衡力, 關節柔韌度, 肌肉強度等, 便十分理想...」

"...It would be ideal if park facilities and equipment could cater to the special needs of elderlies in various health aspects, including but not limited to, improving cardiovascular health, balance and coordination, flexibility, muscular strength..."



理大生物醫學工程學系專任導師劉衍中博士

**Dr Lau Hin Chung, Teaching Fellow, Department of Biomedical Engineering, PolyU**

「...考慮遊樂裝置如何配合用家在身高、四肢長度等人體尺寸大小上的差異, 從而滿足用家不同體能與玩樂的需求...」

"...to satisfy a wide range of needs on fitness and play, think of how the play facilities could take the variation of body size into account. For instance, the height and the length of arms and legs..."



香港職業治療學會主席鄭慧慈女士  
**Ms Stella Cheng, Chairperson, The Hong Kong Occupational Therapy Association**

「…不同年齡層對促進身心健康的活動也有需求，從而達致健康生活…」

“...We all have the need to engage in physical activity for a healthy lifestyle, regardless of age...”



理大康復治療科學系臨床導師林煒瀚先生  
**Mr Johnny Lam, Clinical Associate, Department of Rehabilitation Science, PolyU**

「…如能將個人能力，環境，活動設計三個元素在遊樂空間上配合，便能滿足我們在休閒和健康管理上的需要…」

“...If individual abilities, environment, and activity design could be integrated within a play space, it could satisfy our needs on leisure and health management...”



前理大社會工作及老年學講座教授及系主任、前活齡學院總監黎永亮教授  
**Prof. Daniel Lai, former Chair Professor of Social Work and Gerontology & Head, PolyU; former Director, Institute of Active Ageing**

「…設計跨代遊樂空間應有其靈活性，使用家覺得不只是一個人、而是有社區與社群的概念。…」

“...Keep the intergenerational play space design flexible, such that users will feel they are part of the wider community, but not just as an individual...”





# a

## 第一階段評審對跨代遊樂的看法 Stage 1 Jury's Thoughts on Intergenerational Play

JCDISI、房協、香港職業治療師協會、理大跨代遊樂空間小組和一口設計工作室組成跨學科評審團隊，從遊樂空間設計、規劃、環境、物業管理和長者服務角度對參賽作品進行評審。參賽的18項專業作品之中，有6項進入設計比賽的第二階段。以下是評審對參與者分享的心得，以便在第二階段前改良其設計。

A multidisciplinary jury panel was formed with participation from the JCDISI, HKHS, Hong Kong Occupational Therapy Association, PolyU Intergenerational Play Space Panel, and One Bite Design Studio to assess the entries based on play space design, planning, environment, property management and elderly service angles. Six out of eighteen professional entries were shortlisted for Stage 2 of the Design Competition. Below are some key takeaways they shared with the competition participants to furnish their designs for Stage 2.

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### 理大賽馬會社會創新設計院空間項目經理（II）及跨代共融遊樂空間項目負責人李雅筠女士 **Ms Karen Lee, Project Manager (II) Spatial and Intergenerational Play Space Project Lead, Jockey Club Design Institute for Social Innovation, PolyU**

現時長者和兒童遊樂區設計分為兩個獨立、隔離的休憩區，我們可以結合兩者嗎？以用家為中心的設計關鍵在於發展具社會包容和年齡中性的硬件和軟件方案，對促進跨代共融遊樂及增強社會和諧有莫大幫助。

The elderly and children play areas now are designed as two separate, segregated zones; could we combine the two? User-centric design is the key to developing socially inclusive, age-neutral hardware and software programmes to facilitate intergenerational play and enhance social harmony.



一口設計工作室及一口舍群共同創辦人與董事總經理張國麟先生  
**Mr Alan Cheung, Co-founder and Managing Director, One Bite Design Studio and One Bite Social**

每個人對什麼是「跨代共融遊樂」都有不同理解，可以是更多的家庭遊樂機會、更完善的遊樂設施、或更多樣化的遊樂設備。我很期待跨代共融遊樂概念所帶來的各種可能性，並進一步定義與塑造其概念。

Everyone has his/her own interpretation of what "intergenerational play" means, whether it is more opportunities for family play, an enhanced playscape, or play equipment which is more diverse. I look forward to seeing the diverse possibilities brought by the concept of intergenerational play, and how it could be further defined and shaped.



香港房屋協會助理總經理（長者服務）尹家碧女士  
**Ms Catherine Wan, Assistant General Manager (Elderly Services), Hong Kong Housing Society**

新構思當然受到使用者歡迎，但數年後難免會變得過時，用家會開始對公共空間失去興趣。應如何使設計變得更具持續性，持久性和適應性，而且使用週期不局限於一兩年？重要之處在於與使用者共同創造空間，轉化他們的願望和需求成為設計。

Of course, new ideas would be welcomed by users, but after certain years, the design might be outdated and users would start losing interest towards the public space. How could the design be more sustainable, long lasting and adaptable rather than just staying there for a year or two? Nevertheless, it is very important to co-create with users and translate their wishes and concerns into the design.



香港房屋協會總經理（物業管理）吳美全先生  
**Mr Frederick Ng, Senior Manager (Property Management), Hong Kong Housing Society**

從外地設計引進的設計意念需經過本地測試，並考慮如何融入當地的文化與環境脈絡。如果設計易於管理和維修，便會更好。

Ideas from overseas require local testing. How the design could be integrated into the local culture and context should be considered. Designs that are easy to manage and maintain are more preferable.



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**香港房屋協會總經理（物業策劃及發展）曾德明先生**  
**Mr Patrick Tsang, General Manager (Planning & Development), Hong Kong Housing Society**

（設計）應該善用現有的社區資源和設施，並與周邊環境產生相互作用，達至協同效應。

Community resources and facilities available should be used to create synergy with the surrounding areas.



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**香港職業治療學會副會長方少麗女士**  
**Ms Sanne Fong, Vice President, Hong Kong Occupational Therapy Association**

（設計）需考慮遊樂空間的物料、色彩、定期檢查等各種細節，希望居民最終能真正享受到設計帶來的體驗。

Consider the material, the colouring, the inspection or any other condition, ultimately, we hope the residents could truly enjoy the design.



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**香港理工大學設計學院助理教授Tulio Maximo 博士**  
**Dr Tulio Maximo, Assistant Professor, School of Design, PolyU**

設計關鍵在於空間的包容性而非排他性。舉例來說，如果把遊樂空間設計成全方位互動空間，其他使用者便失去了享受寧靜空間的權利。

The key is not to make the space exclusive but instead being inclusive. For instance, we might take the space away for those who want quietness if the play space is designed to be interactive in all aspects.





## 社區參與：駿發花園居民的想法與期望 Community Engagement: Prosperous Garden Residents Thoughts & Aspirations

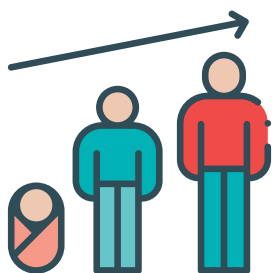
JCDISI 衷心感謝駿發花園的物業管理團隊在2020年7月付出努力（當時正值第三波疫情），為比賽團隊向居民派發和收集問卷。JCDISI 感謝業主委員會代表對比賽的支持，他們樂於和參賽者分享意見，協助參賽者為駿發花園設計出以用家為本的跨代遊樂空間。

以下總結了十九位業主委員會代表收集到的問卷調查結果，以及與第1至5座代表訪問中所收集的意見。

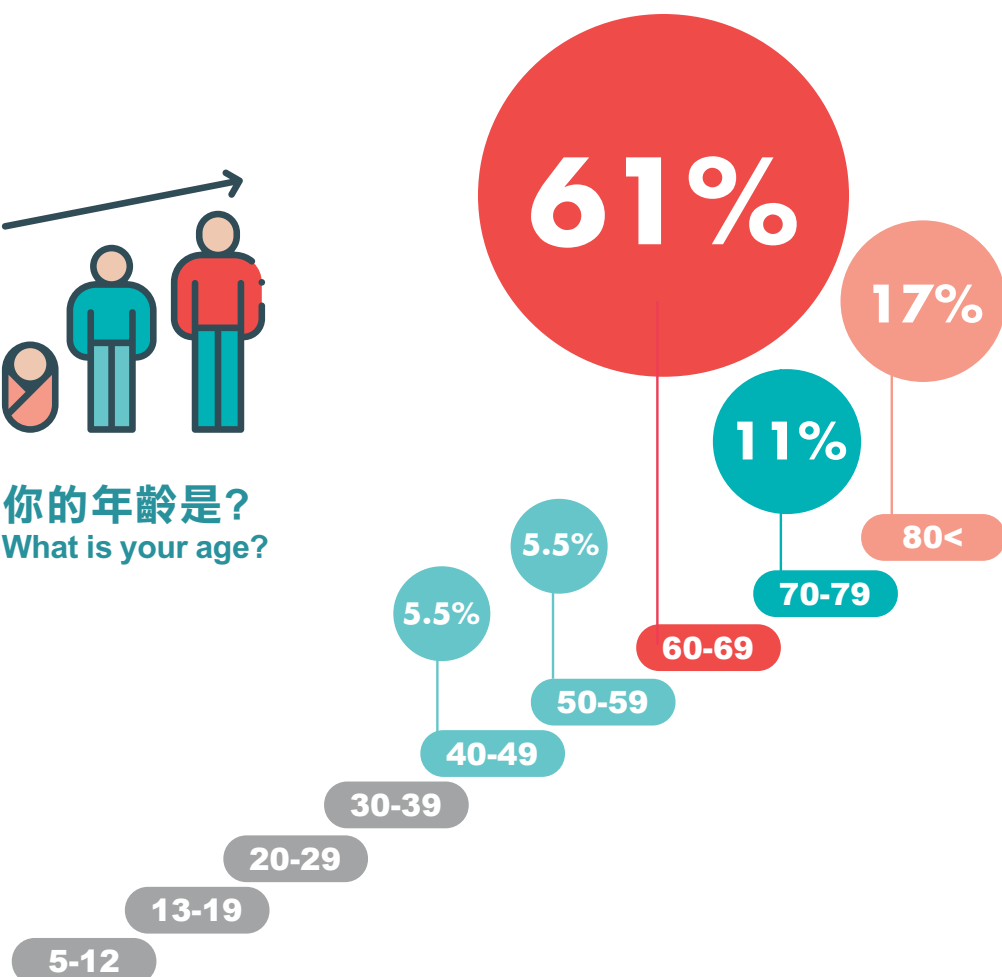
JCDISI is immensely grateful for the effort paid by the Estate Management Team of the HKHS Prosperous Garden in July 2020 (despite the third wave COVID-19 infections): They distributed and collected the questionnaires from residents for the competition teams. JCDISI appreciates the support of the resident committee representatives for the competition and their willingness to share their views with our competition participants to assist them in developing a more user-centric intergenerational play space for Prosperous Garden.

Below are the results summarised from the questionnaires collected from 19 resident committee's representatives and supplemented by the insights collected from the interviews with representatives from Blocks 1 to 5.

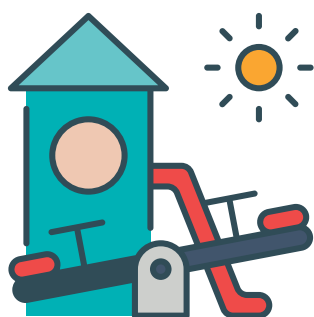
1



你的年齡是？  
What is your age?

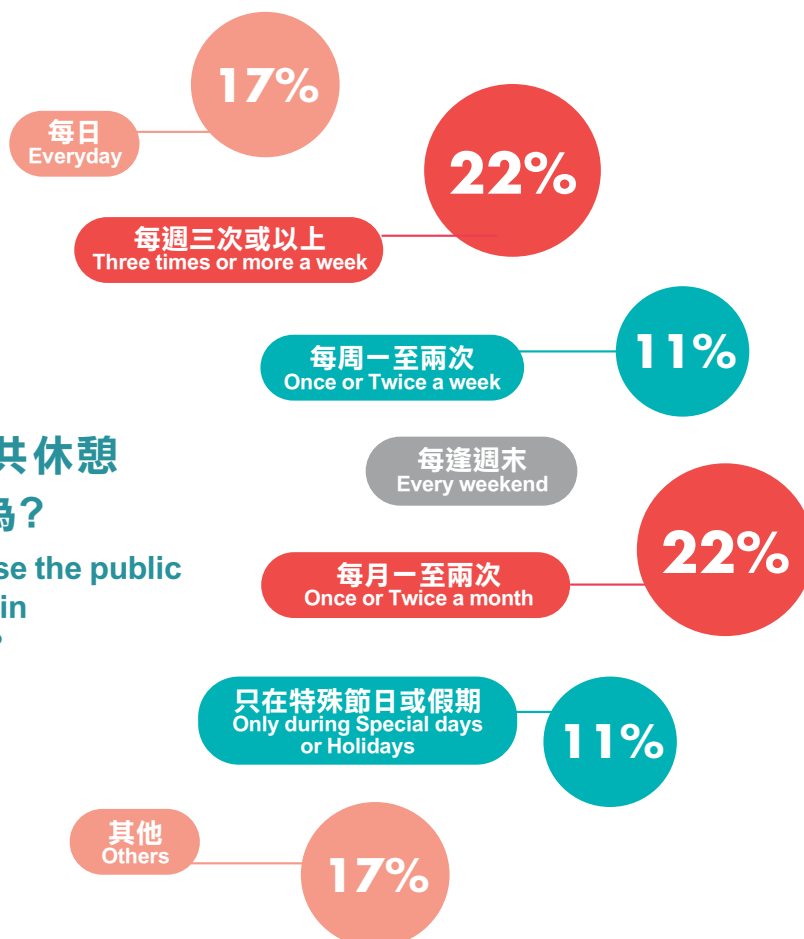


2



你到訪/使用樓下公共休憩  
花園及平台的頻率為？

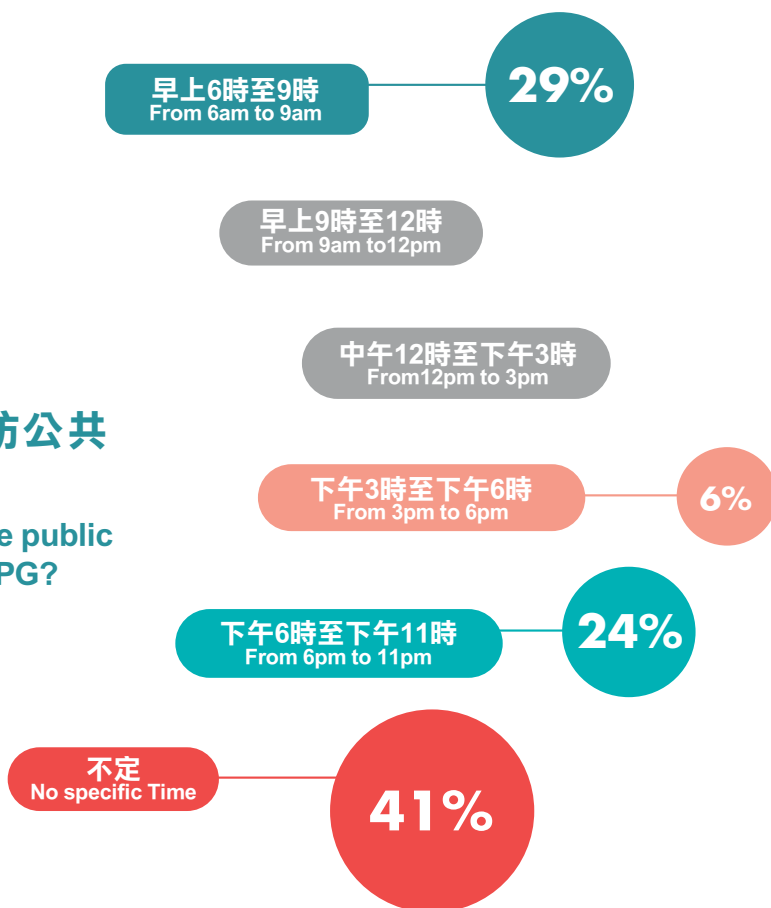
How often do you visit / use the public  
open spaces and podium in  
Prosperous Garden (PG)?





### 3 你通常於哪個時段到訪公共休憩花園及平台？

When do you usually visit the public open spaces and podium in PG?



### 4 你通常到訪下樓下公共休憩花園及平台的目的是什麼？

What is / are your purpose(s) of visiting the public open spaces and podium in PG?



除了閒坐休息，大部份在休憩用地進行的都是跳舞、功夫等動態活動，但該空間

不太適合跑步。

Aside from those resting, the majority of the activities in the open space are active uses. Such as dancing and kung-fu, but the space is

not so suitable for running.

時不時看到有公園用家在公園

打羽毛球。

See other users playing badminton in the space from time to time.

因跳舞活動而產生的

聲浪容易造成滋擾，

近年來這類舞蹈活動較少見。

There might be some conflicts from dance activities as the noise may affect others. We have seen less of these dance activities in the recent years.

陽光猛烈（缺乏遮蔭），但空間寬敞，適合慢跑等動態運動。

The space is quite sunny (lacks shading) but spacious for active exercise such as jogging.

觀察到居民常在早上鍛煉健身，學童下午放學後去玩耍，長者於黃昏時陪伴兒孫到公園玩樂。

Observes mostly residents doing exercises in the morning, school children playing in the afternoon after school and elderly residents accompanying their grandchildren in the space around dusk.

小朋友和較活躍的使用者多在活動空間闊落的地面嬉戲玩樂，老人家和居民則使用上層平台進行較輕鬆的活動。

Children and more active users are typically on the ground level as there is more space to run around, elderlies and residents are more likely to use the upper podium for lighter activities.



## 5 你對現時樓下公共休憩花園及平台的整體評分是？

(1分為十分不滿意，10分為十分滿意)

How would you score the existing public open spaces and podium in PG?

(1 is not satisfying, 10 is very satisfying)

6 4 8 9 2 7 10

這樣的空間在油麻地區並不常見，駿發花園是居民和鄰近社群都喜歡，具有**代表性的**休憩空間。

Such open space is not common in the Yau Ma Tei area so it is an **iconic open space** enjoyed by both residents and the wider community.

過去曾**發生過意外**。當時還挺嚴重的，受傷孩子都需要縫針。

Accidents have happened in the past. Sometimes it can be quite serious where the injured children had to get stitches.

長者通常有照顧者陪同。樓梯設計**不會太陡**，加上有扶手在旁，出入不會特別困難。

Elderlies usually have caregivers accompanying them. The stairs are usually **not very steep** and have handrails. So access is not particularly difficult.

這裡的**無障礙通道**做得不錯。輪椅使用者可以輕鬆地進入和通過空間

The **barrier-free** access is done quite well here. Wheelchair users can access and navigate and access the space easily.

無障礙通道還**未完善**，某些輪椅通道不能直接通往目的地。

Barrier-free access is **not implemented** completely. Some wheelchair access does not lead you directly to a destination.

居民**常使用有遮蔭的通道**來往。下雨天時是一條遮擋風雨的理想通道。

Residents **often use the shaded passage** to get around. It's a good sheltered pathway for rainy weather.



## 6 你對樓下公共休憩花園及平台的整體印象？

What is your general impression towards the public open space and podium in PG?



7人

空間感覺舒適  
Spatially comfortable

設計創新  
Innovative design

使用固定健身設施  
Use fixed fitness facilities

太空曠  
too empty

6人

有歸屬感  
Strong sense of belonging

設施合適  
Adequate facilities

休憩空間不足  
Inadequate open spaces

2人

晚上燈光昏暗  
Insufficient lighting at night

遊樂設施豐富吸引  
Rich and attractive play facilities

6人

不過不失  
Fair to middling

6人

設施合適  
Appropriate facilities

3人

不太擠迫  
Not too compact

3人

規劃合理  
Appropriate planning and design

不過不失  
Fair to middling

2人

遊樂設施過時  
Outdated play equipment

有特色  
Distinctive

其他  
Others

2人

設計沉悶  
Boring design

太擠迫，太多人使用  
Too compact with too many people around

色彩繽紛  
Colourful

1人

缺乏地區特色  
Lack of local features

有歸屬感  
Strong sense of belonging

### 空間設計 Space design

空間可以分為主動與被動使用。  
The space allows for both active and passive use.

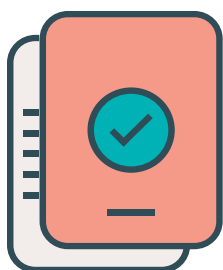
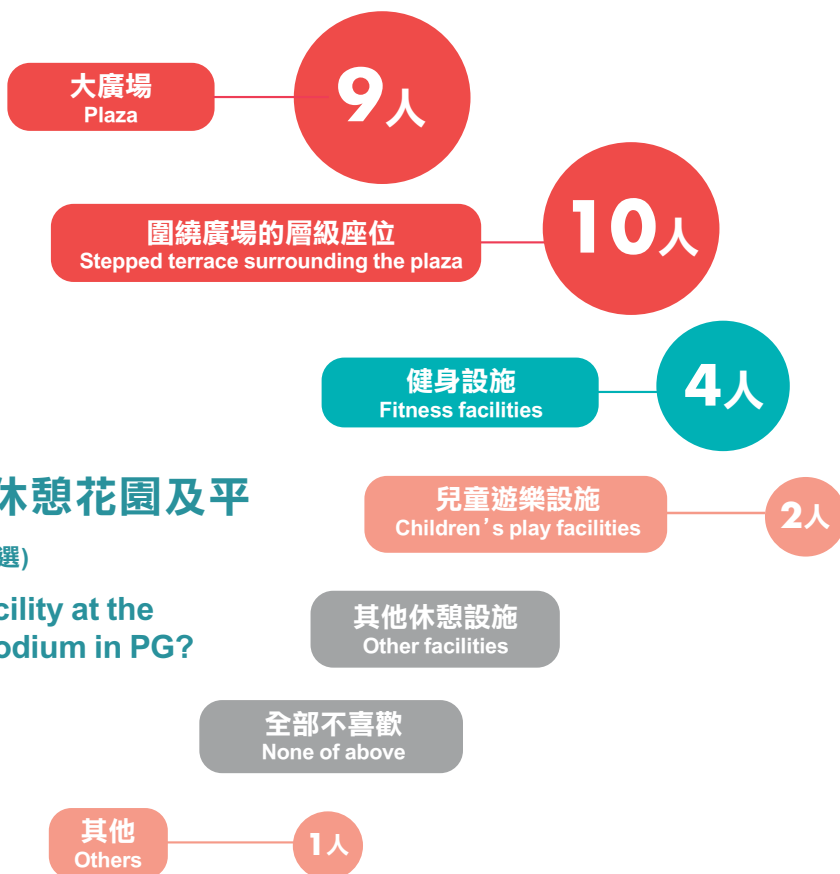
廣場本身面積寬敞，但由於用作公共空間，人流量大因而變得空間不足。

The plaza itself is spacious but since it is a public space, the large volume of users means there is not enough space.



## 7 你最喜歡樓下公共休憩花園及平台的哪樣設施？(可複選)

What is your favourite facility at the public open space and podium in PG?  
(you may pick more than one option)



## 8 你認為樓下公共休憩花園及平台應在哪一方面作出改善？(可複選)

Which of the following should be improved at the public open space and podium in PG?  
(you may pick more than one option)



## 問題

### Issues to address

公園裡有很多沒有大人看管的孩子。當孩子在遊玩球類遊戲時，對年長用家可能暗藏危機。

There are lots of children in the area unaccompanied by adults. Sometimes they play ball games and could potentially cause danger to the elderly users.

主廣場的樓梯沿線應設有扶手欄杆。

There should be hand rails along the big staircase in the main plaza.

公園面積比較大，空間寬敞，但綠化和場地設施不足。

The space is considered fairly big and spacious but there is not enough greenery or facilities.

在運動區和座位旁應設有扶手。

There should be handrails along exercise areas and next to the seating.

與其他屋苑相比，這裡的長者運動器材較少。

There are fewer elderly exercise equipment here compared to other estates.

鄰近的街坊也會在週末到訪公園，現時沒有足夠的運動或遊戲設備滿足所有用家。

There is not really enough exercise or play equipment on the weekends as users from the surrounding community also come to the space.

在公園上進行商業活動有一定的難度，我認為不太合適。

There are some challenges to running commercial activities in the open space, so it is not too suitable in my opinion.

## 願景 Aspirations

希望看到更多綠化和遮蔭地方，方便未來越來越多的老年人和輪椅使用者。  
I want to see more greenery and shading to benefit the increasing numbers of elderly and wheelchair users in the future.

我認為空間要先滿足駿發花園居民的需要。現時的空间被劃分成幾個不同特色的空間。是否能有個更緊密，更具凝聚力的聚落空間？一個大人可一邊看管孩子，一邊參與活動的設計。

The space should first meet the needs of the Prosperous Garden residents. At the moment, the space is separated into zones each with its own characteristics. Could there be a more cohesive and integrated area? A design where adults can engage in activities while watching over the children.

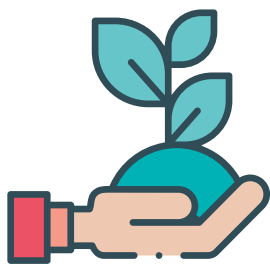
相比色彩鮮明的顏色，希望在公園看見更多綠色和黃色等較溫和的暖色系。  
I hope to see more green and yellow used in the space as those colours are gentle and soothing to look at. Sharp colours like red are not preferred.

有着不同色彩活力，組合層次的公園設計是不錯的。現時公園色系較沉悶。在牆壁加入繪畫，圖案和燈光也有幫助。  
More colour and vibrancy with varying combinations and layers would be nice. The colours now are dull. More paintings, patterns and lights on the walls would help too.

現時戶外和陰涼區的比例適中。用家既可在陽光下玩耍，也可在陰涼的座位區休息。下雨時，亦可在遮陰處繼續活動健身。  
The balance of the outdoor and shaded area is quite good at the moment. People can play under the sun and others can rest in the shaded seating area. People can continue to exercise in the shade if there is rain too.

老人一般閒坐在這空間內，能有更多設備讓他們使用嗎？其實可以與兒童遊樂設備結合起來。

Elderlies are usually sitting in the space but could there be more equipment for them to use? The equipment can be integrated with the children's play equipment too.



## 9 你認為樓下公共休憩花園及平台應否增加綠化？

Do you agree there should be more greenery at public open space and podium in PG?



## 10 你希望有何活動於公共休憩花園及平台舉行？(可複選)

What kind of activities do you wish to have at the public open space and podium in PG?  
(you may pick more than one option)

假日市集  
Weekend market

2人  
ppl

戶外展覽  
Outdoor exhibition

2人  
ppl

戶外手作工作坊  
Outdoor DIY workshop

2人  
ppl

嘉年華  
Carnival

6人  
ppl

運動課程  
Exercise course

8人  
ppl

街頭健身比賽  
Street workout Competition

節日慶祝活動  
Holiday celebration events

13人  
ppl

不希望舉行活動  
Do not wish to have any activities

2人  
ppl


其他  
Others

1人



## 軟件或計劃

### Software or soft programmes



除非有活動舉行，否則不太逗留於公園內。  
Usually passing by only unless there is an event.

物業管理部在中秋節時曾安排節慶活動，對於有孩子的家庭來說是很受歡迎的。  
Management have organised festivals and events before, such as for mid-autumn festivals. These are popular for families with children.

週末可以在公園內慶祝節日和舉辦活動。  
Festivals and events could be held in the space on weekends.



## 11 你對增設科技健康合一的遊樂設施和配套有什麼期望?(可複選)

What expectations do you have towards play equipment and supporting facilities with an integration of technology and health?

(you may pick more than one option)



### 物聯網及健康狀況 IoT and health

我對科技監測個人健康狀況如血壓和糖尿病等沒有問題。  
I have no problem with technology monitoring my health such as blood pressure and diabetes.

駿發花園正在面對人口老化，很多居民都是長者，他們都加入了鄰近診所的健康監測網絡。監察健康不應該是件壞事。  
Prosperous Garden is an ageing estate. A lot of residents are elderly. There is a clinic nearby and all the residents have joined their health monitoring network already. There is no reason why health monitoring is a bad thing.

# C

## 社區參與：駿發花園管理處和IG小組專家分享 Community Engagement: Prosperous Garden Estate Management and IG Panel Expert Sharing

為進一步深化居民意見，駿發花園管理處和IG小組專家獲邀分享他們對跨代遊樂的想法，以及實現跨代遊樂的可行方案與考量。以下是摘錄自2020年8月8日駿發花園管理處人員和專家訪談中所得的內容。這次會議所得的方向和想法，深化從共創工作坊所得出的六項設計考慮因素。



To give more depth to the insights of the residents, the Prosperous Garden Estate Management and experts from the IG panel were invited to share their thoughts on intergenerational play, and the potential solutions and considerations to achieve it. Below are the directions and ideas extracted from the interview with the Prosperous Garden Estate Management and the experts at the Community Engagement Event on 8th August 2020. The meeting added more contextual information to the six design considerations generated from the co-creation workshops.

### 了解用家需求

專家建議各團隊在設計之前應先確定「跨代遊樂」指的是不同世代成員共同互動玩樂，或只是跨世代成員共處同一空間。為協助跨學科比賽團隊，專家小組介紹以用家為本的設計工具，如人物誌、用家體驗旅程圖和「人-環境-職能 (PEOP)」等工具，讓團隊從而了解如何解讀用家需求。工具有助參加者從用家角度出發，訂立設計優次及改良提案，從而引入尊重、盡責、互惠和適應力等跨代遊樂概念，協助參加者設計出促進跨代聯繫的硬件和軟件。

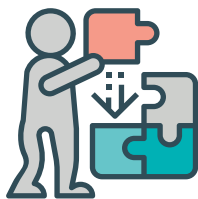
### Understanding User Needs

Experts suggested that the teams decide whether "intergeneration play" means different generations interacting together or simply being in the same space before starting with their design concept. To help our multidisciplinary participating teams, user centric tools such as personas, user journey & the People Environment Occupation Performance (PEOP) model were introduced by our experts to interpret and understand user needs. These tools can help our participants to further their proposals through user empathy and prioritisation. Intergenerational play concepts such as Respect, Responsibility, Reciprocity and Resilience were introduced to aid our participants in designing the hardware and software for cross-generational bonding.



# 1

## 空間整合 Spatial Integration



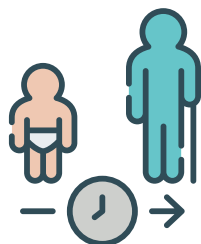
為吸引不同年齡和能力的遊人使用跨代遊樂空間，設計應提升空間的可及性(Accessibility)。專家建議採用「用家活動路線體驗」的方法，從不同用家的角度想像他們到達公園時看到的情況，了解遊人會否留意到公園不同的區域，決定在何處設置座椅和欄杆等提升可及性的設計，以重新連接各個空間和改善用家經驗。

兒童和長者遊戲區須加以整合以支援空間共用。為加強安全程度和協助體弱用家獨立行動，選材亦是關注之一。其中專家推薦以顏色區分地域，設計亦得到管理處支持，策略有助營造充滿活力的環境，方便長者辨別設施和確認方向。為進一步鼓勵長者使用跨代遊樂空間，專家建議多注意顏色和地板選材，改善場地視野，預防用家跌倒，並且避免裝設邊緣尖銳的設備。這些設計考慮可增加場地安全性，對視力較弱和行動不便的長者尤其重要。

Improving the accessibility is key to attract visitors of different ages and abilities to the intergenerational play space. Experts suggested using user journey to visualise how different users view the park when they arrive, whether they can identify different zones within the park, and where should seating and railings be placed strategically to improve circulation and the user experience.

The integrated play areas must support space sharing by users of different ages and abilities, so the choice of materials is a major concern when creating a safe space for weaker users to move independently. Coloured zoning is a strategy recommended by the experts, and endorsed by the management, to make the environment more vibrant and to help the elderly distinguish and navigate around the site. To further support the elderly to play in the intergenerational play space, experts noted that attention should be paid to the choice of colours and floor material for better vision and fall prevention, while equipment with edges should be avoided. This would help the elderly with weaker vision and mobility and make the site safer for all.

## 2 不分年齡的設計 Age-Neutral Design



專家強調長者和兒童之間存在着一定的能力差異，因此設計須摒棄陳規定型觀念，不應只提供適合特定能力範圍用家的設備，並且應保持設計簡約，方便不同年齡與能力的用家理解，讓他們放心使用設備。

其中一位專家根據研究所得，指出若要使遊樂空間更受長者歡迎，團隊可在四方面加強空間的包容性：

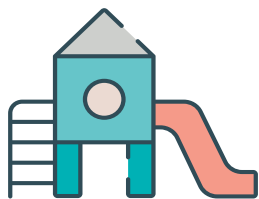
- i) 提供不同大小和種類的遊樂空間，保持設備運作良好，注意人群控制，創造更多元化和愉快的遊樂體驗；
- ii) 空間使用應更靈活，使用家享受其中；
- iii) 公園設計應比一般公園更具特色，如設計反映當地歷史；以及
- iv) 促進社交互動和建立人際網絡。

Experts emphasised that the elderly and children differ greatly in terms of abilities. Stereotypes and equipment designated for users with a specific range of abilities should be avoided. Designs should be kept simple to help users of different ages and abilities to understand and use the equipment with confidence.

One expert noted that the teams may focus on the four design elements to make play spaces more popular for the elderly and more inclusive for all:

- i) Creating more diverse and enjoyable play experience by providing play spaces of different size and variety, well-maintained equipment and crowd management;
- ii) More flexible use of space for their enjoyment;
- iii) Designing a park with unique features over a generic park, i.e. a park reflecting local history in the design; and
- iv) Fostering social interaction and social network.

### 3 跨代遊樂裝置 Intergenerational Play Equipment



有專家指出現在遊樂空間設計較以往更著重安全，而非刺激程度，間接限制了遊樂設備及公園吸引到的用家年齡層。專家一致認為遊樂裝置往往種類較少，互動程度較低，而且只為單人用家製作，降低照顧者陪同孩子或長者到公園玩耍、享受和鍛煉的意欲，減少跨代遊樂和社交互動的機會。

合適的跨代遊樂裝置配搭，有助不同年齡人士和照顧者一同參與互動，提升遊樂體驗。如要選擇引入哪些合適的設備和項目，應考慮「遊樂多樣性」和創造「適合所有人的遊樂」等因素。除「Due task」等遊戲有助提高所有年齡玩家的認知和身體能力，還可在遊樂空間設計中加入仿效「Parten's stages of play<sup>1</sup>」的活動，以鼓勵跨代遊樂。

遊樂空間的尺寸和空間應以靈活設計適應不同用家需求，支援動態活動來促進跨代互動。留意遊樂裝置在功能上並不能完全取代康復設備，團隊可考慮如何以遊樂改善用家日常的身心健康。

Some experts commented that compared to park designs in the past, playground designs now lean more towards safety than excitement. This indirectly affects which user age groups the play equipment and parks can attract. The experts also agreed that play equipment in general is less varied, less interactive and tends to be made for single users. Caregivers are less willing to take their children or the elderly to play, enjoy and exercise in the parks, so there are fewer opportunities for intergenerational play and social interactions.

With the right combination of intergenerational play equipment, people of different ages and abilities and their caregivers can enjoy better play experience together. Factors like "diversity" and "play for all" can determine the suitable equipment and programmes to be introduced in the play space. In addition to the "due task" play which can improve the cognitive and physical abilities of players of all ages, activities that mimic "Parten's stages of play<sup>1</sup>" can be incorporated in intergenerational play space design.

The size and space should be well designed to meet the needs of different users and to support the dynamic activities for intergenerational interactions. As play equipment cannot fully replace rehabilitation equipment in terms of functions, the teams were encouraged to focus more on how play could improve the physical health and mental wellbeing of the users in their daily life.

<sup>1</sup>

Namely unoccupied play, solitary play, onlooker play, parallel play, associative play and cooperative play

## 4 善用獨特的空間特徵 Use Unique Spatial Characteristics



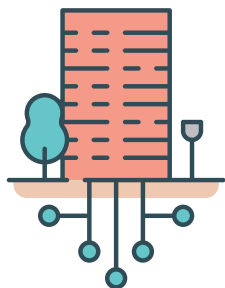
善用場地空間特徵既能活化空間、提升居民自豪和認同感，亦具備成本效益。由於城市環境往往缺乏自然元素，結合自然和植物的場地可改善居民的健康。管理處亦建議在中央廣場樓梯後的牆壁和休憩用地的設施內採用更活潑的顏色和易於打理的材質。

反映地區獨特文化的標誌和主題遊樂空間有助提升用家歸屬感。部份專家和管理團隊成員亦建議在駿發花園裡加強油麻地的歷史和文化的元素。警署，果欄等文化古跡林立，雙方皆認為融入獨特元素的空間設計或有助促進跨代對話，勾起居民的集體回憶。

Making use of the spatial characteristics of the site is a cost effective way to revitalise a space and build a sense of dignity and identity. The incorporation of nature with the existing plants can improve the wellbeing of the residents, especially as these elements are often lacking in urban environments. The management team suggested the wall behind the staircase in the central plaza and the facilities in the open space can lend itself to more interesting colours and textures requiring little maintenance.

The sense of belonging of the users can be strengthened if the play space can reflect or represent the unique cultural symbols or themes of the district. In the context of Prosperous Garden, some experts and the management team suggested highlighting the historical and cultural aspects of Yau Ma Tei, a district with many cultural and heritage sites such as the Fruit Market and the Yau Ma Tei Police Station. Both parties agreed that integrating unique elements in the spatial design may invoke intergenerational conversations and the collective memory of the residents.

## 5 善用現有科技 Use Available Technology



來自不同領域的專家皆認為可以將科技引入公園設計，創造更有趣的遊樂體驗，支援健康老齡化。科技可以為長者用家調整難度和回饋鍛鍊進度，能有效鼓勵長者多作鍛鍊。專家亦建議增設安全設備，為患有認知障礙症的長者提供防跌檢測和觸發系統，增加長者信心和活動的自主程度，從跨代遊樂中得益。比賽鼓勵參賽者多探索感測器、應用程式、可穿戴設備和智能設備等技術，並應用於設計裡。

雖然設計應考慮公眾對於在公共場所應用科技的接受程度，但專家指出長者一般都熱衷於探索新事物。建議參賽隊伍採用簡單設計，建立即時回饋機制，長遠有助使用者適應科技。專家更指出透過利用不同方式例如直觀設計(Intuitive Design)和軟體程式等，可讓年輕人協助長者用家熟習科技，同時提供跨代互動的機會。管理處對於處理私隱和個人資料方面表示有其擔憂。如要解決私隱問題，除了要建立互信，還須制訂清晰的隱私和資料保護聲明。專家亦提出了另類建議，採納近似健身室的做法，當用家完成健身訓練後，可以把資料傳送至個人設備。

Experts from various fields agreed that technology can be introduced in parks to make the play experience more interesting and support healthy ageing. Technology can effectively engage the elderly users to exercise regularly as it can offer different levels of difficulty and feedback on progress. Fall detection and stimulation systems for the elderly with dementia were suggested by the experts as additional safety devices promoting confidence and autonomy conducive to intergenerational play. Participants were encouraged to explore technologies such as sensors, apps, wearables and smart devices and incorporate them in their designs.

While the level of public acceptance for the technology in public spaces is a consideration, experts noted that the elderly are usually keen to explore new things. They recommended the teams keep the design simple and build instant feedback mechanisms for users' long-run adaptation. They mentioned methods such as intuitive designs and software programmes in which young users can help the elderly to familiarise themselves with technology and engage in intergenerational interaction. The management team expressed concerns about privacy and personal data management. As trust and a clear statement on privacy and data protection are needed to address privacy concerns, experts counter-suggested solutions in which data could be beamed into the devices of their users after they have completed a fitness training as if they were at the gym.

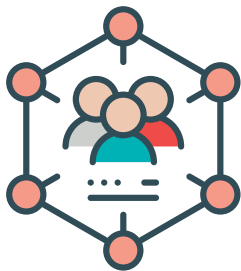
## 6 管理以用家為本 User-Centric Management



為增加設計可行性和持份者的接受程度，管理人員強調團隊應考慮各種因素，包括安全、噪音管制，及避免兒童亂用和誤用設備。設計介入有助遊人平等使用空間，既可減輕前線管理人員管理空間的負擔，亦是用家為本管理的關鍵所在。如設計能夠減少衝突、避免兒童和長者發生碰撞，減少噪音等問題，當地持份者更有可能支持設計方案。

To make the proposals more implementable and more desirable for the local stakeholders, the management team highlighted a few issues which the teams should consider, including safety, noise control and preventing misuse and “wild play” by the children. Design interventions promoting fair use of space can alleviate the burden of the frontline workers in managing the space and are the keys to user-centric management. Local stakeholders may welcome designs which can prevent user conflicts and collisions between the children and the elderly and reduce noise.

## 7

社區營造  
Community Building

專家強調軟件在鼓勵跨代遊樂方面的重要性。除硬件與遊樂裝置，軟件也能提高跨代遊樂設施的活力，維持場地吸引力。當中亦有建議在公園採用創意公民的概念，創造出啟發創意的公園以鼓勵用家長期參與。

要維持項目運作，邀請鄰近社區組織舉辦各種活動以促進跨代互動至為關鍵。如舉辦社區主導的復康訓練，招募附近的醫療專業人員到場指導，不但能為社區充權，也能吸引遊人再次參與活動和互動。

Experts highlighted the importance of software in encouraging intergenerational play. Apart from hardware and installations, software can make the atmosphere more vibrant for intergenerational play and sustain its appeal. Creative citizenship through parks was suggested to create a park that would promote creativity and engage the users in the long run.

To sustain the programmes, it is crucial to invite nearby organisations to hold various activities for more intergenerational interaction. Community-driven rehabilitation training and recruiting nearby medical professionals as the guides and coaches in the space are ways that can empower the community and encourage more repeat visitors to take part in the activities and interaction.





## 第二階段評審 Stage 2 Jury Panel



Left to right: Ms Iris Hoi, Mr Lawrence Chau, Dr Lam Ching Choi, Dr Lawrence Li and Mr James Chan  
左起：許虹女士、周日昌先生、林正財醫生、李國祥醫生、陳欽勉先生

2020年10月28日，第二階段的評審團在駿發花園展覽中心舉行會議，審閱一共54份參賽作品，為駿發花園選出最具創新性和可行性的跨代遊樂空間設計概念。評審團成員均是社會賢達，運用醫學、創新、房屋、長者服務、公共行政、園境設計和城市規劃方面的專業知識進行評審。評審團著重計劃如何以跨學科方式解決問題，以及計劃的可行程度，從而為未來跨代遊樂空間設計提供寶貴建議。以下是評審過程中提及的重要意見。

The Stage 2 Jury Panel gathered at HKHS Prosperous Garden Exhibition Centre on 28th October 2020 to review all the 54 submissions and to select the most innovative and feasible intergenerational play space design concepts for Prosperous Garden. The Panel comprised renowned community members who brought in their expertise in medicine, innovation, housing, elderly services, public administration, landscape architecture and planning. They focused on cross-disciplinary problem solving and project implementability and contributed valuable ideas for future intergenerational play space designs. Below are some key insights summarised from the adjudication process:



影片介紹  
Video Introduction

香港理工大學校董會副主席李國祥醫生，JP

**Dr Lawrence Li Kwok-chang, JP, Deputy Chairman, PolyU Council**

建立核心價值是設計跨代共融遊樂空間的關鍵，核心價值可以鼓勵用家，培養持續使用公園與進行跨代共融遊樂的習慣。在得獎作品之中，參賽團體展示出空間設計結合核心價值的潛力與可能性，透過「歸屬感」、「合作」、「未來」等不同價值凝聚跨代社群。

Establishing the core values you wish to bring to the users is key when designing an intergenerational play space. This competition demonstrated the potential and possibility of combining play space design with core values, uniting the intergenerational community through core values such as "belonging", "collaboration" and "future". These core values help to strengthen the intrinsic motivation of park users and build them a habit-forming routine to engage in outdoor park and intergenerational play.



香港房屋協會行政總裁兼執行總幹事陳欽勉先生

**Mr James Chan, CEO and Executive Director, Hong Kong Housing Society**

（團隊）通過跨學科和跨專業的合作，創造出更包容、更互動的社區……獲獎項目的創新理念可啟發社區和業界創造出更多跨代遊樂空間，有助促進發展社區，實行居家安老。有了周邊的設施與跨代共融遊樂空間，使用者便可在社區裡面進行一系列休憩活動，享受輕鬆的生活模式。

Through cross-disciplinary and cross-professional collaboration (the teams) have created a more inclusive and interactive community... The innovative ideas from the winning projects would bring inspiration to the community and the industry for creating more intergenerational play spaces that help to facilitate a better community for 'ageing in place'. With the surrounding facilities and intergenerational play space, users can enjoy a series of leisure activities in their neighbourhood under a relaxed lifestyle.



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**安老事務委員會主席林正財醫生，SBS，JP**

**Dr Hon. Lam Ching-choi, SBS, JP, Chairman, Elderly Commission**

改造公共空間時採用跨代共融遊樂與包容性設計，能促進社區共融，鼓勵長者恆常運動。比賽展示了整合本地元素、地區獨特性和歷史在連結社區方面的可能性，為推動居家安老提供了一個參考模式。

Embracing intergenerational play and inclusive play in the transformation of our public space will promote social inclusion and encourage our elderly to be more physically active. This competition demonstrates the possibilities of integrating local elements, district uniqueness and history in connecting the community and as well as providing a model for promoting ageing in place.



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**香港園境師學會會長許虹女士**

**Ms Iris Hoi, President, Hong Kong Institute of Landscape Architects**

遊樂空間的空間維度可以很複雜，高樓大廈、平台和出入口散佈於空間各處，因此設計者需要在空間佈局與組織下工夫。清晰而易於理解的空間運用和分佈可以滿足不同年齡玩家需要，特別是需要更清晰空間概念的長者。

The spatial dimension of an intergenerational play space can be very complex, with high-rise buildings, podiums and multiple entrances scattered at different places. This requires designers' great effort to handle the layout and organisation of space. A clear spatial arrangement and design makes it easier for users to understand the use of space within the park, catering to the needs of players of all ages, especially to the elderly who require a clearer spatial concept.



香港規劃師學會會長周日昌先生

**Mr Lawrence Chau Yat-cheung, President, Hong Kong Institute of Planners**

用家為本的設計和地方營造是社區規劃非常重要的元素，我很高興看到多項創新的跨代共融遊樂空間設計概念從這次比賽中脫穎而出。這次比賽的多學科性質為發展新的公共空間設計提供示範，創造出能滿足兒童和長者的遊樂設計、社交和享受的需求。

User-centric design and placemaking are very important elements in community planning. I am pleased to see so many innovative intergenerational play space design concepts coming out of this Intergenerational Play Space Competition. The multidisciplinary nature of this competition provides useful references for developing new public space designs that could cater to both children and elderly's need for play, socialisation and enjoyment.





# 5

## 得獎作品方案 Winning Design Proposals

### 專業組別 Professional Category

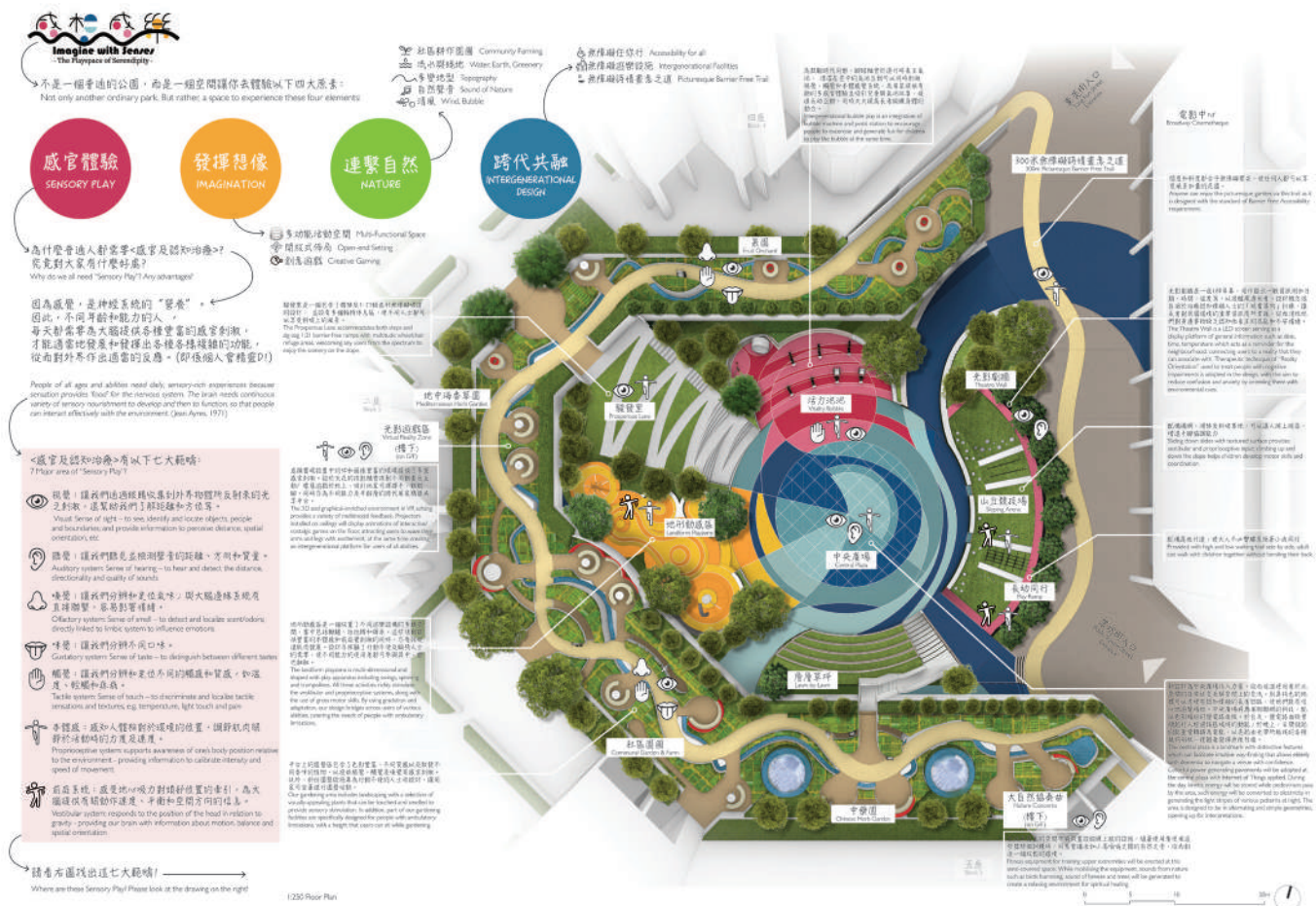
冠軍及「遊」得我投大獎 (專業組)

**CHAMPION & WINNER OF "MY PLAY, MY SAY" AWARD (PC MOST VOTED)**

P102 : 感想感樂 Imagine with Senses - The Play Space of Serendipity



張天藍、吳兆昌、麥卓欣、羅焯穎、曾雪明、余嘉朗  
Cheung Liane Tian Nan, Ng Siu Cheong, Mak Cheuk Yan Yammie,  
Lo Cheuk Wing Cherry, Tsang Suet Ming, Yu Ka Long Aaron



## 一個空間。七種感官。無限可能。

「感想感樂」是一個讓大眾透過感官體驗，發揮想像，連繫自然，以達致跨代共融的公園。當中包含了七大感官治療範疇：視覺、聽覺、嗅覺、味覺、觸覺、本體感和前庭覺，從而令用家在遊玩時享受治療。此外，公園主要分為動態區及靜態區。動態區設於地面，放置鍛煉四肢的設施，以提供豐富的本體感和前庭覺刺激，同時亦有效促進肌肉發展，並配以色彩發電路板及虛擬實境設施，給用家多重感官刺激，同時促進長幼互動及鼓勵跨代同樂。平台則是靜態區域，設有社區苗圃及水境園林。設計照顧了行動不便及輪椅人士的需要，並設有一條無障礙大道，讓用家坐著也能遊山玩水，享受全公園設施及與他人交流，樂也融融。

## One Playspace. Seven Senses. Endless Possibilities.

"Imagine with Senses" is not only an ordinary park, but rather, a space to experience various elements: Sensory Play, Imagination, Nature and Intergenerational Design. The park comprises 7 major areas of "Sensory Play", i.e. Visual, Auditory, Olfactory, Gustatory, Tactile, Proprioceptive and Vestibular Systems. Distinctive features are incorporated in the park to facilitate intuitive way-finding that allows elderly with dementia to navigate towards a venue with confidence. Colourful power-generating pavements and VR technology are also adopted. The play spaces are divided into active and passive zones. The active zone at ground level incorporates fitness equipment for training upper and lower limbs stimulate the vestibular and proprioceptive systems, and the intergenerational design such as the pedal station integrated with bubble machines can encourage people to exercise and generate fun for children simultaneously. The passive zone in podium includes landscaping with a selection of multisensory-appealing plants. Part of our gardening facilities are specifically designed for people with ambulatory limitations, with a height that users can sit while gardening. By using gradation and adaptation, our design bridges across users of various abilities, catering the needs of people with ambulatory limitations.





## 感思感樂的生活 Daily Life of "Imagine with Senses"

### 感思感樂

不論處於人生的那個階段  
抑或擁有那個年齡及能力層面  
皆擁有著與生俱來而獨特的感知與本能  
於這個放下標籤的領域之中，樂也融融

Imagine with Senses - The Playspace of Serendipity  
Between the youthful and the aged,  
Amidst the capable and the differently-abled,  
The seven senses are instinctive to everyone across spectrum,  
All being unlabelled



發發里  
Prosperous Lane

丈夫正與使用輪椅的妻子漫遊於發發里。  
The husband is having a stroll with his wife who is a wheelchair user at the Prosperous Lane.

妻子發發：看看這一直陪伴我們多年的羅漢松。

Ar Fat's Wife: Look at this Buddhist Pine which has accompanied us all along.

丈夫發發：時間過得真快呢。

Ar-Fat the husband: Time flies.

「叮噠，叮噠，現在時間為下午三時正。」昔日尖沙咀鐘樓的報時鐘聲響起，緊接著現時的時間。光影劇場亦顯示了時間和日期。  
"Ding-Dong, Ding-Dong, Time is now 3:00pm." The sound of the old Tsim Sha Tsui Clock Tower was broadcasted followed by a reminder of the current time, accompanying with the display of both time and date on the theatre wall.

丈夫發發：噢，是時候接孫仔放學了！

Ar-Fat the husband: Oh, I should pick up the grandkid from school now!



活力泡泥  
Vitality Bubble



地形動感區  
Landform Playzone

孩子山莊：媽媽，公公，地面高高低低的很好玩呢！

Kid Siu-Fa: Mummy, Grandpa, it's so much fun with the landform!

公公恒發：這樣的設施我也可以和孫兒一起玩呢！

Grandpa Ar-Fat: The facilities here allows me to play together with my grandson!

媽媽恒發：噢，我的孩子，躍來躍去爬上爬下，靜靜到過

透了。小心嘍，我在此坐著光顧其他太太聊天。

Mummy Ar-Yuen: Oh my kid, bouncing and climbing here and there and you are all wet. Be careful and I will be sitting here

chatting with other Aunties.



光影遊戲區  
Virtual Reality Zone

中午時份，太陽正正上頭，  
鄰居們都前往半覆蓋區域。  
The Sun is right above head at noon,  
neighbours tend to gather in semi-covered areas.

孩子山莊：媽媽，爸爸，

Kid Siu-Fa: Grandma, Daddy, shall we play this Memory

Matching game?

媽媽恒發：無問題，

看看這次誰觀察得更好，記得更多！

Mummy Ar-Yuen: Sure, see who is more observant and has a better memory this time!

媽媽恒發：不知道今次會有那些懷舊元素呢？

Grandma Ar-Yuen: Let's see what nostalgic elements will there be this time!



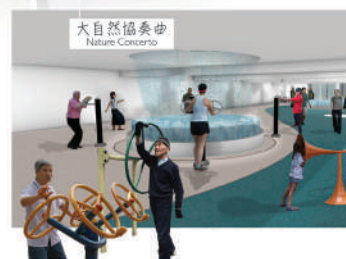
社區園圃  
Communal Garden & Farm

社區園圃導賞工讀：感謝大家參加是次種植  
種植。大家稍後都可以漫步到我們的果園及  
香草園，並挑選一些收成用作今晚的餐點  
呢！

Workshop helper Chun-Chai: Thanks for your  
participation in this Edible Farming Workshop. You  
may walk around along to our Fruit Orchard and  
Herb Gardens for some plants which you may use  
for your meal tonight!

參加者發發：太好了。我們晚餐吃些茄子和  
車厘茄好嗎？

Participant Fat-Ger: That's lovely. Shall we have  
some eggplant and cherry tomatoes for dinner?



大自然協奏曲  
Nature Concerto



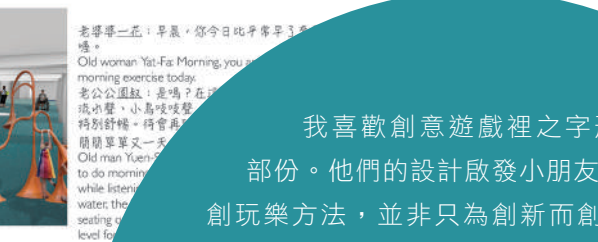
展板  
Exhibition Panel



訪問  
Team Interview



## 評審評語 Jury comments:



我喜歡創意遊戲裡之字形的部份。他們的設計啟發小朋友與大人自創玩樂方法，並非只為創新而創新。雖然建築成本可能較高，但相信長者會覺得看著孫子與其他孩子爬上爬下很有趣。設計實而不華，可引發跨代共融互動。

"I quite like the zigzag part that involves creative play. It isn't trying to be creative just for its sakes, yet it could stimulate children and adults to create their own ways to play. The building cost might be high, yet it is fun for the elderly to watch the children and their grandson climbing up and down the hill. It isn't a fancy design yet it is quite practical, which could stimulate intergenerational play."

（本計劃）反映了大量調查和研究所得的設計成果，以及對於比賽設計簡介有一定程度的理解，值得一讚。即使用家的體能和思維能力各有不同，仍可共用同一空間。團隊成員考慮到不同的人如何體驗遊樂空間內各個部份，確保不同年紀的人都能享受跨代互動。但其設計頗為擠迫，實施上會面對一定困難。某些地方的設計可否更加靈活百變？無論如何，我很欣賞設計提議加設沿著斜坡而上的慢跑跑道。用家可在上方跑動，形成協同效應。

"It is a commendable effort that reflects the results of extensive research and a good level of understanding on the competition brief. People with different physical abilities and mentality could all enjoy using the same space. They also consider how different people could have experienced different parts of the play spaces, so that people from different ages could enjoy intergenerational use. Yet, the elements are quite packed, and that brings certain challenges when it comes to implementation. Could the design of certain areas be more flexible and movable? In any case, I appreciate the jogging track that is designed along the slope, going up and down the slope and that creates a synergy."

P102設計並沒有預先把所有東西設定好，這反而給予用家清晰的設計概念，讓用家自然知道如何利用空間。設計巧妙地分開各種遊樂空間的功能，保留了中央廣場空間的靈活性。

"The design from P102 doesn't set everything in place, yet it gives a clear concept and users will naturally know what they could do in this area. The clever design achieves the segregation of different functions, as well as retains the flexibility in the central plaza."

## 專業組別 Professional Category

亞軍 1st Runner-up

P105: 齡活空間 Play Space ALIVE



陳嘉盈、王愛玲、黃廷風、袁靖蔚

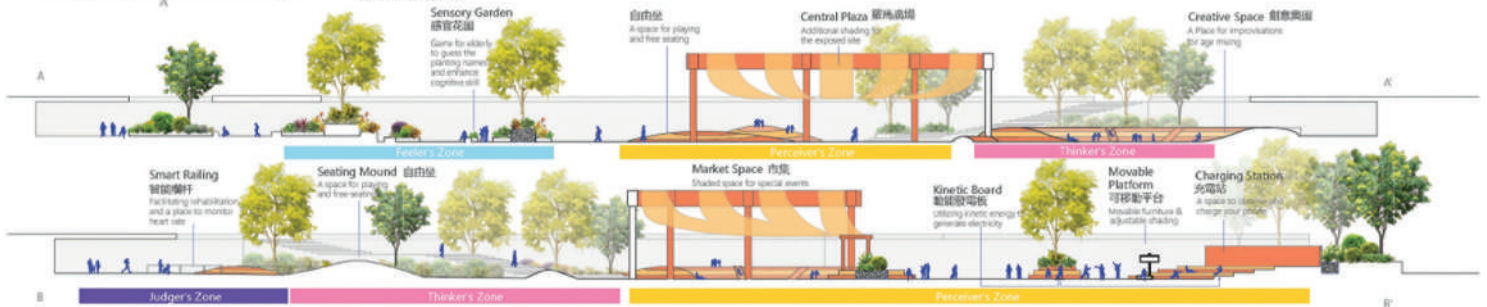
May Chan Ka Ying, Ellena Wong Oi Ling, Anson Wong Ting Fung, Vicki Yuen Ching Wai

## 齡活空間 Play Space ALIVE

跨代共融遊樂空間設計比賽 | 聯發花園  
Intergenerational Play Space Design Competition  
H90-5 Prosperous Garden | P105



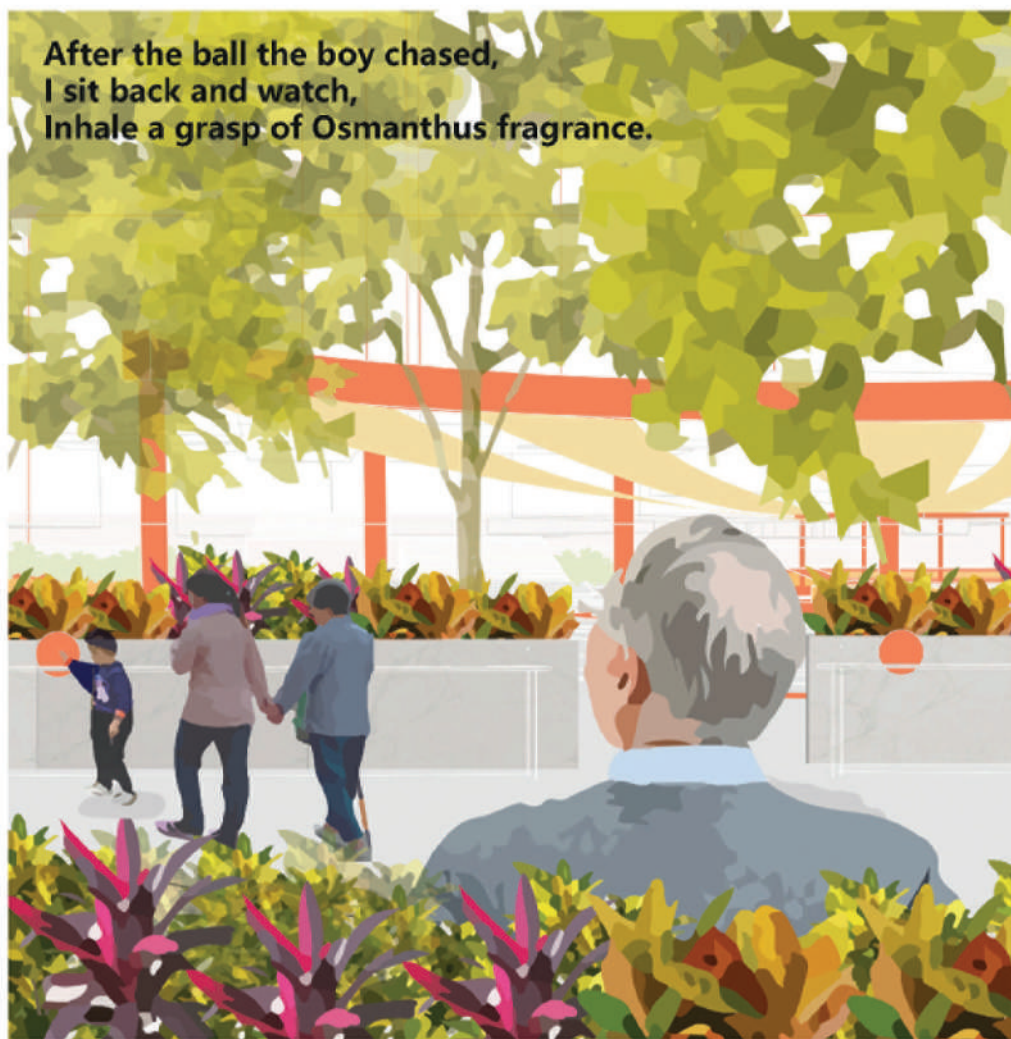
鳥瞰圖 Bird's eye view



「齡活空間」以「性格特質」劃分遊樂區域，打破傳統遊樂場的年齡框架。遊樂空間以鮮豔色彩作為主調，配合地形變化、靈活組件、智能設備及園境綠化，重塑現有場地，鼓勵跨代使用者按性格喜好進行自我探索，發掘自身可塑性。

This proposal uses “personality traits” as its main play area zoning strategy, in order to break the age boundaries in traditional play spaces. With bright colours as the major palette, the new playscape utilises dynamic topographic changes, simple flexible components, smart play equipment and sensory planting design to reshape the existing site. The design encourages intergenerational users to explore themselves according to their personal preferences, and uncover more possibilities regardless of age.





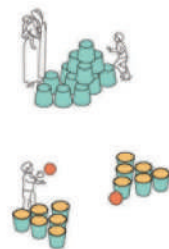
遊樂設備設計總覽  
Play Equipment Design Catalogue



多用球籃子和輕便球  
Basket & Light-weight Ball



自由組合遊戲  
Open-ended Game Combin



展板  
Exhibition Panel



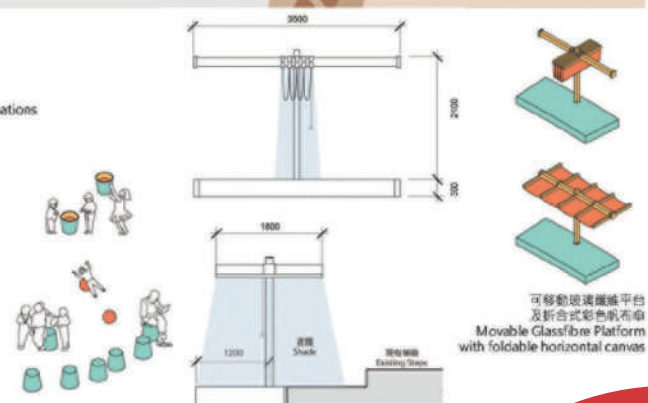
訪問  
Team Interview



## 評審評語 Jury comments:

設計著重在空間內靈活運用色彩，吸引不同年齡的人士造訪，促進跨代互動。

"The design concept focuses on the flexible use of colour in the space which will help to encourage people of different ages to come and foster intergenerational interactions."



這是其中一份較為進階的作品，設計結合遊樂、健身、訓練和智能科技，促進居家安老。

"One of the more advanced entries that examines how to integrate play, fitness, training and smart technology in the design scheme to promote ageing in place."

## 專業組別 Professional Category

季軍 2nd Runner-up

P104 : 漣漪輕漾—人生劇場 Ripple - Theatre of Life



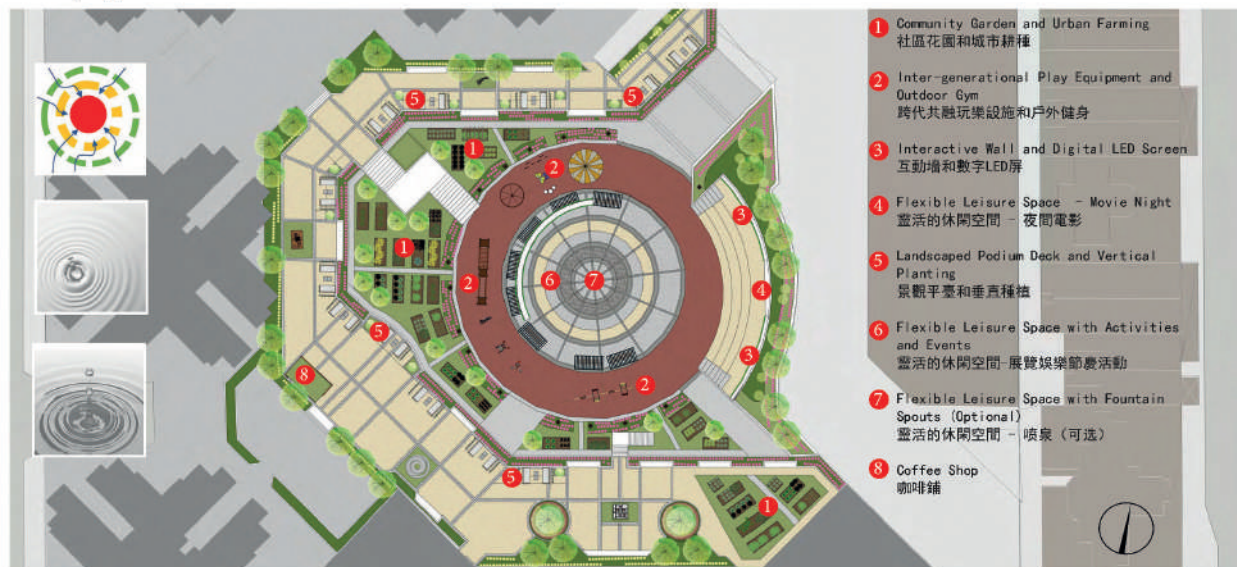
高慧德博士、黃丹丹、蘇瓦納、蘇哈西尼、施嘉蓮、博慧珊  
Dr Sujata S. Govada, Dandan Huang, Suvarna Apte Dalvie,  
Suhasini Kotala, Gayathri Sivakumar, Subhiksha Bhoovarahan

「漣漪輕漾—人生劇場」是將活力、能量和生活注入駿發花園，就像一滴水注入平靜的湖泊，將平靜的社區注入活力。公共空間分四個區域：一、中心廣場：靈活的休閒空間，可用於臨時活動、電影之夜等，亦包括噴水池的設計供選擇；二、內環：跨代共融玩樂設施、戶外健身及LED互動牆；三、外環：社區花園和城市農圃；四、上環：包含城市農圃、座椅休憩空間和帶垂直種植的景觀平臺。通過將駿發花園轉變成為多用途而靈活的跨代共融休閒空間，其互動性的空間整合可在社區中推廣健康、活躍和可持續的生活方式。

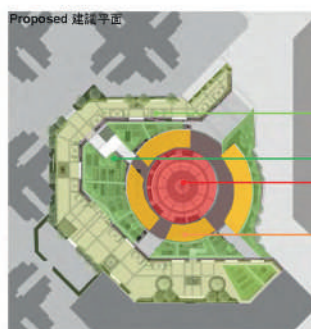
“Ripple – A theatre of Life”, aims to bring energy, vibrancy, life and drama into Prosperous Garden, resembling the effect of a water droplet into a calm lake. The open space is delineated into four zones: 1) Central Plaza provides flexible leisure space with some seating for temporary activities, events, movie night and includes fountain spouts as an option; 2) Inner Ring is the space for intergenerational play equipment, outdoor gym and interactive wall with digital LED screen; 3) Outer Ring includes the community garden and urban farming; and 4) Upper Ring also includes urban farming, seating, kiosk and sculpture on the landscaped podium deck with vertical planting. We aim to involve all age groups to interact and engage with each other in the public space, nurturing an intergenerational, socially inclusive and equitable open space with universal access for all. By developing a spatially well-integrated and interactive open space, an active, sustainable and healthy lifestyle will be promoted within the community. Prosperous Garden would be transformed into a multi-purpose flexible inter-generational leisure space with various community activities for residents of all ages to enjoy and become a model for open space in public housing developments in Hong Kong and beyond.



# Ripple – Theater of Life 漣漪輕漾 – 人生劇場



## Concept 概念



Our design concept 'Ripple – A theatre of Life', aims to bring energy, vibrancy and life into Prosperous Garden, resembling the effect of a water droplet into a calm lake and a soothing space in the community. The plaza will be defined by four zones: the central plaza, the inner ring, the outer ring and the upper ring, each zone with different level and type of activity as shown in the graphics package attached. We aim to involve all walks of life to engage with each other in the public space, nurturing an intergenerational, socially inclusive and equitable open space with universal access for all. By developing a spatially well integrated and interactive open space, a healthy, active and sustainable lifestyle will be promoted within the Prosperous Garden community. Children and elderly can play and interact with each other in the play space with sustainable and smart landscaped open space. Prosperous Garden would then be transformed into a multi-purpose flexible inter-generational leisure space with various community activities for residents of all ages to enjoy.

Our design will help integrate the Prosperous Garden open space in a cohesive manner by promoting inter-generational activity bringing together residents of all ages to be drawn towards the Central Plaza and Community Garden. Through safe and easy-to-maintain intergenerational play equipment with features that encourage physical exercise for the elderly as well and urban farming the redesigned Prosperous Garden will offer more opportunities for intergenerational interactions. This will help both physical as well as mental health and well-being of all within a pleasant well-designed landscaped environment through various features such as inter-generational play equipment, interactive wall, Digital LED Screen and urban farming encourages participation, education and awareness within the community.

Our redesign of Prosperous Garden helps promote social cohesiveness with a network of a meaningful hierarchy of active and passive open spaces for the residents of all ages to enjoy. The elderly residents as well as the children and youngsters will be encouraged to come together to fulfil their needs and aspirations on a daily, weekly, seasonal and all year around for a high quality living promoting an active and healthy lifestyle. Proper management, maintenance and building a strong social network will be important to help strengthen social cohesion among residents and create a sense of community, ownership and belonging within a pleasant landscaped environment. Prosperous Garden with its universal access and increased inter-generational interaction and community participation can become a model that could inspire the transformation and creation of more intergenerational play spaces in Hong Kong.

## Inter-generational Play Equipment and Outdoor Gym 跨代共融玩樂設施和戶外健身



The inner ring will promote active and healthy lifestyle with a series of intergenerational play and outdoor gym equipment suitable for all ages, encouraging intergenerational active interaction. Intergenerational play equipment is designed to allow elderly and children to play together in a cooperative manner. Sensors could also be installed in the play equipment to facilitate the proper use of the play equipment by the residents. Using a soft paving material in this area helps safer interaction for both elderly and the children. Along the playground, linear flower beds in the community garden form a more colorful and aesthetically pleasing environment for residents to enjoy.

## Community Garden and Urban Farming 社區花園和城市耕種



The outer ring will be transformed into a community garden with urban farming to create a sense of ownership, which allows local community to participate in farming, where they can come together daily to plant, maintain and grow organic vegetables. Urban farming workshops can be organized for residents to learn and share healthy life experiences and create an intergenerational platform for elderly and children to participate together. When farming activity happens on the ground floor, the residents can also see from the podium level or their windows in their homes above. The community garden will bring new identity to Prosperous Garden and together with the Central Plaza become an attractive landmark, not only for the residents but also for their friends from neighboring areas.





# Ripple – Theater of Life 漣漪輕漾 – 人生劇場



Interactive Wall and Digital LED Screen 互動牆和數字 LED 屏



The existing blank wall on the east side of the plaza will be raised and transformed into an interactive wall with vertical greening above. A series of tiles with different colours are installed on both sides of the wall that allows people to touch and play and create new patterns. During the day people can be engaged to play by flipping the tiles on the wall to create different patterns or messages. In the middle of the wall, a large digital LED screen acts as a knowledge board, to display sustainability metrics information about the energy use, waste recycling and climate statistics etc in Prosperous Garden.

Landscaped Podium Deck and Vertical Planting 景觀平臺和垂直種植



A landscaped podium with flower beds along the edge creates a calm and peaceful area for the residents to sit and relax while looking at the active zones below. Residents can enjoy the space with vertical screening of planters with "Harita" a specifically designed sustainable landscape pod feature offering aesthetic value and privacy for every seating area. A landscaped area connects the outer edge landscape green area of the podium to the inner edge of the podium adorned with public art sculpture. A coffee shop could be provided on the landscape podium near the seating area with a green roof. On the upper level, some area for urban farming is also included within the podium in a spacious corner. This area is to provide the residents a greener and comfortable outdoor space to gather and interact with each other even at the upper level.

Flexible Leisure Space – Movie Night 靈活的休閒空間 – 夜間電影



The screen can also showcase films during weekends, festivals or other occasions, bringing an outdoor cinema experience to the residents. This would bring all ages together and create a strong sense of place and community within Prosperous Garden. On a daily basis, the screen could highlight some information regarding the upcoming events organized in Prosperous Garden, encouraging more participation of the residents and friends from nearby communities.

Flexible Leisure Space with Fountain Spouts (Optional) 休閒空間 – 噴泉 (可選)



A cluster of dry fountain spouts is optional proposed to be placed in the middle of the central plaza as an option, where the water will sprinkle at designated time intervals or turned off completely so that the space can be used normally as an event space for performances, fairs, exhibitions etc., as indicated above. The central dry fountain will have a cooling effect to help reduce the summer heat and will become a more attractive area and add to the ambience of the space. With the use of easy to dry pavement to improve quick surface drainage and use of non-slippery material will ensure the safety of the residents including the elderly. It also allows children to play with the water, providing them a chance to get in touch with nature which benefits their growth while having fun and the elderly can also sit and enjoy the drama unfold. The optional fountain spouts can be left to the residents and incorporated only if they decide that this feature should be included within their community.





## 評審評語 Jury comments:

P104的設計優點在於連接上下層的活動空間，上層用於靜態休閒活動，休息區和沙發則設在類似陽台的空間，使用者可以俯瞰平台下層。下層則以動態活動為主，設有耕作、健身、運動空間等區域；這種設計有助上、下層使用者交流互動。

"One of the great design points of P104 is that it connects the spaces on the upper and lower levels. With sofas and resting places in the balcony-like area, the upper level creates a cosy environment for leisure and static activities, such that people can clearly see what is happening on the ground floor from above. On the contrary, the lower level focuses on dynamic activities, with areas for farming, fitness and sports; it helps foster interaction between the upper and lower levels."

設計實用，提供空間予居民做運動和社交。

"A pragmatic design that provides space to exercise and socialise."

遊樂空間主題清晰，但設計須再加強跨代共融互動元素。

"The theme of the play space is clear, but it requires more effort enhancing the elements that foster intergenerational interactions."



展板  
Exhibition Panel



訪問  
Team Interview

## 大學組別 University Category

冠軍 Champion

U17: 環繫 The Prospect Ring



溫灝然、謝嘉晉、楊瀚濂、鄭穎詩、陳煥杰、鄭志林  
Wan Ho Yin, Che Ka Chun, Yeung Hon Lim,  
Cheng Wing Sze, Chan Woon Kit, Cheng Chi Lam

「環繫」的設計充份利用油麻地社區獨有的歷史和生活文化，透過歷史、藝術、景觀、娛樂和健身五種元素環環相扣，希望能打造出不分年齡和背景、聯繫不同年代的共融、和諧空間。「環繫」會把駿發花園劃分做五個大小不同的圓形空間，設計成如主題公園般的觀光體驗，遊樂空間的設施則參考油麻地的代表建築，希望能成為同時學習、欣賞景觀和休閒的地方。「環繫」亦採用斜坡取代所有階梯，並加入藝術牆和配合現代電子資訊科技，希望能改善屋苑常見的噪音、隱私、管理和安全問題。

This design brings an idea to revitalise the old Yau Ma Tei District by adding vigorous and dynamic features. Prosperous Garden harnesses the historical culture along Yau Ma Tei to create itself a settlement and lots of nostalgic activities and heritages. We aim to articulate real-life concepts to serve the neglected population better to show everyone that all generations can remain part of Yau Ma Tei. At its heart, History, Art, Landscape, Play and Fitness are the five elements to be introduced to co-design an Intergenerational Play Space. They are connected like rings meaning the facilities are a combination of all five elements to attract different age user groups to use. Prospect Ring is zoned with five circle-shaped designs to conserve the original theme of Prosperous Garden open space, designed with multiple play routes and resembling Yau Ma Tei's remaining heritages and signature architects. Water-curved shaped art walls are introduced as



我們希望這個設計能夠吸引外人和居民每天使用它，並在使用時感受到人與人之間的聯繫，以及增加對油麻地的歸屬感。

a medium for scriptures and outdoor painting exhibitions while also acting as a sound barrier between zones. We proposed upgrading the park with ramps replacing staircases for the disabled and adopting IoT applications for park and recreation management.

We hope the design could attract outsiders and the residents to visit, as a necessary medium linking the generations to strengthen their local identities and social cohesions.





Art Wall 藝術牆

Typhoon Shelter 避風塘



Fruit Market 果欄



展板  
Exhibition Panel



訪問  
Team Interview



## 評審評語 Jury comments:

U17的遊樂空間設計揉合油麻地獨特的本地元素。團隊利用包容性設計，顯示本地元素、地區獨特性與歷史對社區連結的重要性。

"The play space design from team U17 nicely incorporates the unique local elements vital to the community of Yau Mai Tei. Through inclusive design, the team demonstrates the importance of integrating local elements, district uniqueness and history in connecting the community."

設計具包容性，亦注重細節，內設休息區、兒童長椅、走廊和遮蔭通道，用家可自由活動，進行動態和靜態活動。

"An inclusive design that pays attention to the details. With the sitting area, kid's bench, corridor and shadowed pathway that enables users to move freely and engage in active and static activities."

U17的設計顧及不同使用者在行人通道和移動路線等步行的需要。設計營造出來的空間妥善考慮了宏觀和微觀環境，並在適當地方設置合適的遮蔭(Shadowing)與軟景(Soft landscape)，設計相當多元化和成熟。

The design from U17 shows a thoughtful consideration on the needs of pedestrian circulation, walking paths, and the flows of different users from one end to another. The design nicely creates a macro and microenvironment in a holistic manner. Shadowing has been well-designed in specific places along with soft landscapes. Overall, it is a relatively diverse and mature design.



**亞軍 1st Runner-up**

**U58: 童耆同學 Learning Together**



林詠君、陳浩鵬、陳振輝、湯和悅、葉匯華

Lim Wing Kwan, Chan Ho Pang, Chan Chun Fai, Tong Wo Yuet, Yip Wui Wa

開花結果猶如人生的成長歷程，每一章、每一節都有著不同的事與情。「學無先後，達者為先」，以「童耆同學」的關係互相學習，傳授知識，從學習關係中達致社區共融。

而我們的願景是希望利用「童耆同學」增加社區互動性，提供更多活動給予年輕人及長者，從而提高社區凝聚力及歸屬感。在設計功能分區方面，我們會以社區園圃作為增加老幼聯繫的橋樑。老人家可以傳授自己的知識給年輕人，及提供更多機會予兩代溝通了解。

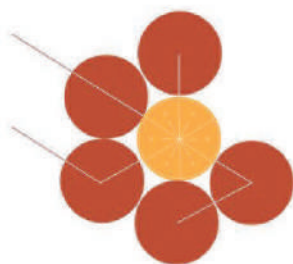
"Blossom and bear fruit" is based on the growth process of human life. Each chapter has a unique story and experience. "In Learning, there's no first or last." To learn from each other through the classmate relationship to enhance knowledge and achieve community integration.

Using "Learning together" is to increase community interaction and provide more activities to young and old, which can enhance community cohesion and sense of belonging. As for functional zoning, we will use the community garden section as a hub to provide cross generation activities to increase the connection between two generations. The elderly will share their knowledge to young people and create more opportunities for intergenerational communications.



# 耆智同學

## Learning Together

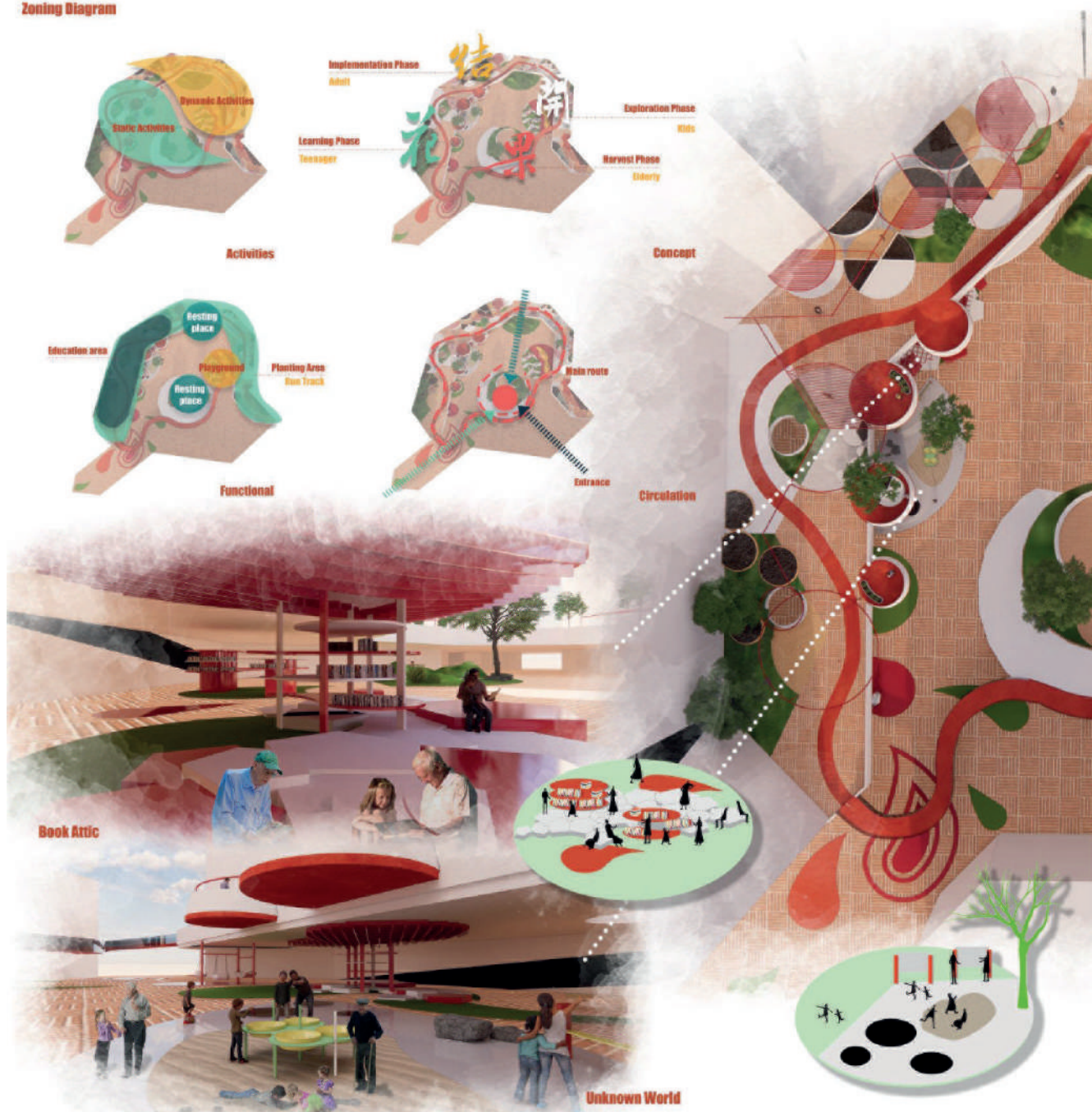


Concept Diagram

### Design Statement

"Blossom and bear fruit" is based on the growth process of life. Each chapter has a unique story and experience. From flowering to fruiting, it seems like the phase of birth and old age. As the saying goes, "Before and after school without up to those first." We have to learn from each other through the identity of the classmates, impart knowledge and achieve community integration. Using "Learning together" to increase community interaction and provide more activities for young and old, which can enhance community cohesion and sense of belonging. As for functional zoning, we will use the community garden plan as a hub to increase the connection between the elderly and the young. The elderly can impart their knowledge to young people and young people can also learn how to communicate with the elderly and knowledge skills. The planting results can bring satisfaction and community belonging to the two generations.

### Zoning Diagram







在分區策劃方面，主要分為兩大方向，分別是「同」，「學」。在「同」的分區中，透過紅線大橋設計連繫兩代，更加突出共融信息。

在「學」的分區中，我們設計一些活動給青少年及長者一齊互相學習。

"Together" (同) and "learning" (學) are the two main design zones. In the "together" zone, a red line-shaped bridge represents the future of two generations. In the "learning" area, the designs will provide a channel for youngsters and elderly to learn from each other.

## 評審評語 Jury comments:

空間不設年齡限制，反而透過設計把不同年齡的人聚集在同一空間。草地也是高密度城市少有的設施。

"Instead of separating into age zones, the design brought all different age groups together. It is rare to find a space with grassland in such a high density city."



展板  
Exhibition Panel



訪問  
Team Interview

## 大學組別 University Category

季軍 2nd Runner-up

U56: 同源 · 共遊 Co-flow, Co-play, Co-mmunity



莊敏婷、周子悠、何岱容、容子晴、陳卓賢、盧雪穎  
Chong Man Ting, Chau Tsz Yau, Ho Dai Rong Heather,  
Yung Tsz Ching, Chan Cheuk Yin, Lo Suet Wing

早在五六十年代，「油麻地六街」之一的眾坊街，因住屋狹窄，故街道滿佈老少居民，社區童真與情味瀰漫，駿發花園興建後卻銷聲匿跡。現在所見的駿發花園，由不勝枚舉的菱角、平行線，與煞白荒蕪的空地結合而成，雖然居民各自有林林總總的悠閒活動，但整個社區卻因零散的空間而變得人心渙散。即使社區有寬敞的公用空間，不同輩分的居民也因缺乏共同活動和願望而缺少互動。

In the 1950s and 60s, Public Square Street, one of the "Six Streets of Yau Ma Tei", both young and old residents lingered on the street. However, after the construction of the Prosperous Garden, the scenes of the young and old have disappeared. Nowadays, shaped by countless horned polygonal forms, parallel lines, monochromatic colours and empty space, residents of Prosperous Garden have been leading to dull, monotone individualistic lives. Even if a sizeable public open space is present in the local community, a lack of common activities and shared aspiration between generations reduces the chance of intergenerational interactions.



這項場地設計別具創意，反映當區元素。

"Creative placemaking project that reflects the local character of the area."



展板  
Exhibition Panel



訪問  
Team Interview

不論年齡層，居民皆「源」於和紮根於駿發花園的社區，設計提案亦旨在老少共融，因此，設計利用了「圓」作主題，不論是概念上居民間的跨代「同源」、「共流」而上，還是空間上的「圓」的型態讓人團聚一起，也因此「緣」而生。為了增進跨代關係，設計亦加插了五六十年代的懷舊童遊元素，配合老少共遊的遊樂設備，滲透整個社區。

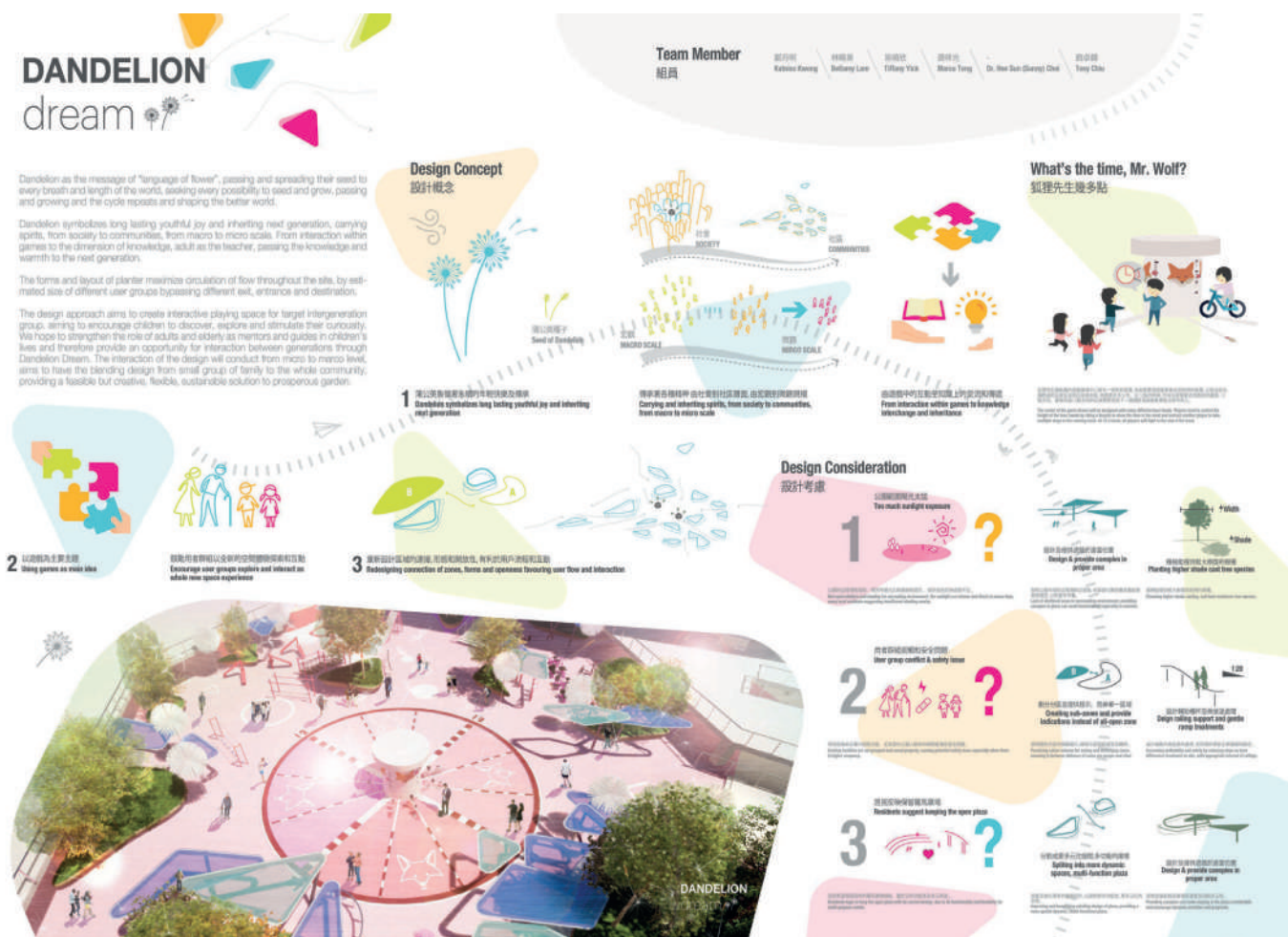
In order to enhance intergenerational relationship, circular elements ("圓", a.k.a. full/ complete/whole/reunion, in same pronunciation as "源" meaning "origin, originate or root") are used as the major design language, with an intention to both symbolically and spatially reunite the residents, regardless of their age groups, as all is originated and rooted in the same community of Prosperous Garden.

## 大學組別 University Category

「遊」得我投大獎 (大學組別)  
**Winner of "My Play, My Say" Award (UC Most Voted)**  
U16: 蒲公英的夢想 Dandelion Dream



趙卓麟、鄭月明、林曉熹、易曉欣、唐梓光、崔希先博士  
Tony Chiu, Kwong Yuet Ming, LAM HIU HEI, Yick Hiu Yan,  
Tsz Kwong Marco Tong, Dr Hee Sun (Sunny) Choi



蒲公英的花語是把愛傳承到下一代，所以我們利用了蒲公英去比喻成年人/長者在小朋友成長階段的角色，成年人/長者就是蒲公英，而小朋友就是蒲公英的種子。

我們整個隔代共融遊樂場的設計核心想強調成年人和老人家在小朋友成長階段作為導師和引導者的角色，在微觀和宏觀的層面上為提供他們可以隔代交融的平台，讓他們可以在遊戲和知識層面上充分地交融。劇院外的走廊被改為藝術走廊，由社區舉辦各種活動，例如戶外美術館，當地社區服務和活動，促進周邊地區的可持續發展。

The flower language of dandelion is to pass on love to the next generation, so we use dandelion to metaphor the role of adults/elders in the growth stage of children. Adults/elders are dandelion, and children are the seeds of dandelion.

The design aims to emphasise the role of adults and the elderly as mentors and guides in the growth stage of children, and provide them with a platform for intergenerational integration at the micro and macro level, so that they can both blend in the game and knowledge level.

Corridor outside the theatre is altered to be an art corridor, holding different events by the community e.g. outdoor art gallery, local community service and events, promoting sustainable development in the surrounding area. We use





展板  
Exhibition Panel



訪問  
Team Interview

我們利用花槽去設計一個鼓勵探索的流線空間，再為花槽增加社區圖書館功能，讓市民可以把家中不要的圖書放在那裏交換，這個設計為使用者提供一個知識交融的空間，鼓勵了隔代知識的交融。

我們更設計了狐狸先生幾點鐘這個遊戲原形的遊樂場，讓兩代的使用者可以透過踩單車去刺激狐狸先生時鐘的裝置，讓其他人在時鐘跑道上走到相應的時間。我們所有運動設施都可以透過動能發電，我們將運動的動力變成電能，而大眾運動所產生的電能可以令蒲公英燈光裝置亮起，這個設計可以達到跨代至社區宏觀的交融。

planters to design the circulation flow that encourages exploration, and add the community library function to the planters, so that people can exchange books they no longer use, providing users with a space for knowledge blending.

We have also designed a playground for What time is Mr. Fox, which is a game prototype playground, two generations of users can stimulate the device of Mr. Fox's clock by cycling, and let others walk on the clock track to the corresponding time. All of our sports facilities inside the playground can generate electricity through kinetic energy. We turn the motion of sports into kinetic energy, and the electricity generated by the users can light up the dandelion lighting device. This design can achieve macro blending at a community level.

## 評審評語 Jury comments:

主題具象徵意義，設計善用調色板，著重社區建設，別具情調，難怪設計最受社區人士歡迎，可惜廣場上的遊樂裝置設於緊急車輛通道上，大大削弱了方案的可行性。

"The symbolic theme, colour palette and the focus on community building paints a picture of ambience, it is no wonder that it would be a favourite of the community. However, the game device in the square is in the emergency vehicle access route. This has greatly reduced the implementability of the scheme."

# 6

專業和大學組：設計方案總輯

Professional and University

Category : Design Scheme

Summary

## P103 | The crXscape Park



本設計方案旨在利用幾項設計特點重塑駿發花園。首先，設計特意不採用功能分區，利用crXscape的設計方式，來創造高質、有趣而實用的空間。其次，本方法創造的無縫地形猶如雕塑，不會插入獨立的設備，減低保養的要求。本設計的目的在於利用色彩和植物創造喜悅的感覺，增強感官作用。最後，設計運用了對生理和心理的深入知識，重新定義「玩」的概念——玩樂是眾人之事，而且無處不在。

## P106 | We-semble



新設計的公共空間旨在為鄰里和附近社區營造互動、舒適和迷人的空間。

相聚一經重新設計的公共空間引入新設計

的設施和用戶區，鼓勵跨代積極互動和交流，滿足各代人士需求。

相似一通過合作、溝通和交流活動，創造經重新設計的公共空間設施，不同年代的成員得以認識彼此的共通特點和需求。

## U01 | Elysium



「Elysium」是促進跨代和諧的共用場所，內有清晰的路標和分區，提高場地的辨識度。場地由五個不同的區域組成，其中兩個遊戲和復康區

為同一年齡組別的用戶提供空間，而兩個位於兩層的區域則設有跨代互動設施。場所亦設有一個聚會區，保留室外圓形劇場，以供舉辦不同活動和作自由使用。

This proposal aims to restructure Prosperous Garden through several design features. First, this design deliberately dropped the functional zoning approach and focused on creating quality, playful yet functional spaces through the “crXscape” approach. Second, this approach creates a seamless and sculptural terrain instead of inserting stand-alone equipment, hence reducing maintenance requirements. This design aims to create an uplifting spirit through the use of colour and planting, and improve sensual stimulation. Lastly, this design redefines the notion of “Play” through in-depth knowledge of physiology and psychological aspects - playing is for all and is everywhere.

The newly designed public space is dedicated to providing an interactive, comfortable and enchanting area for the neighbourhood and the nearby community.

Assemble - With the new design of facilities and user zones, the reformulated public space addresses the needs of all generations through active interaction and intergenerational communication.

Resemble - Through cooperation, communication and interaction with mutual activities and the creation of facilities at the reformulated public space, members of different generations are able to understand the shared features and needs of the other generation.

“Elysium” is a common ground promoting intergenerational harmony by improving the site legibility through clear wayfinding and zoning. The site consists of five different zones with two of the play and rehabilitation areas providing space for users of the same age group, two of the zones on both floors providing interactive intergenerational facilities. There is also a gathering area where the outdoor amphitheatre is retained to hold different events and provide freedom to use the space.



## U02 | GO-CLUB! OH! 趣動



「OH!趣動」建基於未來的社區生活場景，為長者設計系統性的健康產品和服務體系，提供合適的社交和運動空間、多元化的運動體驗、智能IT

健身指導，引導長者促進身心健康。

“GO-CLUB!” is based on the design of systematic health promotion products and service systems for the elderly in future community life scenarios. It provides suitable social sport space, diversified sports experience and intelligent IT fitness guidance, while guiding the elderly to promotion physical and mental health.

## U03 | Every Sound Matters



「Every Sound Matters」希望人人都意識到自己有發出聲音、擁有聲音和抒發情感的權利和創意。設施內人人都可以譜寫出專屬的獨特旋律。設計

的另一重點是相信人人都會按自己的喜好來玩樂，從而促進團結。現時，遊樂場設施均假定了目標受眾，本設計方案希望打破假定，並使不同的人能夠進入和分享公園。

“Every Sound Matters” wants to make people aware that they all have the right and the creativity to make noises, have voices, and express emotions. Through its facilities, everyone can compose a unique melody of their own. Another focus of the design is to bring people together through the belief that everyone has their own preferences on how to play. Nowadays, playground facilities always have the presumption on who they are made for. The proposal wants to break these presumptions and enable different people to access and share the park.

## U04 | 和諧瑤 Jadeite Terrace



和諧瑤透過以人為本的設計，將駿發花園改作宜居社區。長者健身設施可促進活躍，兒童遊樂場亦具包容性，有助於加強社會聯繫，創造一個

長者友善的公共空間。別樹一幟的感官花園，以及親水種植技術和綠色技術設備，均為駿發花園全新公共空間的重要組成部分。屋苑的榕樹古老而珍貴，幾十年來與駿發花園居民共同成長，亦成為主要的概念和線索，聯繫油麻地的獨特文化和全新的景觀設計，強調地區的歷史意義和區內的社會變遷，這些隱喻均融入了露天劇場周圍的獨特景觀設計。

“Jadeite Terrace” turns Prosperous Garden into a livable community with human-centered design. The active ageing fitness facilities and inclusive children playground help strengthen social bonds and create an age-friendly public space. Distinctive sensory gardens with biophilic planting strategies and green technology devices are significant parts of the new Prosperous Garden public space. The old and valuable “Ficus Trees”, which have grown with residents of Prosperous Garden for decades, are chosen as the main conceptual clue to link up the unique culture of Yau Ma Tei into the new landscape design, emphasising the historical significance of the district and social changes nearby with metaphors integrated into distinctive landscape design around the amphitheatre.

## U05 | Public Living Room



本設計方案為了發揮跨代際遊戲空間的理念，公園設計考慮到不同感官需要，既可促進幼兒和青少年的身體發育，也有利於長者的治療和訓練。

細緻的設計考慮到繁忙的城市生活對健康的影響，亦顧及了公共空間的可達性。本設計方案希望為每個人創造安全和無障礙的公園，學習走路的幼兒、需訓練腿部的長者和坐輪椅的傷健人士均可使用。公園將參照《無障礙設計手冊》設計。

To promote the idea of Intergenerational play space, this proposal proposes a park design in consideration of different SENSATIONS, which is beneficial to body DEVELOPMENT for young children and teens, as well as THERAPY and training for the elderly. Careful design considerations are taken to take care of health conditions of busy urban lifestyles. ACCESSIBILITY hopes to provide a safe and accessible park for everyone including young children learning to walk, the elderly training their legs and disabled travelling in wheelchairs. The park will be designed according to the Barrier Free Access design manual.

## U06 | Time Machine

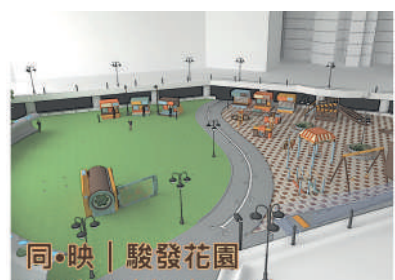


油麻地有不少珍貴的歷史和文化元素。「Time Machine」將成為社會化的媒介，協助人們回憶油麻地的過去，反思自己與地區的關係，加強身

份認同和社區意識。項目不但希望讓用戶「穿越時空」，還希望打破跨代隔閡，促進團結。

There are many valuable historic and cultural elements in Yau Ma Tei. Time machines will serve as an agent of socialisation to help people recall the past of Yau Ma Tei and reflect upon their relations with this place, reinforcing their sense of identity and community. This proposal not only hopes to allow users to 'travel back in time', but also break down barriers among different generations and bring them together.

## U08 | 同 · 映



電影不僅是種娛樂，還能反映本地時事、文化、歷史、政治、宗教等面貌。香港舊貌尚存於長者的記憶之中，但要把記憶轉換成歷久彌新的歷

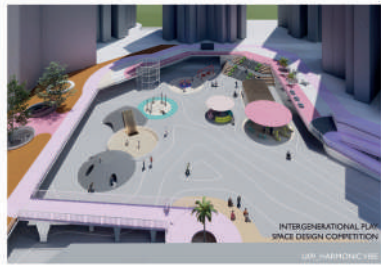
史，唯一辦法就是將之呈現於年輕人面前。

「同·映」是人人都可以把生活當成電影來播放的地方，旁觀者可以從觀眾角度觀看和欣賞別人的電影。公園以舊電影作為設計方案主題，充分利用光影投影和設施，展示香港舊日生活，呼應主題。

Movies are not only for entertainment but also represent local news, culture, history, politics, religion and so on. The past scenery of Hong Kong could stay in the memories of the elderly, but in order for it to become time-honored history, the only way is to make it reappear in front of our younger generation.

“同 · 映” is a site where everyone can play their own lives as movies and bystanders can also observe and appreciate others' movies as the audience. Old movies will be the park's design theme and will make good use of projection of light, shadow and facility to display the old daily life of Hong Kong and echo with the theme.

## U09 | Harmonic Vibe



本設計方案設想適合所有年齡人士的遊樂場，充滿活力。遊樂場製造了有連接地面和平台的慢跑坡道和適合不同玩家的活動區，增切有連接地面

和平台的慢跑坡道，還有一道連接兩層的的樓梯亦被改造成綜合社交空間，供所有居民使用，以及提供自然採光的光井也增加了遊樂場的活力。

This proposal envisions a vibrant playground for all ages. It features a jogging ramp to connect between ground and podium levels, activity zones for different players, a grand staircase as an integrated social space for all residents, and light wells to provide natural lighting.

## U12 | Coast of Old Days



油麻地是九龍一部分，自漁民村落的時代起，經歷了巨大變遷。海岸線隨著填海不斷變化，當地居民生活面對一次又一次的改變。在二

十年前，人們還能輕易地觸摸到樓房下面的大海，但現在只能看到門外的公路和建築物。因此，本團隊特以「舊日海岸」（Coast of Old Days）為設計方案名稱，試圖將過去融入到遊樂場。本設計方案利用空間設計和設施，希望把消失的海岸線，以及其記憶和歷史，重現居民眼前。在現代設計和技術的幫助下，長者和小孩都能在享用跨世代的遊樂場，老居民既可以重溫記憶，小孩也能認識過去，對小孩而言，過去是一個全新的世界；但不論長者，還是孩子，都能在此共同獲得社區參與感。

Yau Ma Tei, a part of Kowloon, has seen a great deal of change since the age of fishermen and villages. The coastline kept changing with Land Reclamation, bringing impact to local residents' life over and over again. Just two decades ago, they could still easily touch the sea under their house, but now they can only see highways and buildings out of their door. Thus, this team has chosen "Coast of Old Days" as their proposal title, and tries to blend the past into the playground. Through spatial design and implementation of facilities, this proposal wishes to bring the disappeared coastline, with all its memory and history, back to residents. With help from modern design and technology, the elderly and kids will enjoy an intergenerational playground as senior residents recall their memory while kids learn the past as a new world to them, as well as gain a sense of participation in the community together.

## U13 | Six Street (re)White



本設計方案理念將駿發花園的公共空間分為兩個部分：中央廣場和一樓的平台。中央廣場以圓形互動亭為主軸，將過大的空間劃細分為靈活和可

重複使用的空間，輔以稍加改造的廣場座椅，長者和孩子便能近距離聚集。

This design concept divides the public space of Prosperous Garden into 2 parts – a central square and platform on the first floor. In the central square, the circular interactive pavilion will be the main axis to divide the excessively large space into a flexible and reusable space, and complements the original square seating with a little renovation, so that the elderly and children can be gathered closer.



## U15 | The Garden of Dynamic Five Senses



本設計方案旨在創造一個動態空間，顧及不同時代和不同年齡屬人士的生活方式，整合多學科元素，藉此加強用家的五感。

本設計方案提供更適

合長者的戶外空間，兼顧連線性、可及性和互動性，並提升空間效率。五感園林設計充分運用園藝治療園和色彩心理學的知識，空間設計清晰而高質。五感的體現亦是空間動態轉變過程。

This proposal aims to invent a dynamic space overlaying a diverse lifestyle from different age groups during various periods, integrating elements from multi-disciplines to strengthen the five senses design for users. A greater age-friendly outdoor space with connectivity, accessibility, and interactivity for the optimisation space efficiency can be provided. Five senses garden design can provide well-defined and high-quality space design by fully applying horticultural therapy garden and colour psychology. The embodiment of five senses is also a dynamic process of space.

## U18 | 同行。童樂 FLOW (Focus, Laughters, Opportunities and Wellbeing)



「同行。童樂」是駿發花園新設計方案的主題。流動的定義是為積極的精神狀態，即在某時段內完全投入和專注參與活動，從而獲得樂趣

(Csikszentmihalyi, 1988)。本重建設計方案希望提倡身體和精神健康的本質，提高大眾的幸福。本項目相信人人都應該有平等參與娛樂的機會，因此需要創造歡迎和滿足所有年齡人士需求的跨代空間，讓公眾享受生氣勃勃的氛圍。我們的主題「同行。童樂 (FLOW)」每個字母都有深層意義，並成為本設計方案的骨幹。

'FLOW' is the main theme of this design for the Prosperous Garden, in which flow is defined as a positive mental state of being completely immersed, focused as well as deriving enjoyment from being engaged in activities at a certain point in time (Csikszentmihalyi, 1988). This reconstruction initiative hopes to advocate the essence of both physical and mental health, hence enhancing the well-being of the public from all walks of life. This proposal believes everyone should be granted equal opportunities in recreational participation. Creating an intergenerational space that welcomes and caters for the needs for all ages can, therefore, allow the public to rejoice in a vibrant ambience. Each letter of our main theme - FLOW carries a deeper meaning, serving as the backbone of this design.

## U19 | Osmosis



本設計方案尊重現有使用模式和空間特徵，為提供各代人均能享受和進行互動的空間。設計考慮年輕人都追求刺激，亦顧及長者對於靜態休閒

的需要，鼓勵不同年齡人士作深入交流，促進互助。我們相信區域、半滲透的「隔膜」和路徑設計最能疏理世代之間分歧與團結、改變與保護等二元對立概念，確保互動按照個人意願進行，形成「滲透作用 (Osmosis)」。

The competition brief calls for a space for all generations to enjoy and interact with respect to existing usage patterns and spatial character. This asks for a design that acknowledges the young's need for excitement, and the old's need for passive recreations while encouraging deeper exchanges of mutual benefit between age groups. We believe the dichotomic desires of generations to be divided vs. to be united and to change vs. to conserve may be best resolved through a combination of zones, semipermeable "membranes" and pathways that empower interactions to happen according to an individual's will, Osmosis.



## U20 | Park Builders



本設計方案的駿發花園住宅區融合可供居民享用的綠色植物和技術。這個跨代社區為長者提供「終身居所」。設計方案通過建設跨代遊戲設施，鼓勵不同年齡人士參與遊戲，並增設社區花園，讓人們透過共同實踐形成聯繫，提升可持續性。本設計方案建議在足球場採用物聯網計算技術來管理空間，以及利用八達通來記錄和檢索健康紀錄，為駿發花園增添現代氣息。

## U25 | Shadow Play



團隊成員深切期望解決有蓋空間和適當設施不足的問題，從而促進跨代互動，所以本概念包含「影子遊戲（shadow play）」結構，用

家可坐在頂部或從杆子上延伸出來的圓形雨篷。「影子遊戲」的概念源自德國遊樂場設計師和製造商Richter Spielgeräte，利用半透明材料在陽光下的投射特性，形成各種形狀和顏色的影子。懸掛在杆子上的雨篷可以旋轉和垂直移動，使影子重疊和放大，形成「影子遊戲」。遊樂場豐富多彩的傑出元素能吸引兒童注意，並創造出玩樂氛圍。雨篷亦有實用一面，只要將陰影移到適當地方，例如座位上方，用家便能遮擋陽光乘涼。

This proposal envisions Prosperous Garden (PG) as a residential area that incorporates greenery and technology for residents to enjoy. An intergenerational neighbourhood provides “lifetime homes” for the ageing population in a community, this proposal hopes to bring about sustainability by building intergenerational play facilities that encourage play across different ages and a community garden for a chance to form bonds that are shaped through shared practice. To add a modern touch to Prosperous Garden, IoT footfall counting technology is suggested for spatial management and octopus health record retrieval.

Team members have a strong desire to tackle the lack of sheltered space and suitable facilities to promote intergenerational interaction. This design concept therefore consists of ‘shadow play’ structures which are circular canopies sitting on top or extending from poles. The ‘shadow play’ concept is inspired by German playground designer and manufacturer Richter Spielgeräte, which makes use of projecting properties of translucent materials under sunlight to make shadows of various shapes and colors. In addition, these canopies suspended on poles can be rotated and moved vertically by users to overlap and enlarge shadows, hence the ‘shadow play’. This colorful and outstanding element in the playground could stimulate children’s attention and creates a playful atmosphere. These canopies also offer a more practical aspect by moving the shade to appropriate areas like over seating for comfort.

## U27 | Rail Come



「Rail Come」旨在提高人們在身體、社會、情感和認知範疇的全面發展，兼顧不同年齡和不同傷健程度人士的需要。

因此，駿發花園跨代

遊樂場的設計注入了具備包容性和挑戰性的元素，強調遊戲學習的重要；冒險不等於危險和健康老化（healthy aging）。設計方案亦會推廣全面健康的概念，鼓勵大家既要鍛煉身體，亦要和他人共度美好時光。

“Rail Come” aims to improve the all-round development of people, including physical, social, emotional, and cognitive aspects, from all age bands and people with different levels of disabilities. To meet this aim, inclusive and challenging elements are designed into the Prosperous Gardens intergenerational playground to emphasize the importance of learning through play; adventure is not equal to danger and healthy aging. The idea of comprehensive wellbeing is also promoted, encouraging people not just to exercise but to spend time together.

## U32 | Energizing Prosperous Garden

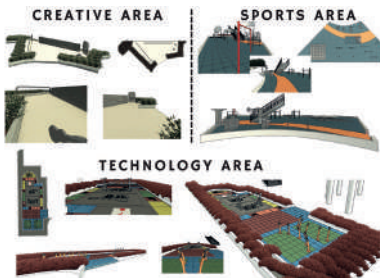


駿發花園「Energizing Prosperous Garden」設計方案目的在於充份發揮環境潛力，為各年齡人士設計舒適和有意義的環境，促進青年和長者居民的

關係。團隊決定保留部分區域作多功能開放區，供居民進行日常娛樂活動和組織社區活動，其餘區域亦會增加健身器材等各種設施，滿足長者居民需要。駿發花園亦會加添創新和活力的元素，因此改造計劃會引入都市農耕，鼓勵世代之間作思考和交流知識。

The aim of "Energizing Prosperous Garden" is to maximize the usage potential and design a comfortable and meaningful environment for different generations so the residents can establish harmonious youth-elderly relationships. The team decided to reserve some areas as multi-purpose open areas for the residents to do their daily recreational activities as well as organizing communal activities while adding different facilities such as fitness equipment in the remaining area to fulfil the needs of the senior residents. An innovative and vibrant element is also introduced into the Garden so urban farming is included in the redevelopment plan which encourages idea and knowledge exchange between generations.

## U34 | 請填上你的姓名 Please Fill in Your Name

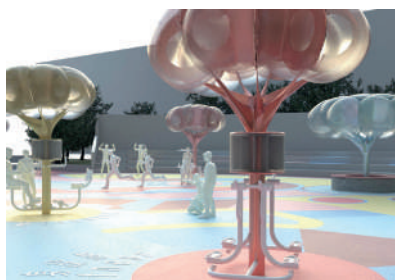


無論設計師有何背景，居民的聲音才是最重要的。本設計方案名為「請填上你的名字」，因為每人的名字和想法都很重要。不論年紀大小，

人們或許都試過填寫自己的名字。從休閒玩樂的角度亦一樣，因為人人都需要玩樂。我們相信無論年紀大小，人人都有玩的權利。本計劃的空間分為科技區、創意區和運動區三大主要區域。

Regardless of the designer's background, the voice from the residents is most important. This proposal is named "Please fill in your name" since everyone's names and thoughts matter. No matter what age group a person belongs to, he or she is very likely to have an experience to fill in his or her name. It is the same case for playing, everyone plays. We believe that no matter what age a person is, that person deserves playing. Three major areas of the space are presented in this proposal. They are Technology Area, Creativity Area and Sports Area.

## U37 | 跨代榕樂 Inter-tree Life

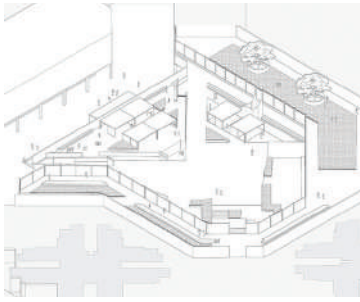


公園設有不設年齡限制的360度手翻書x走馬燈、健身設備、熱能感應地板、景觀設計、彩色遮陽和座椅。手翻書和走馬燈都是第一代動畫設

備，將一系列靜止圖像變成動畫片。360度手翻書x走馬燈裝置的設計散佈在場地周圍，向遊人介紹油麻地的故事。旋轉設備和旁邊一系列不設年齡限制的健身器材相連。設備內容作360度展示，所以不同觀眾看到的影像會隨時變化，形成千變萬化的景觀。

The park would involve age-neutral 360-degree Flipbook x Zoetrope devices, fitness equipment, thermal sensitive paving, landscaping, colourful shading and seating. Both flipbooks and zoetropes were the first-generation devices for animations, in which they turn a series of still images into animated films. The design of the 360-degree Flipbook x Zoetrope devices can be scattered around the site as they reveal stories of Yau Ma Tei to visitors. The rotations of the device are connected to a series of age-neutral fitness equipment next to them. Since the content in the device is 360 degrees, the views of both users and others change at the same time, which contributes to an ever-changing landscape.

## U38 | 駿匯 Hanging Garden



本設計方案的特點會大大提升空間使用率。設計方案重點是重新設計平台花園和廣場，滿足居民需求，並將公園改裝成地區公園。花園會增設椅子，居民便有更多的地方聊天和休息。

設計亦會用貨櫃容納部分新設施，有助快速設置。設計會將公園分成三個主要部分——即走廊、廣場和平台花園——從而增加公園的特色和功能，滿足居民需求。

## U40 | Nature of Senses



團隊希望將駿發花園改造成寬闊的聚會點——一個包容並蓄的空間，歡迎和尊重背景和生活方式各異的群體。本設計方案旨在消除目前各年齡層

之間的界限和定型，鼓勵不同年紀的人參與遊戲。因此，大自然便發揮了匯聚人群的普遍作用。設計利用新增設施，活化圓形舞台一帶的花園，並將底層分成自然世界的四個區域。各空間區域均以各種鮮豔顏色代表，照顧腦退化人士和活潑兒童的需要。人工和自然環境互相結合，輔以刺激感官的體驗和活動，增加當地的吸引力。

The features in this design highly increases the usage of the space. This proposal focuses on redesigning the podium and the plaza to fulfill the hope of the residents and to make the park become a district park. In the garden, we will add chairs which can provide more places for the resident to chat or get some rest.

Also, containers will be used to hold some of the new facilities as a way of quick set-up. In this design, we separate the park into three main parts – which are the corridor, plaza, and podium – to increase the features and functionality in the park to fulfill the demand of the resident.

The team aspires to render Prosperous Garden into an expansive meeting point - an all-embracing space that welcomes and respects groups with different backgrounds and patterns of lifestyles. On top of that, this proposal aims to pursue intergenerational play by removing the existing boundary and stereotypes between age groups. By doing so, nature carries out its universal role in bringing people together. This design revitalises the open podium garden with additional facilities and develops the ground floor area into four zones of the natural world. These spatial zones are then represented by various bright colours that cater to both elderly with dementia and energetic children. Overall, the combined experience of real and artificial nature fosters a journey stimulating senses and activity, giving the place an attractiveness and experience for a stay.

## U43 | The Rejuvenating Playground -- faan lou waan tung (反老還童)



本設計方案以成語「反老還童」為主題，活化遊樂場，旨在利用治療遊戲項目，推廣跨代交流。本設計方案探討長者和年輕人對運動和認

知方面的共同需求，創造供彼此進行對話的場景。遊樂場切合特殊教育和長者的需要，預期會納入附近非政府組織營運的治療活動場所。遊樂場亦可成為文化廣場，用作舉辦各種活動，既能呼應附近的著名地標百老匯電影中心 Cinematique，亦能滿足居民對慢跑和攤位的需求。

Named after the Chinese idiom “faan lou waan tung”, the Rejuvenating Playground is a proposal that aims at promoting intergenerational interaction through therapeutic play programmes. The programme explores the commonality of motor and cognitive needs between the old and the young generations and seeks to create a scenario where the two generations are engaged in dialogue. The SEN- and elderly-friendly playground is expected to be incorporated into a therapy-related programme venue of the nearby NGOs. The playground is also expected to serve as a cultural square that allows events to take place so as to respond to the iconic spot of the nearby Cinematique, at the same time satisfying the current residents’ needs of jogging and booths.



## U44 | 樂榕融 plaYspace

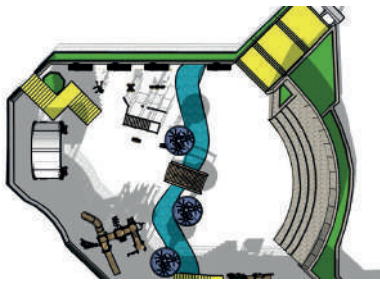


樂榕融聯繫榕樹、油麻地、你和我。本設計方案正在消失的地標「榕樹頭」融入公園。榕樹頭不但對場地有特殊意義，還考慮

了跨世代的包容性，涵蓋社區每一個人。廣場空間滿足長者和周邊環境的需求，利用適合不同年齡人士使用的設備，消除代際差異，使人人都能成為整體一員。

plaYspace, with Y standing for - Yung Shue, Yau Ma Tei, You and I. This proposal hopes to instill the disappearing icon, Yung Shue Tau, into the park. Not only is it special to the site, but it also contains everyone of YOU in the community by intergeneration and inclusive consideration. plaYspace hopes to fulfill the needs of the ageing population and the surrounding context. By using age-neutral equipment, there are no more differentiation between generations, but all are ONE.

## U45 | Urban Oasis



在香港市中心生活，開放空間便是城市綠洲，提供多種功能，以滿足公眾的普遍需求。要營造舒適感，我們會在當地建立城市綠洲。設計方案採

用自然和人工的綠色特徵。這裡的舞台和圓形分層座椅體現了香港目前的生活環境。城市非常擁擠，本設計一條種有三棵人工樹的河流反映市民對綠色設計的渴望，並會種植樹木和盆栽，讓城市居民在生活空間裡發現自然，建立人和自然的聯繫。場地的大部分設施和設備將以木材作為主要物料，設計亦會強調自然和簡約風格。

Living in downtown Hong Kong, open space is an urban oasis which provides multiple functions to cater for widespread public demands. To create a sense of comfort, an urban oasis is willing to establish on this site. In this design, both natural and artificial green features would be adopted. In the site, a stage and a set of circular tiered seats represent the current living environment in Hong Kong. Within a very crowded city, a river with 3 artificial trees in site is designed to represent citizen's eager desire for greenery design. Through planting trees and planters in this site, it becomes a bridge for urban citizens to discover and live with natural features. Hence, most of the facilities and equipment in this site would adopt wood as the major material so as to emphasise natural and minimalist design.

## U47 | Interweave Prosperous Garden



改造設計方案首先會探討公園的空間有效度，提出利用現有運作框架相應的方案。介入的主要目的是重新連繫不同年齡的人士，加強社區的凝聚

力。介入措施提出四個項主要的改善方案，涵蓋地下樓層、城市耕種、新咖啡館/休憩空間，以及擴展長者鍛煉空間和兒童遊樂場；二樓會增設升高慢跑道，改造現有的迴圈。

The renovation begins with the examination of spatial effectiveness in the park and subsequently proposes corresponding programmes that operate within the existing structures. The major objective of the intervention is to reconnect the people from different age groups and reinforce the cohesiveness of the community. The intervention offers four main programmatic changes to the ground floor, urban farming program, new cafe/sitting space and extensions of both elderly exercise space and children playgrounds; and there is a new lifted jogging track proposed on the second floor to reinvent the existing circulation.



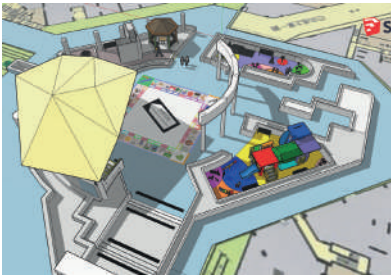
## U48 | Piazza Aqua



本設計方案引用了油麻地的填海歷史。自19世紀70年代起，海港便是漁民的家園，漁民建立市場，促成香港早年的高速發展。經填海後，油麻地已演變成混合住宅和商業大廈的地區，但仍然保留各種歷史遺跡。經一百多年以來的填海工程後，海岸線已從上海街移至西九龍。本設計方案將海岸線的概念帶回公園，重塑地區歷史，不僅能引起長者強烈共鳴，還能教育年輕人認識油麻地的歷史背景。

The concept of land reclamation from the history of Yau Ma Tei would be adopted in this design. Since the 1870s, the harbour had become home to fishermen where markets were set up and resulted in early rapid development. Although Yau Ma Tei has evolved into a mix of residential and commercial towers due to reclamation, various vestiges from history can still be found in the district. With the reclamation work carried out over a century, the coastline has moved from Shanghai Street to West Kowloon area. This proposal would rekindle the site's history by returning the coastline to the park. Not only can this resonate powerfully with the old users, it can also educate young users with the historical background of Yau Ma Tei.

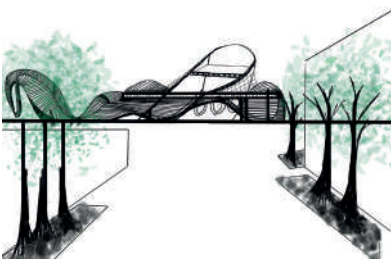
## U49 | Features of Yau Ma Tei



公園以「油麻地特色」為主題，但最重要的元素是適合不同年齡人士使用的「跨代遊戲空間」。長者可以和兒孫共渡時光。公園為各個年齡組別的人士帶來便利，既可以增加長者和年輕人的互動，還能鼓勵長者多出外做運動和與人交流。

The main theme of the park is "Features of Yau Ma Tei". But the most significant element is "intergenerational play space" in order to provide an environment for all age-groups to use. The elderly can enjoy the time with their grandchildren. All age-groups can get benefits like increasing interactions between the old and the young. Also, the elderly can be encouraged to go outside to do more fitness exercise and talk to others.

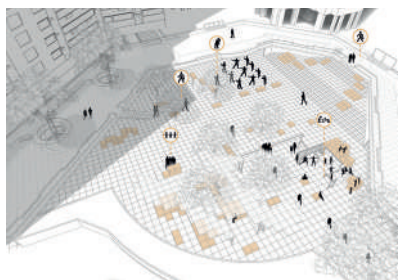
## U51 | Reminiscent of the old day



場地可分為四個區域：1) 兒童和長者動態區，亦可用於集體活動，例如遊樂場和拍賣；2) 休閒區；3) 靜態區；4) 綠色區域，可用於社區交流。

The layout of the site can be divided into four zones, which are 1) children and elderly dynamic zone areas for group activities, such as funfair and auctions, 2) relaxational areas, 3) static areas, and 4) green space for communal interactions.

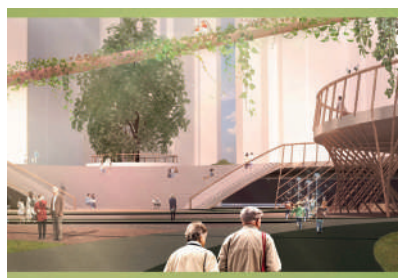
## U53 | 盒正 Hop Ching



本設計方案希望以模糊邊界和引入未定義功能的空間來改變場地。計劃相信人本設計應為人服務，旨在提供舒適靈活的開放空間，促進跨代社會參與。

This proposal hopes to transform the site by blurring boundaries and introducing spaces with undefined functions. It believes in design by the people, for the people, and aims to offer open space that is comfortable, flexible and encourages intergenerational social engagement.

## U54 | Prosperous



本設計方案希望展示城市綠色空間的潛力，以及其在公共和私人關係所發揮的作用。設計包含從兒童到長者多代人的景觀，結合階級和

功能，新設的多功能設施可適應不同年齡人士的需要。從微觀到全景，本場地採用圖解策略，鼓勵充份使用空間，並進行室內、室外的休閒活動。總的來說，本設計方案雄心勃勃，以微觀角度出發，締造的綠色景觀，包含智能化和靈活的設施和隨意鋪設的地板，鼓勵休閒和積極活動。

This proposal would like to reveal the potential of an urban green space and its role in a public-private relationship. As such design suggests an intergenerational landscape from children to elderlies, the intention is to blend hierarchies and functionalities as multipurpose facilities are constructed to fit the needs of a spectrum of ages. From miniature to panorama, the site provides a schematic strategy to encourage broader use of space as well as indoor to outdoor leisure. In general, this design is an ambitious take from a micro-scale, a greenscape composed of smart, flexible facilities and informal pavings for leisure and active activities.

# 7

## 跨代共融遊樂空間設計的十項設計原則

### Ten Design Principles for Intergenerational Play Space Design

設計比賽吸引來自不同背景的設計師和專業人士一展抱負，合力想像出各種全新跨代共融玩樂遊樂空間。報告分析了43項入圍的設計方案，發現為鼓勵不同年齡的用家進行社交互動，團隊皆用了以下四種高階主題：

1. 加入年齡中性的設施；
2. 克服跨代衝突的方法；
3. 不以年齡和能力定義空間的新分區，改以活動作區分，以及；
4. 創造共同興趣以作為跨代玩樂空間的總體主題，提升社會凝聚力。

從參賽作品中總結的十項關鍵設計方向，強調具體而實用的方法供互相參照，成為未來的跨代遊樂空間設計計劃和策略，連繫不同年齡和能力的用家，促進有意義的互動，提倡跨代玩樂。設計原則均以建

The design competition has encapsulated the imagination of aspiring designers and professionals from different backgrounds who developed a new typology of play spaces for intergenerational play. In analysing the 43 shortlisted design proposals, we have identified four key design themes as advanced approaches to encourage social interaction between different age groups, including:

1. Inclusion of age-neutral facilities,
2. Solutions to intergenerational conflicts,
3. New zonings that define spaces according to activities rather than age and abilities, and
4. Creating common interests as an overall theme in creating an intergenerational play space to support social cohesion.

Ten key design directions have been extracted from the entries, their specific and practical approaches can be cross-referenced and adopted as strategies for planning and designing intergenerational play spaces in the future to connect people of different ages and abilities for

築署在2019年發佈的《長者友善設計指引》為藍本，各自包含一套實現跨代遊樂的具體設計策略。所有原則均可應用於各種規模的休憩空間和管理環境。

meaningful interaction and multigenerational play. Modelled on the ArchSD's Elderly-friendly Design Guidelines published in 2019, each design principle outlines the design strategies enabling intergenerational play. Specific and practical approaches can be found under the design strategies to guide the planning and designing of open spaces for intergenerational play. The principles can be applied to open spaces of different sizes and management settings.

# 1

## 設計原則1：連接度

### Design Principle 1: Connectivity

基本設施的連接性是跨代共融遊樂空間設計的一項重要考量。現時遊樂空間經常分隔不同的年齡組別，阻礙兒童和長者互動。連接性高的遊樂空間能鼓勵遊人使用空間。設計空間佈局時，應考慮在遊樂空間周圍設置適合不同年齡人士及照顧者的設施。要改善連接度，可考慮採用以下設計策略：

#### 1. 可達度

可達度高的遊樂空間和基本設施可降低使用者的焦慮和改善遊樂體驗。可達度高的設計應確保各種設施暢通易達，而距離遠近亦要適合不同年齡和能力人士（U08；U25）。設計亦要無縫連接各樓層，方便不同年齡和能力的使用者利用斜坡升降機等設施在場內輕鬆自由移動，（U08；U17）。有設計團隊建議將主樓梯改造成寬闊梯級和坡道的混合結構，提高包容性和可達度（P102）。

Connectivity to essential facilities is an important factor for intergenerational play space designs. This principle is concerned with the existing zoning in the play space which often segregate different age groups and hinder the interaction between young children and older people. Well-connected play space attract more visitors to use the space. Facilities should be provided around the play facilities in the spatial design to meet the needs of the users of different ages and their caregivers. Connectivity can be improved by implementing the following design strategies:

#### 1. Accessibility

The play space and the essential facilities should be made more accessible to reduce users' anxiety and improve the experience of play. Accessibility design should ensure easy access to various facilities and that the users of different ages and abilities can cover the distances easily (U08; U25). The design should connect different levels with elements like ramps and mechanical lifts to enable users of different ages and abilities to move around easily (U08; U17). One design team proposed converting the main stairway into a hybrid of wide steps and ramps for inclusion and accessibility (P102).



## 2. 視野

不同用家可清晰看見遊樂空間內每個角落是促進跨代互動的關鍵。廣闊的視野設計可確保照顧者視線不受阻礙，能清晰地觀察遊樂空間。例如兒童遊戲區若設在圓形劇場便會更為安全（U06）。設計亦該容許不同用家觀察活動過程，以鼓勵他們參與其中。如設於操場邊緣的跑道便有助鼓勵慢跑者加入（U04；U09；U38；U48）。

## 3. 導視設計

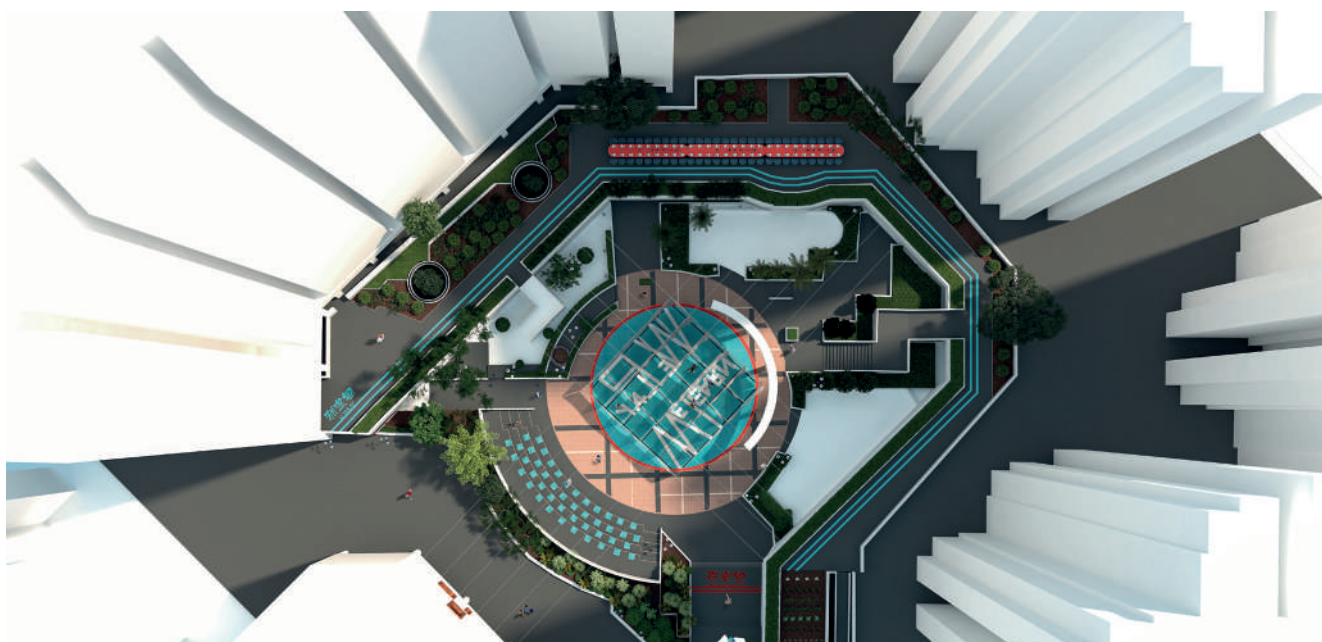
清晰的導視設計能大大提高不同年齡用家的空間體驗。導視設計及標示可採用創新手法呈現，但同時應保持簡潔，以便有效引導用家。例如地板的彩色圖案能自然引導使用者圍繞遊樂場活動（U09），路牌和標記強調遊戲專用路線（U42）。採用軟性邊界也是一項用作導視設計的好建議，引導使用者至動態/靜態活動區等區域（U44）。

## 2. Visibility

Clear visibility among different users from within the play space is critical for facilitating intergenerational interactions. With visibility design, caregivers can maintain an unobstructed sightline towards the play space. For example, the play area for children would be safer if it was located in the centre of an amphitheatre (U06). The design should also enable the users to see and participate in the activities. For example, the jogging path along the edge of the playground may motivate the joggers to join the play (U04; U09; U38; U48).

## 3. Wayfinding

Effective wayfinding can greatly enhance the spatial experience of different age users. Innovative wayfinding and signage could be adopted, but the design should be simple and direct for effective communication with the users. For example, the colourful patterns on the floor can naturally direct users around the playground (U09) and floor markings highlighting designated routes for play activities (U42). Another good example uses soft spatial boundaries as wayfinding components to guide users to areas such as active/passive zones (U44).



設計若能考慮到不同世代用家的身體能力，能多鼓勵用家參與，有利跨代社交互動。這項原則解決了一項常見問題，即遊樂設備通常只是為某特定年齡和能力的用家而設，而忽略殘疾用家的需要。若遊樂設計期望提升用家體能，設計師須提升傳統設計的包容性。以下的設計策略對遊樂空間的發展由其重要。

### 1. 多功能設計

多功能設計能滿足各種體能用家的需要，鼓勵不同世代的人多使用遊樂空間。多功能設計應該考慮身體能力不一的用家及其需求。共融遊樂的設備可結合多種用途，如傢具可結合滑梯等遊樂設施（U12；U16）。亦有設計團隊重新設計了一些標準安全裝置，使扶手成為遊樂設施的一部份（U27）。

### 2. 靈活程度

靈活的遊樂空間和設備可吸引更多用家，方便他們按個人需要自行調較組件。設計須確保組件可供調節。例如一系列適合不同鍛煉程度的遊樂裝置（P106；U27；U40）、可調較高度的座位（U43；U56）和可作調較的運動設備（U42）都是提升用家體能的好設施。

### 3. 調整尺寸比例

尺寸比例合適的遊樂設備可讓不同年齡和能力的用家多作社交互動。可供調節比例大小的設計能鼓勵更多不同人士使用設施。例如加闊傳統遊樂場的滑梯（U03）、提供不同尺寸的設備（U38；U40；U43）、刻意放大或縮小

Design that considers the physical abilities of different age groups facilitates participation and intergenerational social interaction. This principle addresses the issue that playground equipment is often developed specifically for users of certain ages or abilities. Users with disabilities are therefore excluded. To develop designs that enhance physical abilities, designers must make traditional design more inclusive. The following design strategies are important to playground development:

### 1. Multi-functionality

Multi-functional design that caters to various physical abilities can encourage the use of the play space by multigenerational users. Multi-functional designs should consider features that accommodate users with different physical abilities and needs. Inclusive play space equipment with multiple uses can be developed. For example, furniture can be combined with slides (U12; U16). Some teams redesigned standard safety fixtures such as handrails as a part of the play equipment (U27).

### 2. Flexibility

Flexible play spaces and equipment can attract a greater range of users. Users can personalise flexible design components to suit their needs. Such design must include adaptable and customisable mechanisms.

For example, play equipment designed to challenge a range of proficiency levels (P106; U27; U40), seating of different heights (U43; U56) and customisable exercise equipment (U42) are great proposals to enhance the physical abilities of their users.

### 3. Scaling Up and Down

Play space equipment in suitable scales enables greater social interaction among people of different ages and abilities. To engage more users from different generations, the scale of the design products should be adjustable. For

日常物品（U08），都可以吸引多人同時進行互動。

example, the conventional playground slides (U03) can be widened; different sizes of the same equipment (U38; U40; U43) can be provided; even everyday objects can be scaled up or down deliberately (U08). These designs can engage multiple users to interact at the same time.

### 3

## 設計原則3：提高認知能力 Design Principle 3: Cognitive Abilities

有助提高認知能力的遊樂空間對跨代遊樂非常重要，玩家可透過積極競爭、協作和玩耍互動交流。這項原則對應了現有遊樂空間設備，為特定年齡和能力用家而設的問題。設計須考慮遊樂空間能如何改善用家的認知能力和心理健康，以創建對用戶而言有趣且具有挑戰性的新設計。這反映了以用家為本的設計在遊樂空間、社區和社會的作用。為提高用家的認知能力，設計可採取以下具體策略：

### 1. 新技能和興趣

如跨代用家能通過遊樂活動，掌握新技能和發展新興趣，用家或會多花時間在遊樂空間活動、嬉戲。如果使用者能從中獲得終身學習的機會，提升個人技能，他們可以變得更加自信，並肩負起教學學習等不同角色。

環境設計如要協助用家發展新技能和興趣，需鼓勵有意義的創造、交流和試驗。例如龐大的繪畫牆可啟發用家發揮創意（U05）。連接社交媒體的智能設備有助用家學習數碼技能，拓闊社交網絡（U08）。城市農耕空間能鼓勵跨代用家學習園藝知識（U01；U32；U47）。社區耕作者可在商店攤位銷售農產品和建立合作社（U47）。

Play space that enhance cognitive abilities are highly important to multigenerational users who play and interact with each other through positive competition, collaboration and interaction. This principle addresses the issue of which existing playground equipment is often designed for users of certain ages and abilities. Designs must consider how playgrounds can improve cognitive abilities and psychological well-being to innovate new designs and make them interesting and challenging for users. It reflects the role of human-centered design in the playground, community and society. The following strategies can be adopted to promote cognitive abilities of the users:

### 1. New Skills and Hobbies

Multigenerational users will be motivated to spend more time in the play space if they can master new skills and develop new hobbies through play activities. If the users can enjoy the life-long learning opportunities and improve their skills, then they can become more confident and take up different roles ranging from learning to teaching.

Physical designs that encourage people to pursue new skills and hobbies must encourage meaningful activities for creativity, communication and experimentation. For instance, the oversized drawing wall can encourage creative expression (U05). Smart devices connected with social media can facilitate the learning of digital skills and build social connections (U08). In addition, urban farming spaces can encourage multigenerational users to acquire knowledge on horticulture (U01; U32; U47). Community farmers can sell their produce in the stall shops and set up their own cooperatives (U47).

## 2. 感官刺激

感官刺激可提高跨代用家的認知能力。遊樂空間中令人愉快的多感官設計特徵不但能改善情緒，還能引起用家對周圍環境的興趣和意識，使跨代使用者和照顧者有更多機會進行社交互動。感官環境的設計應著重各種認知需求，並考慮感官刺激如何能促進心理健康。設計應探討顏色、燈光、氣味、聲音和材料的觸感等元素如何能勾起使用者的興趣。聲音（U40）、材料觸感（U38）、調色板（U44）、都市農耕（U47）、樂器（U34）和感官花園（U43；U44）等特徵皆能營造身臨其境的體驗和遊戲治療效果。

## 2. Sensory Stimuli

Sensory stimuli can enhance the cognitive abilities of multigenerational users. Pleasant multi-sensory design features in the playgrounds can improve the mood of the users and arouse their interests and awareness towards the immediate surroundings. With sensory stimuli, multigenerational users and their caregivers can have more opportunities for meaningful social interaction. Sensory environment should focus on various cognitive needs of the users and how stimuli can promote better psychological well-being. It should also explore how elements like colour, lighting, smell, sound, and tactility of materials can interest its users. Elements like sounds (U40), material tactility (U38), colour palettes (U44), urban farming (U47), musical instruments (U34), and sensory garden (U43; U44) can create an immersive and therapeutic play experience.

# 4

## 設計原則4：提供舒適

### Design Principle 4: Comfort

跨代共融遊樂空間的舒適程度將決定社區居民能否享受公共空間以進行互動。尤其在露天空間，使用者對舒適的需求往往沒有得到充分處理。為了提高舒適程度，設計的特徵應該按照戶外環境提升身心舒適感。以下是提高舒適度的一些建議策略：

### 1. 熱舒適度

管理遊樂空間的熱舒適度（Thermal comfort）是一大關鍵，對長者和幼兒更是極為重要。設計若要避免用家受熱，便要注意景觀、日照方向、降雨和空氣流動。例如處於大樹樹冠下的遊樂設施便是宜人的互動區域（U04；U09；U16）。噴泉、水霧和池塘等水景元素亦能有效降低溫度（U05；U20；U48）。

Residents can better enjoy the space and interact with each other if the intergenerational play space is more comfortable. The principle of comfort responds to the observation that users' comfort needs tends to be under-addressed in outdoor areas. To make the place more comfortable, outdoor design features should provide physical and psychological comfort in relation to the outdoor conditions. The following strategies are recommended to increase comfort:

### 1. Thermal Comfort

Managing thermal comfort in play space is critical, particularly for the elderly and the young children. Designs that protect their users from the heat should consider the landscape, solar orientation, rainfall and air flow. For example, play equipment canopied by big trees makes a pleasant area for interaction (U04; U09; U16). Water features like water fountains, water misting and ponds can effectively lower the temperature (U05; U20; U48).



## 2. 個人舒適度

個人舒適度指遊樂空間需設有各種公共和私人空間給予跨代使用者，以進行各類型的社交互動，其設計關鍵在於運用空間邊界以達致理想的私隱水平。例如綠色植物和景觀設計可以是分隔各區域的軟邊界（U47）。遊樂場起伏不平的地面可以是讓人放鬆自己、鍛煉身體（U48）或玩遊戲（U25；U54）的地方。

## 3. 座椅舒適度

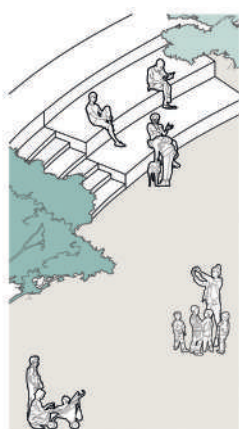
座位的舒適度直接影響人們對遊樂空間的觀感，對於需照顧幼兒和長者的照顧者來說特別重要。照顧者所體驗的舒適程度決定他們會否再次到訪公共空間，因此座位設計應考慮可用性和品質。另外，遊樂空間往往缺乏供人休息或觀察活動的座位區，設計可因應在不同位置的需要設置可移動傢具（U53）。在品質方面，不同高度的座位空間（U03）、不同程度的私隱設計和模仿自然景觀的遮陽裝置（U47）都是提升座位舒適度的好方法。

## 2. Personal Comfort

Personal comfort means the presence of various public and private spaces for different social interactions among multigenerational users. The design of personal comfort can achieve a desirable level of privacy with spatial boundaries. For example, greenery and landscape can serve as the soft boundaries between various zones (U47). Some teams proposed using the changing altitude of the playground to create spaces for relaxation, exercise (U48) or games (U25; U54).

## 3. Seating Comfort

The comfort of seating will directly impact how people perceive the play space. Seating comfort is particularly important to the caregivers of young children and the elderly. The level of comfort experienced by caregivers determines their likelihood of returning to the public space. Seating design should consider the availability and quality of the seating. Play spaces often lack seating areas for people to rest or monitor the activities, so movable furniture can be provided in different locations (U53). In terms of quality, seating spaces in various heights (U03), diverse privacy, appropriate shading installations in close proximity to nature (U47) are some of the good strategies to make seating more comfortable.



遊樂場設計應考慮提供公共和私人空間，以進行各類型的社交互動。例如綠色植物和景觀設計可以是分隔各區域的軟邊界。你可以利用地形來設計。



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將大自然結合至城市遊樂空間的設計原則，能惠及所有年齡和能力的人士，解決高度城市化削弱人類和自然聯繫的問題。在這項研究確立的設計原則之中，大自然普遍認為是促進跨代交流的有力工具。設計應創造各種空間和機會予人類和自然進行互動。是次比賽確立了以下策略：

### 1. 親近自然

為保持心理健康，不同年齡的人都有與生俱來親近自然的傾向。親近自然的設計策略，能巧妙地結合自然和人工元素，如噴泉和水霧系統等水景設施能提升熱舒適度，不但能增加樂趣和刺激，還能鼓勵不同年齡人士進行遊樂（U04；U48），綠色植物亦可用作人工分區的軟邊界（U47）。其他例子亦包括城市綠化，利用不同紋理和顏色的植物覆蓋地面，營造正面情緒（U51）；採用垂直綠化，在上層設置寬闊的綠色遮屏來增加私隱（P104）。

### 2. 城市耕作

對不同年齡的人來說，城市耕作是越來越重要的休閒活動。城市農場為人們提供了深入認識植物的機會，種植和收穫得來的食物皆可貢獻社區。如要建立城市農業機制，社區成員便需要空間和知識學習如何種植和打理植物。有些團隊提出建立公共花園，使用家可親身體驗園藝（P102；P104）。有一項物理設計建議設置帶輪子的可移動綠色種植箱，不同年紀的使用者便可推著種植箱進行耕作（U01）。其他軟性設計包括向社區成員分配青苗，讓他們在公共花園種植和打理農

Integrating nature into urban play spaces is a principle beneficial to people of all ages and abilities. This principle addresses the weakening ties between humans and nature due to urbanisation. Of all the design principles identified in this study, nature is commonly perceived as a powerful tool to promote intergenerational exchange. Design should create a wide variety of spaces and opportunities for human-nature interactions. The following strategies were identified in the competition.

### 1. Affinity with Nature

People of all ages have an innate tendency to be close to nature for psychological well-being. As a design strategy, affinity with nature integrates natural and manmade elements in a skillful manner. For example, water features like fountains and misting systems can increase thermal comfort and add fun and excitement to encourage play among different age users (U04; U48). One of the teams proposed greeneries as soft boundaries between the manmade zones (U47). Other examples include the use of urban greening with ground-covering plants of different textures and colours to boost positive emotions (U51); vertical greening can be introduced to provide extensive green screens on the upper level for more privacy (P104).

### 2. Urban Farming

Urban farming for food production is an increasingly important leisure activity for many people of different age groups. Urban farms offer more opportunities for people to understand more about plants and to contribute to their communities through the growing and harvesting of food. To set up urban farming mechanisms, community members should be provided with the space and knowledge for growing and taking care of their plants. One of the teams proposed setting up communal gardens where users can have hands-on experience of horticulture (P102; P104). One physical design provides movable green planters with wheels so that multigenerational users can push them around in farming activities (U01). Other soft designs include allocating community members seedlings which

作物 (U32)；為不同年齡的成員引入循環農業，加強社區歸屬感 (U58)，並在農場附近進行教育項目 (U01)。

they can grow and look after in the shared garden (U32); circular farming for members from broader age groups for a stronger sense of community and belonging (U58); and educational programmes near the farms (U01).

## 6

### 設計原則6：提升安全度 Design Principle 6: Increase Safety

安全是所有年齡人士最為關心的重點，特別是負責照顧幼兒和長者的使用者。安全的環境讓使用者能夠自由享受和玩耍，減少受傷風險。環境規劃往往會忽略細節，而安全原則正好呼應此問題，容許身體和認知能力各異的使用者一同使用空間。設計應考慮如何平衡和顧及不同能力人士的需要，把受傷風險減到最小。參賽隊伍提出了以下的安全設計策略：

#### 1. 防跌

設計可採取以下措施，避免用家在遊樂時跌倒：有設計團隊建議在較高樓層的遊樂空間裝設安全網和較高的欄杆 (U09)、尤其是容易濕滑的地方，鋪設附帶防護物料的防滑地板 (U32; U37; U49; U51)。跌倒風險較高的空間須加裝無障礙扶手 (U32; U49)。加裝動作感應器亦是一項好建議，用家一旦跌倒，裝置便會發出緊急訊號求助 (U32)。

#### 2. 適當照明

充足的照明有助提高遊樂空間在晚間的安全程度。遊樂空間內外的燈光照明亦是設計需考慮的地方。有隊伍建議裝設LED燈，在夜間提供充足照明

Safety is the prime concern for people of all ages, especially caregivers of young children and the elderly. A safe environment enables users to enjoy and play freely without worrying about being injured. This principle is a response to the problem of neglecting the need for design integration as a carefully planned environment can bring together the users with diverse physical and cognitive abilities. Design features should be provided to minimise the risk of injury and to buffer and negotiate different abilities. In the competition, the following design strategies were proposed to promote safety.

#### 1. Fall Prevention

Several measures can be taken to minimise fall hazards during play: A design team suggests the provision of safety nets and high balustrades (U09) when incorporating play spaces on higher levels. Some teams suggested installing protective and non-slip flooring, especially in places where the surfaces are often humid (U32; U37; U49; U51). Accessible handrails (U32; U49) are very important in spaces where potential falls may occur. Another good suggestion is installing motion sensors which can transmit emergency signals to the places of help should a fall take place (U32).

#### 2. Adequate Lighting

Adequate lighting can make the play space safer in the evening. The availability of lighting in and around the playground should be considered in its design. One



(U12)，另一項例子則建議在遊樂設備和傢具內加裝照明 (U09)。有隊伍建議採用可調整光度的動作感應智能照明，把安全程度提升至最高 (U17)。

### 3. 降低走動安全風險

遊樂空間應提供安全的環境供年齡和能力不一的用家積極參與活動。降低安全風險的行動設計強調充權，以提高跨代用家在玩樂時信心的而避免產生因受傷而引致的恐懼。充權的例子包括在遊樂空間裡廣設欄杆以鼓勵活動 (U27)。有團隊設計為用家提供充足的安全感和支持的傢具 (U16)。

### 4. 活動速度

如使用者能選擇以不同強度和速度進行活動，遊樂空間便會更安全。如要實施這項策略，設計時可以引入隱蔽的軟性邊界，可在不妨礙其他使用者的情況下，放慢或加快活動速度。有設計團隊根據使用者喜歡的聲音和活動強度，把遊樂空間分成不同的區域 (U44；U25；U42)。另一個例子建議按照活動類型，劃分不同的公共空間和私人空間 (U42)。有例子建議沿著主要通道設立快慢線，用顏色和圖案標示活動的速度和類型 (P105)。

team proposed installing adequate LED night lighting (U12), and another team suggested lighting features in the play equipment and furniture (U09). Another proposal includes motion-sensing smart lighting which adjusts luminous intensity to ensure maximum safety (U17).

### 3. Risk-free Mobility

People of different ages and abilities should be able to participate actively in a safe environment. Risk-free mobility design emphasises empowerment which promotes the confidence rather than fear among multigenerational users during playing activities. For empowerment, sufficient railings can be installed around the play spaces to raise mobility (U27). Another team designs furniture which provides people with adequate physical safety and support while playing (U16).

### 4. Fast and Slow

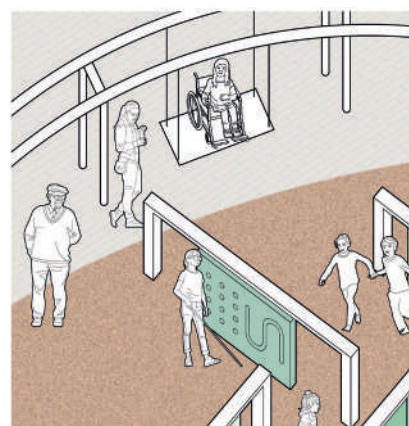
The playground can be much safer if users are facilitated to engage in activities at different intensities and speeds. To implement this strategy, subtle and soft boundaries can be introduced to slow down or speed up the activities without hindering other users. For example, a design team arranges the playground zonings according to the levels of sounds and intensities preferred by the users (U44; U25; U42). Another example proposes zoning different activities in various public to private spaces (U42). One proposal suggests setting up slow and fast tracks along the main corridors with colours and patterns indicating the speeds and activities (P105).



圖例：遊樂空間應提供安全的環境供年齡和能力不一的用家積極參與活動。降低安全風險的行動設計強調充權，以提高跨代用家在玩樂時信心的而避免產生因受傷而引致的恐懼。充權的例子包括在遊樂空間裡廣設欄杆以鼓勵活動 (U27)。有團隊設計為用家提供充足的安全感和支持的傢具 (U16)。



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科技在城市遊樂空間所發揮越來越重要的作用。年輕人、長者用家和公共空間管理人員面對的限制，均可提出科技方案應對。技術的進步和創新可以增強上述提到的許多設計原則。如要在遊樂場引入科技，應考慮如何提升個人體驗和有意義的互動。參考策略如下。

### 1. 健身訓練

科技廣泛應用於改善健康和跨代用戶的鍛鍊體驗。有些設計建議收集健康數據，為用家設立運動目標，鼓勵養成定期運動的習慣（P103; P105; P106; U09）。擴增實境（AR）和虛擬實境（VR）科技亦別具潛力，創造出更真實的現場教練體驗（P101; P103）。人們可在跨代遊戲中互動（P103; U42），並參與虛擬棋盤遊戲或虛擬網球（U34）。科技亦可用於軟性計劃。為確保安全，設計應提供經核實的內容，介紹如何正確使用訓練設備和進行鍛鍊（U09; U45）。

### 2. 認知訓練

科技是有效訓練認知能力的工具。例如設置多媒體投影牆，向使用者介紹香港的歷史，喚起集體回憶（U43），此外可利用數碼多媒體來宣傳文化和歷史，拉近世代之間距離（U06）。科技亦可以帶來感官刺激，改善認知能力，例如中央廣場可安裝數碼投影元件，投射出各種視覺圖案和內容（P102）。同樣，互動的榕樹裝置可以鼓勵本地文化有關的跨代互動（U44）。

Technology plays an increasingly significant role in urban play spaces. Technology offers solutions to limitations faced by the young and old users and the public space managers. Technological advancements and innovations can greatly complement many design principles mentioned above. When introducing technology to the playground, the design should consider approaches which promote individual user experiences and meaningful interactions. The following strategies can be considered.

### 1. Fitness Training

Technology is widely used for promoting health and improving the exercising experience of multigenerational users. For example, some designs can collect health data and set targets to help the users develop the habit of exercising regularly (P103; P105; P106; U09). Similarly, augmented reality (AR) and virtual reality (VR) are also promising technologies for creating a more realistic on-site coaching experience (P101; P103) or interactions during intergenerational play in the playground (P103; U42) through virtual board games or virtual tennis (U34). Furthermore, technology should be adopted in soft programmes. Verified content on the proper use of training equipment and workout routines should be provided to ensure safety (U09; U45).

### 2. Cognitive Training

Technology is a powerful tool in training cognitive abilities. For example, the multimedia projection wall can be installed to introduce the history of Hong Kong to its users and evoke collective memory (U43). Another proposal promotes culture and history with digital multimedia to bridge the gap between different generations (U06). Meanwhile, technology may bring sensory stimuli and improve cognition. For example, digital lighting components can be installed in the central plaza to project various visual patterns and content (P102). Similarly, the interactive banyan tree installation can encourage intergenerational interactions based on the local culture (U44).

### 3. 資訊交流

科技是交流資訊的有效工具。有方案建議以二維碼展示植物資料，加深用家的自然知識 (U44)。另外有建議提出安裝大型智能設備，讓不使用科技的人接收最新的新聞資訊 (U12)，社區成員也可在互動討論板發表具建設性的意見 (U25；U13)。

### 4. 空間管理

有些設計團隊建議利用科技提升遊樂空間管理效率。有隊伍建議收集空間使用方面的大數據 (U42)，或設計分析遊樂空間擁擠程度的應用程式 (U20)。

### 3. Information Exchange

Technology is useful in delivering information. For example, plant information can be delivered via QR codes, so users can learn more about nature (U44). Another team proposes installing large smart devices to keep people who do not use technology well-informed of the latest news or events (U12). Conversely, community members can express their constructive thoughts on the interactive panel (U25; U13).

### 4. Space Management

Several design teams propose technology as a tool to make play space management more efficient. One team suggests collecting big data on spatial use (U42). Another example proposes designing applications which can analyse the crowdedness in the play spaces (U20).


#### From Screen to Space | Connecting Space, Knowledge and Technology

The crXscape approach aims to utilise every inch and corner of our open space to maximise movements and play. Play is instinctive for children, but wellness is knowledge driven. With technological assistance, this knowledge can be shared across generations through our smart devices, an upcoming 5G network and extensive wellness knowledge/content in the internet. With the help of Augmented Reality (AR), wellness knowledge could be shared even more thoroughly. By merely pointing their camera at a space, the user will be presented with animated workout tutorial on the particular surface, bench or steps, for them to follow. This will substantially encourage creative usage of the space and will promote health and wellness in the community.

#### How to Watch AR Tutorials


We all own some form of smart device nowadays at all age (and background), and this will be even more common and wide spread in the coming future. Today's kids and adults will be tomorrow's elder community.

**Step 1:**




An QR code will be placed in the facility. User can the QR code to open the application on smartphone.

**Step 2:**




Camera will be opening up. User can hold the phone to capture the facility.

**Step 3:**

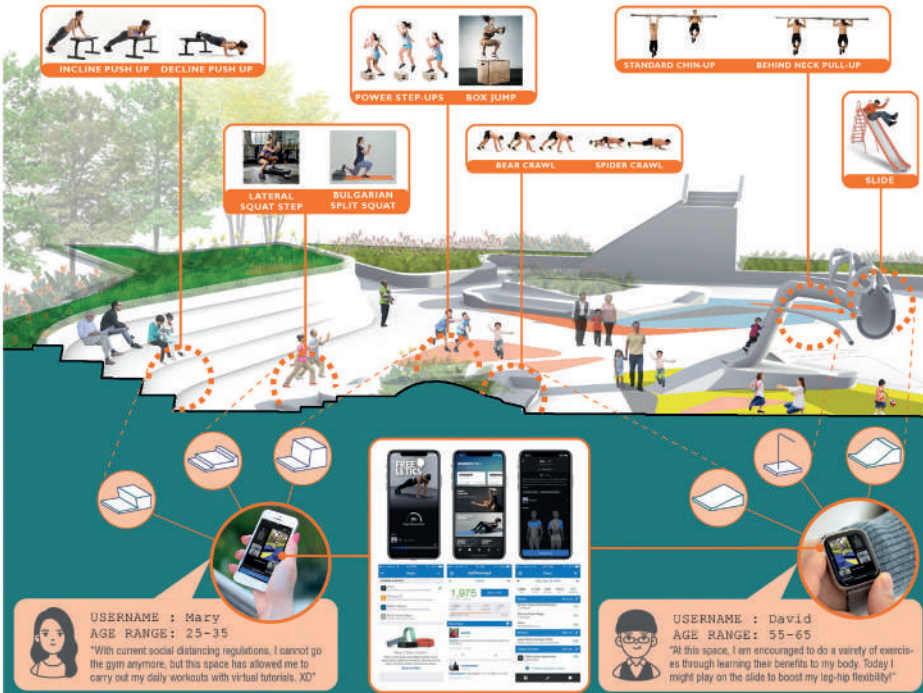


User can walk around the facility until the AR shows up.

**Step 4:**



User can watch and learn the gesture and movement by moving back and forth from the AR tutorial.



著重多元化的設計可大大改善遊樂空間的質素，增加跨代互動的機會。遊樂空間和設備普遍採用的設計都忽略了用家的個人需要，但多元化的原則挑戰了一貫做法。多元化設計應強調其獨特性和規模的可變性。

### 1. 文化和歷史

多項提案都建議善用本地文化和歷史故事以加強設計的多元性。為提高多元性，設計應著重於為社區成員提供產品和服務時，建立他們之間的集體回憶和身份認同，如舉辦文化和歷史活動等軟件項目，改良空間體驗和促進多元化互動（U04；U43）。空間亦能展示文化和歷史元素。例如繩網元素可突出油麻地作為避風塘的特徵（U26），而意念源自海洋形態的設計亦能象徵該區作為港口的歷史（U12）。互動式榕樹的設計則反映地區特有的榕樹頭文化（U44）。

### 2. 趣味性

生動有趣的事物能吸引跨代用家投入其中，引起用家的想像力，創造有趣的遊樂體驗。有設計方案建議加裝一個巨大的倉鼠輪，當作遊人的運動站（U08）。在造形上展示曲線或生物形態的有機設計（Organic Design），如榕樹的根部，也能用作代替呆板的角落（U44；U47）。有設計師建議營造人工景觀和地貌，鼓勵用家通過爬行（爬行管道）、下跌（三層高的網塔）和滑行（連接兩層的滑梯）（U09）等多個角度體驗遊樂。其他有趣的方案包括設有可移動傢具的沙坑（P106），以及利用亭台的天井玩光影遊戲（P102）。

With diversity, we can greatly improve the quality of play spaces and create more opportunities for intergenerational interactions. The principle of diversity challenges the general cookie-cutter approach in the design of play spaces and equipment. To increase diversity, a design should emphasise its unique characteristics and variability of scales.

### 1. Culture and History

Creating diversity through the stories of the local culture and history emerged as an important strategy among the proposals. To raise diversity, design features should focus on the collective memory and identity of the community members through the use of products and services. For example, soft programmes like cultural and historical events can widely diversify spatial experience and interaction (U04; U43). Alternatively, cultural and historical elements can also be represented spatially. For example, nets can be used to pay homage to the Typhoon Shelters in Yau Ma Tei (U26), and structures inspired by the sea symbolise the history of the district as a port (U12). The interactive banyan tree can represent the local culture of Yung Shu Tao (U44).

### 2. Playfulness

A sense of playfulness can attract and engage multigenerational users. Imagination favours playfulness most. For example, one design proposal suggests installing an oversized hamster wheel as an exercise station for visitors (U08). Organic design language, such as the roots of banyan trees, can also be used to replace signers create artificial landscapes and landforms to encourage users to experience play from different dimensions through crawling (climbing tubes), falling (3-storey net tower), and gliding (slides that connect two levels) (U09). Other fun proposals include sandpits with movable furniture (P106) and the play of light and shadow through the lightwells under the pavilion (P102).



### 3. 變化程度

遊樂空間的可變性可為不同年齡和能力的人創造機會進行社交互動。要讓設計更靈活多變，應考慮不同空間在特徵和尺寸大小等等的變化。例如遊樂場可設置多種遊戲設備，令活動變得更有趣刺激（U16）。有一項方案建議廣泛採用各種尺寸的可移動傢具方塊，方便靈活舉行各種活動（U53）。

亦有方案建議使用可移動的板塊，將大型公共空間分成不同的小區域，進行各項活動（U13）。有設計師建議加闊樓梯，把棋盤傢具結合其中（U12）。還有一項提案建議在公園內利用周邊地區的地圖創造各種大小的空間（U43）。

### 3. Variability

Variability of play spaces can create multiple opportunities for various social interaction between people of different ages and abilities. To promote variability, the design should consider the differences in characteristics and sizes of different spaces. For example, a wide range of play equipment can be included to make the playground more fun and exciting (U16). Another proposal extensively adopts movable furniture blocks of various sizes which allow for a wide range of events (U53). Movable panels are proposed to divide the larger public space into smaller ones for different activities (U13). Some designers suggest widening the staircase and integrating it with the chess boards (U12). One project suggests the use of maps of the neighbourhood to create spaces of different sizes in the park (U43).





社區參與在跨代共融遊樂空間設計的前期與後期，是產生歸屬感的關鍵。為鼓勵社區參與和創新，設計過程須以開放方式進行而不作任何前設。另外，設計結果應該是「不完整」的，因而對社區成員長遠而言有空間進行持續發展。以下設計策略有助促進社區參與：

### 1. 協作

鼓勵社區參與的方法包括替各持份者（如管理層和社區成員）創造協作機會，如一同使用和保養棋盤遊樂設備（U32），舉行展覽（U56）、電影之夜（U13）和跳蚤市場（U32），裝修期間亦可邀請居民創作壁畫，增強社區歸屬感（U44）。

### 2. 貢獻

設計應鼓勵社區成員維護遊樂空間，貢獻社區。有幾項設計提出要創立城市耕作計劃。舉例來說，社區成員可支持城市耕作的教育計劃（U01），掌握園藝技能。成員有了足夠的知識，便可以輪流打理植物（U32）。我們也可設計產品，協助舉辦農作物收割等重要活動（U13）。社區成員亦可運用其創業思維，學習經營臨時商店，售賣種植所得的新鮮農產品（U47）。

Community engagement before and after the design of intergenerational play spaces is essential to the sense of ownership. To encourage community engagement, the design processes must be open-ended and undefined to encourage innovation. Furthermore, the design outcomes should be “incomplete”, so that there will be room for organic and continuous development by the community members in the long run. The following design strategies may be conducive to community engagement:

### 1. Collaboration

More opportunities for collaboration between the various stakeholders (e.g. the management and community members) can be created to encourage community engagement. These opportunities include the using and maintaining of the equipment like playing board games (U32), and organising events like exhibitions (U56), movie nights (U13) and flea markets (U32). During the renovation, residents can be invited to paint the murals together to form a stronger sense of belonging in the community (U44).

### 2. Contribution

Members of the community are encouraged to contribute to the maintenance of the play space. Urban farming is suggested in several design proposals. For example, community members can support the educational programme in urban farming (U01) to polish their skills in horticulture. Members can take turns to look after the plants when they become more knowledgeable about plants (U32). Products can also be designed for major events like harvesting (U13). Finally, community members can develop their entrepreneurship and learn how to operate pop-up stores for selling their locally grown fresh produce (U47).

良好的公共空間管理使公共遊樂空間更加舒適，創造更多跨代交流的機會。這項原則應對因遊樂空間管理人員與使用者之間一直缺乏溝通的問題。為改善公共空間的管理方法，設計師可考慮設計有形與無形的產品、空間和服務。以下是一些設計的指引和結果。

### 1. 硬性管理

硬性管理泛指公共空間的硬件管理，如場地管理和空間的使用。如管理團隊能確認空間的使用模式，便可在預測空間使用率最低的時段組織活動，吸引更多用家。另一方面，有些項目提出運用人潮管理的科技（U20），以及使用二維碼或熱點圖來點算場內人數和分析擁擠程度（U30）。

### 2. 軟性管理

軟性管理泛指設計、提供和管理促進跨代交流的軟性方案及服務。例如，其中一個設計方案建議招募操場大使，在活動中促進跨代互動（U42）。同樣，流動服務台能鼓勵使用者積極參與社區活動，有效促進跨代交流（P106）。

Better public space management can make public play spaces more comfortable and create more opportunities for intergenerational communication. This principle addresses the general lack of communication between the management and the users of the playground. To design for better public space management, designers can consider designing tangible and intangible products, spaces and services. The following strategies show how design outcomes can be achieved:

### 1. Hard Management

The hard management of public space means hardware management, i.e. venue management and the use of space. For example, if the management team can identify the patterns of how the space is used, then they will know when the space is least used and can therefore organise events to attract more people. Some projects propose crowd management technologies (U20) which use QR codes or heatmaps to count the number of people in the site and measure crowdedness (U30).

### 2. Soft Management

Soft management means the design, delivery and management of soft programmes and services that promote intergenerational communication. For example, one design proposal suggests recruiting playground ambassadors to facilitate intergenerational interactions in planned activities (U42). Similarly, mobile help desks can actively engage the users in the community and effectively promote communication between multigenerational users (P106).

# 8

## 提高跨代共融遊樂空間項目 可行度的建議

### Tips for Increasing the Implementability of Intergenerational Play Space Projects

持份者的支持和概念的創意度同樣重要，前者有時甚至是更為關鍵。要提升跨代共融遊樂空間設計方案的可行性，JCDISI建議設計者可以考慮採納以下建議：

#### 1. 全面的場地規劃

暢達性高的遊樂空間不但能吸引所有年齡和能力的用家到場活動和玩樂，亦能重新塑造地方。設計者亦可運用簡單的城市設計策略營造用家對地方的期望和認同感，包括改善照明和地面鋪裝，以及在公共空間道路上使用一致的顏色和材料。

地面處理、平整地台、拆除小梯級等小型改善工程應連接場地與周邊地區，方便所有年齡和能力的人士出入，例如使用拐杖和推嬰兒車的人。如管理者對行人路和緊急車輛通道等設施有不同管理和維修規則，整全的場地規劃便來得特別重要。

The support of stakeholders is as important, if not more important, than creative concepts. JCDISI's tips for increasing the implementability of intergenerational play space designs are set out below:

#### 1. Holistic Site Planning

Better accessibility can attract people of all ages and abilities to the public space for activities and play and can re-shape the place. Simple urban design strategies like better lighting and paving and more consistent use of colours/material for paths leading the public space can help create a sense of anticipation and place identity.

Minor improvement works such as surface treatment, levelling of ground, and removal of small steps should be carried out to connect the site with its surroundings and make it more accessible to people of all ages and abilities, including people on walking sticks and pushing baby carriages. This is especially important if the management has different requirements on the management and maintenance of facilities like footpaths and emergency vehicle access points.

## 2.技術可行性

部份團隊提出了改變環境格局去改善熱舒適性和促進跨代遊樂，如引入水景、種植樹木、把座位和兒童遊樂設施重置在遠離陽光強烈照射的地方，及採用科技。

這些策略都能有效鼓勵跨代遊樂，但諮詢場地管理單位有關於介入措施的可行性亦非常重要。介入措施須符合所有技術要求、管理做法和保養要求，考慮因素包括土地租賃條件、氣流、地板負荷、安裝固定裝置的可能性、公用設施的要求、WIFI服務和樹木保養等。

## 3.公共空間管理

遊樂場的安全對所有年齡的人士而言都是優先考慮因素，對幼兒和長者照顧者尤甚。然而，跨代共融遊樂空間的安全度和玩耍樂趣並不對立。創造豐富和刺激的環境，可以為所有年齡和能力的人士創造互動、社交和參與各種遊樂體驗的機會，充分發揮跨代遊樂包容性設計的潛力。除進行硬件升級，如能與區內的非政府組織和學校合作，或有助設計和實行新方案，鼓勵跨代遊樂，促進社會和諧。為鼓勵人們利用公共空間舉行促進跨代和諧的活動，場地管理者可能it有需耍審查現有場地管理做法，如檢視申請公共空間舉辦活動的申請程序。

遊樂空間應提高長者、年輕使用者和照顧者對安全的意識和包容程度。此時，使用軟性項目介入反而可發揮促進跨代玩樂及使用戶間相互尊重的重要作用，而無毋須加強監視或增加場地管理規定。

## 2.Technical Feasibility

Teams come up with different spatial refiguration ideas for supporting intergenerational play and improving thermal comfort, including installing water features, planting more trees, relocating the seating areas and children play areas away from the places exposed to strong sunlight and using technology to enhance the user experience.

While they are all effective strategies in encouraging intergenerational play, it is important to consult the management of the venue and make sure that the suggested interventions meet all the technical requirements, management practices and maintenance considerations, including the land lease conditions, air flow requirements, floor loading capacity, possibility of installing fixed installations, utility requirements, WIFI services and tree maintenance.

## 3.Public Space Management

Safety in the playground is the top priority for people of all ages, especially the caregivers of young children or older people. Safety and fun in intergenerational play spaces should never be mutually exclusive. Rich and stimulating environment can create the opportunities for people of all ages and abilities to interact, socialise and participate in different play activities, thus realising the full potential of the inclusive and intergenerational play design concept. Apart from hardware upgrades, collaboration with nearby NGOs and local schools may support the design and execution of new initiatives for better intergenerational play and social harmony. Management practices may need to be revisited to support the use of public space for activities facilitating intergenerational harmony. For example, the application procedure for using the public space for events and activities should be reviewed.

The play spaces for intergenerational play should promote awareness and inclusiveness for the safety of the children, elderly and their caregivers. Instead of introducing surveillance and more safety regulations, soft programmes can play a significant role in promoting intergenerational play and respect among users.



#### 4.平衡居民和遊人的需要

駿發花園在設計上最大的挑戰在於平衡不同人士的需要，既要尊重居民利用公共廣場作休閒空間，亦要支持區內商業發展。設立社交空間既可增加客流量，又可促進生意，帶來可持續的租金收入，是支持由房協管理駿發花園私人發展公眾休憩空間（POPs）的關鍵。

場地管理者在管理公共空間的同時，亦要平衡空間的使用，亦可透過引入與其相輔相成的設計介入措施，促進用家彼此尊重，減少因誤用設施和滋擾引起的投訴。如要減少投訴和反社會行為，與其利用設計排除某些用家，應先徹底進行利益相關者分析和用戶需求分析，製定適當的干預措施。

#### 5.參與式共同設計和持續參與

在營造跨代共融遊樂空間之時，管理得宜的參與式共同設計過程，可以為場地注入活力，聯繫不同年齡層的人去鞏固社區。共同設計過程提供公開交流的平台，有助於加強社區聯繫，培養社區人士的歸屬感和責任感。參與過程本身也是發展社區內社會資本的關鍵。

要鼓勵社區參與，設計過程須保持開放，不應作任何前設。此外設計的結果應該是「不完整」的，長遠而言，留有機及可持續發展的空間予社區成員介入，滿足現有及未來用家的需要。

#### 4.Balancing the Needs of Local Residents and Visitors

One of the most challenging part in the design of the Prosperous Garden site is to maintain a balance between respecting the public square as a recreational and leisure space for local residents and supporting local businesses. New spaces for socialising can attract more business and visitors and generate income for HKHS to manage the privately-owned public spaces (POPs) in Prosperous Garden.

While the management plays a key role in managing the public space and maintaining a balanced use, design interventions can be introduced to promote respect among the users and reduce complaints arising from misuse and anti-social behaviours. To reduce complaints and anti-social behaviours, a thorough stakeholder mapping exercise and user needs analysis should be done to develop the appropriate interventions rather than designing only for certain user groups.

#### 5.Participatory Co-design and Continuous Engagement

A well-managed participatory co-design process of an intergenerational play space can change dynamics of the place, reconnect the people of different generations and strengthen the community. The co-design process provides a platform for open communications, forms closer community ties and fosters a sense of ownership and responsibility among the community members. The process is also crucial to the development of social capital in the community for software programmes.

To promote community engagement, input and innovation, the design process must be open-ended and undefined. The design outcomes should be "incomplete", so that there will be room for an organic and continuous development by the community members in the long run to meet the needs of the existing and future users.



# 9

## 跨代共融遊樂空間 設計比賽：評估 Intergenerational Play Space Design Competition: An Evaluation

### 1. 跨學科公共空間設計

本次比賽其中一項獨特之處在於要求參加者組織跨學科團隊。JCDIS提供的LinkedIn配對平台很少被使用，這反映組織跨學科團隊對參賽者而言可能並不困難。團隊成員背景多元，包括建築、園景設計、規劃、工程、測量、資訊科技、醫療和康復科學、職業治療、護理、社會科學和法律。比賽收到的許多設計策略和設計元素都反映了團隊的多學科專長。

### 2. 系統性改變

比賽的參加者、評委和社區人士都發現跨學科方法有利各種設計，尤其是促進身心健康的公共空間及老齡化和包容性社區的設計。私營企業和政府部門為未來的設計項目或諮詢小組時，可參考、修改和採納這些跨學科方法，以解決各種設計挑戰。

### 1. Multidisciplinary Approach to Public Space Design

The competition was unique as participants were required to form interdisciplinary teams. The matching platform provided by JCDIS on LinkedIn was seldom used, meaning that it might not be difficult for the participants to form interdisciplinary teams. Team members came from a wide variety of backgrounds, including architecture, landscape architecture, planning, engineering, surveying, IT, medical and rehabilitative sciences, occupational therapy, nursing, social sciences and law. The strategies and elements in their submissions reflected their multidisciplinary expertise.

### 2. Systemic Change

In the competition, participants, panellists and the community members noted that the multidisciplinary approach can be conducive to design, particularly public space design and design for ageing and inclusive communities and for physical and mental well-being. The multidisciplinary approach can be considered, modified and adopted to address different design challenges when organising competitions and forming project teams or advisory panels by the private and public sectors for design projects in the future.



### 3.能力建設

對於具備設計背景的參賽者而言，跨學科方法讓他們認識如何將各種不同的專業知識融合於設計中，藉此提升設計的適用性和影響力。對來自醫療保健、物理治療等背景的參賽者，跨學科元素說明了其專業知識在設計上的潛力，並不限於公共空間和產品設計。總括而言，是次比賽突顯了跨學科合作和實驗的好處。

透過與居民和當地社區的接觸和展覽，讓社區人士認識到跨代遊樂概念對身心健康和社會的益處。比賽為社區創造參與平台，容許居民從中進行互動。居民有機會參與其中，決定未來的生活環境，增加他們的歸屬感。

### 4.可擴展性

在新冠疫情期間，公眾投票和參與環節必須在網上進行。雖然參與人數可以更多（沒有場地限制），但參與程度卻受到影響（未能和居民作現場問答）。此外，拍攝預錄訪問亦需要更多準備工夫。然而，我們可藉此探索如何在網上舉行跨代活動。網上投票亦得到非常積極的回應。由於社交距離措施和場地規定曾有所調整，評委的評審和頒獎儀式等實地活動亦經歷多次改動。幸而就活動性質而言，設計比賽大部份環節也能不以實體活動方式進行。即使受環境因素限制，此半網上、跨學科的比賽模式仍可繼續進行，可供香港其他公共空間和老齡化社區作參考。

### 3.Capacity Building

For participants with design backgrounds, the multidisciplinary approach shows how different expertise can be infused in their designs for better applicability and impact. For people with backgrounds like healthcare and physiotherapy, the approach illustrates the potential of their expertise in shaping the designs in aspects other than public space and product designs. Overall, the competition highlighted the benefits of cross-disciplinary collaborations and joint experimentation.

Through engagements and exhibitions with the residents and local community, the community was introduced with the concept of intergenerational play and its benefits to physical, mental and social well-being. With resident interactions and community input, the competition formed a platform for community engagement. Community members could take part and decide on the future design of their living environment. Their sense of ownership and belonging were therefore strengthened.

### 4.Scalability

Under COVID-19, part of the competition such as the public voting and engagement workshops had to be conducted online. Although more people could participate (no restrictions on venues), it affected the level of engagement (i.e. no live Q&A sessions with the residents could be held). More preparation was required for filming pre-recorded interviews, but it made a good opportunity to explore ways to hold online IG activities. Online voting achieved a very positive response rate. Similarly, face-to-face events such as the jury assessments and the award presentation ceremony underwent many changes due to changing social distance measures and venue regulations. Fortunately, owing to the nature of a design competition, a significant portion of the project is not event based. The semi-online, multidisciplinary competition approach can be scaled and reapplied in other public space and ageing estates in Hong Kong even under continued restrictions.



## 參與式設計比賽的小提示

### Reminders for Participatory Design Competition

#### a. 準備階段（第1階段提交期限前）

##### i. 促成跨學科團隊

在參與式設計比賽之中，多學科背景有助結合不同專業考慮的創新想法。

我們鼓勵參賽者組成跨學科團隊，拓寬團隊視野，並按照居民的需要提出更全面的方案，因此一個良好的團隊，成員應該來自至少兩個不同學科背景。

有些專業人士或學生可能沒有與其他學科背景的聯繫，在組織團隊方面遇上困難，令他們對比賽卻步。比賽的舉辦方應提供方法促進組成跨學科團隊。進行比賽時，主辦機構建立了LinkedIn小組供參賽者加入，讓團隊與不同學科背景的參加者進行配對。有參賽者積極利用這個平台，招募更多隊員加入參加比賽。

##### ii. 簡介會和問答環節的重要性

相比於傳統的比賽，參與式設計比賽的結構或較複雜，涉及更多活動和截止日期。除了報名和提交參賽作品外，參賽者或須合乎其他規定，並出席參與互動工作坊。這些額外活動亦可能影響比賽的最終評分。參賽者單靠簡介會或難以全面掌握複雜的活動日程，因而會提出較多種類的問題。我們強烈建議為參加者舉辦設有問答環節的簡介會，協助他們更完整掌握比賽的要點和日期，以及參加活動和工作坊前所需的準備。

#### a. Preparation Stage (Pre-stage 1 before submission deadline)

##### i. Forming cross-disciplinary teams

A multidisciplinary background is conducive to innovative ideas. Inputs and considerations from various professions can be integrated in the participatory design competition.

We encouraged participants to form multidisciplinary teams to broaden their perspective and develop more comprehensive ideas to address the needs of the residents. Therefore, all competition teams were required to include participants from at least two different disciplines or backgrounds.

However, some professionals or students may find it difficult to form teams. Since they may not have the connections to peers in other disciplines, they may be deterred from joining the competition. The organisers of the competition should provide ways to facilitate the forming of cross-disciplinary teams. In our competition, we set up a LinkedIn group for the participants to join and match up with other teams who needed members from other disciplines. Some participants were active in the LinkedIn platform and eager to participate and to look for more team members.

##### ii. Importance of briefing sessions and Q&A

Participatory design competitions may be more complex and involve more events and deadlines than conventional competitions. Apart from application and submission, participants may need to comply with additional requirements and take part in participatory and engagement workshops. Their participation in these additional activities might also affect their final score. Participants might find it difficult to understand the full picture and the complexity of dates from just the briefs and often asked a lot of questions. Therefore, we suggested holding a briefing with a Q&A session for participants to better understand the key points and dates of the competition and how they should prepare for the activities and workshops.

## b. 比賽階段

### i. 協作工作坊

由於疫情和政府對聚會的限制，我們無法按計劃舉行實體的協作工作坊，但團隊在舉行協作工作坊方面有一系列考慮，可供參與式設計比賽的組織者參考。

#### 1. 持份者參與可對問題提供多種觀點

協作工作坊是聯繫參加者與場地持份者的良好機會。活動不應只顧及個別的群體，應多邀請不同持份者就問題提供全面的看法。除了居民代表外，物業管理團隊，以及復康治療、生物醫學、醫護、保育、社會工作和設計背景的學者也獲邀參與比賽的協作工作坊。

#### 2. 控制工作坊參加者與持份者的人數比例

由於參賽作品眾多，參加者人數可能遠多於獲邀出席的持份者。如果人數比例失衡，雙方便難以進行有意義的討論。我們建議以小組形式組織參與協作工作坊，確保參加者與持份者人數比例適當。如參加者太多，組織者或需要限制參與工作坊的人數，只准團隊派出代表參與。

#### 3. 協助持份者為工作坊做好準備

持份者往往不熟悉和不適應活動的參與方法，如參加者提出過多問題，持份者或會感到不知所措，組織者應事先協助持份者為工作坊作準備，如可提前收集參加者的問題和討論話題，居民便可以在開會前做好準備。

## b. Competition Stage

### i. Engagement Workshop

We could not hold the physical Engagement Workshop as planned due to the COVID-19 pandemic and restrictions on group gatherings. When holding the Engagement Workshops, the organisers of participatory design competitions had to consider the following factors.

#### 1. Engaging more stakeholders for multiple diverse views on situation and problems

The Engagement Workshop was a good opportunity to connect the participants with the site stakeholders. Instead of engaging only a few groups, more stakeholders had to be invited to provide a more holistic view of their needs and problems.

In addition to resident representatives, the estate management team and scholars with rehabilitation sciences, biomedical engineering, nursing, conservation, social work and design backgrounds were invited to the engagement workshop.

#### 2. Ratio of participants to stakeholders in workshop

As the competition attracted many entries, participants significantly outnumbered the invited stakeholders. It would be difficult for both parties to engage in meaningful discussions if there were too many participants and too few stakeholders. We suggest holding the engagement workshops in groups with a more balanced audience. If there are too many participants, organisers may need to restrict participation of the engagement workshop to only team representatives instead of all team members.

#### 3. Preparing stakeholders for the workshop

Local stakeholders are often unfamiliar or uncomfortable with the methods of engagement, so they may be overwhelmed by the many questions of the participants. Therefore, organisers must help the stakeholders prepare for the workshop. For example, questions and topics should be collected from the participants in advance for the preparation by the local stakeholders.

## ii. 新冠肺炎

### 根據疫情發展和規定快速調整

這次比賽受到疫情和社交距離限制影響，因此無法按計劃進行。組織者須保持靈活，迅速適應舉辦活動的新方式。為符合參與人數規定，是次比賽考慮的應對方法包括減少工作坊參與人數、分組在不同場地或時間進行活動，或把活動改成網上工作坊。如遇上封城等嚴謹的限制，改辦網上工作坊往往是舉行活動的唯一途徑。組織者應該做好準備，確保有足夠科技支援舉行網上工作坊。

## iii. 公眾投票

### 1. 網上和實體投票共存的重要性

網上投票方便有效，雖然可讓更多公眾人士參與，但忽略了長者未必熟悉社交媒體和科技應用。實體投票能有效引起社區持份者的興趣和支持，鼓勵他們投入參與式設計比賽；如活動能在現場舉行，並得到居民團體在公共空間作宣傳，效果更為顯著。比賽的網上和實體投票的效果相輔相成，我們亦鼓勵居民親身參觀各項設計，以投票方式選出心儀的方案。

### 2. 網上/實體投票和作品遞交的準則須確保公平

投票結果是其中一項評分標準，足以影響比賽結果，參加者普遍關心投票的過程和公平性。組織者在投票平台上展示參賽材料前，須對材料加以篩選，確保符合材料要求，避免對某些組別帶來不公平的優勢。參賽規則應清晰、明確，例如影片長度限制、圖片大小等。

## ii. COVID-19

### Quick adapting according to pandemic situation and regulations

The competition period was affected by the COVID-19 pandemic and the social distancing restrictions, so it could not be run as planned. Organisers must stay flexible and quickly adapt to the new event formats. Methods and adaptations considered during this competition included reducing the number of workshop participants, holding the event in groups in different venues or at different times to follow the restrictions on the maximum number of participants, and holding the workshops online. Under lockdown or extreme restrictions, online workshops are often the only choice. Organisers should prepare and make sure they have enough IT support for hosting online workshops.

## iii. Public voting

### 1. Importance of including both online and offline voting

While online voting is a convenient and effective way of engaging the wider public, it leaves out the older generation as they may not be comfortable with social media and technology. An offline voting event can effectively garner local interest and support from the stakeholders and engage them throughout the participatory design competition, especially if the event is held on site and promoted by the resident groups in public spaces. Both online and offline voting complemented each other. Local residents were encouraged to come down to see the proposals and vote for their favourite.

### 2. Fair requirements onness in online/offline voting and material submissions

As the voting result was one of the evaluation criteria and contributed towards the competition results, participants were generally concerned about the voting procedure and its fairness. Organisers must screen through the submissions and make sure the materials follow the requirements before displaying them on different voting platforms to avoid unwillingly treating other teams unfairly. Requirements should be clear and direct, including video duration and image size.



### c. 評審

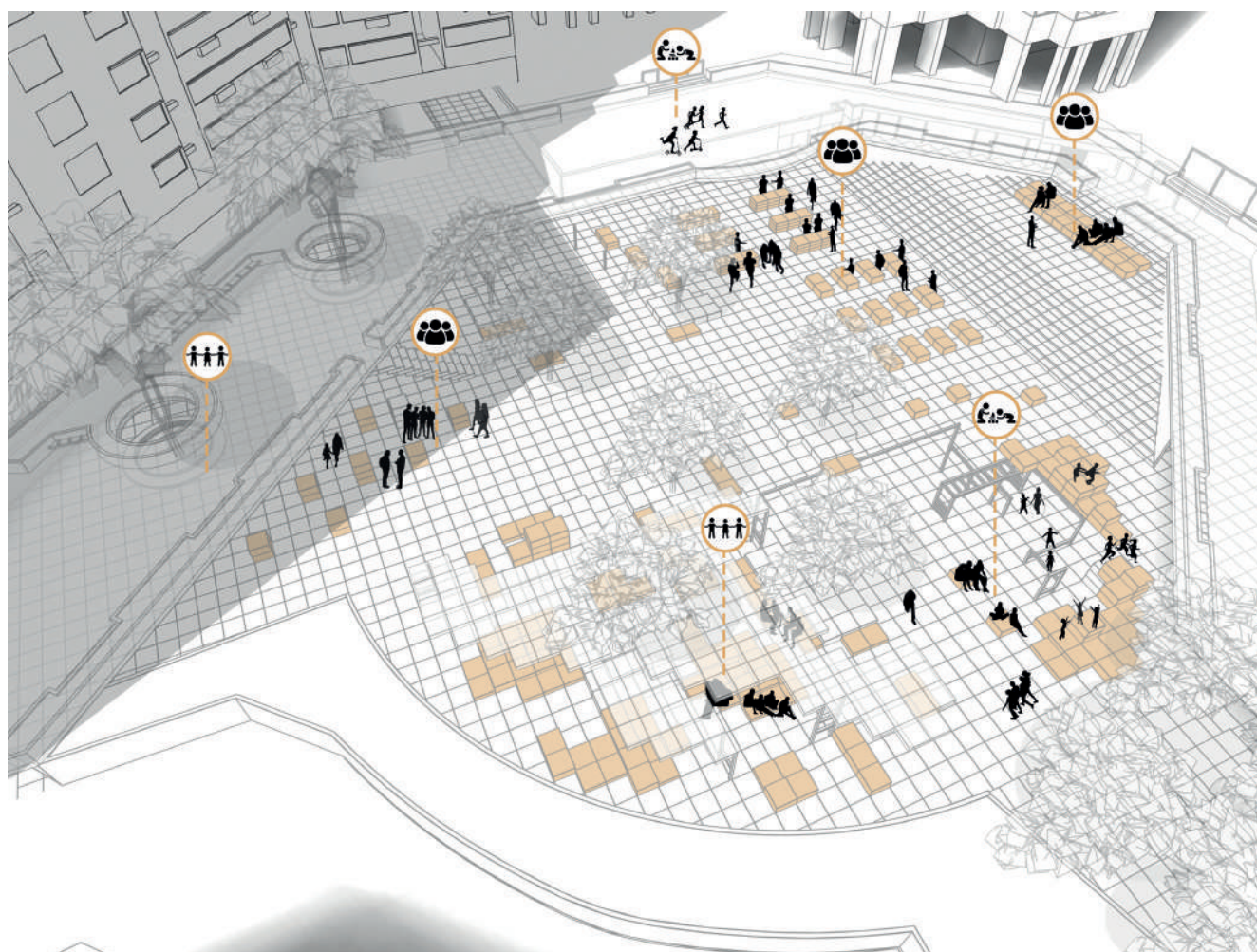
#### i. 需更多時間作入圍評審

由於參賽作品數量眾多，評審團成員需要較長時間評審每份提交的提案。我們建議在召開評審會議前提供更多時間供評審團成員仔細評核每個參賽方案，便能於後續的評審會議詳細討論入圍作品名單。

### c. Assessment

#### i. Longer review period for shortlisting proposals

Due to the large number of entries, jury panel members needed more time to review all submissions. We recommend a longer review and shortlisting period, so that all jury panel members can properly review the proposals and choose their favourite before the adjudication meeting. In the adjudication meeting, the panellists can then discuss which entries should be shortlisted.





## 關於理大賽馬會社創「騷·IN·廬」

由香港理工大學（理大）賽馬會社會創新設計院主辦及香港賽馬會慈善信託基金捐助，於2018年開展，計劃為期三年，以期匯集社會各方，以創新理念和務實可行的社會創新方案，應對多項社會挑戰，共同改善香港的生活。以應對香港「雙老化」（即人口老化及住屋老化）的複合效應為工作的策略焦點，聯合學術界、非政府組織、專業團體、熱心的社會人士、企業和政府，攜手構建創新方案，並按此制訂建議的實際行動。

## ABOUT POLYU JOCKEY CLUB “OPERATION SOINNO”

Organised by the Jockey Club Design Institute for Social Innovation (JCDISI) at The Hong Kong Polytechnic University (PolyU) and funded by The Hong Kong Jockey Club Charities Trust, the 3-year social innovation project commenced in 2018 aims to innovate solutions, in collaboration with a wide spectrum of stakeholders, to respond to social challenges with a view to improving life in Hong Kong. JCDISI puts its strategic focus on tackling the combined impact of “Double Ageing” (ageing of people and building) in Hong Kong, the programme would engage the trans-disciplinary forces of academia, non-governmental organisations, professional bodies, members of the public, corporations and the Government to generate innovative ideas and practical actions.



「十萬分之一」社創研討會-JCDISI相信，假若每十萬人之中有一人，即香港七百多萬人口當中的七十多名市民，能貢獻時間、熱誠、知識與創意，攜手合作，定能為特定的社會議題帶來創新的解決方案。透過一系列的參與式研討會及工作坊，收集市民對社會議題的意見、促進討論，並共同設計務實和創新的方案。

“One from Hundred Thousand” — to organise a series of participatory symposia and workshops open to the public to collect views on social issues, facilitate discussion and co-create solutions. JCDISI names the platform based on the belief that if one person from every 100,000 people (i.e. 70+ persons from the 7 million+ population of Hong Kong) can sit together and contribute their time, passion, knowledge and creativity, they can innovate solutions for a specific problem.



社創行動項目-聯合非政府組織、專業團體和學術界，把「十萬分之一」社創研討會上衍生出來的創新理念，轉化成可以執行的設計及專案原型。

“Solnno Action Projects” — to collaborate with non-government organisations, professional bodies and academia for developing innovative ideas generated at “One from Hundred Thousand” into designs or prototypes.



啟迪創新習作-將社會創新和設計思維引入中學課程，培育青年成為社會創新推動者，內容包括為中學師生開設社會創新工作坊、製作多媒體互動教材等等。

“Solnno Design Education” — to introduce social innovation and design thinking into the curriculum of secondary school education to nurture students as social innovators. Social innovation workshops will be organised for students and teachers and multi-media interactive teaching kits will be developed in this regard.



社創知識平台-以不同形式（如學術論文、短片、設計與指引、個案報告、工作坊、地區及國際會議、展覽等），記錄是項計畫的各環節，包括社會創新過程、創造的方案與知識等等，並公開予公眾參考應用。

“Solnno Knowledge Platform” — to document and disseminate for public use the social innovation experience and knowledge generated from the programme through various formats, including academic papers, videos, design and practice guidelines, case study reports, workshops, regional and international conferences and exhibitions.

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所有參賽者  
駿發花園居民  
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第二階段評審委員  
理大跨代遊樂空間小組代表  
駿發花園跨代共融遊樂空間設計比賽的投票人士  
救世軍油麻地青少年綜合服務

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JCD ISI would like to express our heartfelt gratitude to the following persons, parties and organisations for their knowledge, opinion and time in Action Project 9: Intergenerational Play Space Design Competition I HKHS Prosperous Garden

All participants of the competition  
Prosperous Garden residents  
Stage 1 Jurors  
Stage 2 Jurors  
Members of the PolyU Intergenerational Play Space Panel  
Voters of the Intergenerational Play Space Design Competition I HKHS Prosperous Garden  
The Salvation Army Yaumatei Integrated Service for Young People

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左起：張冠華先生（房協）、潘源舫先生（房協）、凌嘉勤先生（JCDISI）、李雅筠女士（JCDISI）、周日昌先生（香港規劃師學會）、許虹女士（香港園境師學會）、唐穎安女士（香港賽馬會慈善信託基金）、陳欽勉先生（房協）、梅詩華女士（一口設計工作室）、梁綺蓮女士（房協）

From left to right:

Mr Franco Cheung (HKHS), Mr Sanford Poon (HKHS), Mr KK Ling (JCDISI), Ms Karen Lee (JCDISI), Mr Lawrence Chau (HKIP), Ms Iris Hoi (HKILA), Dr Lawrence Li (PolyU Council), Ms Freda Tong (Hong Kong Jockey Club Charities Trust), Mr James Chan (HKHS), Ms Sarah Mui (One Bite Design Studio) and Ms Pamela Leung (HKHS)





駿發花園第1至5座業主委員會代表、凌嘉勤先生、李國祥醫生、陳欽勉先生、吳美全先生（房協）  
Prosperous Garden Owners' Committee representatives from Block 1 – 5 with Mr KK Ling,  
Dr Lawrence Li, Mr James Chan and Mr Frederick Ng (HKHS)

# HKHS PROSPEROUS 駿發花園 GARDEN

跨代共融遊樂空間設計比賽

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\* arranged in alphabetical order according to the organisation's full name 按機構英文名稱的字母排序

## COMPETITION SECRETARIAT 比賽秘書處

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OPERATION **SOINNO**  
理大賽馬會社創「騷·In·廬」

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