Designing Desirable Public Open Space - Basics
塑造令人嚮往的公共空間 - 設計基礎

Let's Begin!
開始吧!

1

Vol. 1
第一冊

POSsible!

POSsible! Design Guide
空間大可能！設計指南

POSsible! Design Guide Digest

POSsible!「設計指南」摘要

6 STEPS TO ADOPT
# THE POSSIBLE! PUBLIC OPEN SPACE
DESIGN METHODOLOGY
六個應用「空間大可能！」公共空間設計方法的步驟

This POSsible! Design Guide introduces a new design methodology to be adopted in Public Open Spaces (POS). Before designing a POS, it is essential to understand the context, users and basic steps. These key components form a unique approach to designing a desirable POS and understanding site-specific opportunities.

「空間大可能！設計指南」介紹了針對為公共空間的設計方法。 在設計一個公共空間之前，必須了解其背景、使用者和基本步驟。 這些關鍵組成了本設計指南獨特的方法，去了解個別場地的機遇，從而設計出一個令人嚮往的公共空間。

Vol. 1　Vol. 2　Vol. 3

+

POSsible! Design Guide
空間大可能！設計指南
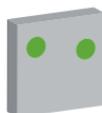
POSsible! Design Thinking Toolkit
空間大可能！設計思維工具包

1

Is this Design Guide applicable to the project I am working on?

「設計指南」適用於我的項目嗎？

VOL. 1 CH 5.1
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POS types in Hong Kong and this Guide

香港和本設計指南的公共空間類型

Vol. 1

Identify the POS type that you are working on.

找出你將要開展工作的公共空間類型。

2 ▼

What are the processes involved in designing a POS?

設計公共空間涉及哪些過程？

VOL. 1 CH 5.3
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Workstages and Standard Workflows

工作階段及標準流程

Vol. 1

Locate your current and upcoming project stages and identify how the Design Guide and Toolkit can help.

找出你此刻及接下來的工作進度，並清晰知道「設計指南」及「設計思維工具包」如何應用其中。

3 ▼

Whom am I designing for?

為誰而設計？

POS Action Combo A
公共空間行動組合 A

Gain understanding of the current usage and condition of the POS.

了解公共空間當前的使用情況及狀態。

4 ▼

Who can I invite to my project team and how can they help?

我可以邀請誰加入我的項目團隊？他們可以提供哪些幫助？

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POS Action Combo B
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The 6 Personas and their Characters

六種角色及其特質

Vol. 1

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10 Good Design-led Values

十項優秀設計價值

Vol. 1

Facilitate your stakeholders' engagement process with the Design Thinking Toolkit and consider which Good Design-led Values are applicable.

使用「設計思維工具包」去促導各持份者的參與，一同思考如何選擇「優秀設計價值」。

5 ▼

How can I achieve the project end goals?

我如何實現項目目標？

Where can I find design tips and references?

我在哪裡可以找到設計貼士和參考？

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Desirable POS Practice

令人嚮往的公共空間設計實踐

Vol. 2

VOL. 2 CH 4
第二冊第 4 章

POSsible! Case Studies

「空間大可能！」案例庫

Vol. 2

Select the appropriate Design Strategies from the Design Guide. Browse through the archive of case studies for practical tips and references.

參考「設計指南」並選擇合適的設計策略。瀏覽案例的檔案以獲得實際的提示和參考。

6 ▼

How can I find out if the design has fulfilled its purpose?

我怎樣才能知道設計是否達到它的目的？

How can I identify scopes for improvement?

我如何確定改進的範圍？

POS Action Combo E
公共空間行動組合 E

VOL. 3 CH 3.3
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Assessment Package

評估工具包

Vol. 3

Conduct regular reviews with stakeholders and evaluate your POS design using suitable tools suggested in the Design Thinking Toolkit and Design Guide.

藉着「設計指南」和「設計思維工具包」，與持份者定期審視並評估你的公共空間設計項目。

3 ASPECTS
三個層面

A **desirable POS** consists of many components, including hardware, software, organisation processes (orgware), and even considerations beyond POS design. Ultimately, these components stem from 1 of the **3 Aspects**:

一個**令人嚮往的公共空間**是由很多元素組成，包括硬件、軟件、組織過程，甚至是公共空間設計以外的考慮。這些元素都是建基於下列的**三個層面**：

DESIGN FOR PEOPLE
人本設計

How POS design can respond to people's needs, including their changing needs.

如何設計公共空間以回應人們持續更新的需求。

DESIGN FOR ENVIRONMENT
環境空間

How POS design can mitigate environmental issues and strengthen micro-climates to ensure environmental resilience.

如何設計公共空間以緩解環境問題及加強微氣候以確保環境應變能力。

DESIGN FOR FUTURE PLANNING
未來規劃

How POS design can accommodate future city development in addition to present capacity.

如何設計公共空間以應付未來城市發展。

While it is crucial to consider all POS users during the design process, we believe that a **desirable POS** should also improve people's quality of life, enhance environmental sustainability, and adapt to the ever-changing needs of our cities. These 3 Aspects stress the importance of **desirable POS** in contributing to the sustainability of our cities, which we believe should be the guiding principle of this Design Guide.

一個**令人嚮往的公共空間**亦應該考慮公共空間使用者的需要，從而提升市民的生活質素、令環境達至可持續發展，而且能與時並進切合城市中不斷的改變和需要。我們相信這三個層面在此提綱挈領，突顯**令人嚮往的公共空間**能貢獻城市未來的持續發展。

10 GOOD DESIGN-LED VALUES
十項優秀設計價值

The Good Design-led Values are the essential shared values in POS projects. Arising from the **3 Aspects**, the **10 Good Design-led Values** establish the framework for the Design Guide and the Design Thinking Toolkit. We believe the 10 Values are universally applicable to all POS. However, the detailed understandings and definitions of the Values may vary under different project scenarios. You can use the Design Thinking Toolkit to learn more about understanding the Values of a specific project.

優秀設計價值是公共空間項目中重要的共享價值觀。由**三個層面**衍生的**十項優秀設計價值**是「空間大可能！設計指南」和「空間大可能！設計思維工具包」的基礎框架。我們認為這十個價值普遍適用於所有的公共空間，但在不同的項目背景下，對各個價值的詳細理解和定義會有所不同。你可以使用「空間大可能！設計思維工具包」理解在一個實在的公共空間項目中這十個價值的具體含義。

1	**Inclusivity and Comparable Experiences for All** **共融及彼此相彷的體驗**
2	**Safety, Spaciousness and Adequate Functional Provision** **安全、寬敞及充足的功能**
3	**Vibrancy and Enjoyment** **有活力及樂趣的空間**
4	**Distinctiveness and Relevance** **獨特性及社區的認同感**
5	**Openness for Participation** **開放態度及社區參與**
6	**Biophilic Design** **親近自然的設計**
7	**Optimal Microclimate** **宜人的微氣候**
8	**Sustainable Environment and Ecosystem** **可持續的環境及生態系統**
9	**Responsiveness and Catalyst for Neighbourhood** **積極回應及社區催化**
10	**Multi-disciplinary Integration** **跨界別合作**

1

INCLUSIVITY AND COMPARABLE EXPERIENCES FOR ALL
共融及彼此相彷的體驗
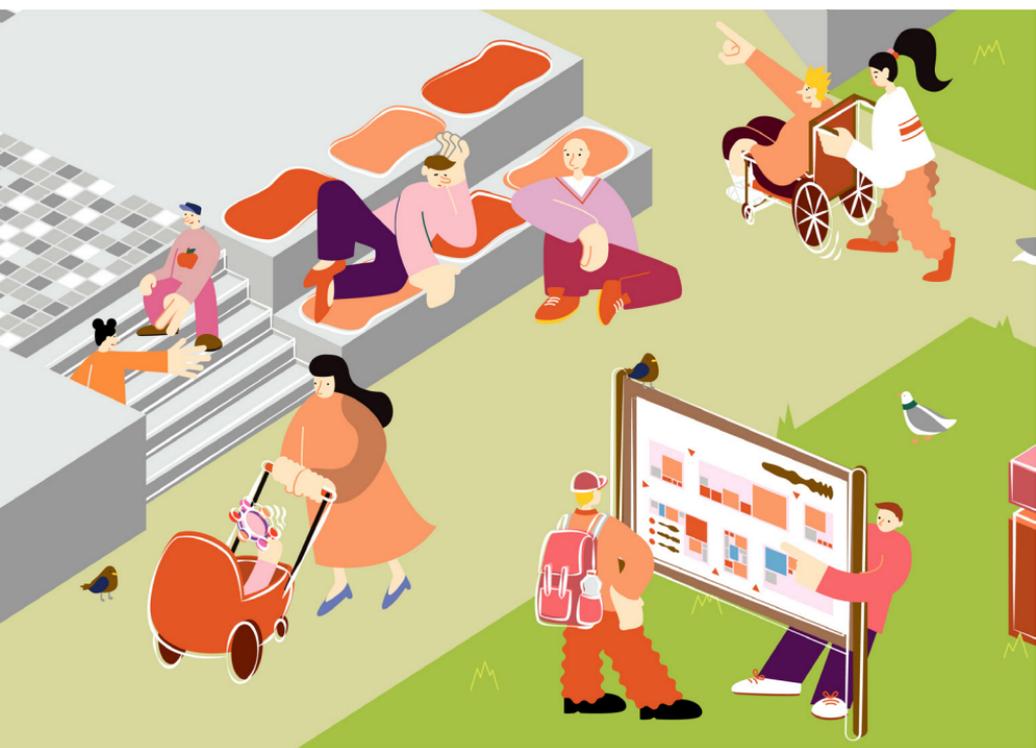
2
SAFETY, SPACIOUSNESS AND ADEQUATE FUNCTIONAL PROVISION
安全、寬敞及充足的功能

3

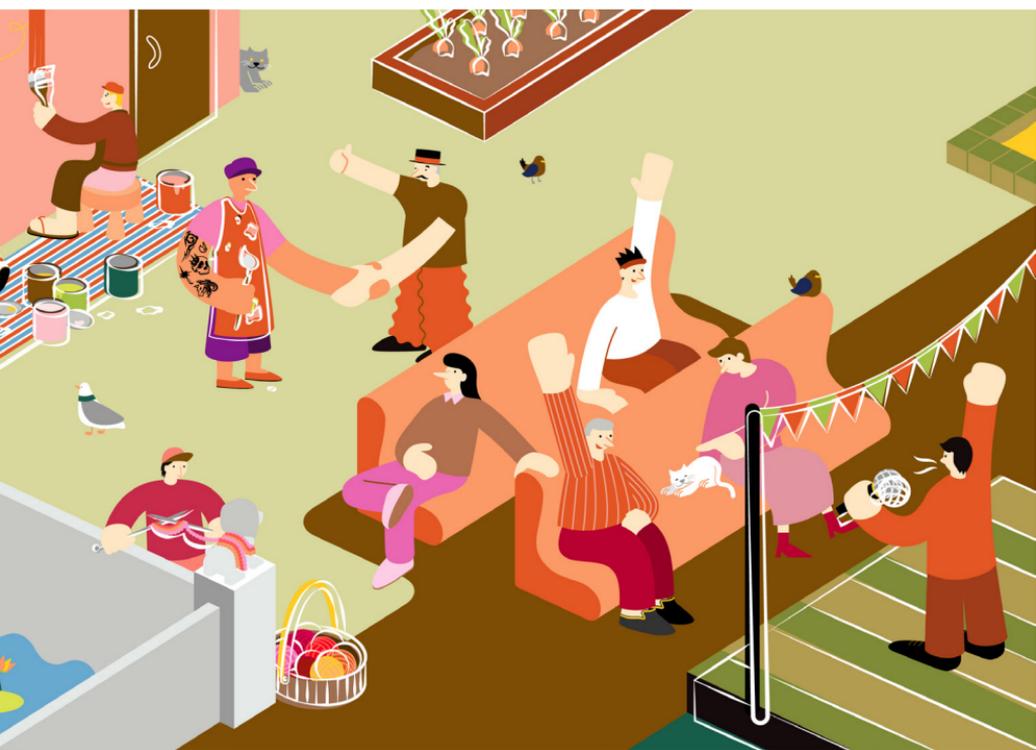# VIBRANCY AND ENJOYMENT
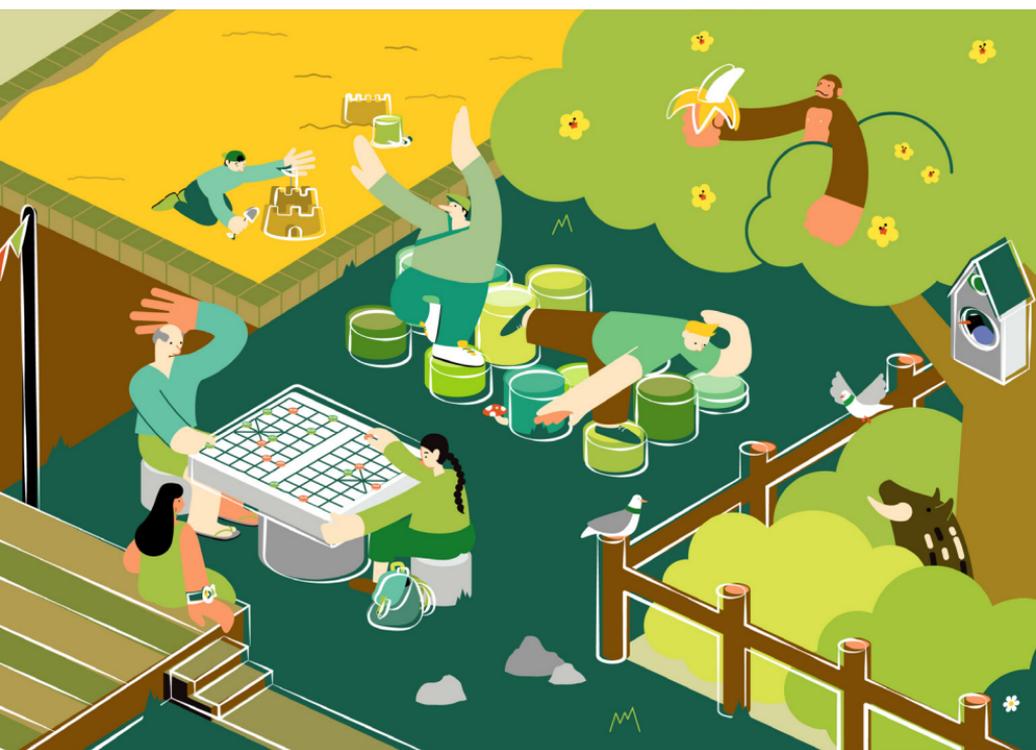## 有活力及樂趣的空間

4 DISTINCTIVENESS AND RELEVANCE
獨特性及社區的認同感

5 OPENNESS FOR PARTICIPATION
開放態度及社區參與

6 BIOPHILIC DESIGN
親近自然的設計

7 OPTIMAL MICROCLIMATE
宜人的微氣候

8 SUSTAINABLE ENVIRONMENT AND ECOSYSTEM
可持續的環境及生態系統

9

RESPONSIVENESS AND CATALYST FOR NEIGHBOURHOOD
積極回應及社區催化

10

MULTI-DISCIPLINARY INTEGRATION
跨界別合作

20 DESIGN STRATEGIES
20 項設計策略

Design Strategies help you understand and achieve a **desirable POS**. The 20 Design Strategies are based on the **10 Good Design-led Values** and take your design one step closer to fruition. Use the "Goals" column to navigate the matrix below and learn what makes a POS desirable!

「設計策略」有助你理解並實踐**令人嚮往的公共空間**。以下 20 項設計策略，演化自**十項優秀設計價值**，進一步闡述如何將構想成真。你可以嘗試使用「目標」直行，瀏覽匯表，理解何謂「令人嚮往」的公共空間素質！

DESIGN FOR PEOPLE
人本設計

Good Design-led Values 十項優秀設計價值	Goal 目標	Design Strategy 設計策略
1 Inclusivity and Comparable Experiences for All 共融及彼此相彷的體驗	1.1 Accessible 易達	Everyone can easily enter the POS. 人人皆可輕易進入公共空間。
	1.2 Navigable 暢遊	Everyone can easily find their way in the POS. 人人皆可暢遊公共空間，找到要去的地方。
	1.3 Inclusive 共融	Everyone can easily use the facilities in the POS to rest and play. 人人皆可隨心使用公共空間的休憩及遊樂設施。
2 Safety, Spaciousness and Adequate Functional Provision 安全、寬敞及充足的功能	2.1 Secure 安心	Everyone can feel secure enjoying the clean and convenient POS. 人人皆可安心享受整潔方便的公共空間。
	2.2 Flexible 靈活	Everyone can play and relax in their own ways at the POS. 人人皆可以自己的方式在公共空間遊樂放鬆。

3 **Vibrancy and Enjoyment** **有活力及樂趣的空間**	**3.1** **Attractive 吸引**	Everyone can find design features attractive in the POS. 人人皆可感受到公共空間的設計魅力。
	3.2 **Diversified 多樣**	Everyone can enjoy a wide range of activities in the POS. 人人皆可在公共空間參與種類豐富多樣的活動。
	3.3 **Playful 趣味**	Everyone can find the POS fun and playful. 人人皆可在公共空間找到趣味，樂在其中。
	3.4 **Balanced 平衡**	Everyone can achieve well-being in the POS. 人人皆可在公共空間投入平衡身心靈健康的活動。
	3.5 **Creative 創意**	Everyone can enjoy creative and innovative experiences in the POS. 人人皆可從公共空間發揮創意，獲得創新體驗。
4 **Distinctiveness and Relevance** **獨特性及社區的認同感**	**4.1** **Representative 特色**	Everyone can find neighbourhood characters reflected in the POS. 人人皆可在公共空間中發現鄰里特色。
	4.2 **Attached 投入**	Everyone can return to the POS regularly for community activities. 人人皆可成為公共空間的常客，參與社區活動。
5 **Openness for Participation** **開放態度及社區參與**	**5.1** **Participatory 參與**	Everyone can feel included and engaged in how the POS is designed and run. 人人皆可在公間空間的設計及管理模式上有話語權，成為受重視的一分子。

DESIGN FOR ENVIRONMENT
環境空間

6 Biophilic Design 親近自然的設計	6.1 Natural 自然	The POS can bring everyone closer to nature. 公共空間可以帶動使用者親近大自然。
7 Optimal Microclimate 宜人的微氣候	7.1 Comfortable 舒適	The POS can offer everyone the comfort of natural space. 公共空間可以為使用者營造舒適的天然環境。
8 Sustainable Environment and Ecosystem 可持續的環境及生態系統	8.1 Green 綠色	The POS can minimise environmental footprints. 公共空間可以盡量減少環境足跡。
	8.2 Connected 連結	The POS can form a green network with other POS nearby. 公共空間可以互相協同，與鄰近地方組成綠色網絡。

DESIGN FOR FUTURE PLANNING
未來規劃

9 Responsiveness and catalyst for neighbourhood 積極回應及社區催化	9.1 Adaptable 適應	The POS can adapt to the changing needs and aspirations of the community. 公共空間可以隨社區的需要和願景而更新。
	9.2 Resilient 抗逆	The POS can strengthen resilience on a city scale. 公共空間可以提升城市的整體韌性。
10 Multi-disciplinary Integration 跨界別合作	10.1 Collaborative 協作	The POS can gather experts from different disciplines to collaborate on a future-ready space. 公共空間凝聚不同界別專才，合力創建一個符合未來需要的地方。

6 PERSONAS
六種角色

There are 6 main categories of Personas related to POS. All these Personas are needed to co-create a **desirable POS**. Understanding their motivations, roles and responsibilities, and superpowers will help you communicate and coordinate the design, construction, and maintenance of a POS.

All Personas have their own superpowers that resolve user needs and overcome technical difficulties in different aspects. The superpowers are their strengths and functions that you can rely on whenever you experience any challenges in a POS project.

與公共空間相關的角色設定主要有六種類型，這些角色能共創一個**令人嚮往的公共空間**。只要了解他們的「動機」、「角色與責任」、以及「超能力」，就可以協助你在設計、建造和維護公共空間的過程中進行有效溝通和協調。

所有角色都有自己的「超能力」，可以解決使用者的需求並克服不同方面的技術困難。這些超能力是你在公共空間項目中遇到困難時可以依賴的優勢和功能。

The Conductor
指揮家

The Mediator
調解員

The Regular
常客

The Genie
精靈

The Sage
智者

The Magnet
磁石

For more infomation and online interaction, please visit:

欲了解更多資訊及查閱網頁版，請瀏覽：

https://designguide.pos-sible.hk

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智樂 playright

Gehl

PUBLIC SPACE PROGRAMME

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Foreword

前言

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MS. SAM LAM

香港設計中心 業務發展及項目總監
林美華女士

Since the 2019 pandemic, people have developed a newfound appreciation for public open spaces as a valuable and safe refuge from the confines of home. As a result, public spaces are viewed in a new light, with more attention paid to the benefits they offer to our well-being and community. People-centred design is the key to reinventing public open spaces, which helps us generate innovative solutions to various problems.

Hong Kong Design Centre, as the strategic partner of the Hong Kong SAR Government in design, strives to promote the wider and more strategic use of design and design thinking to improve societal well-being. Revitalising public spaces and better engaging people within them through design is undoubtedly part of our public mission.

Well-designed public spaces can improve our quality of life, as well as the liveability and sustainability of cities. By reading this insightful POSsible! Design Guide, you will learn how to transform public open spaces from good to desirable. Design thinking can be a useful tool for co-creating inclusive, safe, vibrant, relevant and welcoming public open spaces that everyone can enjoy. It is necessary to consider various factors throughout the design process, including the types of public open spaces, user patterns, desirability factors, and stakeholders. In Hong Kong, where public green spaces account for up to 40% of the total land, there are many opportunities for placemaking and collaborations to improve public open spaces.

自 2019 年冠狀病毒大流行，公共空間成為人們除了坐困家中以外，安全且重要的喘息空間，大家重新認知到其重要性和價值，並以全新的眼光看待公共空間，更加關注其為我們的福祉和社區帶來的好處。以人為本的設計是重塑公共空間的關鍵，幫助我們就各種問題提出創新解決方案。作為香港特別行政區政府的設計策略伙伴，香港設計中心致力推動社會更廣泛及具策略性地運用設計及設計思維，以改善社會福祉。運用設計起動公共空間並鼓勵人們參與其中，無疑是我們公共使命的一部分。

精心設計的公共空間不但可以提升我們的生活質素，更能夠塑造宜居和可持續發展的城市。在本設計指南的精闢內容中，你將了解到如何構建令人嚮往的公共空間。藉著設計思維這套有效的工具，我們能夠共同創造共融、安全、充滿活力、合宜而且受歡迎的公共空間，讓每個人享其中。我們需要在整個設計過程中作出多方面的考慮，例如公共空間的類型、使用模式、需求因素和不同持份者。在香港，公共綠地佔土地總面積的四成，潛藏著許多地方營造和共同設計公共空間的創新機遇。

We would like to express our gratitude to the Architectural Services Department of the Government of the Hong Kong Special Administrative Region for initiating the POSsible! Public Open Space Design Lab project, One Bite Design Studio Limited and Neighbourhood Innovation Lab by Architecture Commons for their excellent execution. We would also like to thank the sponsor, Create Hong Kong (CreateHK) of the Government of the Hong Kong Special Administrative Region, for making this project possible. As the Design Thinking Advisor, Hong Kong Design Centre believes this meaningful design-led project will empower and create value for all stakeholders of public open space.

Following the success of the POSsible! Design Thinking Workshop Series and the POSsible! Symposium, we hope this Design Guide and the Design Thinking Toolkit will inspire innovation and creativity in public open space design in Hong Kong. With the collective efforts of government bodies, professionals, and users to redesign public open spaces, Hong Kong can become a more lovable and liveable city.

衷心感謝香港特別行政區政府建築署展開「空間大可能！」項目，以及一口設計工作室及 Architecture Commons 鄰里關係研究所精心策劃並執行。同時感謝香港特別行政區政府「創意香港」的贊助，讓這個項目得以實現。作為設計思維顧問，香港設計中心相信這個別具意義的設計項目，將為公共空間的所有持份者賦能並創造價值。

繼早前成功舉辦的「空間大可能！設計思維工作坊」和「空間大可能！公共空間設計研討會」，我們期望這本設計指南和設計思維工具包，能夠為啟發更多創新和創意靈感，促進香港公共空間設計的改進。集合政府機構、專業人士和使用者之力，共同重新設計公共空間，香港將成為一個更可愛、更宜居的城市。

Ms. Sam Lam
Director of Business Development & Projects
Hong Kong Design Centre
Design Thinking Advisor for POSsible!

林美華女士
業務發展及項目總監
香港設計中心
「空間大可能！」設計思維顧問

ONE BITE DESIGN STUDIO CO-FOUNDER AND DESIGN DIRECTOR MS. SARAH MUI

一口設計工作室
共同創辦人及設計總監

梅詩華女士

Public open spaces are the lungs of the city. They are where we come together to connect, places that reflect the aspirations of our society. This holds truism, especially in dense, fast-paced cities like Hong Kong. Public open spaces contribute enormously to the liveability and well-being of the community. I vividly remember how our Field Survey interviewees revealed spaces like Sitting-Out Areas often served as "extended living rooms" to escape their crowded homes.

After conducting rigorous research on best practices and observing the success of the POSsible! Design Thinking Workshop Series and the POSsible! Symposium, I am thrilled to introduce the POSsible! Design Guide. As a constantly evolving city, Hong Kong needs a design guide that can inspire and shape public open spaces that meet the needs of its communities both now and in the future. I hope this guide can serve as a valuable resource for those looking to collaborate on the development of public open spaces in Hong Kong.

But more to that, this guide is a call to action that reminds us of the crucial role public open spaces play in creating a healthy, liveable, and sustainable city. It emphasises the need for people-centred design and encapsulates the transformative power of design thinking to drive positive change in the development of public open spaces.

在人口稠密、繁忙急速的城市如香港，公共空間是一個喘息的空間，因而人們在這裏會聚在一起、互相連結，同時是反映我們對社會有何渴求的地方。它對於造就一個宜居的城市、改善人們生活質素尤其重要——我記得，做實地考察時，曾經有不止一位使用者對我們說，在擠迫的居住環境生活，這些休憩地方就有如從居所延伸出來的「客廳」。

經過研讀本地和海外的成功案例、公共空間設計及管理的最佳典範，以及從「空間大可能！設計思維工作坊」和「空間大可能！公共空間設計研討會」獲得的珍貴成果，我很榮幸在這裏為你們介紹「空間大可能！設計指南」。城市會隨著時間不停進化，公共空間亦需要不斷進步，在滿足社區當前需要的同時，亦能未雨綢繆，為未來做好準備。一本具前瞻性、啟發性的設計指南，可以推動公共空間更令人嚮往。我衷心希望，這本設計指南將會成為大家在往後一起發展香港公共空間時的重要資源。

除此以外，「空間大可能！設計指南」亦有號召行動的使命。它提醒我們公共空間是建立一個健康、宜居、可持續城市的重要元素；它亦作為一個指引，強調人本設計的重要性，並帶出善用設計思維可為公共空間帶來超越想像的可能。

Finally, I would like to express my heartfelt appreciation to an incredible team from our project proponent, the Architectural Services Department of the Government of the Hong Kong Special Administrative Region, our Implementation Consultant, Neighbourhood Innovation Lab by Architecture Commons, our sponsor, Create Hong Kong of the Government of the Hong Kong Special Administrative Region, and Hong Kong Design Centre, our Design Thinking Advisor, all workshop and symposium participants, guest speakers, project collaborators, the Think Tank panel, and the review panel. Thank you for going the extra mile; reaching these significant milestones would have been difficult without your support.

最後，我衷心感謝出色的項目團隊，從項目發起人香港特別行政區政府建築署，到執行顧問 Architecture Commons 鄰里關係研究所、贊助單位香港特別行政區政府「創意香港」，再到我們的設計思維顧問香港設計中心，以及所有工作坊和研討會的參與者、演講嘉賓、項目合作者、智庫小組和評審小組。你們的付出與支持對邁向「令人嚮往的公共空間」奠定了基礎。

Ms. Sarah Mui
Co-founder and Design Director
One Bite Design Studio
Design Guide Consultant for POSsible!

梅詩華女士
共同創辦人及設計總監
一口設計工作室
「空間大可能！」設計指南顧問

NEIGHBOURHOOD INNOVATION LAB BY ARCHITECTURE COMMONS DIRECTOR & FOUNDER MR. ERIC HO

鄰里關係研究所 創辦及合夥人

何力輝先生

POSsible! Public Open Space Design Lab has presented a tremendous and unique opportunity to explore how we can work with various stakeholders to define a new way of creating a people-centred public open space, from process to design.

It is truly novel and innovative for the Architectural Services Department of the Government of the Hong Kong Special Administrative Region to work with the project consultant team and many other stakeholders. With this POSsible! Design Thinking Toolkit and Design Guide, they can collectively design the process and best practices that expand beyond the normal scope of design.

Together with the Design Guide Consultant, we developed a framework based on **10 Good Design Led Values**. Diligently, we explored ways to help enhance the processes of engaging users, stakeholders, and teams and leverage design strategies and parameters to further enhance the values we have defined.

The Design Guide Consultant and Implementation Consultant teams collaborated seamlessly to create the necessary output for this project. The project not only meets the requirements outlined in the project brief, but goes above and beyond. Together, they worked with many stakeholders to listen, define, co-create, verify, and test different aspects of the Design Thinking Toolkit and the Design Guide.

「空間大可能！」是一個獨特的機會，探索與不同的持份者合作的方式，從過程到設計定義如何營造以使用者為中心的公共空間。

是次項目香港特別行政區政府建築署與顧問團隊和很多不同持份者合作，透過「空間大可能！設計思維工具包」及「空間大可能！設計指南」，釐定了一個超越正常設計流程的創新方式。

我們與設計指南顧問一起，透過**十項優秀設計價值**形成了基礎的框架。我們共同努力探索如何幫助促進使用者、持份者、團隊參與的過程，然後利用設計策略進一步深化我們最初定義的價值。

這是一個跨越執行顧問及設計指南顧問兩個團隊的並肩協作過程，以達到項目所需的要求。但我們兩個團隊不僅滿足項目要求，而且超越項目所需，與眾多持份者一起傾聽、定義、共創、驗證和測試「設計思維工具包」和「設計指南」的應用。

We firmly believe this kind of cross-disciplinary collaboration among different design practitioners and diverse experts leads to the emergence of new ideas. Although we sometimes joke about these activities being "extra-curricular", we believe this type of collaboration builds an early prototype for new standards and processes in private and public sectors. Therefore, we should emphasise, encourage, cultivate and excel in such synergy.

Hong Kong is an exceptional place for practising civic and urban innovation. We are grateful to have worked with an incredible team from our project proponent, the Architectural Services Department, our Design Guide Consultant, One Bite Design Studio, our sponsor, Create Hong Kong of the Government of the Hong Kong Special Administrative Region, and Hong Kong Design Centre, our Design Thinking Advisor. We will embrace this unique experience and find ways to apply it to other projects in Hong Kong and beyond.

我們堅信,正是這種與不同設計專業和其他專業之間的跨界別合作,才能湧現出新的想法。有時我們會開玩笑說這是「課外活動」。但這種合作形成了公私營團體合作的新標準和流程的雛型,應該獲得強調、鼓勵、培養和繼續改善。

香港是實踐這種社區和城市創新的獨特之地,我們很高興能與一個非常有能力團隊合作,從項目發起人香港特別行政區政府建築署到設計指南顧問一口設計工作室,贊助單位香港特別行政區政府「創意香港」,再到我們的設計思維顧問香港設計中心。我們會將這次特殊經歷,想方設法將它們推廣到香港及其他地區的項目。

Eric Ho
Director & Founder
Neighbourhood Innovation Lab by
Architecture Commons
Implementation Consultant for POSsible!

何力輝
創辦及合夥人
Architecture Commons
鄰里關係研究所
「空間大可能!」執行顧問
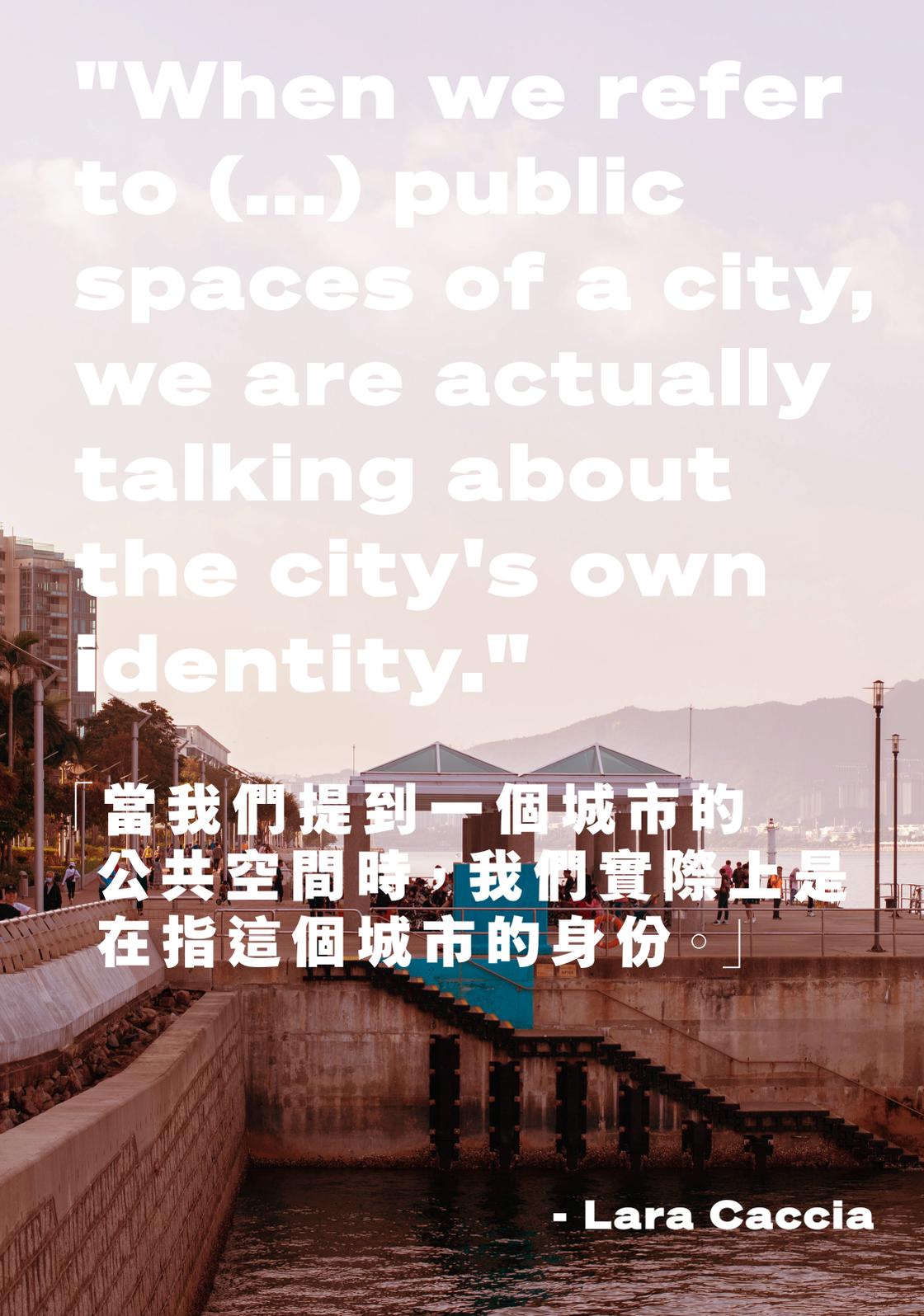
"When we refer to (...) public spaces of a city, we are actually talking about the city's own identity."

當我們提到一個城市的
公共空間時，我們實際上是
在指這個城市的身份。」

- Lara Caccia

From Good to Desirable -

Design Innovation for People-Centred Public Open Spaces

由「好」到「令人嚮往」- 以人為本創新公共空間設計

EXECUTIVE SUMMARY
行政綱領

1 POS MATTERS IN ITS ESSENCE OF "PUBLIC" AND "OPEN".
公共空間的本質是「公共」和「開放」。

Public Open Space (POS) commonly refers to various open areas within the urban environment that are essentially free for the general public to access, use, and enjoy.

POS is public as it is where public life takes place, allowing everyone to interact with each other as equals. It serves various purposes beyond recreation, improving the quality of life for everyone and helping to build communities in our city.

POS is open as it is accessible to the public and is located outdoors, away from concrete buildings. It provides users with not only large active spaces for activities but also passive leisure spaces in an environment closer to natural elements. Transforming POS from good to desirable is an important process in the future of a sustainable Hong Kong.

公共空間泛指城市環境中的各種開放、免費供公眾進入、使用和享受的用地。

公共空間是公眾日常生活的地方，每個人都可以平等地交流。它有多種用途（遠不止休憩），還可以提升我們的生活品質，並構建社區。

公共空間是開放的，是位於建築物外、並對公眾開放的室外空間。它不僅為使用者提供大型的動態活動空間，亦提供更接近自然環境的靜態休憩場地。將「好」的公共空間變成「令人嚮往」的公共空間，是香港未來可持續發展的重要過程。

2 POS USERS ARE DIVERSE AND HAVE EVOLVING NEEDS.
公共空間的使用者多元化，其需求亦不斷演變。

Users are the key element and undeniably the starting point for discussing POS. They differ by age, gender, mobility, ethnicity, and purpose of visit. A **desirable POS** design is rooted in a thorough understanding of users' diverse expectations, experiences and aspirations, which may change over time. A responsive and human-centred POS is needed for the constantly changing communities and environments.

要討論公共空間，使用者是關鍵的先決要素。不同年齡、性別、流動性、種族和使用目的的使用者，存在著本質上的差異。**令人嚮往的公共空間**設計，應建基於他們不同的期望、體驗和願望；而這些期望、體驗和願望亦可能隨時間而改變。在不斷變化的社區和環境下，能夠迅速回應社區需要、以人為本的公共空間是重要的。

3   POSSIBLE! DESIGN GUIDE DRIVES INNOVATIVE POS THAT EVERYONE CAN ENJOY.
「空間大可能！ 設計指南」推動創新的公共空間以供每個人享受。

This Design Guide aims to provide principles and implementation approaches that enable everyone to enjoy our POS to the fullest.

However, the Design Guide is not a checklist for completing a POS project. It offers suggestions for innovative design ideas and processes that ensure POS includes and responds to users. Innovation is the key to a successful, desirable POS, which can drive bigger changes and build more pleasant neighbourhoods.

本設計指南的目的是提供設計原則和實踐方法，讓每個人都能充分享受公共空間。

然而，本指南並不是發展公共空間的項目清單。它是關於創新設計理念和流程的建議，以確保設計公共空間時能容納並回應使用者的意見。創新是建立美好公共空間的關鍵，同時亦可推動更大的變化、建設更令人樂在其中的社區。

4   POSSIBLE! DESIGN GUIDE IS NOT ONLY FOR POS-RELATED GOVERNMENT DEPARTMENTS, BUT ALSO THE GENERAL PUBLIC.
「空間大可能！ 設計指南」不僅適用於與公共空間相關的政府部門，也適用於市民大眾。

The intended audience of this Design Guide includes various POS-related government departments involved in POS planning, design and management. The Design Guide can inform the decision-making throughout the lifecycle of a POS project and facilitate discussion and communication by ensuring everyone is on the same ground.

Besides government departments, the Design Guide is also intended for public use. The general public could use this guide as a starting point to engage in the POS development process with a better understanding of POS. It can also guide the general public to ask more effective and actionable questions to improve the feedback mechanism in the operation of POS.

本設計指南的讀者包括與公共空間相關（參與、規劃、設計和管理）的各個政府部門。它可在發展公共空間項目時幫助決策，讓每個持份者都在相同的基礎上討論和交流。

本指南也可供公眾使用。公眾可透過本指南了解更多關於公共空間的知識，以便參與發展公共空間的過程。它亦可引導公眾提出更有效和可行的問題，優化公共空間的營運。

5 6 SIMPLE STEPS TO ADOPT POSSIBLE! POS DESIGN METHODOLOGY IN POS PROJECTS.
六個簡單的步驟來應用「空間大可能！設計指南」的設計方法。

We encourage you to follow these 6 simple steps to adopt the POSsible! POS Design Methodology in your Project:

1. Define the POS type you are or will be working on (Vol. 1 Ch 5.1).

2. Check your project stage in the Workstage Table (Vol. 1 Ch 5.3).

3. Gain an understanding of the current usage and condition of the POS or site. (Design Thinking Toolkit - POS Action Combo A).

4. Identify and engage your stakeholders (Vol. 1 Ch 5.4 + Design Thinking Toolkit - POS Action Combo B) and consider which Good-led Values are applicable (Vol. 1 Ch 6.3).

5. Select appropriate Design Strategies (Vol. 2 Ch 3), and browse through the archive of case studies for practical tips and references (Vol. 2 Ch 4).

6. Conduct regular reviews with stakeholders and evaluate your POS design using suitable tools (Vol. 3 Ch 3.3 + Design Thinking Toolkit - POS Action Combo E).

我們鼓勵你依照以下六個簡單步驟，在項目之中應用「空間大可能！」的公共空間設計方法：

1. 定義你現在或將要開展工作的公共空間類型作出定義（第一冊第 5.1 章）。

2. 以工作進程表（第一冊第 5.3 章）來檢視你當下的工作階段。

3. 了解公共空間或場地當前的使用情況及狀態（設計思維工具包 - 公共空間行動組合 A）。

4. 促導各持份者的參與（第一冊第 5.4 章 + 設計思維工具包 - 公共空間行動組合 B），並一同思考如何選擇「優秀設計價值」（第一冊第 6.3 章）。

5. 選擇合適的設計策略（第二冊第 3 章）。瀏覽案例的檔案以獲取實際的提示和參考（第二冊第 4 章）。

6. 與持份者定期審視並評估你的公共空間設計項目（第三冊第 3.3 章 + 設計思維工具包 - 公共空間行動組合 E）。

6 THE VERY HONG KONG POS.
非常「香港」的公共空間。

Apart from being "public" and "open", "space" is also essential for a POS. Hong Kong's limited land supply and high-density urban context make POS unique, as they can support functions and purposes that should be acquired in home settings. However, POS are also limited in terms of competition for space.

As our city evolves, so do our needs and expectations for POS. To optimise the potential of POS, there is growing discourse around incorporating other open spaces, such as streets, back alleys, riverside promenades, pedestrian crossings, and even underutilised spaces beneath flyovers, as part of our cities' POS. In addition to serving leisure and recreational purposes, POS are increasingly seen as part of a city's climate and conservation strategy, as well as a key ingredient in forming a citywide network and strengthening urban resilience from a future-oriented perspective.

Although this Design Guide focuses on specific POS types, it can still be applied to other open spaces and engaged in the discussion. We hope this Design Guide can be the starting point for looking beyond the boundaries of POS sites to co-create better urban public environments.

除了「公共」和「開放」之外,「空間」也是重要的元素。公共空間在香港有限的土地供應和高密度的城市環境下,形成了獨特的發展生態。相比其他地方,香港的公共「空間」更為珍貴,它甚至可以支援家居環境中的功能和用途。

隨著城市的發展,我們對公共空間的需求和期望也不斷改變。為發揮公共空間更大的可能性,一些未充分利用的空間,例如街道、後巷、河濱長廊、行人過路處、甚至天橋底,都是潛在的公共空間。同時,除了康樂及休憩用途外,公共空間正慢慢被視作城市氣候和保育策略的一部分,也是形成城市網絡和加強城市韌性的關鍵因素。

雖然本設計指南集中於特定類型的公共空間,但它仍可應用於其他公共空間的討論及實行。希望本設計指南可以超越公共空間,並作為共同創造更美好的公共環境的第一步。

"Diversity is like being invited to a party; inclusiveness is like being invited to dance."

「多元就像是獲邀出席派對，但共融則像是獲邀共舞。」

- Vernā Myers

POSsible!
Overview

「空間大可能！」計劃概述

PROJECT BACKGROUND
計劃背景

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┌─────────────────────────┐
│  Literature Review      │
│  文獻研究               │
└─────────────────────────┘
┌─────────────────────────┐
│  Case Study             │
│  案例研究               │
└─────────────────────────┘
┌─────────────────────────┐
│  Design Thinking        │
│  Workshop Series 1      │
│  設計思維工作坊系列(一) │
└─────────────────────────┘
┌─────────────────────────┐
│  Field Survey           │
│  實地考察               │
└─────────────────────────┘

       Good Design-led
       Framework
       優秀設計框架

┌─────────────────────────┐
│  Design Thinking        │
│  Workshop Series 2      │
│  設計思維工作坊系列(二) │
└─────────────────────────┘
┌─────────────────────────┐
│  POSsible! Symposium    │
│  空間大可能!           │
│  公共空間設計研討會     │
└─────────────────────────┘
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**POSSIBLE!
DESIGN GUIDE
「空間大可能!
公共空間設計指南」**

**POSSIBLE!
DESIGN THINKING
TOOLKIT
「空間大可能!
設計思維工具包」**

POSsible! Public Open Space Design Lab is a cross-sectoral design empowerment initiative that began in August 2021. Its goal is to explore innovative design opportunities to reinvent public open space (POS) in Hong Kong using Design Thinking. This initiative focuses on designing future POS in high-density cities, emphasising sustainable development and improving residents' quality of life.

A set of tailor-made Design Thinking Toolkit and Design Guide has been developed under the **Good Design-led Framework**. It promotes a participatory process to guide sustainable POS development.

The initiative is organised by the Architectural Services Department of the Government of the Hong Kong Special Administrative Region (ArchSD), with funding support from Create Hong Kong (CreateHK), an office established by the Government of the Hong Kong Special Administrative Region to spearhead the development of creative industries in Hong Kong. The Hong Kong Design Centre (HKDC) is the Design Thinking Advisor for this initiative, while Neighbourhood Innovation Lab by Architecture Commons and One Bite Design Studio are commissioned as the Implementation Consultant and Design Guide Consultant, respectively.

「空間大可能!」是一個跨界別設計工作小組,自2021年開始,致力透過設計思維重新發展香港公共空間,探討並發掘創新的設計意念。這個項目聚焦於高密度城市的未來公共空間設計,特別強調可持續發展及提升市民的生活質素,當中依據「優秀設計框架」,促使公眾參與主導可持續發展的公共空間,繼而推出一套度身訂造的「設計思維工具包」和一份「設計指南」。

此項目由香港特別行政區政府建築署(以下簡稱建築署)主辦,蒙一直支援香港創意產業發展的香港特別行政區政府專責辦公室「創意香港」贊助。另外,項目亦分別委託了香港設計中心為設計思維顧問、Architecture Commons 鄰里關係研究所為執行顧問及一口設計工作室為設計指南顧問。

This project investigated 6 common POS types in Hong Kong: Sitting-Out Area, Public Play Space, Plaza, Public Park, Waterfront Promenade, and Country Park. A total of 24 POS sites in Hong Kong were selected for the Field Survey (November to December 2021), and 12 of them (2 each from the 6 POS types) were shortlisted for 2 series of POSsible! Design Thinking Workshops (November 2021 to September 2022).

During the Field Survey, POS ambassadors observed the current usage patterns of the 24 POS sites and the behaviours and interactions of various user groups with common POS elements. They identified the essential elements that suit user needs in different POS types. Literature Review and Case Studies were conducted in parallel to review relevant local and overseas best practices, guidelines, research projects, and business models related to various POS.

Meanwhile, the 8 workshops in POSsible! Design Thinking Workshop Series 1 identified key pain points faced by the public, government departments, professionals, and businesses when using the 6 POS types. To synthesise and localise theory, experience, observation, and engagement, the UN-Habitat Dimensions for Quality Public Open Space Assessment were used to form the **Good Design-led Framework** for POS based on the context of Hong Kong.

是次研究包括六種公共空間，包括郊野公園、休憩處、廣場、海濱長廊、公共公園及公共遊樂場。我們從中挑選了 24 個公共空間，於 2021 年 11 月至 12 月期間作實地考察，其中 12 個空間（每種公共空間類別均有兩個案例），則選為 2021 年 11 月至 2022 年 9 月舉辦「設計思維工作坊系列（一）及（二）」的背景資料。

在實地考察期間，公共空間大使針對現時二十四個公共空間的使用模式、使用者的行為及使用者之間的社群互動進行觀察，判斷哪些公共空間的基本元素更符合某類型公共空間使用者所需。透過探討文獻及案例，我們審視了本地及海外各類公共空間的最佳實踐、指引、研究工作及作業模型。同時，「設計思維工作坊系列（一）」的八場工作坊就使用及管理香港六種公共空間上，蒐集了公眾與不同的政府部門、專業人士和行業遇到的問題。其後，我們參照聯合國人居署優質公共空間評核範疇，制定適合香港本土的「優秀設計框架」，着力融合理論與經驗、觀察與實踐。

Field survey and street polling from November to December 2021

2021 年 11 月至 12 月的實地考察及意見調查

Project Background | 計劃背景 **4.1**

POSsible! Week from August to September 2022

2022 年 8 月至 9 月的「空間大可能！大行動週」

From August to September 2022, the organisers launched POSsible! Weeks to catalyse collaboration between the 3 key stakeholders: the government, the industry, and the public. It included the POSsible! Design Thinking Workshop Series 2 and the POSsible! Symposium - POS Design.

During the workshops, planning professionals and design practitioners were invited to delve into the practical issues on POS policies and design. They were also invited to review the POSsible! Design Guide and POSsible! Design Thinking Toolkit. Each workshop kicked off with speakers from Hong Kong and overseas presenting case studies for discussion.

The POSsible! Symposium, another highlight event, gathered international speakers from a variety of professions to discuss Design Thinking and POS innovations in Hong Kong. The symposium facilitated dialogues between the global and local speakers and included a sharing session to exchange ideas on the POSsible! Design Guide and POSsible! Design Thinking Toolkit to formulate better strategies to design POS.

在 2022 年 8 月至 9 月的「空間大可能！大行動週」，我們為促進政府、業界及公眾三大持份者交流合作，舉辦了「設計思維工作坊系列（二）」及「空間大可能！公共空間設計研討會」。工作坊邀請了專業的規劃師及設計師一同探討公共空間的制度及設計實踐，從而進一步審視「空間大可能！設計指南」及「空間大可能！設計思維工具包」的內容，每節工作坊均邀請到本地及海外講者作案例分享和討論。而另一焦點活動「空間大可能！公共空間設計研討會」則匯集香港及海外不同界別的專家作深入對談，闡述設計思維及香港公共空間的創新設計，並於其中一分享環節中交流對於「空間大可能！設計指南」及「空間大可能！設計思維工具包」的想法，以及推展公共空間設計的良方。

DESIGN GUIDE AND DESIGN THINKING TOOLKIT
設計指南及設計思維工具包

The POSsible! Design Guide and POSsible! Design Thinking Toolkit share the same core values and framework, and aim to provide comprehensive guidance and assistance for designing desirable POS with design thinking and innovative approaches.

The POSsible! Design Guide comprises 3 volumes and an interactive web platform. It provides a set of guidelines that advocates for a people-centred approach when designing a desirable and inclusive POS. Supplemented with ample case studies and worksheets, the Design Guide is formulated to accompany users through different phases of POS projects.

The POSsible! Design Thinking Toolkit applies the design thinking methodology to POS projects through a 3-component framework. It aids POS practitioners in forming a set of actions and tools that best suits the project's needs. The different combinations of actions and tools guide practitioners to better understand the dynamics between the teams, POS users, and stakeholders in the design process.

The Design Thinking Toolkit is specifically designed for POS projects but its usage can be extended into other types of projects. Furthermore, It enables a sustainable process to build the team's culture and capability towards adopting, developing or implementing an innovative and experimental methodology. Use in conjunction with the POSsible! Design Guide can achieve greater design results.

「空間大可能！設計指南」及「空間大可能！設計思維工具包」建基於相同的理念及框架，為使用者提供全面的策略引導，輔助團隊以設計思維創新公共空間設計。

「空間大可能！設計指南」包括三份小冊子及一個互動網上平台，裏面提供了一套設計導引，提倡採用以使用者為本的方式達至令人嚮往而共融的公共空間設計。其中亦附帶各種參考案例及工作紙，協助應付不同工作階段的需求。

「空間大可能！設計思維工具包」就公共空間項目中應用設計思維，規劃了一個具備三種原素的框架。這是一個可靈活調整的互動工具包，協助從事公共空間項目工作的人士，根據項目所需，尋找最為合適的行動和工具。透過組合不同行動和工具，能夠增進不同團隊成員的能力，讓他們更了解公共空間項目中的團隊、持份者及使用者之間的互動。

雖然「設計思維工具包」專為公共空間項目而設，但也可以應用於其他類型的項目。這套工具包更能讓項目團隊持續地建立其文化和能力，以實現一套創新和富實驗精神的管理模式。結合這套工具包與「空間大可能！設計指南」一併使用，有助達至更佳設計成果。

Apart from the core values shared, the Design Guide and Design Thinking Toolkit support each other in detail. The applicable design strategies in the Design Guide can lead everyone to corresponding action combos that facilitate the design process in the Design Thinking Toolkit. Detailed tools are also linked with design considerations in the elaboration of the Design Guide. With the two linked closely with each other, one can discover an innovative Design Thinking process interwoven in POS development.

「空間大可能！設計指南」及「空間大可能！設計思維工具包」除了建基於相同理念，同時亦相輔相成。「設計指南」內每一個設計策略都有相應的「公共空間行動組合」，幫助使用者推進設計過程。而「設計指南」的內文亦有明確標示出適用的設計思維工具供使用者參考。兩者互相緊扣，定能助你以設計思維推動創新的公共空間設計。

Ingredient 1
Discover with Users
原素1
與使用者探索需求

Ingredient 3
Deliver Innovation
with Teams
原素3
與團隊實踐創新理念 →

Ingredient 2
Define & Develop
with Stakeholders
原素2
與持份者定義和構想

ON PROCESS 基於過程 →

STRATEGY 策略 → DESIGN PARAMETERS 設計要素

ON DESIGN 基於設計 →

3
Aspects
個層面

10
Good Design-Led Values
優秀設計價值

Design Guide
設計指南

Design Thinking Toolkit
設計思維工具包

Designing Desirable &
Inclusive POS
設計理想而共融的公共空間

Understanding Users,
Stakeholders and Team in
the design process
了解公共空間項目中各方的動態，即
使用者、持份者及團隊

POS Design 101

公共空間設計 101

ALL ABOUT POS
關於公共空間

SPECTRUM OF POS IN HONG KONG
香港的公共空間類型

The concept of POS is broad and complex. While it commonly refers to a variety of open areas within the urban environment that are essentially free for the general public to access, use, and enjoy, it also has different interpretations depending on the context. Dimensions such as scale, ownership, facilities provisions, functions and activities permitted in the space are often used to frame the definitions of POS. On some occasions, there could be overlapping or even conflicting interpretations of POS, each with different stipulations on POS design, provision and management.

For instance, in the Chapter 4 of the Hong Kong Planning Standards and Guidelines (HKPSG), the definition of Open Space (OS) is a statutory land use zone for the provision of OS and recreation facilities for the enjoyment of the general public, which includes parks, gardens, sitting-out areas, and waterfront promenades. Therefore, it does not include open spaces in country parks and coastal protection areas dedicated to conservation. However, the concept of Public Open Space in Private Developments (POSPD) elaborated by the Development Bureau , the definition of POS centres on ownership, management responsibilities and usage rights. The spectrum of POS definitions in Hong Kong reflects the various roles among different parties in POS provision.

As our city evolves, so do our needs and expectations for POS. In addition to serving leisure and recreational purposes, POS are increasingly viewed as part of our cities' climate and conservation strategy and a key ingredient in strengthening urban resilience. To optimise the potential of POS, there is a growing discussion around incorporating other open spaces, such as streets, alleys, riverside promenades, and even underutilised spaces beneath flyovers, into our cities' POS.

公共空間的概念廣闊而複雜。一般而言，公共空間是指在城市中一些公眾可以免費進入、使用和享受的開放場所，但在不同脈絡、環境之下，人們對它的理解亦可能有所不同。公共空間的定義常構建於空間的規模、擁有權、設施的供應、功能、以及可容許的活動等維度之下。不同類型的公共空間均對其設計、供應和管理有著不同的詮釋。在某些情況下，這些公共空間的詮釋，可能互有重疊、甚至衝突。

例如在《香港規劃標準與準則》第四章中，公共空間主要指的是一個法定土地用途地帶，用以提供休憩用地及康樂設施，供公眾享用，例如公園、花園、休憩處、海濱長廊等空間。因此，郊野公園和海岸保護區的戶外自然保育用地在規劃上一般不被視為公共空間。然而根據發展局的闡述，「私人發展公眾休憩空間」[1]，公共空間的定義主要聚焦其擁有權、管理責任，以及公眾的使用權。不同的公共空間定義反映了本港不同機構就提供公共空間的複雜角色。

隨著城市的發展，我們對公共空間的需求和期望也在不斷改變。除了康樂及休憩用途外，公共空間正慢慢被視作城市氣候和保育策略的一部分，以及加強城市韌性的關鍵因素。為發揮公共空間更大的可能性，愈來愈多討論建議把一些未充分利用的空間例如街道、河濱長廊、甚至天橋底，納入為潛在的公共空間。

[1] For more details, please refer to Public Open Space in Private Developments Design and Management Guidelines published by the Development Bureau. 詳情可參考發展局制定的《私人發展公眾休憩空間設計及管理指引》。

ALL ABOUT POS
關於公共空間

POS TYPES IN THIS GUIDE
本設計指南的公共空間類型

While there are varied systems of POS classification in Hong Kong, this project focuses on the 6 POS types that ArchSD implements, as shown below in ascending order of size:

目前，香港有許多不同的公共空間分類系統。本指南主要著重於六種由建築署規劃的六種公共空間類型，並按規模排列如下：

1 Sitting-Out Area
休憩處

2 Public Play Space
公共遊樂場

3 Plaza
廣場

4 Public Park
公共公園

5 Waterfront Promenade
海濱長廊

6 Country Park
郊野公園

As these 6 POS types can vary widely based on factors such as size, location, managing organisation, and user group, a thorough understanding is necessary to define their characteristics and roles in the urban fabric and thus help create specific design solutions and concepts.

由於六種公共空間的大小、地點、管理機構及使用者種類大相逕庭，整全的理解可以幫助我們設下特定的設計方案及概念，以釐定該公共空間在城市脈絡之中的特性及角色。

1 SITTING-OUT AREA
休憩處

Relatively small plot of open area dotted all over Hong Kong. It is a common way to utilise left-over spaces in densely built residential areas and commercial areas.

Common Names:
Rest Garden, Civic Triangle, Pet Garden

Size: <0.5ha

Designed by:
ArchSD, Leisure and Cultural Services Department (LCSD), private developers, design consultants

零散分佈在香港各處、範圍較小的開放空間，常見於密集的商業或住宅區之中，由剩餘土地轉化而成。

通用名稱：
休憩花園、康民角、寵物公園

面積： <0.5 公頃

設計者：
建築署、康樂及文化事務署、私營發展商、設計顧問

2 PUBLIC PLAY SPACE
公共遊樂場

Open area with recreational, community-based facilities and equipment designated for play.

Common Names:
Children's Playground, Elderly Fitness Corner, Fitness Area, Playscape

Size: <1.0ha

Designed by:
ArchSD, LCSD, Hong Kong Housing Society (HKHS), Hong Kong Housing Authority (HKHA), quasi-governmental organisations, design consultants

供遊戲玩樂、配備社區設施和遊戲設備的開放空間。

通用名稱：
兒童遊樂場、長者健體園地、遊戲地景

面積： <1.0 公頃

設計者：
建築署、康樂及文化事務署、香港房屋協會、香港房屋委員會、半公營機構、設計顧問

3 **PLAZA**
廣場

Open area next to, or surrounded by, landmarks and signature buildings, such as shopping malls, railway stations, or cultural institutions.

在建築地標旁的開放空間，例如商場、鐵路車站、文化機構。

Common Names:
Square, Civic Square, Court, Podium, Platform

通用名稱：
坊、文娛廣場、場、平台、地台

Size: <0.5ha

面積： <0.5 公頃

Designed by:
ArchSD, LCSD, HKHS, HKHA, quasi-governmental organisations, private developers, design consultants

設計者：
建築署、康樂及文化事務署、香港房屋協會、香港房屋委員會、半公營機構、私營發展商、設計顧問

Sitting-Out Area
休憩處

Public Play Space
公共遊樂場

Plaza
廣場

4 PUBLIC PARK
公共公園

"Green lung" within urban areas that serve the district and local needs.

Common Names:
Urban Park, Urban Fringe Park, Neighbourhood Park, Garden

Size: <1.0ha

Designed by:
ArchSD, LCSD, quasi-governmental organisations, design consultants

通常作為市區的「綠肺」，以滿足當區的需要。

通用名稱：
市區公園、市區邊緣公園、社區園圃、花園

面積： <1.0 公頃

設計者：
建築署、康樂及文化事務署、半公營機構、設計顧問

Public Park
公共公園

Waterfront Promenade
海濱長廊

Country Park
郊野公園

POS Types in This Guide｜本設計指南的公共空間類型　　5.1

5 WATERFRONT PROMENADE
海濱長廊

Linear or elongated leisure walkway or flexible activity space along the water edge, usually with views to special features, such as panoramic harbour night views and spectacular skylines.

線性或細長、位於沿岸的休閒步道及活動空間，通常可以欣賞到海港夜景和壯觀的天際線。

Common Names:
Foreshore Walk, Promenade Walk, Harbourfront Promenade, Boardwalk

通用名稱：
前濱、河畔公園、海濱長廊、步行道

Size:
>1.0ha

面積：
>1.0 公頃

Designed by:
ArchSD, Civil Engineering and Development Department (CEDD), LCSD, design consultants

設計者：
建築署、土木工程拓展署、康樂及文化事務署、設計顧問

6 COUNTRY PARK
郊野公園

Large area of natural landscape designated for nature conservation, countryside recreation and outdoor education.

大範圍的自然環境，一般作自然保護區、郊野康樂及戶外教育之用。

Common Names:
National Park, Walking Trail, Family Walk, Nature Reserve

通用名稱：
國家公園、步行徑、家樂徑、自然保護區

Size:
Smallest - 47ha; Largest - 5,646ha

面積：
最小 47 公頃；最大 5,646 公頃

Designed by:
ArchSD, Agriculture, Fisheries and Conservation Department (AFCD), design consultants

設計者：
建築署、漁農自然護理署、設計顧問

"Public space is a very important aspect of a good and well functioning city."

公共空間是一個優質且健全城市的重要一環。

- Jan Gehl

"People are not customers but stakeholders of an open space."

「市民並不只是公共空間的顧客，而是當中的持份者。」

- Field Survey Interviewee 實地考察受訪者

ALL ABOUT POS
關於公共空間

POS USERS
公共空間使用者

The 6 POS types examined in this Guide all serve as important leisure and activity spaces for various users who visit them for different purposes, have different needs and engage with them by different means. We consider users as the key element and the undeniable starting point for discussing different POS types. Before delving into an in-depth discussion, it is crucial to differentiate user groups based on their expectations, experiences, and aspirations.

As part of the project, a Field Survey was conducted in late 2021, covering 24 POS sites across Hong Kong Island, Kowloon, and New Territories. It revealed several key usage patterns among **users who are often overlooked**. These patterns are categorised based on **age, gender, ethnicity, mobility, and user typology.** The surveys revealed that underappreciated user needs and behaviours should also be considered when designing and developing a **desirable POS**.

本指南包含的六種公共空間，都是對各使用者來說重要的休閒和活動空間，他們到訪此處的目的、使用需求和參與方式都不盡相同。由於使用者是設計公共空間的關鍵起始點，因此我們需要根據使用者的期望、經驗和願望來區分出不同的使用者群組，以便日後的深入討論。

我們於 2021 年底在港島、九龍和新界的 24 個公共空間進行了實地考察，了解使用者的主要使用模式。根據使用者的**年齡、性別、種族、流動性和類型**，我們再為這些**經常被忽視的使用者的使用模式**進行分類。調查顯示，在設計和發展**令人嚮往的公共空間**時，應考慮被低估的使用者需求和行為。

1 AGE 年齡

a) Children 小孩

Children are the primary users of Public Play Spaces, but they are under-represented in other POS types where there is no or limited play equipment. While some children visit Public Play Spaces daily, most visit 1-3 times a week or only on the weekends. In most cases, children are accompanied by adults. However, some sites are safe enough for parents to leave their children there alone, as one interviewee from the Field Survey stated: "I can leave my children to play there while I go to the wet market." Most children engage in active activities, which occur around recreational facilities.

小孩是公共遊樂場的主要使用者。但在其他沒有康樂設施的公共空間裏，他們會較少出現。有些小孩會每天到訪公共遊樂場，大約每星期一至三次、有時只限周末周日。家長多數在旁，但有些場所相當安全，足以容許家長留下小孩自行遊玩（實地考察時有受訪家長表示「我去街市時，會留下我的小孩在這裏遊玩」）。多數小孩的活動都偏向動態，並圍繞康樂設施。

b) Teenagers 青少年

Teenagers are under-represented in all POS types. Their presence in Sitting-Out Areas is more significant because they may pass by a POS while commuting between school and home. Teenagers are also drawn to recreational facilities, but there is a shortage of amenities designed specifically for this age group.

青少年在所有公共空間類型都缺乏代表性。他們可能在上學或歸家途中路經公共空間，出現在休憩處的機會較高。青少年亦會使用康樂設施，但為他們而設的設施卻很缺乏。

c) The Silver-age 銀髮族

Silver-age users are present in all POS types, especially in the morning. Daily usage is particularly high in Sitting-Out Areas and Waterfront Promenades. They also visit other POS types up to 1-3 times a week. While the silver-age users typically use POS for sitting and resting, they are also interested in other activities. Some respondents suggested expanding recreational facilities.

長者經常出現在各種公共空間，尤其於早上時間，在休憩處和海濱長廊每天都有相當數量的長者使用者。至於其他公共空間的種類，長者到訪的頻密度大約是每星期一至三次。長者在公共空間除了閒坐和休息，也會對其他活動感興趣。有受訪者提議增加康樂設施。

	Children 小孩 (0-12)	Teenagers 青少年 (13-19)	Adults 成年人 (20-39)	Middle-aged 中年人 (40-64)	Seniors 銀髮族 (65+)
Sitting-Out Area 休憩處	6.5%	9.3%	26.9%	28.4%	28.9%
Public Play Space 公共遊樂場	36.9%	4.6%	25.2%	17.4%	15.8%
Plaza 廣場	13.3%	6.1%	42.8%	24.3%	13.4%
Public Park 公共公園	9.8%	4.9%	27.1%	35.6%	22.5%
Waterfront Promenade 海濱長廊	7.2%	3.4%	34.7%	38.0%	16.8%
Country Park 郊野公園	8.1%	7.6%	31.8%	41.5%	11.0%
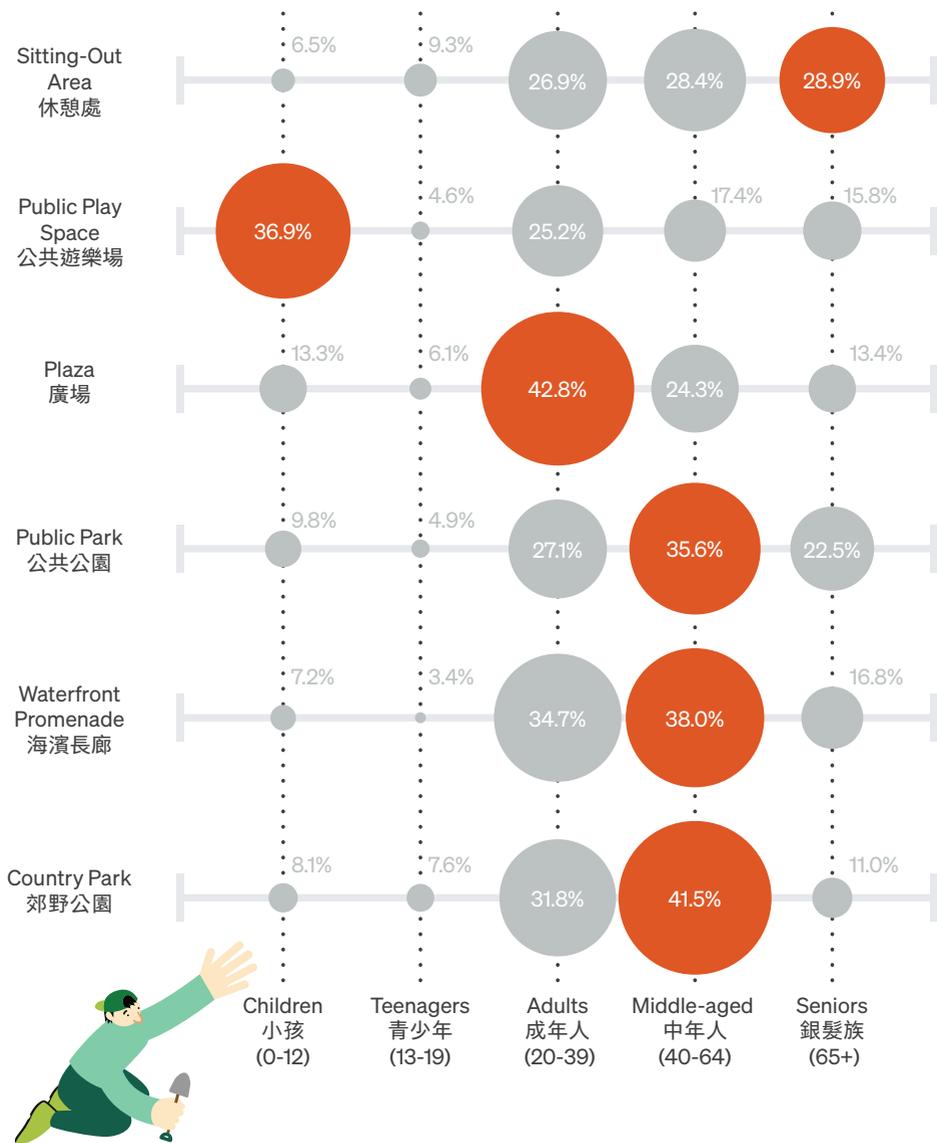
Age Group Distribution among POS Types (in %)
使用者年齡分佈比例 (%)

*Data collected during Field Survey from November to December 2021.
* 2021 年 11 月至 12 月實地考察期間收集的數據。

POS Users | 公共空間使用者 **5.1**

2 GENDER
性別

a) Female 女性

Female users generally have less presence than male users across all 6 POS types, except for Plaza, where foreign domestic workers are regular users. These users self-organise a wide range of activities, from passive to active, and are more concerned about the spatial qualities of the space than the provision of facilities, including issues such as openness and the perception of safety for female users. We also observed that active activities are mostly conducted in groups. This user group values sensory experiences more than others.

除廣場外，女性使用者相對較少出現在其他公共空間。外籍傭工更是定期的使用者。她們會在公共空間自行組織各種不同的活動，動靜態皆有，因此對空間質素的追求比所提供的設施更重要，例如是開放性和安全感。據考察，動態活動多以群體形式進行。另外，女性使用者比其他使用者更重視感官的經驗。

b) Male 男性

Male users dominate certain POS types, especially in Sitting-Out Areas. In addition to general activities such as resting, we observed specific age groups, usually elderly males, participating in special activities such as chess and fishing. These activities are an important part of their social lives, so having these gathering spaces for this group is crucial.

男性使用者在某些公共空間會佔多數，例如休憩處。除了一般活動如閒坐之外，有些特定年齡組別，尤其是男性老年人，會參與一些特別的活動例如下棋和釣魚。這些都是他們社交生活的部份，所以這種聚會空間對他們而言是十分重要的。

c) The Non-binary 非二元性別者

There is a growing call for gender equity in POS, including accepting and including non-binary individuals. POS should be designed to affirm that people of all gender identities belong and are welcomed and supported. This can be achieved through means such as using inclusive language and signs that do not assume only male or female genders, providing gender-neutral facilities, and avoiding assumptions based on traditional masculine or feminine interests.

隨著社會上對性別平等的追求（當中包括接受和包容非二元性別者），公共空間的設計應確保所有人均屬於同一群體，並受到歡迎和尊重。可透過使用包容性的語言和符號、提供不分性別的設施、以及不根據傳統男性或女性的興趣做出假設等方式，來實現性別平等。
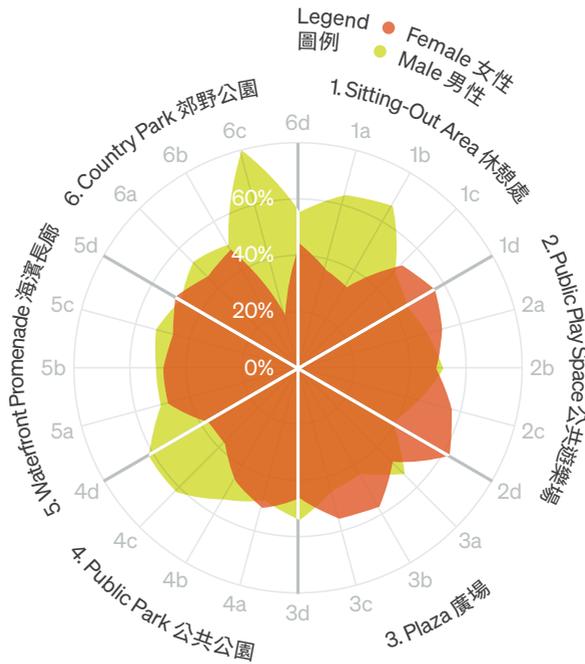
Female Users vs Male Users among POS Types (in %)
各公共空間類型男女使用者比例 (%)

*Data collected during Field Survey from November to December 2021.
* 2021 年 11 月至 12 月實地考察期間收集的數據。

3 ETHNICITY
種族

Non-Chinese ethnic groups are a major user group across different POS types. They are active users with immense creativity to make the space more comfortable. They look for flexible spaces that facilitate social interactions and gatherings in large groups. Amenities and facilities, such as seating, toilets, drinking fountains / bottle filling stations, sheltered areas, sinks or washing areas, are highly valued. However, some interviewees from the Field Survey noted that conflicts between locals and Non-Chinese ethnic groups occasionally arise due to a lack of mutual understanding and empathy regarding cultural activities.

非華語族裔是其中一群重要的使用者，涵蓋各種公共空間。他們是非常活躍的公共空間使用者，甚至會運用各種創意令他們所揀選的公共空間更為舒適。他們常常尋找靈活的空間以進行大型的團體活動和聚會。便利的設施和設備，例如座椅、廁所、飲水器或斟水機、有蓋區、水槽或盥洗區等，是他們使用公共空間的重要考慮因素。另外，有受訪者指出，公共空間所處的社區，偶爾會因對他們的文化活動缺乏理解和同理心而產生矛盾。

4 MOBILITY
行動性

Wheelchair users represent the largest user group among POS users with limited mobility. They are often accompanied by caregivers, rather than travelling alone. These users are willing to spend more time commuting to a more **desirable POS**. For instance, when a Sitting-Out Area cannot fulfil their needs because of uncomfortable accessibility for wheelchair users, they may move to a bigger Public Park or a Waterfront Promenade that is better equipped for all user groups. They prefer quieter spaces in POS that are away from active activities, so they can rest for longer periods. While they are also keen on exercise, the lack of suitable facilities and inadequate space for wheelchair users hinder such activities.

輪椅使用者是行動不便的公共空間使用者最常見的一類。他們通常有照顧者陪同，而不是獨自使用公共空間。這種使用者會選擇花休息時間前往一個更**令人嚮往的公共空間**，例如當休憩處的無障礙設施未能符合輪椅使用者所需，他們會選擇較遠的一些公園或海濱長廊，因為那裏的設置會更完備、更能滿足各種使用者。在一個公共空間內，輪椅使用者傾向前往幽靜一點的位置，遠離動態活動，這樣他們就能有一段較長的歇息時間。雖然輪椅使用者也喜歡活動一下，但通常無法找到合適的設施，或者是遇到空間不足等困難。

5 USER TYPOLOGIES
使用者種類

Apart from age, gender, mobility and ethnicity covered earlier, user typologies categorise users through their purpose of visiting POS. This gives another perspective to understand the usage patterns and what the users are looking for.

除了年齡、性別、種族和流動性外，使用者類型跟據到訪公共空間的目的來作分類，帶出另一個角度理解使用模式和用家嚮往的因素。

a) Residents 居民

Residents refer to users who live in close proximity to a POS. They are regular users in all POS types and mostly travel on foot, with the walking distance varies depending on the size of the POS. For instance, they are willing to walk further distances to reach a Country Park. This finding echoes the recommendations outlined in the Hong Kong Planning Standard and Guidelines, which suggest that smaller POS should ideally be located within a short, walkable distance of 400 metres from its key users. Many daily users of POS are residents who use them regardless of their quality and condition. As such, their opinions are crucial in improving POS design.

這裡指居住在公共空間附近的人，他們是這些公共空間的重要常客。他們通常會以步行前往一個公共空間，步行距離會視乎公共空間的大小而有所不同，如他們會願意步行較長時間前往郊野公園。這正與《香港規劃標準與準則》中提到，較小型的公共空間最好應位處使用者步行距離400米範圍內的建議不謀而合。不論公共空間的質素和情況如何，很多居民都是會每天使用該空間。因此，對於公共空間的設計改善，他們的意見必不可少。對於改善公共空間設計，他們的意見必不可少。

b) Workers 上班族

Workers refer to users who visit POS located near their workplaces. They typically use the POS within a short walking distance during their workdays, usually around noon or late afternoon. Their activities are generally passive (e.g. sitting, resting), and their stays are relatively short. Therefore, adequate seating and shelter are crucial for this user typology. They also desire a relaxing and comfortable atmosphere.

上班族使用者會到訪工作地點附近之公共空間，多數在工作週日間正午或傍晚。他們會使用一些步行距離短的公共空間，多數是進行靜態活動（例如閒坐、休息），停留時間短促。因此，充足的座位和有蓋遮蔽處對這群人而言非常重要，他們都期望一個舒適輕鬆的氛圍。

c) Passers-by 路人

Passers-by refers to users who visit POS as they pass by without any predetermined purposes for visiting. They use the POS as a break from their activities at the time, such as walking, running, and cycling. Therefore, their activities within the POS are relatively passive, such as sitting or resting. We typically find these users more often in larger-scale POS, such as those being used as part of a wider pedestrian network. Passers-by usually visit POS alone and commonly request open, brightly-lit spaces that feel safe.

這裏指一些剛好路過的公共空間使用者。他們並非有意到訪，只是可能本身在進行其他活動（例如散步、跑步、踏單車），並剛好在此小休，所以他們在這個公共空間的活動比較靜態（例如閒坐、休息）。我們較常發現此類使用者出現於處於一個地區性行人網絡內的公共空間。他們很多時是獨自到訪公共空間，一般需求是開放和明亮的燈光，這能使人感到安全。

d) Sightseers 遊客

Sightseers refer to users who visit POS as tourist attractions. Particularly, POS types with specific or diverse activities could become attractions. These users are willing to travel longer distances by different means of transportation and stay for longer periods. However, their frequency of visits is relatively lower compared to others. Nonetheless, they form the primary user base for large-scale POS, mostly in families or groups. As sightseers are activity-seekers, they require a range of recreational facilities to fulfil their needs.

遊客視公共空間為旅遊景點，尤其是一些會舉辦特定或多元化活動、成為景點的公共空間類型。使用者可能願意使用不同的交通方法從較遠的地方前來到訪，停留時間也會更長。但是，他們到訪頻率會相對低。然而，他們仍是大型公共空間的主要使用者，因為他們大多以家庭或群體形式出現。由於遊客是以活動為目的，他們同時需要一系列的康樂設施來滿足要求。

e) Returnees 重訪者

Returnees refer to users who return to a particular POS because they feel a sense of belonging. For most returnees, their stay in the POS is memorable because they used to reside nearby. Even after moving away, some continue to visit the POS regularly. Instead of functional needs, returnees are drawn to the specific atmosphere created by spatial design and activities. Culture-related elements and design aesthetics that represent the communities can contribute to the qualities of a memorable POS.

使用者會重訪公共空間，是因為他們在那裏建立了歸屬感。 大部份重訪者都覺得因為他們曾經住在附近，所以該處令人印象深刻。即使喬遷之後，不少人仍會定期到訪該公共空間，其非出於功能需要，而是被空間設計和當中活動所營造的特定氛圍所吸引。一些文化相關的元素、以及有社群代表性的空間設計美學，能營造出一個具紀念性的公共空間。
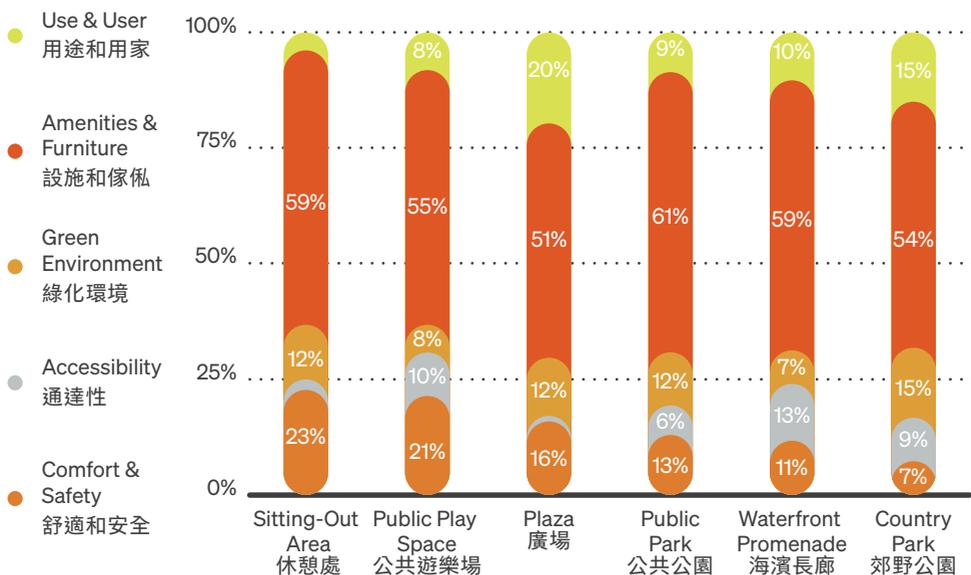
ALL ABOUT POS
關於公共空間

DESIRABILITY FACTORS IN POS
公共空間令人嚮往的條件

General Expectations

A **desirable POS** needs to respond closely to its users' needs and expectations. There is an ever-greater demand for better amenities, furniture, comfort, safety, and a greener environment across all 6 POS types. The below expectations are findings from POSsible! Research Stage based on the 24 sites in the Field Survey.

一般期望

一個**令人嚮往的公共空間**需要密切回應使用者的需要和期望。六種類型的公共空間均反映，群眾對更好的便利設施和傢俬、更高的舒適和安全度、以及更為綠化的環境要求愈見殷切。「空間大可能！」在研究階段的實地考察中調查了 24 個地點，以下結果綜合了不同使用者對公共空間的期望：

Legend:
- Use & User 用途和用家
- Amenities & Furniture 設施和傢俬
- Green Environment 綠化環境
- Accessibility 通達性
- Comfort & Safety 舒適和安全

	Sitting-Out Area 休憩處	Public Play Space 公共遊樂場	Plaza 廣場	Public Park 公共公園	Waterfront Promenade 海濱長廊	Country Park 郊野公園
Use & User		8%	20%	9%	10%	15%
Amenities & Furniture	59%	55%	51%	61%	59%	54%
Green Environment	12%	8%	12%	12%	7%	15%
Accessibility		10%		6%	13%	9%
Comfort & Safety	23%	21%	16%	13%	11%	7%

User Feedback Distribution across
UN-Habitat Dimensions for Quality Public Space Assessment & Indicators (in %)
根據聯合國人居署優質公共空間評核範疇的使用者意見分佈比例 (%)

*Data collected during Field Survey from November to December 2021.
*2021 年 11 月至 12 月實地考察期間收集的數據。

Better amenities and furniture serve as the baseline of a more desirable and inviting POS. The presence and quality of seating are essential for all users, especially in POS types such as Sitting-Out Area and Plaza, where people usually visit for rest or to gather. Recreational structures are also significant and strongly demanded by users, yet much feedback indicates inadequate or lacking diversity.

Better comfort and safety are crucial to an enjoyable POS experience. While users generally enjoy the atmosphere and spaciousness of a POS, many users recognise the lack of cleanliness and hygiene (e.g. littering, mosquitoes) and unpleasant sensory experiences (e.g. noise of activities or traffic) as challenges for all POS types. A clean and comfortable environment is a must for a **desirable POS**.

Meanwhile, having a greener environment is a universal requisite in POS. Although there is generally less natural landscaping, such as plants and vegetation, compared to hard landscaping features, such as furniture and pathways in POS types found in high-density cities, users show a great appreciation and demand for it. A well-curated experience with natural or designed green spaces is key to creating a memorable POS that deserves frequent visits.

一個更令人嚮往、更吸引人的公共空間，建基於更好的便利設施和傢俬。座位的設置和質量對所有使用者都至關重要，尤其是休憩處和廣場這類公共空間，通常是讓人休息和聚會的地方。而康樂設施也備受重視及需求，但許多使用者回應表示康樂設施不足夠或是缺乏多樣性。

愉快的公共空間體驗，關乎更好的舒適度和安全度。雖然使用者普遍享受公共空間的氣氛和寬敞，但許多使用者認為清潔和衛生欠奉（例如隨地亂拋的垃圾、蚊蟲），並且曾有不愉快的官感經驗（例如活動或交通噪音），這些都是各類型公共空間正面臨的挑戰。乾淨舒適的環境是一個**令人嚮往的公共空間**的必要條件。

擁有更好的綠化環境是公共空間的普遍要求。儘管在高密度城市中的公共空間，傢俬和小徑等硬質景觀較多，而植物和植被等自然景觀較少，但使用者明顯對綠化景觀表現出極大的欣賞和渴求。經細心策劃的自然或綠色空間設計可以創造令人難忘的體驗，令人更頻密重訪該公共空間。
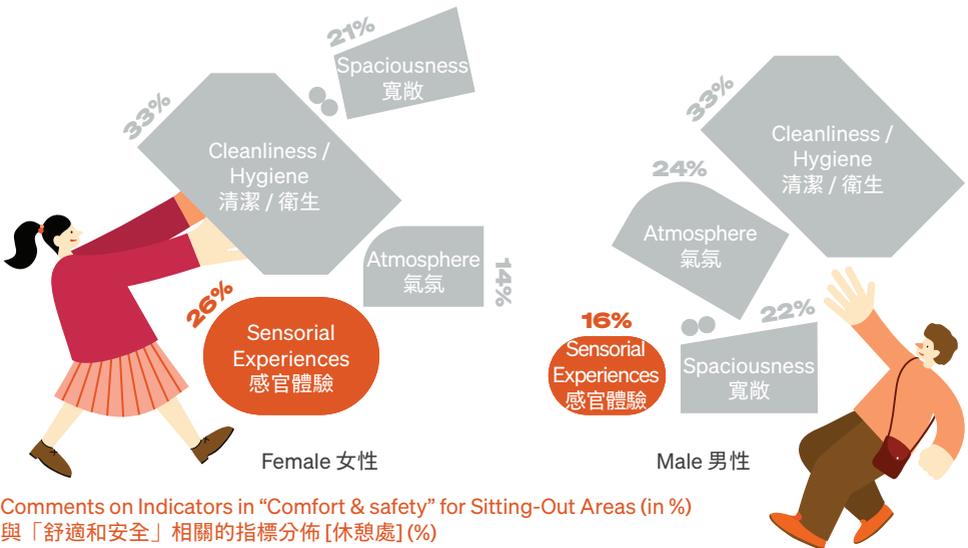
1 SITTING-OUT AREA
休憩處

Public looks for a safe and quiet Sitting-Out Area for desirable sensory experiences.
公眾期望一個安全和寧靜的休憩處提升使用者的感官體驗。

Due to the limited size of this POS type, users are sensitive to its hygiene and spaciousness during their stay. Sheltered seating can directly affect the resting experience for users. Noise, which is considered a negative sensory experience, is commonly raised as a pain point for this POS type. Thus noise mitigation is essential to improve the user experience in Sitting-Out Areas, especially for females, who are more sensitive to the sensory experiences.

Furthermore, users prefer better aesthetics, such as more colourful designs and greenery, to make a Sitting-Out Area livelier. On the other hand, safety is a key concern for Sitting-Out Areas, and it is important to have better lighting and management to improve the safety of blind spots within the POS.

由於這種公共空間類型所佔面積有限，使用者對其衛生狀況和寬敞程度都較為敏感。有蓋遮蔽處的款式會直接影響使用者的閒坐體驗。噪音——一種負面的感官體驗——通常被視為這種公共空間類型的痛點。因此降噪至關重要，特別是對女性而言，她們對感官體驗更為敏感，這能有效提升他們的用戶體驗。

此外，使用者喜歡美感，例如色彩更豐富的設計。使用者亦建議加強綠化休憩處令其增添生氣。另一方面，休憩處的安全度也是個關注點，更好的照明和管理可以改善公共空間盲點的安全性。

Female 女性
- 21% Spaciousness 寬敞
- 33% Cleanliness / Hygiene 清潔 / 衛生
- 14% Atmosphere 氣氛
- 26% Sensorial Experiences 感官體驗

Male 男性
- 33% Cleanliness / Hygiene 清潔 / 衛生
- 24% Atmosphere 氣氛
- 22% Spaciousness 寬敞
- 16% Sensorial Experiences 感官體驗

Comments on Indicators in "Comfort & safety" for Sitting-Out Areas (in %)
與「舒適和安全」相關的指標分佈 [休憩處] (%)

*Data collected during Field Survey from November to December 2021.
* 2021 年 11 月至 12 月實地考察期間收集的數據。

2 PUBLIC PLAY SPACE
公共遊樂場

Public of all ages share the desire to enjoy and have fun in a Public Play Space.
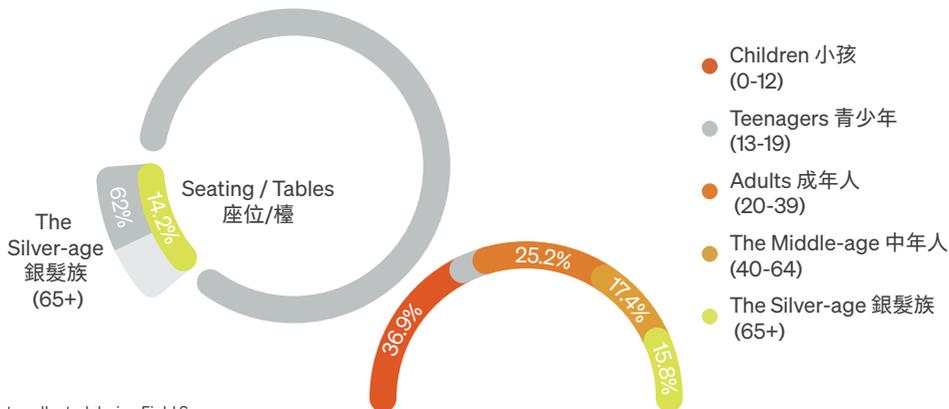
不同年齡公眾都期望在公共遊樂場享受和玩樂。

Well-designed and well-maintained recreational structures form the core of this Public Play Space. Despite limited space, users always desire more recreational structures. Therefore, the quantity of play or sports equipment is essential to the success of a Public Play Space. For example, adding more swings and movable play equipment can improve the quality and variety of play. Spaces for other active activities, such as music performances, are also welcome in this POS type.

Although primarily designed for children's needs, a Public Play Space is also popular among different age groups. Design should also consider their needs. For example, the silver-age group demands more seating and tables in Public Play Spaces. In addition, designs that facilitate parent-child interaction can create a more desirable Public Play Space.

設計優良且維護妥善的康樂設施構成了公共遊樂場的核心。儘管空間有限，但使用者總是渴望有更多的康樂設施，因此遊戲或運動設備的數量是公共遊樂場設計的至勝關鍵。例如，更多的鞦韆和更多動態的遊樂設施可以增加遊戲的類型、改善遊戲的質量。同時，在這種公共空間中，亦要保留可以進行其他活動的空間，例如音樂表演。

雖然公共遊樂場以小孩的需要為設計基本，公共遊樂場對所有年紀的人士都同樣受歡迎。設計應考慮他們的需求。例如，銀髮族希望公共遊樂場內有更多座椅和桌子。此外，如果設計可以促進小孩與家長的互動，這個公共遊樂場會更令人嚮往。

Comments related to Seating / Tables (Amenities & Furniture) (in %)
與座位/檯 (設施和傢俬) 相關的意見 (%)

The Silver-age 銀髮族 (65+)

62%
14.2%

Seating / Tables 座位/檯

Children 小孩 (0-12)

Teenagers 青少年 (13-19)

Adults 成年人 (20-39)

The Middle-age 中年人 (40-64)

The Silver-age 銀髮族 (65+)

25.2%
36.9%
17.4%
15.8%

*Data collected during Field Survey from November to December 2021.

* 2021 年 11 月至 12 月實地考察期間收集的數據。

Users among Public Play Spaces (in %)
公共遊樂場的使用者年齡分佈 [公共游樂場] (%)

3 PLAZA
廣場

Plaza is an important POS for inclusive events and activities.
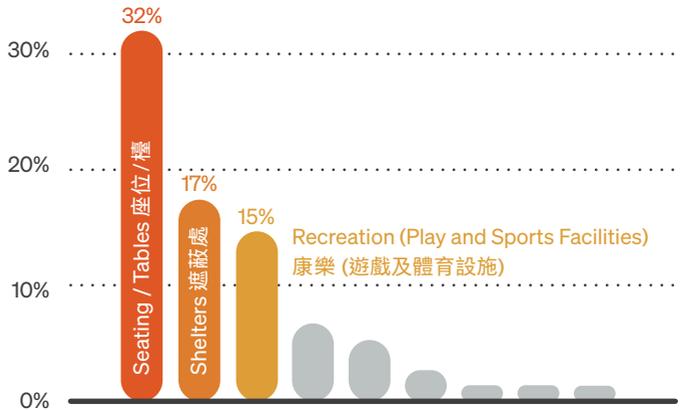**廣場是舉行共融節目和活動的重要公共空間。**

Like in a Sitting-Out Area, seating and shelters are considered the essential items in a Plaza. Users care about not only the comfort they provide but also their design aesthetics. Well-designed hard landscape features like planters and fountains are favoured in a Plaza. The level of cleanliness or hygiene and maintenance can be addressed through design solutions. Unpleasant sensory experiences, such as noise from traffic and events, can cause a nuisance to Plaza users. Hence spatial planning is important to address these concerns.

Users value a POS for its spaciousness. However, many use a Plaza as a passageway and spend little time there. Those who wish to stay for longer periods would appreciate more diverse activities, such as markets or urban sketching sessions. Barrier-free facilities are especially important for visually impaired and physically disabled individuals to use the space and feel included in a Plaza.

如休憩處一樣，廣場中最有需求的就是座位和有蓋遮蔽處。使用者不僅重視舒適度，還有設計的美感。設計優秀的硬質景觀如花盆和噴水池會受到大家歡迎。另外，設計應該提供一些解決方案，例如關乎清潔與衛生的水平和設施的維護。一些來自交通和活動的噪音可能會導致不愉快的感官體驗，對廣場使用者造成滋擾，因此空間規劃同樣非常重要。

使用者十分重視公共空間的寬敞程度。但是，很多使用者把廣場當成一個通道，只停留很短的時間。一些希望停留更久的人會想在此處進行更多樣化的活動，例如市場、城市速寫等。對於視障人士和殘障人士，無障礙設施尤其重要，這能讓廣場使用者得享共融的體驗。

Indicators under "Amenities & furniture" for Plazas (in %)
「設施和傢俬」指標 [廣場] (%)

- 32% — Seating / Tables 座位/檯
- 17% — Shelters 遮蔽處
- 15% — Recreation (Play and Sports Facilities) 康樂 (遊戲及體育設施)

*Data collected during Field Survey from November to December 2021.
* 2021 年 11 月至 12 月實地考察期間收集的數據。

4 PUBLIC PARK
公共公園

Public Park needs to take care both daily and periodical needs.
**公共公園要回應到使用者的日常及定期使用需要。**

A comfortable environment is essential for a Public Park. Positive sensory experiences, such as quietness and bird-chirping sounds, and a sense of spaciousness are advantages that should be strengthened. Many users also enjoy bringing their pets to a Public Park. As a popular destination for a wide range of users and recreational activities, design solutions should address major challenges faced by Public Park managers, such as preventing noise and undesirable behaviours, such as smoking. Users frequently raise the issue of mosquitoes, and there is a demand for more toilet facilities and improved toilet hygiene.

There are also calls for more diverse activities, such as having space for small concerts and events and allocating a larger open space for flexible activities, such as weekend markets, festive celebrations, and community events.

擁有一個舒適的環境對於一個公共公園來說是不可或缺的。公共空間的感官體驗例如寧靜和鳥鳴、還有寬敞的空間感等，都是值得加強的優勢。許多使用者還喜歡帶寵物到公共公園。由於公共公園受到廣大歡迎，而且它提供的娛樂活動範圍廣泛，設計方案應盡力解決公共公園管理者面臨的主要挑戰，包括避免吸煙等不受歡迎行為。使用者經常提出希望杜絕蚊蟲問題、增加廁所設施和改善廁所衛生。

另外，使用者也希望公園能提供更多元化的活動，劃定空間舉辦小型音樂會和活動，以及分配更大的開放空間舉行較靈活的節目，例如周末市集、節日慶典、社區活動等。

Indicators in "Comfort & Safety" for Public Park (in %)
「舒適和安全」指標 [公共公園] (%)
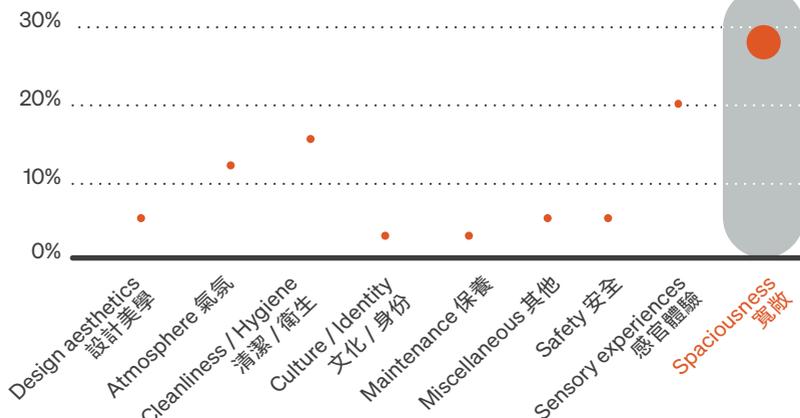
*Data collected during Field Survey from November to December 2021.
* 2021 年 11 月至 12 月實地考察期間收集的數據。

5 WATERFRONT PROMENADE
海濱長廊

Waterfront Promenade is a linear community living room with culture and identity.

海濱長廊就如一個具文化特色及身份認同的社區客廳。

Waterfront Promenades offer spaciousness and an open view of the natural environment, such as an expansive sea view. Activities such as fishing, scooter-riding, and cycling are common along the continuous water edge. Having multi-functional waterfront spaces is also important to its popularity with users. Like in other POS types, users prefer having more shelters and diversified recreational structures. They also wish for more software provisions, such as music performances, busking, and open-air markets, to create a welcoming environment. The quality of cleanliness or hygiene is also significant to users, especially for the silver-age.

There are expectations for a Waterfront Promenade beyond physical comfort. The culture and identity attributes of such POS can be enriched by displaying relevant historical information. However, this POS type is less accessible due to its distance from MTR exits, which reduces visitors' willingness to visit. Having dedicated walking or cycling paths is a way to improve the situation.

海濱長廊給予人寬敞的感覺,並提供開揚的自然景觀,例如遼闊的海景。釣魚、滑板車和單車等各種活動在延綿的岸邊十分常見。使用者會更歡迎一個多功能的海濱空間。與其他公共空間類型類似,使用者喜歡更多的有蓋遮蔽處和多樣化的康樂設施,他們還希望有更多其他的配套,例如音樂表演、街頭表演和露天市場,以創造一個能迎合大眾的環境。另外,特別是對銀髮族而言,環境衛生同樣重要。

除了體感舒適之外,使用者也對海濱長廊有其他期盼。藉着適當的歷史展示,這種公共空間的文化 / 身份屬性可以變得豐富。不過,這種公共空間類型距離港鐵出口較遠,交通不便,有可能降低了前往到訪的意慾。提供行人專用步道和單車路,可以是改善這種情況的其中一個方案。
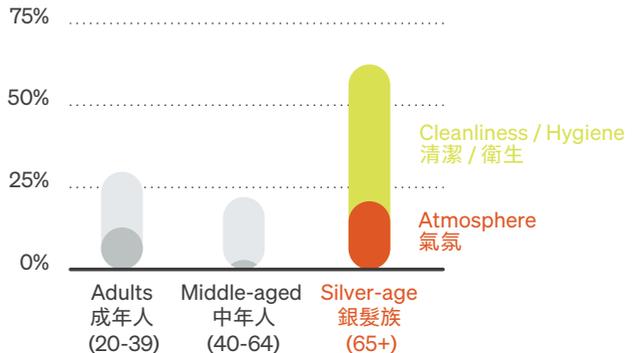
Cleanliness / Hygiene
清潔 / 衛生

Atmosphere
氣氛

Indicators in "Comfort & Safety" for Waterfront Promenade (in %)
「舒適和安全」指標 [海濱長廊] (%)

*Data collected during Field Survey from November to December 2021.

* 2021 年 11 月至 12 月實地考察期間收集的數據。

6 COUNTRY PARK
郊野公園

Country Park wins public favour with authentic nature experiences.

郊野公園以提供獨一無二的親身自然體驗贏得公眾青睞。

Defining the boundary of Country Park and discussing the essential elements required for a desirable Country Park can be challenging. Typically, amenities and services are scattered across a Country Park. However, for many users, the primary purpose of visiting a Country Park is to hike and walk rather than use the facilities in a specific trail section or a defined area. This sets Country Park apart from other POS types. Unlike other POS types, which often prioritise convenience and physical comfort, Country Park users favour authentic natural experiences and organic quality, which better design solutions could enhance.

郊野公園可能較難定斷，亦難以討論何謂一個令人嚮往的郊野公園。通常郊野公園的設施和服務都散落在各處區域，但是不少使用者均認為郊野公園給予人的體驗主要是行山及步行，而非在特定區域或路段使用設施的體驗。這是郊野公園在眾多公共空間種類之中的獨特之處，使用者對於其他公共空間也許會提出便利、體感舒適的需要，但對於郊野公園，使用者會偏好維持其自然體驗和原始風貌。

Facilities to Add Value in Country Park (in %)
郊野公園的增值設施 (%)
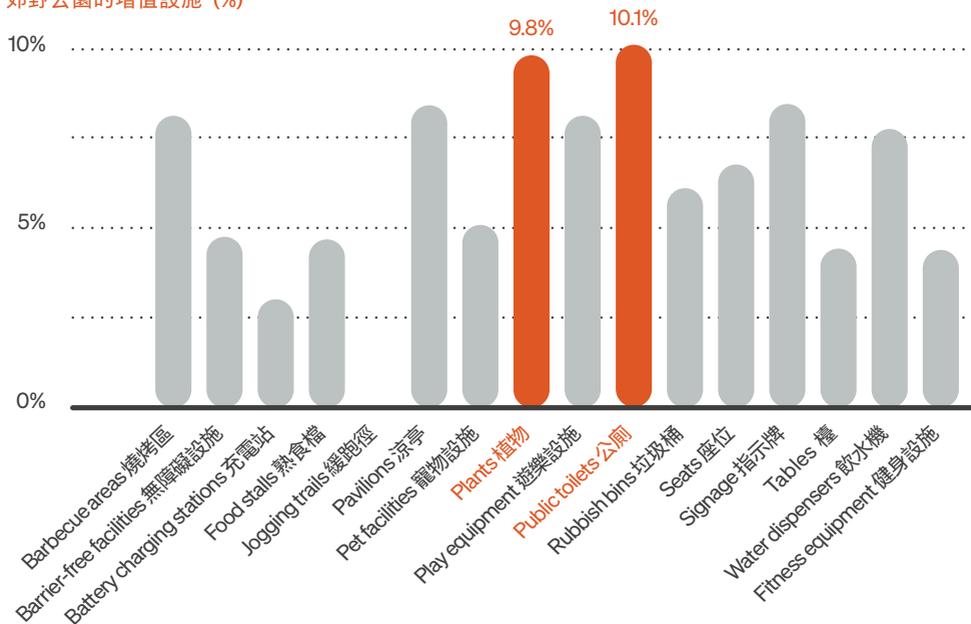
*Data collected during Field Survey from November to December 2021.

* 2021 年 11 月至 12 月實地考察期間收集的數據。

POS DESIGN METHODOLOGY
公共空間的設計方法論

This POSsible! Design Guide introduces a new design methodology to be adopted in the 6 POS types (refer to the introduction in Vol. 1 Ch 5.1). Before designing a POS, it is essential to understand the context, users, and basic steps. These key components form a unique approach to designing a POS and understanding site-specific opportunities.

Aspirations collected from every step of the development process are elaborated in this Design Guide, including our literature reviews, local POS field studies at the beginning, and our POSsible! Design Thinking Workshop Series demonstrated the basic requirements for inclusivity and people-centred design for POS in the 21st century. In other words, a POS should be co-designed with users to genuinely respond to user needs, remove entry and usage barriers, and appeal to all user groups.

Therefore, in both the Design Guide and the Design Thinking Toolkit, we strive to go beyond the presumption that all POS types are inclusive and people-centred by design and introduce new ways to encourage **desirable POS** design.

「空間大可能！設計指南」介紹了針對為六種公共空間的設計方法（參見第一冊第 5.1 章）。 在設計一個公共空間之前，必須了解其背景、使用者和基本步驟。這些關鍵部分組成了一種獨特的方法，去了解一些場域特定的機遇，從而設計出一個公共空間。

這本設計指南的制定過程，收集了來自最初的文獻和案例探討當中的各種期望和心聲， 同時貢獻了「空間大可能！設計思維工作坊系列」，兩者均展現了 21 世紀的公共空間對共融和以人為本設計的基本要求。 換句話說，一個公共空間應該與使用者共同設計，真正回應使用者的需要，一方面消除進入和使用上的障礙，另一方面吸引所有使用者群體。因此，在「設計指南」和「設計思維工具包」中，我們力求超越「所有公共空間類型在設計上都是共融和以人為本」的假設，引入新方法以鼓勵**令人嚮往的公共空間**設計。

CONSIDERATIONS FOR INCLUSIVE DESIGN:
共融設計的重要考慮：

1. **Both the design process and design output are important:**

   - Employ a **people-centred approach** during the design process to fully understand and address user needs.

   - Align the design output with the Principles of **Universal Design** for inclusive use.

2. **People-centred design:**

   - Invite users to participate in the design of POS to ensure the design focuses on users' needs and requirements. This improves effectiveness, efficiency, human well-being, user satisfaction, accessibility, and sustainability.

   - Engage all users, regardless of age, gender, race, or disabilities, to participate in the design and decision-making process to the greatest extent possible.

1. **設計過程和設計成果同樣重要：**

   - 在設計過程中採用**以人為本**的方法，確保使用者的需要有被充分理解和考慮。

   - 以**通用設計原則**調整設計輸出，以符合共融理念。

2. **以人為本設計：**

   - 誠邀使用者參與公共空間的設計，以確保設計聚焦於使用者的需用和要求，提升效能和效率，並改善人類身心靈健康、使用者滿意度、通達性和可持續性。

   - 所有使用者不分年齡、性別、種族或殘疾，在設計和決策過程中都以最大程度參與其中。

3. Universal Design

Follow the 7 Principles of Universal Design to ensure inclusivity:

i.   Equitable Use: The design is useful and marketable to people with diverse abilities.

ii. Flexibility in Use: The design accommodates a wide range of individual preferences and abilities.

iii. Simple and Intuitive Use: The design is easy to understand, regardless of the user's experience, knowledge, language skills, or current concentration level.

iv. Perceptible Information: The design communicates necessary information effectively to the user, regardless of ambient conditions or the user's sensory abilities.

v.   Tolerance for Error: The design minimises hazards and the adverse consequences of accidental or unintended actions.

vi. Low Physical Effort: The design can be used efficiently and comfortably with a minimum amount of fatigue.

vii. Size and Space for Approach and Use: Appropriate size and space are provided for approach, reach, manipulation, and use regardless of the user's body size, posture, or mobility.

(Centre for Universal Design, North Carolina State University, 1997)

3. 通用設計

遵循以下七條通用設計原則，以確保你的公共空間符合共融條件：

i.   平等使用：該設計對不同能力的人士都通用。

ii. 靈活運用：該設計涵蓋了廣泛的個人喜好和能力。

iii. 簡單易用：無論使用者的經驗、知識、語言或當前的專注力如何，使用者都能容易理解該設計的功用。

iv. 簡明訊息：無論環境氛圍或使用者的感官能力如何，設計都能有效地向使用者傳達必要的資訊。

v.   容許差異：設計盡力地減少危險、或因意外或不自覺行為所造成的不利後果。

vi. 省力操作：該設計可以高效、舒適地使用，盡量減低引起疲勞的可能。

vii. 度量合宜：無論使用者的身體大小、姿勢、動態如何，設計都容許適當的面積和空間讓使用者接近、接觸、操作和使用。

（北卡羅來納州立大學通用設計研究中心，1997）

"Public spaces are a stage for our public lives."

「公共空間是公共生活的舞台。」

- Field Survey Interviewee 實地考察受訪者

POSSIBLE! POS DESIGN METHODOLOGY
「空間大可能！」的公共空間設計方法

The Design Guide provides comprehensive guidance for different phases of a POS project using various design strategies and examples of best practices. On the other hand, the Design Thinking Toolkit offers steps and tools to engage POS users, co-create with stakeholders, and deliver innovation to the project team. These tools can be adopted flexibly depending on the nature of the POS project.

「設計指南」提供了全面的指導，在公共空間項目的不同階段提出設計策略和最佳實踐的案例，而「設計思維工具包」則提供了步驟和工具，用以凝聚公共空間的使用者，一同和持份者及項目團隊締造創新公共空間。根據不同公共空間項目的性質，這些工具都可以靈活地提供協助。

We encourage you to follow these 6 Simple Steps to adopt the POSsible! POS Design Methodology in your Project:

1. Define the POS type you are or will be working on (Vol. 1 Ch 5.1).

2. Check your project stage in the Workstage Table (Vol. 1 Ch 5.3).

3. Gain an understanding of the current usage and condition of the POS or site. (Design Thinking Toolkit - POS Action Combo A).

4. Identify and engage your stakeholders (Vol. 1 Ch 5.4 + Design Thinking Toolkit - POS Action Combo B) and consider which Good-led Values are applicable (Vol. 1 Ch 6.3).

5. Select appropriate Design Strategies (Vol. 2 Ch 3), and browse through the archive of case studies for practical tips and references (Vol. 2 Ch 4).

6. Conduct regular reviews with stakeholders and evaluate your POS design using suitable tools (Vol. 3 Ch 3.3 + Design Thinking Toolkit - POS Action Combo E).

我們鼓勵你遵循以下六個簡單步驟，在項目之中應用「空間大可能！」的公共空間設計方法：

1. 定義你現在或將要開展工作的公共空間類型作出定義（第一冊第 5.1 章）。

2. 以工作進程表（第一冊第 5.3 章）來檢視你當下的工作階段。

3. 了解公共空間或場地當前的使用情況及狀態（設計思維工具包 - 公共空間行動組合 A）。

4. 促導各持份者的參與（第一冊第 5.4 章 + 設計思維工具包 - 公共空間行動組合 B），並一同思考如何選擇「優秀設計價值」（第一冊第 6.3 章）。

5. 選擇合適的設計策略（第二冊第 3 章）。瀏覽案例的檔案以獲取實際的提示和參考（第二冊第 4 章）。

6. 與持份者定期審視並評估你的公共空間設計項目（第三冊第 3.3 章 + 設計思維工具包 - 公共空間行動組合 E）。

	POSsible! Design Guide 空間大可能！設計指南	POSsible! Design Thinking Toolkit 空間大可能！設計思維工具包
Define POS Type 定義公共空間類型	**VOL. 1 CH 5.1** **第一冊第 5.1 章**	
Check Project Stage 檢視工作階段	**VOL. 1 CH 5.3** **第一冊第 5.3 章**	
Understand your Site 了解你的場域		**POS Action Combo A** **公共空間行動組合 A**
Engage your Stakeholders 促導各持份者的參與	**VOL. 1 CH 5.4** **第一冊第 5.4 章**	**POS Action Combo B** **公共空間行動組合 B**
Select Good Design-led Values 選擇「優秀設計價值」	**VOL. 1 CH 6.3** **第一冊第 6.3 章**	
Select Design Strategies 選擇合適的設計策略	**VOL. 2 CH 3** **第二冊第 3 章**	
Get Tips and References 獲取提示和參考	**VOL. 2 CH 4** **第二冊第 4 章**	
Conduct Regular Reviews 定期審視公共空間設計項目	**VOL. 3 CH 3.3** **第三冊第 3.3 章**	**POS Action Combo E** **公共空間行動組合 E**

WORKSTAGES & STANDARD WORKFLOWS
工作階段及標準流程

Good Design-Led Workflows 優秀設計工作流程	Workstages in Civic Projects 公營項目的工作進程	Corresponding Stages in Private Projects 私人項目的相應工作進程
PRE-PROJECT PHASE Pre-Project Phase explores opportunities for design innovation in upcoming POS projects. **項目前期階段** 就着將開展的公共空間項目，探索設計創新的機會。		
	Project Definition Statement 項目工程界定書	Brief Formulation 制定項目概要
PLANNING PHASE Planning Phase refers to the project stage where a project's brief and feasibility are formulated. **計劃階段** 確立項目概要及計劃的可行性。		Feasibility Study 可行性研究
	Technical Feasibility Statement 技術可行性說明書	Planning Approval 規劃許可

Designing a POS takes time and requires the collective effort of many people. We understand that different needs arise at each stage of a project. The POSsible! Design Guide will facilitate your POS design needs along the way with the POSsible! Design Thinking Toolkit. Refer to the table below to locate your current and upcoming work stages and identify which tools can help!

公共空間設計項目需時，同時牽涉眾人協力才能完成。我們明白項目的不同階段會有不同需要，因此「空間大可能！設計指南」及「空間大可能！設計思維工具包」會幫助你一步步促成公共空間的設計。透過以下列表鎖定現在或接下來的工作階段，讓你確定從何入手應用「設計指南」及「設計思維工具包」！

Benefits from POSsible! Design Guide 使用「空間大可能！設計指南」的好處	Actions you can take from POSsible! Design Thinking Toolkit 「空間大可能！設計思維工具包」的參考行動
	• Expand Knowledge • Align • Innovate • 確增廣見聞 • 協調校準 • 推動創新
• To identify appropriate Good Design-led Values and Design Strategies to be adopted. (Check out Vol. 1 Ch 6) • 決定選取適合的優秀設計價值及設計策略。 （查看第一冊第 6 章）	
• To define the details of the design brief using **Design Parameters**. • To gather project proponents from the 6 Personas to facilitate meetings and discussions. (Check out Vol. 1 Ch 5.4) • 使用**設計要素**以定義設計簡述概要。 • 召集六種角色以促進會議及討論。（查看第一冊第 5.4 章）	• Mobilise • 資源調集

Good Design-Led Workflows 優秀設計工作流程	Workstages in Civic Projects 公營項目的工作進程	Corresponding Stages in Private Projects 私人項目的相應工作進程
ACTION PHASE Action Phase is an important component in a project where design and construction are executed. It is also a stage where stakeholder relationships are built, and their ideas are incorporated into the design process. **行動階段** 行動階段的重要一環是設計及工程的實施，持份者的關係在此時建立，同時，他們的意念亦會融入設計過程。	Sketch/ Outline Design 草擬設計	Concept Design 概念設計
		Schematic Design 方案設計
	Detailed Design 深化設計	Detailed Design 深化設計
	Documentation & Tendering 招標文件及招標過程	Documentation & Tendering 招標文件及招標過程
	Construction 工程施工	Construction 工程施工
EVALUATION PHASE Evaluation Phase happens post-occupation, when users and management teams have moved in or taken over the project. **評估階段** 使用者及管理小組入駐場地或已接手項目，評估階段便開始。	Defects Liability Period 維修責任期	Defects Liability Period 維修責任期
POST-PROJECT PHASE Post-Project Phase allows project teams to reflect critically on the completed project and gain applicable knowledge for future POS planning. **項目後階段** 公共空間項目團隊會對已完工的項目作批判性的反思，藉此累積知識，為未來公共空間的規劃鋪路。		

Benefits from POSsible! Design Guide 使用「空間大可能！設計指南」的好處	Actions you can take from POSsible! Design Thinking Toolkit 「空間大可能！設計思維工具包」的參考行動
• To get inspiration in the design process. To review the quality of the POS design. • To get tips and references for design and work processes. (Check out Vol. 2). • 在設計進程中取得靈感，評核公共空間設計的質素 。 • 取得有關設計及工作進程的提示及參考。（查看第二冊）	• Empathise • Define • Ideate • Prototype • 易地而處 • 問題定義 • 創意動腦 • 原型製作
• To evaluate the desirability of design before things get built. • To facilitate discussions on maintenance and management innovation. (Check out Vol. 2) • 在開始施工之前，評估設計是否令人嚮往。 • 促進有關維修保養及創新管理的討論。（查看第二冊）	
• To facilitate discussions on maintenance and management innovation. (Check out Vol. 2) • 促進有關維修保養及創新管理的討論。（查看第二冊）	
• To evaluate the desirability of the design output. • To identify areas for improvement in existing POS designs for future project planning. • 評估設計成果是否令人嚮往。 • 確認現時公共空間設計可作改善的範圍，為未來公共空間的規劃鋪路。（查看第二冊）	• Validate • 檢查驗證
	• Expand Knowledge • Align • Innovate • 增廣見聞 • 協調校準 • 推動創新

THE 6 PERSONAS
AND THEIR CHARACTERS
六種角色及其特質

There are 6 main categories of Personas related to POS. All these Personas are needed to co-create a **desirable POS**. Understanding their motivations, roles and responsibilities, and superpowers will help you communicate and coordinate the design, construction, and maintenance of a POS.

All Personas have their own superpowers that resolve user needs and overcome technical difficulties in different aspects. The superpowers are their strengths and functions that you can rely on whenever you experience any challenges in a POS project. When you encounter any Persona, refer to this Chapter to make the best use of their superpowers, align interests and create synergy.

與公共空間相關的角色設定主要有六種類型，這些角色能共創一個**令人嚮往的公共空間**。只要了解他們的「動機」、「角色與責任」、以及「超能力」，就可以協助你在設計、建造和維護公共空間的過程中進行有效溝通和協調。

所有角色都有自己的「超能力」，可以解決使用者的需求並克服不同方面的技術困難。這些超能力是你在公共空間項目中遇到困難時可以依賴的優勢和功能。當你遇到這些角色時，可以參考本章節以充分利用他們的「超能力」，調整方向並創造協同效應。

The 6 types of Personas are:

六種角色包括：

- The Magnet 磁石
- The Conductor 指揮家
- The Regular 常客
- The Mediator 調解員
- The Genie 精靈
- The Sage 智者

THE REGULAR 常客

THE GENIE 精靈

THE CONDUCTOR 指揮家

THE MEDIATOR 調解員

THE MAGNET 磁石

THE SAGE 智者

1 THE MAGNET
磁石

Refers to:

Project proponents and owners of a POS or a POS project, such as members of government departments across different levels, and representatives of land developers and project owners.

Motivation:

Government policies, strategic plans and vision, and meeting neighbourhood-specific needs are key motivators of the Magnet's participation in POS projects.

Superpowers:

- As project proponents and owners of a POS or a POS project, Magnets have great influence over the trajectory of a project. They can also create a force field around them and draw in other Personas required to set the project in motion. With a forward-thinking mindset, they can kick-start pilot projects and make long-term positive impacts possible in the POS development process.

- Well-versed with government policies and statutory planning requirements, Magnets can help you navigate the complexities of procedures and develop a realistic implementation framework for the project.

意指：

公共空間的擁有人或公共空間項目倡議人，例如不同職級的政府部門成員、土地發展商和項目持有人的代表。

推動力：

政府政策、策略性規劃和願景、以及滿足特定社區的需求，是「磁石」參與公共空間項目的主要動力。

超能力：

- 作為公共空間的擁有人或公共空間項目倡議人，「磁石」對項目的軌跡有重大的影響。它能創造一個力場，吸引其他你所需的角色以啟動項目。憑藉其遠見卓識，他們可以啟動試點項目，並在發展過程中產生長期的積極影響。

- 熟悉政府政策和法定規劃要求。「磁石」可助你克服複雜的項目程序，並為發展項目提供可行的實踐框架。

How to collaborate with them?

- It's good to get the Magnet on board early and work collaboratively to formulate the vision and plan of your POS and project. Using local references, successful case studies, and site visits can help illustrate your ideas and establish a shared vision with them. Sharing and training programmes can also help the Magnet gain knowledge and motivation to drive innovation, especially in cases where local references are limited.

- The Magnet can help motivate a variety of Personas. They are always the first ones you go to whenever you need any help or resources from others.

If you are the Magnet...

- As the core of your POS project, you can discover useful information from every corner of the Design Guide. Still, you may always start with the Goals in the **Design Strategies and Parameters of Desirable POS** (Vol. 2 Ch 2) to initiate your thinking process.

- The Design Guide is helpful no matter what workstage you are in. For example, to define project vision and objectives in the Planning Phase, check the Good Design-led Values (Vol. 1 Ch 6.3) and facilitate stakeholders' engagement with the Design Thinking Toolkit. If you want innovative ideas in the Action Phase, check out the practical tips and Case Studies in Vol. 2 Ch 3.

- The Planning, Action, Evaluation Roadmaps in Vol. 3 can guide you through diverse scenarios you may encounter in a POS project.

如何協作？

- 盡早將「磁石」帶到你身邊，以協作建立公共空間項目的願景和計劃。本地參考資料、成功案例研究和實地考察將有助你闡明想法並與他們建立共同願景。尤其在缺乏本地案例及參考資料時，培訓及交流計劃亦有助增進「磁石」的知識，並鼓勵他們積極創新。

- 「磁石」可以激發各種角色。每當你需要他人的幫助或資源時，「磁石」會是你的第一人選。

如果你是「磁石」……

- 由於你是公共空間的核心人物，「設計指南」的每個角落都會有適合你的資訊。我們建議你先從**令人嚮往的公共空間設計策略及要素**中的目標（第二冊第 2 章）開始入手，展開你的工作。

- 不論哪個項目階段，「設計指南」都會對你有所幫助。例如，如果你想在計劃階段定下項目願景及目標，你可以看看優秀設計價值（第一冊第 6.3 章）並透過「設計思維工具包」促進持份者參與。如果你想在行動階段學習創新想法，你可以參閱第二冊第 3 章中的實務貼士及參考案例。

- 第三冊中的計劃、行動、評估階段路線圖能在不同情況下協助你完成項目。

2 THE CONDUCTOR
指揮家

Refers to:
Project consultants, technical specialists, and contractors.

Motivation:
The Conductor is driven by their professional knowledge and experience. As they are the ones to coordinate advice from all the other Personas, they are primarily driven by design considerations that balance different perspectives.

Superpowers

- Like in an orchestra, the Conductor offers leadership and charisma to implement a complex POS project. Because of their familiarity with the other Personas, you can count on them to coordinate and liaise with different parties involved while staying on track with project budgets and deadlines.

- They bring vision to the project vision and troubleshoot onsite issues. Like a real conductor, you can rely on their professional skills to meet the aesthetic and technical requirements of the project, and their leadership can drive innovation.

意指
項目顧問、技術專家和承包商。

推動力
「指揮家」是由他們的專業知識和經驗所驅動。同時，由於他們會協調從其他角色的建議，因此平衡不同觀點的設計考慮因素亦是「指揮家」主要的推動力。

超能力

- 就像樂團指揮，「指揮家」憑領導力和魅力來執行複雜的公共空間項目。他們熟悉不同持份者的特徵，能夠和他們溝通和協調，並在項目的預算和進度之間取得平衡。

- 他們為項目帶來願景，同時解決現場問題。他們就像真正的指揮一樣，以可靠的專業技能滿足項目的審美和技術要求；同時在他們的領導下推動創新。

How to collaborate with them?

- Set out the project objectives, outcomes and timeline early with the Conductor at the beginning of the Action Phase. Agree on the right "pitch" that is harmonious and comfortable for all parties to work together!

- Provide ample time for the Conductor to work and carry out their elaborate "masterpiece" for your POS. Communication on time management is key to the success of working with the Conductor.

If you are the Conductor...

- You are already very familiar with POS projects, and the most useful resources in the Design Guide are the practical tips and Case Studies in Vol. 2 Ch 3. You can start with the Goals in the **Design Strategies and Parameters of Desirable POS** (Vol. 2 Ch 2) to help refine the information you need.

- Sometimes, you can also refer to this Chapter (6 Personas) for inspiration about how to collaborate with different Personas – after all, you are the one who talks to everyone in a POS project.

如何協作？

- 盡早在行動階段確定項目目標、成果、以及時間表，並為項目商討合適的「定調」，令各方團隊都能和諧合宜地工作！

- 為他們提供充足的時間獨立工作，以完成他們精心製作的公共空間「大師傑作」。清晰地作有關時間管理的溝通是重要一環。

如果你是「指揮家」……

- 由於你是公共空間的專家，對你最有用的當然是第二冊第 3 章內的實務貼士及參考案例。我們建議你先從**令人嚮往的公共空間設計策略及要素**中的目標（第二冊第 2 章）開始入手，找出最合適的內容。

- 設計公共空間時你要跟不同人聯絡，聽取各方的需求及意見。因此我們亦建議你參閱這一章了解公共空間項目常見的六種角色，了解協調的秘訣。

6 PERSONAS AND THEIR ROLES AT PLANNING PHASE
六種角色在計劃階段中的身份

Check out who you are and your superpowers in a POS project:

查看你在公共空間目項目中的角色及「超能力」：

The Regular 常客：
I care about what will happen in my neighbourhood.

我會關心我的社區的未來。

The Mediator 調解員：
I care if the Regulars I serve will have their needs satisfied.

我會關心我所服務的「常客」的需求是否會得到滿足。

The Sage 智者：
I want to be informed on project objectives and may raise concerns over possible management issues in the future.

我會想了解項目目標，並關注在未來運作過程中可能出現的管理問題。

The Genie 精靈 :

I advise on the overarching framework, objectives which fit global trends and strategic planning.

我會提供建議，幫助確定符合全球趨勢和戰略規劃的框架和目標。

The Magnet 磁石 :

I take the lead in defining the overarching framework, objectives and neighbourhood-specific needs.

我會確定總體框架、目標和社區需求。

The Conductor 指揮家 :

I provide the Magnet with professional advice onPOS feasibility.

我會就項目可行性向「磁石」提供專業建議。

3 THE REGULAR
常客

Refers to
Active participants of recreational activities at the POS, commonly known as "users". The Regulars are more than just daily POS users; they represent various ages, backgrounds, ethnicities, gender, and also physical abilities.

Motivation
Sense of belonging, curiosity and unmet needs are key motivators of the Regular's participation in POS projects.

Superpowers

- The Regulars have extensive user experiences across different POS types. With their teleportation superpower, they freely traverse across different POS to search for their favourite spots that match their evolving needs and expectations for POS.

- Drawing from their first-hand experience with different POS types, the Regulars can provide valuable insights into user needs and fresh perspectives on usage patterns. Unrestrained from the project implementation framework and complex bureaucratic procedures, they can often offer more tailored, innovative, and creative solutions that other Personas overlook. Approach them before they are gone! Ensure that different types of Regulars are considered and involved throughout the POS project (Vol. 1 Ch 5.1).

意指
在公共空間進行康樂活動的積極參與者，即為公共空間的使用者。他們來自不同的年齡、背景、種族、性別，甚至身體能力！

推動力
歸屬感、好奇心和未滿足的需求是「常客」參與公共空間項目的主要推動力。

超能力

- 「常客」已經對各種類型的公共空間擁有豐富的體驗。隨著需求和期望的變化，「常客」會憑藉他們的遠距傳送超能力，自由穿梭於不同的公共空間以搜尋自己最喜愛的地點。

- 「常客」能夠憑藉他們第一手體驗，在使用者需求方面提出寶貴的意見，並為空間的使用模式帶來全新視角。由於不受項目實施框架和官僚程序所限制，他們能提供更度身訂造、更具創造力、但往往被其他角色忽視的解決方案。 一個公共空間項目之中，「常客」往往就是你的最佳盟友！請確保整個公共空間項目會考慮並涉及不同類型的「常客」（第一冊第 5.1 章）。

How to collaborate with them?

- The Regulars are your best allies in a POS project! Engage them early in the Pre-project Phase to learn about their needs and explore opportunities for new POS projects. If in doubt, check out the Design Thinking Toolkit for suggestions on how to invite the Regular into your team!

- Gain the Regulars' trust and support for the POS project! They can advocate for the project vision and become champions for the project within their communities!

- While different forms of public engagement may be adopted depending on the nature of respective POS projects, effective and continuous bilateral engagement would help build a sense of ownership of the POS among the Regulars, which would prevent them from leaving.

- Regularly seek feedback from the Regulars to evaluate the performance of the POS in the post-occupation period. Maintain lasting relationships with the Regulars to help the POS evolve over time!

If you are the Regular...

- You can start by familiarising yourself with the definition and procedures of a POS project in Vol. 1 Ch 5. The basics can help you talk about your often frequented POS like a pro.

- Vol. 2 can also help you ask further questions about a POS project. The "How Might We..." questions in the 20 Strategies in Vol. 2 Ch 3 will help you determine whether there is an opportunity for a desirable POS you can enjoy to the fullest. is an opportunity for a **desirable POS** which you can enjoy at the best.

如何協作？

- 「常客」是你的公共空間項目裡最佳的盟友！在項目前期階段儘早與他們展開旅程，了解他們的需求並探索新的公共空間項目的機會。如有疑問，請查看「設計思維工具包」獲取有關邀請「常客」加入你的團隊的提議！

- 贏得「常客」對公共空間項目的信任和支持！他們可能會在社區內倡導項目願景，並成項目的擁護者！

- 在公共空間項目的共同創建及共同管理上為「常客」提供充足的參與機會，讓他們參與整個項目，以提升他們對項目的歸屬感，並防止他們離去。

- 定期向「常客」尋求反饋，以評估公共空間在開放後的表現。與「常客」維持長久的關係，以幫助公共空間隨著時間推移的發展！

如果你是「常客」……

- 你可以先從第一冊第 5 章認識公共空間的定義及公共空間項目的標準流程。這些基本知識能幫助你像專業人士般談論你常到的公共空間。

- 第二冊能協助你提出更多有關公共空間的問題。20 個設計策略下的「我們如何」問題（第二冊第 3 章）會協助你在身邊的公共空間發掘機遇，創造一個你最享受的**令人嚮往的公共空間**。

4 THE MEDIATOR
調解員

Refers to

Members of NGOs, charitable organisations, schools, and community groups.

Motivation

Their passion for community betterment, the vision, mission and values that they represent are key motivators of the Mediator's participation in POS projects.

Superpowers

- Mediators, like trees, connect POS and with communities. Their work involves rooting a community in a place and growing far-reaching branches to build mutually-beneficial relationships with different parties. Tap into their extensive knowledge to learn more about the values, needs and heritage of the community.

- As able communicators, the Mediator's superpower gathers different parties on a common ground to facilitate constructive discussions. Like the sprawling shade beneath a tree canopy, a Mediator in your team will help create a comfortable place to gather.

意指

非政府組織、慈善組織、學校和社區團體的成員。

推動力

「調解員」對改善社區的熱情、其所代表的願景、使命和價值觀是他們參與公共空間項目的主要推動力。

超能力

- 「調解員」就像一棵樹，連接公共空間和社區。他們的工作包括將社區紮根在一個地方，並設立廣泛的分支機構、與各方建立互利互惠的關係。你可利用他們深厚的社區知識，更了解當地的價值觀、需求和傳統。

- 「調解員」是能幹的溝通者，他讓不同伙伴的在相同的基礎上進行有建設性的討論。就像樹冠下蔓延的樹蔭一樣，「調解員」在你的團隊中將有助於創造一個舒適的聚點。

How to collaborate with them?

- Multiple Mediators often serve a community, each with its specialities and focuses. A thorough understanding of the Mediators' expertise and scope of work will help you identify suitable collaborators and the best collaboration approach.

- Mediators need time to sow and grow the seeds of innovation within a community. Therefore, it's best to involve them when developing the project vision. Once the Mediator feels confident that the project's desired outcomes align with their values, they will feel confident to communicate the project vision with the broader community they serve.

- Ensure the Mediator is involved throughout the whole Action Phase. For instance, they should be consulted when drafting the project timeline, construction and programme schedules. Transparency is the key to winning the trust of Mediators.

- Under the right conditions, Mediators are superb communicators, and they bring out the best of all Personas.

If you are the Mediator...

- You may already have expertise in POS from previous experience. However, it is still helpful to review the basic knowledge of a POS project from Vol. 1 Ch 5, especially this Chapter (6 Personas), to familiarise yourself with the diverse stakeholders you may encounter in a POS project.

- Vol. 2 will also be helpful to you if you have further questions about a POS project. The "How Might We" questions under the 20 Design Strategies in Vol. 2 Ch 3 will help you determine whether there is an opportunity for a **desirable POS** which best fits the community you work with.

如何協作？

- 在社區中，總有不止一個「調解員」，他們各有專長及各自關注的議題。徹底了解各個「調解員」的專長有助你尋找最合適的「調解員」合作，以及最有效的協作方式。

- 「調解員」需要時間來播下種子並讓其於社區成長，因此最好盡早讓他們參與在你的團隊之中。一旦「調解員」確認項目的預期結果普遍符合他們的價值觀，他們就會有信心與社區就項目的願景作更深入的交流。

- 確保「調解員」參與整個行動階段，例如就擬訂項目時間表和施工計劃適時諮詢他們。項目進程具透明度，是贏得「調解員」信任的關鍵。

- 在適當的條件下，「調解員」是出色的溝通者，他們能帶出所有角色最好的一面。

如果你是「調解」⋯⋯

- 你豐富的社區經驗是成為公共空間專家的重要元素。除此之外，你亦可以參與第一冊第 5 章內的內容，了解公共空間項目的基本知識。熟讀這一章內公共空間項目中的六種角色能讓你的事半功倍。

- 第二冊亦能協助解答更多有關公共空間的問題。20 個設計策略下的「我們如何」問題（第二冊第 3 章）會協助你在身邊的公共空間發掘機遇，創造一個最適合社區的**令人嚮往的公共空間**。

6 PERSONAS AND THEIR ROLES AT ACTION PHASE
六種角色在行動階段中的身份

Check out who you are and your superpowers in a POS project:

查看你在公共空間目項目中的角色及「超能力」：

The Magnet 磁石：

I take charge of the whole design and construction process and ensure that innovative ideas are implemented successfully.

我會負責設計和施工的全過程，令創新理念可以成功實施。

The Genie 精靈：

I discuss with the Magnet the specific usage patterns of the Regulars and advise on innovative implementation methods.

我會提供意見，如與「磁石」討論「常客」的使用模式，或提供創新的實施方法。

The Conductor 指揮家：

I support the Magnet in design development.

我會在設計及施工細節上支援「磁石」。

The Sage 智者 :
I understand the usage patterns of the Regulars and can help develop a user-friendly management model.
我了解「常客」的使用模式，可以幫助建立使用者友好的管理模型。

The Mediator 調解員 :
I collect feedback from the Regulars and communicate with the other Personas.
我會收集「常客」的反饋並與其他角色溝通。

The Regular 常客 :
I participate and share feedback on user needs.
我會參與並分享使用者需求。

5 THE GENIE
精靈

Refers to
Academia, researchers, artists and POS concern groups with profound knowledge in this subject.

Motivation
Passion for knowledge-sharing and intellectual curiosity are key motivators for the Genie's participation in POS projects.

Superpowers

- Genies awe us with their ability to predict the future and imagine possibilities! However, their abilities are neither mystical nor unrealistic. With profound knowledge and foresight, they are forward-looking innovators who bring a POS project to fruition.

- As your POS ally, a Genie offers a wealth of research and insights, identifies upcoming trends, and inspires new ideas, leading your POS project in the right direction and success. Having a Genie on board is like having a personal strategist providing advice and support to validate your ideas.

意指
學術界、研究員、藝術家和公共空間關注組等具有深厚學術知識的群體。

推動力
對知識共享的熱情和求知欲是「精靈」參與公共空間項目的主要推動力。

超能力

- 「精靈」預測未來和想像公共空間的能力讓人讚歎！然而，他們的能力並非神秘莫測或不切實際。「精靈」擁有將公共空間項目付諸實踐的知識和遠見，因而能成為具有前瞻性的創新者。

- 「精靈」是你的盟友，在公共空間議題上有豐富的研究和真知灼見，能探測未來趨勢並激發新想法，使你的公共空間項目朝著成功的方向發展。 讓「精靈」參與你的項目就有如軍師坐陣，他會提供建議和支援，驗證你的想法。

How to collaborate with them?

- "Rub the lamp" and call upon the Genie at the Pre-project Phase to learn about their research insights on the latest trends and opportunities in POS design and development.

- Consult the Genie at regular intervals during the project lifecycle, especially when you want to build a solid research framework to strengthen your understanding of users' needs or to develop metrics for measuring POS performance. Give the Genie space to perform their "magic" so the POS can keep evolving!

- With sufficient time for preparation and thought formulation, the Genie can keep you on the pulse of the latest POS trends, untangle complex problems, and discover possibilities which may not surface yet!

If you are the Genie...

- You may use the Design Guide as a research starting point for POS design in Hong Kong. The Design Guide can help you form a solid narrative around the current development process. The **Design Strategies and Parameters of Desirable POS** (Vol. 2 Ch 2) can help you elaborate more on your perspectives.

- You can also find out the shared values (Vol. 1 Ch 6.3) essential to the community to build a framework for any agenda in your work.

如何協作？

- 在項目前期擦一下燈神並召喚「精靈」，從他們的研究中了解設計和開發公共空間方面的最新趨勢和機會。

- 在整個項目週期中，最好定期諮詢「精靈」，特別是當你想建立一個嚴格的研究框架來幫助了解使用者的需求、或制定衡量公共空間性能的指標時。請讓「精靈」施展他的「魔法」令公共空間不斷發展！

- 讓「精靈」有足夠的時間準備和整合他的想法，就可以助你貼近最新的公共空間趨勢，梳理複雜的問題，甚至可能看到公共空間還未顯露的各種可能！

如果你是「精靈」……

- 你可以使用這設計指南作為研究的切入點。它能幫助你有效地敘述公共空間當下的發展方向。參考**令人嚮往的公共空間設計策略及要素**（第二冊第 2 章）來詳細闡述你的觀點。

- 你亦可以看看第一冊第 6.3 章內的優秀設計價值，了解社會對公共空間的願景，以建構你的研究框架。

6

THE SAGE
智者

Refers to

Operational managers, technical experts, and managing advisors.

Motivation

The Sage is motivated by a smooth and safe everyday operation of POS. Practical considerations and technical difficulties determine how the Sage position POS implementation.

Superpowers

- The Sage is a cautious but caring advisor. They often have experiences with the path that lies ahead of you. With previous POS experiences under their belts, they know the ins and outs of keeping a POS in tip-top condition. Years of experience have also connected Sages with a certain network of Regulars, Mediators, and Conductors, whom they rely on for the latest information and front-line feedback.

- The Sage keeps their ears close to the ground. Their superpower can offer practical advice on running a POS project, connect you to other essential project proponents, and foresee front-liners' needs.

意指

營運經理、技術專家和管理顧問。

推動力

平穩和安全運作的公共空間是「智者」的推動力。實際考慮和技術困難將決定「智者」實現公共空間項目時的方式。

超能力

- 「智者」是一位謹慎而有愛心的顧問。他們大多都曾參與過公共空間項目，知道讓公共空間保持最佳狀態所需的各項細節。他們多年的經驗也意味著「智者」與「常客」、「調解員」和「指揮家」早已打通經脈，能夠從前線獲到最新資訊和意見。

- 他們的耳朵貼地，能提供有關運作公共空間項目的實際建議，將你與其他重要項目成員聯繫起來，並預料前線人員所需。

How to collaborate with them?

- Engage the Sage at the beginning of the Action Phase, and build a collaboration framework with them. This demonstrates how much you value their expertise and allows you to tap into their wealth of experience and knowledge to avoid the pitfalls, risks, and threats that may derail the project.

- Keep the Sage involved in the Evaluation Phase. They will be your valuable, steadfast advisors whenever you encounter issues, especially those related to POS management and maintenance.

If you are the Sage...

- You already have expertise in POS, but it is still helpful to review the shared values (Vol. 1 Ch 6.3) for the essentials for POS projects in Hong Kong.

- The whole Vol. 2 will be useful whenever you meet difficulties or dilemmas when you need to review the project management model. The Case Studies and practical tips in Vol. 2 Ch 4 showcase previous best practices that make a **desirable POS** possible in Hong Kong.

如何協作？

- 請重視他們的專業經驗，並記得在公共空間項目的早期階段與「智者」建立協作框架。透過他們豐富的經驗和知識，你的項目能避免跌入風險和威脅。

- 讓「智者」參與項目的評估階段。當您遇到關乎公共空間管理和維修保養相關的問題時，他們將是您寶貴而可靠的顧問。

如果你是「智者」……

- 你是公共空間的專家，但你仍可以看看第一冊第 6.3 章內的優秀設計主導價值，了解社會對公共空間的願景。

- 當管理模式需要革新時，第二冊的內容尤其有用。第二冊第 4 章內的實務貼士及參考案例說明如何將**令人嚮往的公共空間**成真。

Check out who you are and your superpowers in a POS project:

查看你在公共空間目項目中的角色及「超能力」：

The Conductor 指揮家：

I want to know the stakeholders' feedback and provide more professional support in future projects.

我會想知道持份者的反饋，為往後提供更專業的意見累計經驗。

The Magnet 磁石：

I want to know the stakeholders' feedback and improve implementation in future projects.

我會想知道持份者的反饋，為往後項目的成功實施累積經驗。

The Mediator 調解員：

I collect feedback from the Regulars and communicate with the other Personas.

我會收集「常客」的反饋並與其他角色溝通。

The Regular 常客：

I use and share feedback and want to be involved in any improvement process.

我會使用公共空間並分享反饋。如有改進工程，我也想參與其中。

The Genie 精靈：

I review project feedback and evaluate social impacts for summarising good practices beneficial for long-term development.

我會審視項目反饋並評估社會影響，以總結有益於長期發展的最佳實踐。

The Sage 智者：

I implement post-occupancy evaluation to collect feedback and suggestions from the Regulars.

我會進行用後評估，收集「常客」的反饋和意見。

Introducing Good Design-led Framework

引進「優秀設計框架」

OVERVIEW
概述

We have developed the **Good Design-led Framework** based on an extensive literature review, observations, and inspiration from the participatory-driven POS field studies and workshops. This framework serves as a set of guidelines for designing a **desirable POS** within the local context, specifically focusing on the 6 common POS types in Hong Kong, including Sitting-Out Area, Public Play Space, Plaza, Public Park, Waterfront Promenade, and Country Park.

With references to the Quality Public Open Space Dimensions defined by UN-Habitat Dimensions for Quality Public Open Space Assessment, Sustainable Development Goals of the United Nations, as well as other emerging trends in POS design, the framework provides comprehensive guidance across the important aspects of POS design: **Design for People**, **Design for Environment** and **Design for Future Planning**. Under these **3 Aspects**, we have further defined **10 Good Design-led Values**.

「優秀設計框架」是一套設計指引，旨在為本港訂立更**令人嚮往的公共空間**設計方針。框架的制訂源自多次實地考察及工作坊之中累積的觀察和啟發，並經過詳細審慎的學術研究，內容聚焦香港常見的其中六種公共空間，分別是休憩處、公共遊樂場、廣場、公共公園、海濱長廊及郊野公園。

這個框架參照聯合國人居署優質公共空間評核範疇、聯合國可持續發展目標以及其他公共空間的設計趨勢，全面地綜合關於設計公共空間的三個層面：**人本設計、環境空間**和**未來規劃**。在這**三個層面**之下，我們亦定義了一個**令人嚮往的公共空間**所能締造的**十項優秀設計價值**。

3 ASPECTS
三個層面

A **desirable POS** consists of many components, including hardware, software, organisation processes (orgware), and even considerations beyond POS design. Ultimately, these components stem from one of the **3 Aspects**. They are determined through literature review and analysis, global case studies, and design guidelines performed during the early stages of the project.

一個**令人嚮往的公共空間**是由很多元素組成，包括硬件、軟件、組織過程，甚至是公共空間設計以外的考慮。根據項目早期研讀和分析相關文獻、全球案例研究和設計指南，這些元素都是建基於下列的**三個層面**：

1 **Design for People**
How POS design can respond to people's needs, including their changing needs.

人本設計
如何設計公共空間以回應人們持續更新的需求。

2 **Design for Environment**
How POS design can mitigate environmental issues and strengthen micro-climates to ensure environmental resilience.

環境空間
如何設計公共空間以緩解環境問題及加強微氣候以確保環境應變能力。

3 **Design for Future Planning**
How POS design can accommodate future city development in addition to present capacity.

未來規劃
如何設計公共空間以應付未來城市發展。

While it is crucial to consider all POS users during the design process, we believe that a **desirable POS** should also improve people's quality of life, enhance environmental sustainability, and adapt to the ever-changing needs of our cities. These 3 Aspects stress the importance of **desirable POS** in contributing to the sustainability of our cities, which we believe should be the guiding principle of this Design Guide.

一個**令人嚮往的公共空間**亦應該考慮公共空間使用者的需要，從而提升市民的生活質素、令環境達至可持續發展，而且能與時並進切合城市中不斷的改變和需要。我們相信這三個層面在此提綱挈領，突顯**令人嚮往的公共空間**能貢獻城市未來的持續發展。

1 DESIGN FOR PEOPLE
人本設計

Echoing the United Nations' Sustainable Development Goal 11, the first Aspect, "Design for People", ensures that the **desirable POS** is inclusive, safe, and enjoyable for all users. This part covers not only the physical elements of POS design but also the community activities, placemaking, and public participatory processes that make the POS an integral part of our everyday lives and improve our quality of life.

回應聯合國永續發展目標第 11 項，首個人本面向的設計層面，關乎確保**令人嚮往的公共空間**是共融、安全、且可供任何使用者享受的地方。這不只是指公共空間設計的物理層面，亦包括社群活動、地方營造、公眾參與等領域，使公共空間成為我們日常生活中不可或缺的部份，並提升我們的生活水平。

2 DESIGN FOR ENVIRONMENT
環境空間

Noting the importance of ensuring the environmental sustainability of our cities, we incorporated key concepts such as biophilic city, sponge city, and microclimate into developing our **Good Design-led Framework**. The second Aspect, "Design for Environment", illustrates how a well-designed POS can become crucial to the city's climate and conservation strategy while aligning with the United Nations' Sustainable Development Goals 13 and 15.

考慮到環境可持續發展的重要性，我們將親自然城市、海綿城市、微氣候等主要概念都囊括在「**優秀設計框架**」以內。環境空間作為第二個層面，闡明一個設計優秀的公共空間如何成為城市氣候和保育策略中的重要部分，同時回應聯合國永續發展目標第 13 及 15 項。

3 DESIGN FOR FUTURE PLANNING
未來規劃

As our cities evolve, so do our needs and aspirations for a **desirable POS**. By referencing emerging urban planning concepts, each with different implications on the form, function, management, and design process of POS, the third Aspect of our framework, "Design for Future Planning", offers insights into how POS could be designed to strengthen urban resilience on a city scale while coping with future city development.

隨着城市變遷，我們對於**令人嚮往的公共空間**的需求和想像同樣不斷變化。參考近期的城市規劃概念，公共空間的不同形態、功能、管理、及設計流程都具有不一樣的意義，未來規劃作為第三個層面，闡述公共空間的設計如何加強城市的韌性，同時應對未來城市發展力。

10 GOOD DESIGN-LED VALUES
十項優秀設計價值

The Good Design-led Values are the essential shared values in POS projects. Arising from the **3 Aspects**, the **10 Good Design-led Values** establish the framework for the Design Guide and the Design Thinking Toolkit. We believe the 10 Values are universally applicable to all POS. However, the detailed understandings and definitions of the Values may vary under different project scenarios. You can use the **10 Good Design-Led Values Cards** in the **Design Thinking Toolkit** to learn more about understanding the Values of a specific project.

優秀設計價值是公共空間項目中重要的共享價值觀。由**三個層面**衍生的**十項優秀設計價值**是「空間大可能！設計指南」和「空間大可能！設計思維工具包」的基礎框架。我們認為這十個價值普遍適用於所有的公共空間，但在不同的項目背景下，對各個價值的詳細理解和定義會有所不同。你可以使用「**空間大可能！設計思維工具包**」裏的**十項優秀設計價值卡**理解在一個實在的公共空間項目中這十個價值的具體含義。

VALUE 1 價值一	INCLUSIVITY AND COMPARABLE EXPERIENCES FOR ALL 共融及彼此相仿的體驗

A **desirable POS** should promote equity and create a welcoming environment where everyone can easily enter, navigate, and use the facilities. Ensuring comparable user experiences for diverse groups is critical to allow users of all abilities and backgrounds to fully utilise and enjoy the POS.

一個**令人嚮往的公共空間**，可以透過創造共融環境來促進人人平等，包括讓任何人自由進入、尋找方向和使用設施。創造一個彼此相仿的使用者體驗，是令不同能力和背景的使用者能各取所需、享受公共空間的關鍵。

▶ **Inclusivity:**
  Welcome a wide variety of users in its community.

▶ **Comparable experiences:**
  Ensure that users of different abilities can use the space in ways that suit their needs and enjoy the same facilities equally.

▶ **共融：**
  歡迎社群之中的各種使用者。

▶ **彼此相仿的體驗：**
  確保使用者在不同的身體狀況及能力下都能按其所需，在空間裏平等地享受同樣設備。

#ageinclusion #genderInclusion #disabilityinclusion #ethnicInclusion #universaldesign
#年齡共融 #性別共融 #殘疾共融 #種族共融 #通用設計

VALUE 2 價值二
SAFETY, SPACIOUSNESS AND ADEQUATE FUNCTIONAL PROVISION
安全、寬敞及充足的功能

A **desirable POS** should offer safe, comfortable environments where everyone can intuitively identify the different usage of spaces. Clean, well-functioning and flexible spaces are key to accommodating diverse uses.

一個**令人嚮往的公共空間**能提供安全舒適的環境，並令每個人都可以容易分辨各種空間的不同用途。 乾淨、功能良好且靈活的空間是容許多用途使用的關鍵。

▶ **Safety:**
Balance the potential harm to its users and the enjoyment for the space.

▶ **Spaciousness:**
Provide the space for users to move around and carry out different activities.

▶ **Functional Provision:**
Provide users with spaces corresponding to specific functions.

#multifunctionalspace # 多用途空間

▶ **安全：**
平衡對使用者安全及使用體驗。

▶ **寬敞：**
提供使用者所需用的空間，以在其中走動進行不同的活動。

▶ **充足的功能：**
提供相應的功能，讓使用者進行各種活動。

VALUE 3 價值三
VIBRANCY AND ENJOYMENT
有活力及樂趣的空間

A **desirable POS** should foster the well-being and flourishing of its users by providing aesthetically-pleasing environments that encourage the enjoyment of spaces and activities. Diverse and engaging experiences and opportunities for testing and new ways of play, inspire users to explore different ways of public life beyond basic provisions.

一個**令人嚮往的公共空間**可促進使用者的身心健康，包括營造美觀和具吸引力的環境，鼓勵使用者享受空間及活動。透過多樣化和引人入勝的體驗和機會，引導使用者在公共空間內發掘各種生活方式。

▶ **Vibrancy:**
Provides users with exciting experiences.

▶ **Enjoyment:**
Promote well-being by offering a diverse range of activities.

#unconventional #playful #testingground #innovation

▶ **活力：**
給予使用者有趣的體驗。

▶ **樂趣：**
推廣多樣的活動以促進使用者的身心靈健康。

#非一般 #趣味 #試點 #創新

VALUE 4　DISTINCTIVENESS AND RELEVANCE
價值四　獨特性及社區的認同感

A **desirable POS** should reflect its neighbourhood, context, and social setting. It should express the local character and communal aspirations of its users. Enabling spaces to foster collaboration and interaction strengthens communal life and is integral to a united community.

一個**令人嚮往的公共空間**能反映鄰里、場域和社群特性，並能彰顯當地特色和使用者的共同願景。它能夠促進社區協作和互動，是一個團結的社區不可或缺的部分。

▶ **Distinctiveness:**
Has distinct identity that is recognisable and easy to remember.

▶ **Relevance:**
Is informed by its social context and the needs of its neighbourhood.

▶ **獨特性：**
具備特有的身份，既受認可而又易於記認。

▶ **認同感：**
與社區和鄰里需要息息相關。

#senseofattachment #localidentity #socialcohesion　#歸屬感　#本地身份　#社會凝聚力

VALUE 5　OPENNESS FOR PARTICIPATION
價值五　開放態度及社區參與

A **desirable POS** should actively engage its users. The input and feedback from users keep the POS lively and help cultivate social bonds in the neighbourhood.

一個**令人嚮往的公共空間**能積極地吸引使用者。使用者的投入和意見會令公共空間更有活力、更能凝聚社會鄰里的力量。

▶ **Participation:**
Represent the community's collective spirit by inviting community members to participate.

▶ **參與：**
邀請社群參與其中，是社群集體意識的代表。

#cocreate #communication #empowerment　#共創　#溝通　#充權

VALUE 6   BIOPHILIC DESIGN
價值六   親近自然的設計

A **desirable POS** should connect users with nature. It can provide an oasis where city dwellers can escape the hustle and bustle of urban life and enjoy the physical, mental, and environmental benefits of interacting with nature.

一個**令人嚮往的公共空間**能將使用者與大自然聯繫起來,而使用者透過與大自然之間的互動,可感到身心舒暢。它是城市中的綠洲,是遠離城市喧囂的好去處。

▶ **Biophilic:**
    Promote a human-nature connection.

▶ **親近自然:**
    推動人類與自然的連結。

#humannatureconnection　#人與自然的聯繫

VALUE 7   OPTIMAL MICROCLIMATE
價值七   宜人的微氣候

A **desirable POS** should combat the urban heat island effect and cool down the city, providing users with a comfortable experience year-round.

一個**令人嚮往的公共空間**,能減輕城市熱島效應,並為使用者提供全年舒適的體驗。

▶ **Microclimate:**
    Optimises specific climate conditions within a site to create a comfortable environment for its users.

▶ **微氣候:**
    依據該地區的特定氣候狀況,創造舒適宜人的環境。

#ambienttemperature #allseasons　#適合溫度　#四季

A **desirable POS** should enhance environmental sustainability and longevity to become a lasting part of the city's green infrastructure and support all life within it.

一個**令人嚮往的公共空間**，能提高環境的可持續性、延長環境的壽命，並使其成為城市綠色基礎設施的一部分。

▶ **Sustainable Environment:**
Support the vitality of the environment.

▶ **Ecosystem:**
Sustain the life of every being in the city and serve as an urban habitat for a larger ecosystem.

#lifecycle #ecosystem #生命週期 #生態系統

▶ **可持續的環境：**
確保環境應有的活力。

▶ **生態系統：**
維繫着城市中的所有生命，且可以成為整個生態系統的城市棲息地。

VALUE 9
價值九
RESPONSIVENESS AND CATALYST FOR NEIGHBOURHOOD
積極回應及社區催化

A **desirable POS** should be agile and resilient. In addition to fulfilling the community's ever-changing needs, it is critical to enable the POS to proactively extend its influence to drive positive social change and absorb crises to sustain dynamic urban life.

▶ **Responsiveness:**
Adapt to the changing identity and needs of the neighbourhood.

▶ **Catalyst for Neighbourhood:**
Drive positive changes and promote local capacity-building and community development in the long run.

#goodchanges #extremeclimate #futureready

一個**令人嚮往的公共空間**，是「反應敏捷」及具彈性的。它除了滿足不斷改變的社區需求外，同時可以積極擴大其影響力、推動正面的社區轉變。它亦可以把社區的危機吸收消化，讓城市生活保持活力。

▶ **積極回應：**
積極回應社區身份意識，以及社區需要的轉變。

▶ **社區催化：**
成為一股推動正面改革的原動力，長遠推廣本地建設和社區發展。

＃正面影響 ＃極端氣候 ＃為未來準備

VALUE 10
價值十
MULTIDISCIPLINARY INTEGRATION
跨界別合作

A **desirable POS** requires thorough considerations from across disciplines to operate, function, and evolve sustainably into the future, starting from the early stage of development. It must align with urban planning frameworks and global aspirations to address long-term environmental, social, and economic needs and deliver enduring value.

▶ **Multidisciplinary:**
It is important to involve people from different backgrounds and integrate various subject knowledge to design and manage a POS. Promote cooperation between different parties and departments can lead to a successful implementation of innovative POS design.

#urbanplanning #collaboration

一個**令人嚮往的公共空間**，由早期階段便須有跨界別的思維，確保它能持續地運營和發展。它必須與城市規劃框架和全球願景保持一致，以應付長遠的環境、社會和經濟需求，並保持它的價值。

▶ **跨界別：**
納入不同背景、專業的人共同設計和管理公共空間，將不同界別的知識融會貫通。通過各機構和伙伴的合作，方能成功實現創新公共空間的設計。

＃城市規劃 ＃協作

What's Next

下一步

Through the POSsible! Design Guide, we hope innovative ideas will transform a good POS design into a truly **desirable** one. We believe an ideal POS design and management is not solely the responsibility of its designers and different working departments, but rather all POS stakeholders. Therefore, this Guide is based on our core beliefs of inclusivity and people-centred design. A **desirable POS** design should respond to users' needs, improve their quality of life, contribute to environmental sustainability, and constantly adapt to emerging needs and aspirations for a desirable POS.

To decide which Good Design-led Values and recommendations on Design Strategies suit you, go ahead and turn to Vol. 2! We will walk you through the details of creating a **desirable POS** using best practices and many useful tips! Additionally, do not miss Vol. 3, which provides handy information, support and all the necessary resources for the design process!

透過「空間大可能！設計指南」，我們希望創新的意念可以造就好的設計，締造真正**令人嚮往的公共空間**。建基於我們的核心信念——共融及以人為的設計，一個美好的公共空間的設計及管理並非全是設計者及工作機構的責任，而是所有公共空間的持份者。一個**令人嚮往的公共空間**應該能回應使用者的需要，提升他們的生活質素，為可持續發展的環境出一分力，並對公共空間的新需求與願景作出及時的應對。

要決定哪些優秀設計價值和建議適合你的設計策略？請繼續閱讀第二冊！我們將透過最佳實踐和許多有用的提示，向你細述創建**令人嚮往的公共空間**的細節！也不要錯過第三冊，裏面提供了簡易資訊、支援以及整個設計過程中所需的一切資源！

GLOSSARY
詞彙表

Design Guide 設計指南	A set of guidelines that advocates for a people-centred approach when designing a desirable and inclusive POS. 一套以使用者為本的方式達至令人嚮往而共融的公共空間設計導引。
Design Thinking 設計思維	People-centred iterative process focused on uncovering the genuine needs and insights of users, challenge assumptions, redefine problems and create innovative solutions that are prototyped and tested by users. 以人為本的反覆測試過程，集中發掘使用者的真實需要及見解，挑戰假設，重新定義問題及創造創新的解決方案。
Design Thinking Toolkit 設計思維工具包	A set of tools for applying Design Thinking on POS projects to better understand users, stakeholders and team. 在公共空間應用設計思維的一套工具，協助更深入理解使用者、持份者及團隊。
Field Survey 實地考察	Data collected on-site to understand current usage patterns of the POS, interactions and behaviours of various stakeholder groups to obtain usage, user's feedbacks / expectations on POS. 收集現場數據，用於了解現時公共空間的使用情況、不同持份者的互動及行為，獲取使用者的回饋及在公共空間上的期望。
Literature Review 文獻研究	Review of relevant local and overseas good practices, standards, studies, researches, business models related to the planning, design, management, maintenance, procurement, and sustainability of POS. 檢討與公共空間規劃、設計、管理、維護、採購及可持續發展相關的本地及海外良好做法、標準、研究和商業模式。

Public Open Space (POS) **公共空間**	According to the Chapter 4 of the Hong Kong Planning Standards and Guidelines (HKPSG), open space is defined as a "a statutory land use zone for the provision of Open Space (OS) and recreation facilities for the enjoyment of the general public, which includes parks, gardens, sitting-out areas, and waterfront promenades." For the project, the term "public open space (POS)" generally refers to the 6 POS types in which ArchSD serves as the agent of the work for implementation. They include: • Sitting-Out Area • Public Play Space • Plaza • Public Park • Waterfront Promenade • Country Park 根據《香港規劃標準與準則》第四章，公共空間主要指的是「一個法定土地用途地帶，用以提供休憩用地及康樂設施，供公眾享用，例如公園、花園、休憩處、海濱長廊等空間。」 在這個項目，公共空間主要包括由建築署規劃的六種公共空間類型： • 休憩處 • 公共遊樂場 • 廣場 • 公共公園 • 海濱長廊 • 郊野公園
UN-Habitat Dimensions for Quality Public Space Assessment **聯合國人居署優質公共空間評核範疇**	Quality assessment of public space put forward by UN-Habitat looks at 5 main dimensions: use and user, accessibility, amenities and furniture, comfort and safety, and green environment. 聯合國人居署設立的五個優質公共空間評核範疇： 可達程度、環境及綠化、用途及使用者、設施及配套及舒適及安全。

United Nations' Sustainable Development Goals **聯合國可持續發展目標**	Collection of 17 interlinked global goals designed by the United Nations to be a blueprint to achieve a better and more sustainable future for all. 為了一個更好及具備持續性的未來，聯合國設立了作為藍本的 17 個全球目標。
User **使用者**	Member of the general public who visits various POS types. 到訪不同公共空間類型的大衆。
User Needs **使用者需求**	Demands or requests for different activities, design features, or management actions that are crucial to fulfilling their satisfaction towards a POS. 對於公共空間的活動、設計特色或管理手法上的需求。