

Designing Desirable Public Open Space - Strategies 塑造令人嚮往的公共空間 - 設計策略

Hello, How Can I Help?
你好，有乜幫到你？

Vol. 2
第二冊



POSSible!

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POSSible! Design Guide
空間大可能！設計指南

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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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公共空間可以隨社區的需要與願景而更新。

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COLLABORATIVE 協作

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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休閒場所。

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"There is no logic that can be superimposed on the city; people make it, and it is to them, not buildings, that we must fit our plans."

沒有任何邏輯可以凌駕於城市之上；正因是人創造了城市，規劃應該為人而不是為建築物。

- Jane Jacobs

6 STEPS TO ADOPT THE POSSIBLE! POS DESIGN METHODOLOGY

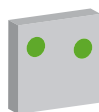
六個應用「空間大可能！」公共空間設計方法的步驟

This POSSible! Design Guide introduces a new design methodology to be adopted in the 6 POS types. 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.

「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。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。



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

第一冊第 5.1 章

POS types in Hong Kong and this Guide

香港和本設計指南的公共空間類型



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

第一冊第 5.3 章

Workstages and Standard Workflows

工作階段及標準流程



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 United Statesge 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？

How should I define the project vision and objectives?

我應該如何定義項目願景和目標？

**POS Action Combo B
公共空間行動組合 B**



**VOL. 1 CH 5.4
第一冊第 5.4 章**

The 6 Personas and their Characters
六種角色及其特質



**VOL. 1 CH 6.3
第一冊第 6.3 章**

10 Good Design-led Values
十項優秀設計價值



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」去促進各持份者的參與，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？

**VOL. 2 CH 3
第二冊第 3 章**

Desirable POS Practice
令人嚮往的公共空間設計實踐



**VOL. 2 CH 4
第二冊第 4 章**

POSSible! Case Study
「空間大可能！」案例庫



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
第三冊第 3.3 章**

Assessment Package
評估工具包



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。

The Essentials and Tips

Welcome to POSSible! Design Guide Vol. 2! Now that you know the basics of Public Open Space (POS) and the Good Design-led Framework for **desirable POS** design in Vol. 1, you are probably eager to learn how to turn these important qualities into the reality. Vol. 2 is all you need to push forward! Continue to discover potential design solutions, detail-oriented ideas and noteworthy best practices in POS design.

If you are a POS practitioner, this guide will be a useful facilitator to help you implement POS design oriented towards people, environment and future planning. Not a practitioner? No worries! Use this guide to increase your understanding of POS. Discover what building professionals do and navigate their language with ease. It will be an interesting read!

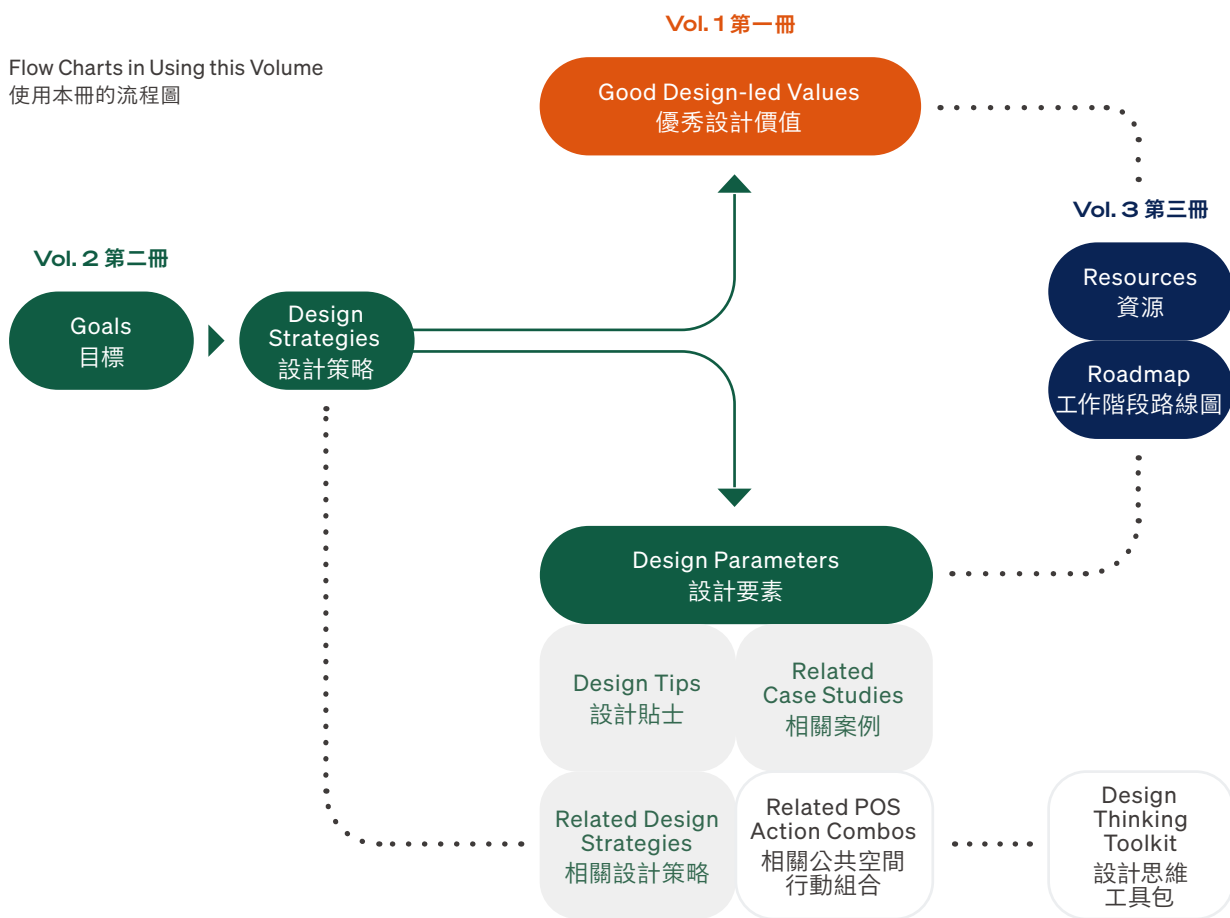
This POSSible! Design Guide Vol. 2 sets out the Design Strategies and Design Parameters under each Good Design-led Value. Far from being a prescriptive list to follow closely, we have included local and global case studies to support each Design Strategy and Design Parameter. We believe that POS design has infinite opportunities to innovate. Through this Design Guide, we can expand the realm of possibilities together.

歡迎來到「空間大可能！設計指南」第二冊！如今你已經透過第一冊掌握了公共空間的基本概念，以及建造**令人嚮往的公共空間**的優秀設計框架，想必你會渴望學習如何實踐，將重要的元素化成現實。打開本冊，你會找到向前邁進的關鍵！接下來，你可以找到可行的設計好方案、從細節入手的好主意、以及值得參考的公共空間的好例子。

如果你是一位公共空間設計者，本冊會是一份實用指南，助你實踐充分考慮到人本、環境與未來規劃的公共空間設計。如果你只是一位素人，不要緊，我們會用深入淺出的方法，與你一起發掘關於公共空間的專業知識，這也會是一個很有趣的閱讀體驗！

「空間大可能！設計指南」第二冊列舉了每個優秀設計框架之下的設計策略及設計要素，它們都充分參考了本地及國際的實例，而並非一成不變、要你照單執藥的清單。我們相信，公共空間設計有無限的機遇，讓我們活用這份指南，一起探索擴展更多可能性！

Flow Charts in Using this Volume
使用本冊的流程圖



THE ESSENTIALS

必讀要點

There are several essential ideas which form the basis of this design guide:

- First and foremost, this is not a prescriptive design checklist. This Design Guide aims to discuss how to make **desirable POS** possible rather than simply listing the basic requirements of common POS. Based on the Good Design-led Framework, the **Design Strategies and Parameters** in Ch. 2 provide innovative ideas and encourages readers to envision creating original solutions ahead of their time.
- The **Design Strategies and Parameters** can be used in different workstages of a POS project for multiple purposes. It can be used to clarify objectives by tracing back to Values and selecting detailed design ideas suitable for specific scenarios. There are no standard answers to using the Design Strategies and Parameters: different Personas ask different questions in different contexts. If you are stuck, try looking at the Goals first to navigate to the areas of interest quickly!
- The **Design Strategies and Parameters**, or the idea of implementing **desirable POS**, is useful for locating the most suitable local and overseas Case Studies. Instead of a checklist, the Matrix can be used as an index for useful Case Studies to help readers find relevant best practices that respond to particular design questions. Rather than listing the general profile of Case Studies, this Design Guide focuses on what makes them a **desirable POS**.
- Before you start, read about our 6 Personas in the next session you may encounter in a POS project and **10 Good Design-Led Values** that set the foundation for a desirable POS. A full description can be found in Vol. 1.

我們先說明本設計指南的基礎及必讀要點：

- 首先，我們提供的並不是「按單執藥」的清單。這份指南的精髓，與其說是列出普遍公共空間需要的「標準」，我們更關心的是討論如何營造更**令人嚮往的公共空間**，將構想化為可行。從優秀設計主導框架，我們得出第二章列舉的**設計策略及要素**，旨在提供創新意念，鼓勵各位想像新時代下的原創方案，超越一般的「好」。
- **設計策略及要素**可以應用於公共空間項目的各個設計階段、發揮不同功能。它可以助你透過追本溯源到一些重要的價值、找出更清晰的目標，也有助篩選出適用於特定情境的具體設計理念。正因為背景脈絡不同、角色有別，提出的問題也會隨之改變，所以如何使用設計策略及要素，並沒有一個標準答案。感覺無從入手？嘗試善用目標關鍵字，可以更快找到你感興趣的範疇！
- 想活用**設計策略及要素**，又或者實踐**令人嚮往的公共空間**的概念，最好就是參考本地與海外的案例。你可把設計策略作為索引（而非視之為一份清單）、尋找有用的案例，得出回應特定設計問題最適切、最可行的實踐方法。本「設計指南」的重點，並非列出案例的一般概況，而是展示這些案例如何體現**令人嚮往的公共空間**。
- 在開始前，緊記閱讀下一節的六種角色及其特質、以及**十項優秀設計價值**，以了解在公共空間項目中可能遇到的持份者及優秀公共空間的成功因素。詳細闡述可參閱第一冊。

"Neighbourhood is not a place; it's a state of mind."

「鄰里不止是一個地方，
更是一種心態。」



-Field Survey Interviewee 實地考察受訪者

THE ESSENTIALS

必讀要點

GOOD DESIGN-LED WORKFLOWS

優秀設計工作流程

Designing a POS requires the collective effort of many people, in which different needs arise at each stage of a project. Refer to Vol. 1 Ch. 5.3 for more details.

公共空間設計項目牽涉眾人協力才能完成，而項目的不同階段會有不同需要。詳細闡述可參閱第一冊第 5.3 章。

Pre-project Phase

項目前期階段

Planning Phase

計劃階段

Action Phase

行動階段

Evaluation Phase

評估階段

Post-project Phase

項目後階段

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. Refer to Vol. 1 Ch. 5.4 for more details.

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。詳細闡述可參閱第一冊第 5.4 章。



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.

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。



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. Refer to Vol. 1 Ch. 5.1 to learn more about United States patterns of different POS users.

意指

在公共空間進行康樂活動的積極參與者，即為公共空間的經常使用者。他們來自不同的年齡、背景、種族、性別及身體能力。可參閱第一冊第 5.1 章了解更多不同使用者的使用模式。



Refers to

Project consultants, technical specialists, and contractors.

意指

項目顧問、技術專家、藝術家和承包商。



Refers to

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

意指

學術界、研究員和公共空間關注組等具有深厚學術知識的群體。



Refers to

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

意指

非政府組織、慈善組織、學校和社區團體的成員。



Refers to

Operational managers, technical experts, and managing advisors.

意指

營運經理、技術專家和管理顧問。

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 on POS feasibility.

我會就項目可行性向「磁石」提供專業建議。



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 United States 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 United States 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。



6 PERSONAS AND THEIR ROLES AT EVALUATION PHASE 六種角色在評估階段中的身份

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 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。

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 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 ESSENTIALS

必讀要點

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。

DESIGN FOR PEOPLE

人本設計

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。創造一個相符的使用者體驗，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。

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 United Stateses 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。

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。

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。

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。

DESIGN FOR ENVIRONMENT 環境空間

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。

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。

VALUE 8 SUSTAINABLE ENVIRONMENT AND ECOSYSTEM 價值八 可持續的環境及生態系統

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。

DESIGN FOR FUTURE PLANNING 未來規劃

VALUE 9 RESPONSIVENESS AND CATALYST FOR NEIGHBOURHOOD 價值九 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.

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。

VALUE 10 MULTIDISCIPLINARY INTEGRATION 價值十 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.

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。

TIPS

貼士

- Although the **Design Strategies and Parameters** are universal for all POS types, don't forget the detailed table and questions are type-specific. The differences lie in the scales or unique characteristics of the 6 POS types. For example, preserving undisturbed natural environments of Country Parks is considered more important than other values. Therefore, massive design interventions are not recommended.
- The Design Guide is assumed to suit all Personas in POS. No matter which Persona you define yourself, the detailed Design Parameter questions can help you understand the concerns of other Persona types during the diverging process. (Refer to Vol. 1 Ch. 5.4)
- Efforts are made to list all contents in the most logical sequence, either by difficulty level, complexity, or conventional logic in POS projects. Also check out neighbouring entries for new idea inspiration.
- Visit the POSSible! Website for full details of updated Case Studies.
- 雖然**設計策略及要素**適用於各種的公共空間，但要緊記，詳細的表格與問題都是針對特定種類而設計的。六類公共空間的不同之處，在於各自的規模與獨有特質，例如對於郊野公園而言，保留原始的自然環境比其他價值更為重要，所以我們並不建議進行大規模的設計造成干預。
- 本「設計指南」對公共空間的所有角色皆通用。無論你將自己界定為甚麼角色，設計要素的詳細問卷可以在分類過程中幫你一把，並了解彼此如何考慮特定細節。（請參考第一冊第 5.4 章）
- 我們在所有內容的排序方法下過苦功，嘗試以難易程度、複雜性或公共空間計劃中常見的思維邏輯，順序列出內容。不妨試試查看鄰近的條目，或能啟發更多新想法！
- 歡迎瀏覽「空間大可能！」網站，細閱最新的完整案例。

Design Strategies and Parameters of Desirable POS

令人嚮往的公共空間設計策略及要素

**"The presence of
other people is
always important
for your feeling of
safety."**

**「其他使用者的存在永遠是安全感的
重要來源。」**

- Jan Gehl

DESIGN STRATEGIES

設計策略

Design Strategies help you understand and achieve the Core Values of 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 keywords to navigate the Matrix 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**的核心價值。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。你可以嘗試使用關鍵詞，細閱匯表，開始以公共空間專家的角度，理解何謂「令人嚮往」！

DESIGN FOR PEOPLE

人本設計

Good Design-led Value 優秀設計價值	Goal 目標	Design Strategy 設計策略
1 Inclusivity and Comparable Experiences for All 共融及彼此相仿的體驗	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 Multidisciplinary 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。

DESIGN PARAMETERS

設計要素

Design Parameters are the fundamental design units in POS. They cover various aspects of design considerations in POS projects and provide implementation details for different Strategies in this Design Guide. The categories of Design Parameters range from hardware, software, and orgware to items beyond the scope of traditional design that require your consideration. This table of Design Parameters serves as an overview of all dimensions that will be elaborated in the coming sections. Although the elaborations are arranged by Design Strategy, a specific Design Parameter can contribute to multiple Design Strategies as all design considerations in POS are interwoven. As you will see in the next chapter, the elaborations are framed as questions because we believe asking "how" is always more important than stating "what is".

設計要素是指營造公共空間時的基本設計單元，包括公共空間項目中不同面向的設計考慮、以及在本「設計指南」提到的不同策略的執行細節。設計要素的分類涵蓋了硬件、軟件及組織過程，以至超出傳統設計領域以外、而你或許需要考慮到的元素。以下的設計要素列表是一個總覽，列出本指南中將會提及詳細解說的所有面向，並詳加解說。請注意，各種公共空間的設計考慮其實都是互相交織的。以下的解說雖然就著「策略」來排序，但同一個設計要素，其實可以適用於多個設計策略。下一章，你會發現這些解說都是以問題的形式出現——相比起武斷地告訴你「甚麼是……」，我們相信嘗試問「如何做？」往往更加重要。

HARDWARE

硬件

Location & Accessibility 地理位置與達達性

entrance | 入口

barrier-free facility | 無障礙設施

barrier | 屏障

Layout 佈局

site grading | 地形設計

zoning | 分區

circulation | 動線

spatial configuration | 空間配置

Signage & Wayfinding 標牌與導向

signage | 標示牌

wayfinding | 導向

Safety & Security 安全保障

lighting | 燈光

surface finishing | 表面處理

surveillance | 監察系統

visibility | 能見度

Style & Atmosphere 風格與氛圍

theme | 主題

featured element | 標誌性元素

artwork | 藝術品

design language | 設計語言

colour & shape | 顏色和形狀

Facilities 設施

divider and separator | 分隔

furniture | 傢俬

shelter | 遮蔽處

structure | 結構

interactive technology | 互動科技

toilet and accessible unisex toilet (AUT) | 暢通易達洗手間

Equipment & Amenities 設備與便利設施

food and beverages kiosk | 小食亭

amenities kiosk | 便利設施亭

play equipment | 遊樂設施

fitness equipment | 健身設施

sensory equipment | 感官設計

Landscape 景觀美化

soft landscape | 園景

pavement | 鋪路

water feature | 水景

Infrastructure, Maintenance & Management

基建、維修與管理

material | 物料

responsive technology | 感應科技

SOFTWARE

軟件

Placemaking 地方營造

recurring and festive event | 經常性和節日活動
regular community programme | 持續的社區計劃
pop-up programme | 快閃計劃

Education 教育

educational programme | 教育計劃
experiential learning | 體驗式學習

ORGWARE

組織過程

Management Model 管理模式

pilot & prototype | 試點和原型
opening hour | 開放時間

Review & Evaluation 審查與評估

regular review | 定期檢查
communication channel | 溝通渠道

BEYOND DESIGN

設計以外

Strategic Planning 策略性規劃

sustainable design principle | 可持續設計原則
connectivity | 連結性
stormwater management | 雨水管理
water recycling system | 水循環系統
renewable energy | 再生能源
transportation | 交通系統
walkability | 可步行性

Public Participation 公眾參與

co-creation | 共創
community engagement | 社區參與

Organisational Collaboration 組織協作

public-private partnership | 公私營協力
cross-sectoral collaboration | 跨部門合作

Desirable POS Practice

令人嚮往的公共空間實踐

GET READY

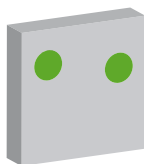
準備就緒

YOU WILL SEE...
你將會看到 ...



* We will suggest related POS Action Combos and Design Thinking Tools that could be helpful to you. Details about these Action Combos and Design Thinking Tools can be found in the Possible! Design Thinking Toolkit.

* 我們建議您使用相關「公共空間行動組合」和「設計思維工具」。有關「公共空間行動組合」和「設計思維工具」的內容請參閱「空間大可能！設計思維工具包」。



POSSible! Design Thinking Toolkit
「空間大可能！設計思維工具包」

The Design Thinking Toolkit is specifically designed for POS projects but its United Statesge 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 to achieve greater design results.

「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。

1 INCLUSIVITY AND COMPARABLE EXPERIENCE

共融及彼此相仿的體驗



1.3

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



1.1

Everyone can easily enter the POS
人人皆可輕易進入公共空間



1.2

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

STRATEGY 策略 1.1

ACCESSIBLE 易達

Everyone can easily enter the POS

人人皆可輕易進入公共空間



An ACCESSIBLE POS is:

- A POS that is easily found, seen, and accessible by everyone in the neighbourhood.
- A POS that does not impose a challenge for anyone to enter.

一個容易進入的公共空間代表：

- 位置方便、易找的公共空間。
- 任何人要進入這個公共空間時，都不會感到有困難。

WHAT IF I COULD MAKE AN ACCESSIBLE POS POSSIBLE!?

空間大可能！我能如何令公共空間容易進入？

IF YOU ARE...

如果你是 ...



What if I could allocate more management and security resources to achieve longer opening hours?

或許我可以計劃安排更多資源於管理及保安方面，以延長開放時間？

What if I could take the lead in aligning other Personas on the objectives of accessibility?

或許我可以主導並協調其他角色，一同達成「容易進入」的目標？

What if I could advise on what shall be provided for users with different abilities?

或許我可以根據不同使用者的需求，提供建議？



Related POS Action Combos
in Design Thinking Toolkit

「設計思維工具包」的
相關「公共空間行動組合」

Combo A

Building onto desk research,
to understand the need of the
community

組合 A

建基於前期研究去理解社區的需求

Combo B

Co-creating design
with community

組合 B

與社區協同設計

Related Design Parameters

相關設計要素

#entrance #barrier #sitegrading #softlandscape #pavement #openinghour
#walkability #transportationinfrastructure

#入口 #地形設計 #園景 #鋪路 #開放時間 #可步行性 #交通系統

1/2

How might we transform an entrance into a welcoming place to greet visitors?

我們可如何將公共空間的入口轉化為一個歡迎訪客的地方？



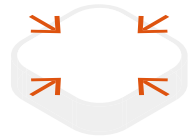
Suitable opening hours
合適的開放時間



No barrier
沒有障礙物



Visible entrance location
顯眼的入口位置



Multiple entrances
多個出入口

- a. Opening hours are an important social sign of a welcoming entrance.
 - b. No barrier makes a desirable entrance.
 - While a gateless design is a direct way to create unobstructed views, some POS Personas (such as **the Magnet** and **the Sage**) may raise concerns about the night-time safety and security of the POS. This can be mitigated by installing lights or having luminous equipment to reduce blind spots and deter crimes.
 - c. Establish visual connections to welcome people to enter a POS.
 - Minimise obstructions and barriers at the entrance of the POS so that **the Regular** can directly look into the POS before they enter. Good visual connection helps encourage **the Regular** to enter with ease. Common obstructions and barriers to avoid include shrubberies, bollards, gates, and planter walls.
 - Place entrances near crossings, road junctions, or entrances of adjacent buildings so that **the Regular** feel welcome to enter. Another good orientation and location would be opening up towards public transport or drop-off areas, facilitating direct entry into the POS.
 - d. Provide multiple entrances to invite people to enter a POS regularly.
 - Enhance the convenience of accessing a POS by creating multiple entrances. The larger the POS, the more entrances it will need. For linear POS type, such as Waterfront Promenade, entrances at regular intervals help users avoid detours and create convenience.
 - Provide multiple route options at entrances that **the Regular** could take as a shortcut that encourages more daily walking or a leisure track that allows them to engage with the environment.
- a. 合適的開放時間是邀請公眾到訪的重要一環。
 - b. 理想的入口應沒有障礙物。
 - 無閘門設計可以說是創造的開揚景觀最直接的方式。一些公共空間項目角色（例如「磁石」與「智者」）可能會擔心晚間的安全與保安風險，而加裝照明系統和發光設備，應該可以減少盲點與防止罪案。
 - c. 建立視覺上的聯繫，加強進入公共空間的意欲。
 - 公共空間的入口應該盡可能減少障礙物和屏障，令入口更為顯眼，而「常客」亦可以在進入之前就一眼看清裏面的情況。常見障礙物和屏障的例子包括：灌木叢、阻止車輛進入的護柱、閘門、花槽圍牆等。
 - 面向斑馬線、路口、或者相鄰建築物的出入口更有效吸引「常客」到訪。另外，在公共交通車站或者上落客區旁的出入口能方便他們直接進入公共空間。
 - d. 提供多個出入口，邀請公眾定期到訪公共空間。
 - 入口的數量應該與公共空間的面積成正比。佔地更大的公共空間可能需要多個入口，令使用者容易從鄰近社區抵達。對於像海濱長廊一類的線性、狹長形公共空間，如果能在一定間距設置出入口，就可以便利使用者、避免繞道而行。
 - 在入口處提供路線選項。例如為「常客」提供捷徑鼓勵步行習慣，或提供康樂徑促進與環境互動。

- e. **Plant selection** makes an entrance attractive for both humans and wildlife.
- Multiple aspects to consider when selecting plants include the habitat, colour, flowering and fruiting period, site context, layout and maintenance procedures.
 - An abundant combination of different species can maintain scenic beauty throughout the year.

- e. 在入口加入不同**植物**，吸引訪客及各種動物。
- 選擇植物時需要兼顧到不同層面，包括合適的生長環境、顏色、花期和結果期，同時也要留意場地本來的環境、佈局和保養。
 - 組合不同品種的植物，可以製作出一年四季都吸引宜人的景致。

Related Strategies 相關策略

2.1 SECURE 安心

3.1 ATTRACTIVE 吸引

6.1 NATURAL 自然

Related Case Studies 相關案例



Paley Park 佩雷公園
@United States 美國



Bao'an Waterfront Cultural
Park 寶安濱海文化公園
@Mainland China 中國內地



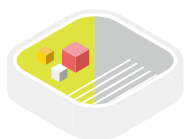
Federation Square 聯邦廣場
@Australia 澳洲



Park 'n' Play
@Denmark 丹麥

How might we design entering as the beginning of a desirable user experience?

我們可如何將抵達體驗設計為令人嚮往的使用體驗的一部分？



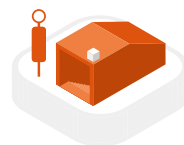
Pavement transition

延續性鋪路



Pedestrian network integration

融入街道網絡



Proximity to public transportation

接通公共交通網絡

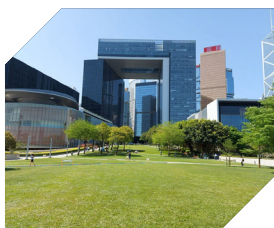
- Create an organic entrance at the transition from pedestrian pavement to the POS.
 - Integration with the neighbourhood pedestrian network enriches urban walkability.
 - When the POS is well-connected to surrounding POS or other urban environments, systemic planning can minimise the entry barrier. You may need to initiate an early discussion with **the Sage** to increase the likelihood of creating better linkages and vistas to the surrounding sites, especially when the POS is located in a new development area.
 - Proximity to public transportation attracts diversified users. We suggest initiating an early discussion with **the Sage**.
- 透過延續性的鋪路設計連接行人路與公共空間，令抵達體驗更流暢。
 - 把公共空間的步行系統融入街道網絡有助提升城市整體的可步行性。
 - 透過系統性規劃，將公共空間與周邊其他公共空間或城市環境好好地連接，就可以減少進入的障礙。你可能需要盡早與「智者」開展對話溝通，提早建立社區連結，融入鄰近的環境——這一點對位於新發展區的公共空間來說尤其關鍵。
 - 接通公共交通網絡，可以令公共空間更易「去到」。我們建議盡早與「智者」進行討論，商討適合設置公共交通工具的位置，例如巴士站或者公眾碼頭。

Related Strategies 相關策略

8.2 CONNECTED 連結

10.1 COLLABORATIVE 協作

Related Case Studies 相關案例



Tamar Park 添馬公園
@Hong Kong SAR 香港



Tung O Ancient Trail
東澳古道
@Hong Kong SAR 香港

TAMAR PARK 添馬公園

@Hong Kong SAR 香港

Integration with the neighbourhood
pedestrian network


公共空間的步行系統融入街道網絡



24-hour operation
24 小時開放

Gateless
design
無閘門設計

Multiple entrances
多個出入口



**"A good city is
like a good party
- people stay
longer than really
necessary because
they are enjoying
themselves."**

**「好的城市就像一個盡興的派對——
人們因享受空間而停留的時間比
實際需要的更長。」**

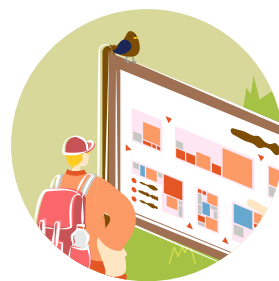
- Jan Gehl

STRATEGY 策略 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



A NAVIGABLE POS is:

- A POS that marks its destinations and direction clearly.
 - A POS where all users can find their way to different destinations at ease.
- 一個容易定位的公共空間代表：
- 清晰標出各空間的位置以及前往方法的公共空間。
 - 使用者能輕易地前往目的地的公共空間。

WHAT IF I COULD MAKE A NAVIGABLE POS POSSIBLE!?

空間大可能！我能如何令公共空間易於暢遊？

IF YOU ARE...

如果你是 ...



What if I could design the spaces using consistent design language?
或許我可以用一致的設計語言規劃空間？

What if I could plan ahead with a clear navigation system?
或許我可以規劃一個清晰的導航系統？



Related POS Action Combos in Design Thinking Toolkit

「設計思維工具包」的
相關「公共空間行動組合」

Combo A

Understanding the need of the community

組合 A

建基於前期研究去理解社區的需求

Combo B

Co-creating design with community

組合 B

與社區協同設計

Related Design Parameters

相關設計要素

#zoning #circulation #signage #wayfinding #lighting #featuredelement
#theme #toilets&AUT
分區 # 動線 # 標示牌 # 空間導向系統 # 燈光 # 標誌性元素
主題 # 暢通易達洗手間

1/3

How might we facilitate passive navigation?

我們可如何幫助使用者在公共空間自我導航？



Clear zoning
清晰的分區



Recognisable landmarks
地標

- | | |
|---|---|
| <p>a. Leverage a clear <u>zoning</u> design to allow easy recognition and navigation.</p> <p>b. Create <u>featured elements</u> and <u>key connecting points</u> in the POS.</p> <ul style="list-style-type: none"> Featured elements, such as sculptures and water features, could serve aesthetic and wayfinding purposes. Position them strategically in the POS to connect different zones, from which users can easily find their bearings and navigate around the POS. | <p>a. 以清晰的<u>分區</u>設計，幫助使用者區分公共空間中的不同區域。</p> <p>b. 善用<u>標誌性元素</u>及不同區域間的<u>連結點</u>。</p> <ul style="list-style-type: none"> 雕塑、水景這一類標誌性元素不單美觀，亦有空間導向的功能。你可以將它們放在公共空間裏的「策略性位置」，連結不同區域，使用者亦可以此為中心，輕鬆找到自己的定位和方向。 |
|---|---|

Related Strategies 相關策略

3.1
ATTRACTIVE
吸引

4.1
REPRESENTATIVE
特色

Related Case Studies 相關案例



Park 'n' Play
@Denmark 丹麥

How might we optimise circulation design to facilitate navigation?

我們可如何優化動線設計，令使用者可暢遊公共空間？



No dead-ends

沒有死胡同



Well-lit paths

沿路照明充足



Shortcuts

提供捷徑

- | | |
|---|--|
| <p>a. Provide clear and unobstructed <u>access</u>.</p> <ul style="list-style-type: none"> Minimise dead-ends in the POS circulation. Ensure the circulation pathways are free from obstructions and idle structures that block users from travelling across different zones. <p>b. Ensure the <u>main circulation</u> is well-lit to allow safe navigation at night.</p> <p>c. Connect different zones in POS through <u>multiple routes</u>.</p> <ul style="list-style-type: none"> Provide multiple circulation options for users to travel across the POS. This allows users to adapt the routes depending on their needs flexibly. Supplement the main circulation routes with shortcuts to allow for more efficient transitions. Detours could also be designed to provide alternative ways for users to explore and meander around the POS. | <p>a. 確保<u>通道</u>暢通、可達。</p> <ul style="list-style-type: none"> 盡量減少死胡同。 確保動線沒有障礙物或閒置的結構，阻礙使用者穿梭來往不同區域。 <p>b. 確保<u>主要通道</u>沿路照明充足，讓使用者在晚上亦能暢遊公共空間。</p> <p>c. 以<u>多條路線</u>連接不同區域。</p> <ul style="list-style-type: none"> 應設有多條可行路線，讓使用者按照自己的需要選擇。 在主要通道以外也提供一些輔助的捷徑，可以讓人更有效率地往返。 也可設計一些繞道成為替代路線，讓使用者可以漫步探索公共空間。 |
|---|--|

Related Strategies 相關策略

2.2 FLEXIBLE 靈活

Related Case Studies 相關案例



The Port of San Francisco
舊金山港
@United States 美國

How might we design legible signage for all users?

我們可如何設計不同使用者都能夠容易理解的標示牌？



Multilingual signage
多種語言版本



Design themes
考慮設計主題



Hierarchical
signage system
有層次的標示牌系統



Suitable distance
in between
保持適當的距離

- a. Tailor-made signage based on user needs and neighbourhood demographics.
 - Understanding user profiles, patterns, and needs is crucial. You may find it helpful to use **Design Thinking Tools "Focus Group" or "Problem Extraction & Priority Matrix"** to discover and understand users' needs.
 - Consider providing multilingual directions and utilising age-friendly design.
 - Use sharp contrasting colours to help colour-blind users understand signs. When colour differentiation is required, red and green or blue and yellow should not be used together to avoid confusion.
 - Employ different textures to create wayfinding cues for visually impaired users. For example, contrasting textures could signify intersections and zoning changes.
 - Position signs at heights and locations that are convenient for all users.
 - b. Use legible, clear and easily understood icons and graphic representations.
 - c. Maintain consistency across all graphic elements. All designs should be consistent with the overall design themes of the POS and the characteristics of the surrounding areas.
- a. 根據使用者需要及附近區域的人口特徵製作標示牌。
 - 在開始設計之前要先了解使用者的背景、使用模式和特別需求。可考慮善用「**設計思維工具**」裏的「**焦點小組指南**」或「**問題抽取及優先矩陣**」，進一步掌握發掘及理解使用者所需。
 - 為配合不同使用者的需要，應考慮提供多種語言版本的指示、以及照顧不同年齡人士的需要。
 - 為了讓色盲使用者都能夠理解標示牌，應該使用對比強烈的鮮明顏色。在需要顏色區分的情況下，不應使用紅色與綠色、藍色與黃色的配搭，以避免混淆。
 - 利用材質紋理去提示視障人士。例如利用不同的材質紋理去標示路口或者不同的分區。
 - 將標示牌擺放於所有使用者均能輕易閱覽的位置及高度。
 - b. 當使用標誌和圖像表達時，應該做到一目了然。
 - c. 所有圖形元素的設計風格應該保持一致，亦應與公共空間的設計主題及鄰近區域的特色相符。

d. Create a **hierarchical signage system**.

- Develop systematic and hierarchical rules to govern the quantities, locations, content, size, shapes, colours, and positions of signages.
- Consider the level of detail displayed in each sign and their respective locations. For example, signage on the main circulation path should provide directions to key attractions. Those in secondary paths branching off the main path should provide more detailed information on nearby amenities.
- Utilise sizes, shapes, colours, and positioning of signages to differentiate information and signal the level of importance.
- Ensure there is a suitable distance between each signage to avoid confusion.

d. 建構一個**有層次的標示牌系統**。

- 建立一個有系統和次序的標示牌系統，從而決定標示牌的數量、位置、內容、大小、形狀、顏色和擺位。
- 每個標示牌應該展示多少細節，與它們所在的位置息息相關。例如在公共空間主要通道的標示牌，應該提供主要景點的方向；而分支小路上的標示牌，可以介紹附近設施更詳細的資訊。
- 應用不同大小、形狀、顏色、擺位的標示牌，去區分不同信息和分辨重要程度。
- 為了避免混淆，每個標示牌之間應保持適當的距離。

Related Strategies
相關策略

3.1
ATTRACTIVE
吸引

Related Case Studies
相關案例



Jeju Olle Trail
濟州偶來小路
@South Korea 南韓



Tenri Station Plaza
天理站前廣場
@Japan 日本

PARK 'N' PLAY

@Denmark 丹麥



"Red thread" stair's handrails as visual cue

「紅線」樓梯扶手設計用作視覺提示

Clear zoning design
清晰的分區設計

STRATEGY 策略 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



An INCLUSIVE POS is:

一個共融的公共空間代表：

- A POS where facilities and services provided adhere to the principles of inclusivity.
- 提供符合通用設計原則的設施及服務的公共空間。

WHAT IF I COULD MAKE AN INCLUSIVE POS POSSIBLE?

空間大可能！我能如何令公共空間更加共融？

IF YOU ARE...

如果你是 ...



What if I could promote inclusivity in the POS project?
或許我可以在公共空間項目中提倡共融？

What if I could consider people with diverse abilities, preferences and knowledge?
或許我可以在設計中考慮不同能力、偏好和知識的使用者？

What if I could provide advice on the advanced knowledge of appropriate spaces for users?
或許我可以提供更詳細的意見，使空間更適合各種使用者？



Related POS Action Combos in Design Thinking Toolkit

「設計思維工具包」的
相關「公共空間行動組合」

Combo A

Understanding the need of the community

組合 A

建基於前期研究去理解社區的需求

Combo B

Co-creating design with community

組合 B

與社區協同設計

Related Design Parameters

相關設計要素

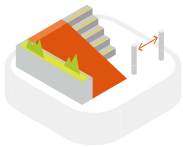
#barrier-freefacility #circulation #signage #furniture #communityengagement

無障礙設施 # 動線 # 標示牌 # 傢俬 # 社區參與

1/2

How might we provide a comparable user journey for users of different abilities?

我們可如何令不同能力的使用者都可以有相近的旅程體驗？



Minimised obstacles

減少障礙



Audio cues

聲音的提示



No curved walkways

避免彎曲的步道



Barrier-free facilities

無障礙設施

a. Adhere to the following 7 principles:

1. Equitable Use: POS should be United Statesble by people with diverse abilities.
2. Flexibility in Use: POS should accommodate individual preferences and abilities.
3. Simple and Intuitive Use: The use of POS should be easy to understand, regardless of the user's experience, knowledge, or language skills.
4. Perceptible Information: POS design should communicate necessary information with users regardless of ambient conditions or the user's sensory abilities.
5. Tolerance for Error: POS should minimise hazards and the adverse consequences of accidental or unintended actions by providing fail-safe features.
6. Low Physical Effort: POS should be used efficiently and comfortably with minimal fatigue.
7. Size and Space for Approach and Use: Appropriate size and space should be provided in POS to accommodate users regardless of body size, posture, or mobility.

b. Provide ample **facilities and aids** to meet the needs of different types of users.

- Employ different methods to provide users with information, such as audio cues.

a. 遵循以下七項原則：

1. 平等使用：公共空間可供不同能力的人使用。
2. 靈活運用：公共空間的設計可以滿足廣泛的個人喜好與能力。
3. 簡單易用：公共空間的使用，應該做到簡單易明，不論使用者的背景、知識、語言水平、或者當前的專注力水平。
4. 簡明訊息：公共空間的設計，應該做到不論周圍的環境狀況、或者使用者的感官能力如何，都可以有效地傳達必要的信息。
5. 容許差異：公共空間的設計應該提供安全保護措施，一旦發生意外或非預期行為，亦可將危險性或負面的後果減至最低。
6. 省力操作：公共空間應該可以被有效、舒適及不費力地使用。
7. 度量合宜：公共空間應該提供充足及合適的空間，不論使用者的體型、姿勢或行動力如何，都可以通用無阻。

b. 為不同使用者提供充足的**設施及輔助**。

- 利用不同方式為使用者提供資訊，例如採用聲音的提示，以滿足不同使用者的需要。



- c. Ensure **circulation** is designed to provide a comparable user journey for users of different abilities. For example, wheelchair users should not have to take a detour in the POS to access facilities.
- d. Minimise **obstacles**.
- Wheelchair, cane, or walking-aid users may require wider passageways. Provide ample spacing between fixture to allow smooth access, especially in cases where bollards are used.
 - Remove any obstacles, such as cracks and bumps that might cause obstructions or hindrances to wheels, canes, and walking aids.
 - Refrain from creating inclined and curved walkways, which might mislead or harm the visually impaired or users using wheelchairs.
- e. Install **barrier-free facilities and inclusive equipment** for users of different abilities.
- Make barrier-free facilities available in POS as much as possible. In cases where installing such facilities presents practical difficulties, the project team should identify where barrier-free facilities are strictly essential and devise workarounds or design interventions for areas where such facilities are absent.
 - The provision of barrier-free facilities may be subject to various standards, rules, and regulations. Consult subject matter experts to ensure the POS design complies with these standards.
 - Design furniture that caters to people of different heights and abilities.
 - Use contrasting colours to indicate changes or differences. For instance, use bright white or yellow lines to indicate the edges of steps and slopes. This can help visually impaired users to differentiate between a flat surface and steps or slopes.
- f. The POS should be guide-dog friendly.




- c. 確保**動線**設計能令不同能力的使用者都可以有相近的旅程體驗。例如，輪椅使用者不應為了使用設施而要繞遠路。
- d. 減少**障礙**。
- 使用輪椅、拐杖或行走輔助器的使用者可能需要更寬敞的通道。記得在傢俬之間預留足夠的空間，尤其是有護柱的地方，確保所有人都通行無阻。
 - 清理所有障礙物，包括地面的縫隙和隆起處，因為凹凸不平的地面會對輪椅、拐杖或行走輔助器使用者造成不便。
 - 設計步道時，避免建造可能誤導、甚至危害視障人士或輪椅使用者的傾斜或彎曲。



- e. 安裝**無障礙設施及共融設備**，照顧不同能力的使用者需要。
- 理想情況下，公共空間內的無障礙設施盡可能愈多愈好，不過，要安裝這些設施，在執行上可能遇上種種困難。對應這些情況，項目團隊應該確認哪些無障礙設施是必不可缺的，即使真的無法做到，仍要提供其他解決方案，或者以設計介入解決問題。
 - 建造無障礙設施時可能受到各種標準、規則和法規的限制。記得要向相關的專家請教，確保公共空間的設計達到標準。
 - 傢俬設計應照顧到不同高度與能力的使用者。
 - 用強烈的對比色標示變化和差異，例如在梯級和斜坡的邊緣髹上醒目的白色或鮮黃色，這有助視障人士辨別平地、梯級和斜坡。
- f. 公共空間應該歡迎導盲犬。

- g. Use **lighting** to enhance safety.
- Illuminate barriers, especially in walkways and stairs where falls are likely to occur. However, lighting should be carefully selected to avoid glare.

- g. 善用**燈光**營造安全環境。
- 可考慮以燈光照亮障礙物，提示使用者在行人路、樓梯口這些容易跌到的地點。不過，亦要小心選用照明系統，避免強光照射引起的不適。

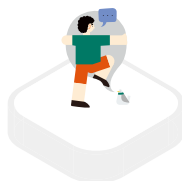
Related Strategies 相關策略	8.2 CONNECTED 連結	10.1 COLLABORATIVE 協作
Related Case Studies 相關案例	 <p>Tung O Ancient Trail 東澳古道 @Hong Kong SAR 香港</p>	 <p>Simcoe WaveDeck 波浪橋 @Canada 加拿大</p>  <p>Tuen Mun Inclusive Playground 屯門公園共融遊樂場 @Hong Kong SAR 香港</p>

How might we inform inclusive design through community engagement?

我們可如何透過公眾參與推動共融設計？



Buffer time in
engagement processes
公眾參與過程預留緩衝時間



Consult the Mediator
諮詢「調解員」

- | | |
|--|---|
| <ul style="list-style-type: none"> a. Allocate sufficient time for continuous and in-depth <u>community engagement</u>. Be prepared to add buffer time to account for any changes arising from the engagement process. b. Consult and involve main stakeholders in the whole <u>community engagement</u> process, especially the Mediator. c. You may find it helpful to use Design Thinking Tools "Focus Group", "Problem Extraction & Priority Matrix" or "User Journey Map" to understand users' needs and validate potential solutions. | <ul style="list-style-type: none"> a. 早在項目的計劃階段，就應該分配足夠的時間去舉行持續而且深入的<u>公眾參與活動</u>。記得預留時間回應公眾參與過程中產生的計劃變化。 b. 諮詢和邀請相關持份者<u>參與</u>，尤其「調解員」。 c. 可考慮善用「設計思維工具」裏的「焦點小組指南」、「問題抽取及優先矩陣」或「使用者旅程圖」，進一步理解使用者需要及驗證可行方案。 |
|--|---|

Related Strategies 相關策略

5.1 PARTICIPATORY 參與

Related Case Studies 相關案例



Restorative ground
@United States 美國

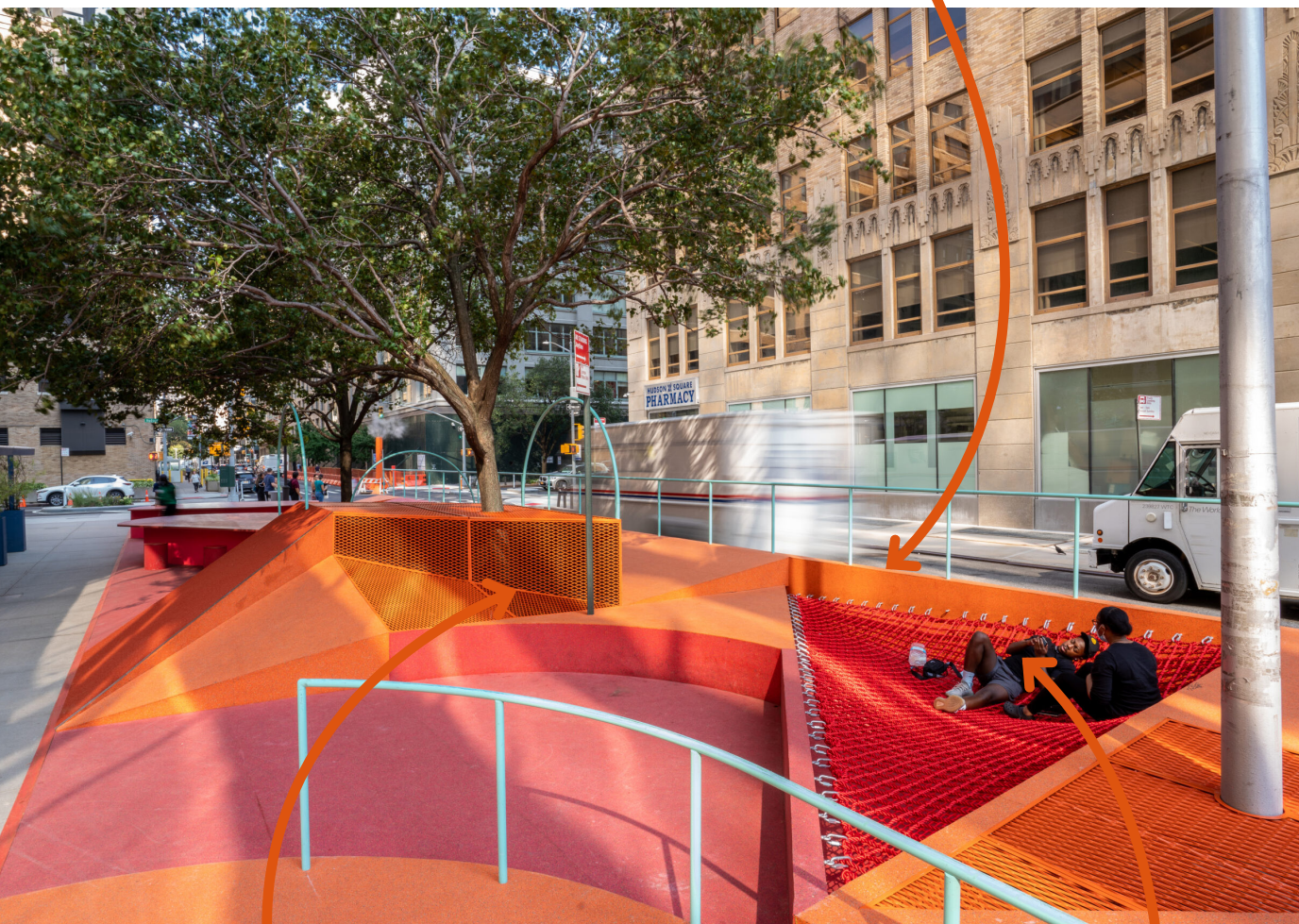


Superkilen Urban Park
@Denmark 丹麥

RESTORATIVE GROUND

@United States 美國

Multiple uses
多種功能



Multiple heights
多種高度

Co-design
with community
與社區共同設計

2

SAFETY, SPACIOUSNESS AND ADEQUATE FUNCTIONAL PROVISION 安全，寬敞以及充足的功能



2.2

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



2.1

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

STRATEGY 策略 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



A SECURE POS is:

- A POS that provides a comfortable user experience.
 - A POS where users feel both psychologically and physically safe and are not in danger of getting hurt or feeling afraid of getting hurt.
 - A POS with a clean environment and well-functioning facilities and amenities.
- 一個令使用者安心的公共空間代表：
- 一個令使用者感到舒適的公共空間。
 - 一個讓使用者在身心上免受傷害、或不會感受到有受傷風險的安逸空間。
 - 一個清潔而功能齊全的環境，並配備相應的空間和設施令使用者感到舒適的公共空間。

WHAT IF I COULD MAKE A SECURE POS POSSIBLE!?

空間大可能！我能如何令公共空間更加安心？

IF YOU ARE...

如果你是 ...



What if I could ensure that the POS design does not cause harm to the users?
或許我可以確保使用者在公共空間不會受到傷害？

What if I could consider POS design together with maintenance that enables a clean environment?
或許我可以把設計保養一併考慮，令公共空間有整潔的環境？



Related POS Action Combos in Design Thinking Toolkit

「設計思維工具包」的
相關「公共空間行動組合」

Combo D

Aligning objectives & setting a vision
with the team

組合 D

與團隊校準目標和訂立願景

Combo E

Realigning resources
for a new project

組合 E

為新項目重整資源

Related Design Parameters

相關設計要素

#spatialconfiguration #signage #lighting #surfacefinishing #surveillance
#visibility #colour&shape #furniture #toilets&AUT #softlandscape #material
#educationalprogramme #regularreview
空間配備 # 標示牌 # 燈光 # 鋪面處理 # 監察系統 # 能見度 # 顏色和形狀 # 傢俬
暢通易達洗手間 # 園景 # 物料 # 教育計劃 # 定期檢查

1/3

How might we enhance physical safety and subjective security through design?

我們可如何提升物理層面上及心理層面上的安全感？



Visual cues
視覺提示



Regular maintenance of
vegetation
定期修剪灌木叢與樹木



Well-lit paths
沿路照明充足



Open and multifunctional
spaces
開放和多功能空間

- Consider employing different surface finishing to make the ground safe for different activities.
 - Use cues such as contrasting colours, shapes, textures, and pavement materials to indicate potential danger.
 - Enhance visibility to improve natural surveillance.
 - Create visual connections between different zones of the POS and the surrounding areas. For example, position jogging paths around more lively areas of the POS to create a better visual connection between runners and other POS users. Regular maintenance of shrubbery and tree heights allows users to be visually connected to other parts of the POS or even adjacent streets and surrounding areas.
 - Minimise the use of high fences and dividers.
 - Adjust the orientation and position of seating to enable natural surveillance.
 - Provide sufficient lighting and illumination.
 - Ensure main paths and areas with high United Statesge intensity are well-lit.
 - Consider using brighter lighting with a higher lux level in quieter corners of the POS.
- 採用相應物料去做地面的鋪面處理，以符合不同的活動需要。
 - 運用提示去警告使用者潛在的危險，例如用上不同的顏色、形狀和物料。
 - 提高能見度，令自然監察更有效。
 - 在公共空間的不同區域之間，甚至是與周邊地區之間建立視覺聯繫。例如在公共空間設立緩跑徑時，可以將它置於較熱鬧的區域周圍，跑手就可以與其他使用者有更好的視覺聯繫，見到彼此。定期修剪灌木叢與樹木，留意它們的高度，令使用者可以與公共空間的其他部分建立視覺聯繫，甚至見到相鄰的街道與旁邊的地方。
 - 減少使用較高的圍欄和隔板。
 - 考慮調整座位的方向與位置，促成自然監察。
 - 提供充足的照明和燈光。
 - 確保主要的路徑與使用率高的區域都有良好的照明。
 - 在公共空間較為僻靜的角落，考慮使用更光的照光系統及調高亮度。



- e. Address gender and age needs through [spatial configuration](#).
- Make POS as open and multifunctional as possible. Consider removing unnecessary fences. In cases where fences must be used, provide openings and exits on all sides. This reduces the feeling of confinement and allows less confident users, such as girls and young boys who might feel discriminated against in exercising spaces to feel more comfortable.
 - Instead of increasing the number of exercise spaces, consider creating open spaces without formal sports equipment to create spaces for unstructured games, informal gatherings, and spontaneous activities, which girls prefer.
 - Spaces for relaxation, watching, and gathering should also be provided in peripheral areas. Not only do these places promote natural surveillance, but they also cater to the need for socialising.
- f. Utilise [dividers and separators](#) to enhance safety and comfortable use.
- Use physical barriers, such as gates, fences and walls to limit access. This is particularly important in areas of potential physical danger.
 - Visual barriers can be employed to create a sense of privacy and comfort. They can be employed in buffer zones between active and passive spaces, or between the POS and the surrounding streets.
 - Use natural features, such as trees, shrubberies, water features, semi-enclosed POS, and garden trellis, to create a subtle separation between active and passive spaces.
- e. 透過[空間配置](#)設計，滿足不同性別和年齡的使用者的需要。
- 公共空間應該盡可能開放和提供更多功能。嘗試拆除不必要的圍欄。如果必須安裝圍欄，每一面都應該要提供開口和出口。這樣做可以減低封閉感，亦令自信心較少的使用者（例如可能在運動場所感到受歧視的女孩和年紀較小的男孩）感到更加自在。
 - 與其增加運動場地的數量，不如考慮創建不只有單一運動設備的開放空間。這樣做可以創造適合沒有既定規則的遊戲、非正式聚會和自發活動的空間——這些都是女孩所喜愛的。
 - 在主活動場所的外圍地帶，亦應該設立一些休憩、觀察和聚會的空間。這些地方可以促進自然發生的「監察」，也可以滿足社交空間的需要。
- f. 善用[分隔](#)，令使用者感到安全及舒適。
- 可以使用實體的障礙物，例如閘門、圍欄和牆壁去限制使用者進入某些區域，尤其是涉及對身體有潛在危險的地區。
 - 可以使用視覺上的障礙物增加私隱度，創造令人感到舒適安全的空間。它們可以用作動態空間與靜態空間之間的緩衝區，或分隔開公共空間與附近的街道。
 - 考慮在半封閉的公共空間加入自然特色，例如樹木、灌木叢和水景，或者花槽與植物棚，為動態空間與靜態空間之間創造自然的分隔。

Related Strategies 相關策略	1.3 INCLUSIVE 共融	2.2 FLEXIBLE 靈活	3.2 DIVERSIFIED 多樣
Related Case Studies 相關案例	 <p>Paley Park 佩雷公園 @United States 美國</p>	 <p>Bryant Park 布萊恩特公園 @United States 美國</p>	 <p>Einsiedler Park @Vienna 維也納</p>
	 <p>Simcoe WaveDeck 波浪橋 @Canada 加拿大</p>		

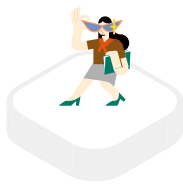
How might we keep the POS clean and well-maintained?

我們可如何確保公共空間整潔及保養良好？



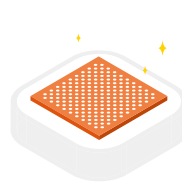
Low-maintenance plants

保養需求低的植物



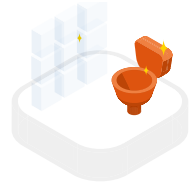
Consult the Sage

諮詢「智者」



Porous safety surfaces

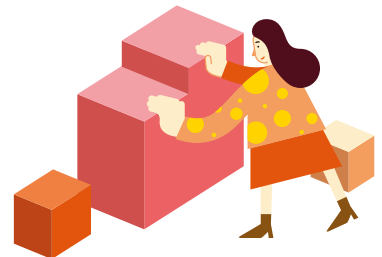
穿透的安全鋪面



Toilets with translucent materials

洗手間使用透光物料

- a. Incorporate low-maintenance plants in the soft landscape to make POS cleaner.
 - Certain plant species might attract more insects and birds. This may create droppings and other forms of disturbances. Plants should be carefully selected to minimise such issues or arranged away from main paths.
 - Where fruit-bearing trees are nearby, ensure dropped fruits from footpaths during fruiting seasons and remind **the Regular**.
 - Consult **the Genie** and **the Sage** to maximise the ecological performance of POS, while minimising maintenance and risks.
 - b. Employ durable materials in the POS.
 - Consider using materials that are easy to clean or dirt-resistant. For example, use porous safety surfaces that allow water to drain efficiently. Avoid uneven surfaces and grooves that trap dirt easily.
 - Consider using heavy-duty materials that are scratch-proof and weather resistant.
 - Consider using materials that are readily available from multiple sources. This enables easy and timely replacement of faulty components.
 - Minimise the visual impact of material replacement, especially in cases where patterned materials are used.
- a. 設計園景時可用上保養需求低的植物，令公共空間更加整潔。
 - 某些品種的植物可能會特別吸引蟲鳥，這可能令使用者「中頭獎」（沾到鳥糞）或者引發其他騷擾。記得要細心選擇植物的種類或放置在遠離主通道的位置。
 - 到了結果的季節，及時清理步道上掉落的果實和提醒「常客」。
 - 諮詢「精靈」與「智者」的意見，盡可能發揮公共空間生態方面的潛力，同時降低風險及減少所需的維修。
 - b. 採用更耐用的物料建造公共空間。
 - 考慮使用易於清潔或抗污的物料，例如採用穿透的安全鋪面，可以有效疏水。減少容易積聚污垢的凹凸地面。
 - 考慮使用堅固耐用的物料，例如是防刮花、耐風雨的物料。
 - 考慮使用容易採購、來源廣泛的物料，便於及時更換故障的部分或組件。
 - 要盡量減低由於更換物料帶來的視覺影響，尤其留意有圖案的物料。



- c. Conduct regular reviews to identify risks in a timely manner.
- d. Adopt natural lighting and ventilation to keep toilets and accessible unisex toilets (AUT) dry and clean.
 - Use translucent materials and skylights to draw natural light into the toilet. This may supplement conventional mechanical ventilation systems.
 - A doorless design for toilet entrances minimises the need to touch handles and promotes natural ventilation. However, some POS Personas, especially **the Sage**, may raise concerns about the safety and security of the design. This can be addressed by installing gate and limiting opening hours. We also recommend early discussion and coordination with concerned stakeholders. You may find it helpful to use **Design Thinking Tool "Topic Cards"** to facilitate discussion with relevant stakeholders.

- c. 進行定期檢查，確保能及時發現風險。
- d. 採用天然採光和通風系統，保持洗手間及暢通易達洗手間乾爽清潔。
 - 使用透光的玻璃磚和加上天窗可以為洗手間引入自然光。可以考慮採用這些元素，補充依賴機械操作的傳統通風系統。
 - 洗手間的入口不設「門」，可以減少接觸把手的機會，亦可以加強自然通風。不過，一些公共空間項目角色，尤其是「智者」，可能會擔心相關設計的安全和保安問題。何不試試以閘代門，或者限制洗手間的開放時間，減低憂慮？我們亦建議與相關的持份者盡早展開討論及協調。可考慮善用「**設計思維工具**」裏的「**題目卡**」與有關持份者討論。

Related Strategies 相關策略

8.1 GREEN 綠色

Related Case Studies 相關案例



Hoi Bun Road Park
海濱道公園
@Hong Kong SAR 香港



Qiaoyuan Wetland Park
橋園濕地公園
@Mainland China 中國內地

How might we promote positive user behaviours in POS?

我們可如何鼓勵使用者的正面行為？



Use of positive language

使用正面積極的語氣



Gamification

遊戲化



Volunteering programmes

義工活動

- a. Use positive language and gamified signage to encourage positive user behaviour or even motivate behavioural change.
- b. Consider hosting public education and volunteering programmes at the POS to foster responsible behaviour.
 - For example, hosting guided hiking tours and clean-ups to educate the public about hiking etiquette and the importance of "Leave no trace".

- a. 使用正面積極的語句和遊戲化的標示，可以鼓勵正面的行為，甚至促進行為改變。
- b. 舉行公眾教育與義工活動，培養負責任和有公德心的行為。
 - 考慮在公共空間定期舉辦公眾教育和義工活動，培養負責任的行為。例如舉辦遠足導賞和清潔郊野活動，向教育公眾有關遠足禮儀和「不留痕」的重要性。

Related Strategies 相關策略

1.2 NAVIGABLE 暢遊

Related Case Studies 相關案例



Tenri Station Plaza
天理站前廣場
@Japan 日本

BRYANT PARK 布萊恩特公園

@United States 美國

Entrance opening up

開放的出入口



Diverse happenings

多樣的活動

Shrubbery removal for visibility

移除灌木以提高能見度

Sufficient lighting

足夠燈光

STRATEGY 策略 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



A FLEXIBLE POS is:

- A POS that offers flexible and multi-functional spaces for different activities and users of different physical abilities.
- 一個靈活的公共空間代表：
 - 一個可提供靈活和多功能的空間，滿足不同活動需求與使用者體能。

WHAT IF I COULD MAKE A FLEXIBLE POS POSSIBLE!?

空間大可能！我能如何令公共空間更加靈活？

IF YOU ARE...

如果你是 ...



What if I could consider flexible designs that enable diverse uses?
或許我可以考慮有多種用途的靈活設計？

What if I could consider corresponding management models that allow different activities?
或許我可以考慮允許不同活動的相應管理模型？

What if I could use the spaces in different ways?
或許我可以以不同的方式使用空間？



Related POS Action Combos
in Design Thinking Toolkit

「設計思維工具包」的
相關「公共空間行動組合」

Combo A

Understanding the need of the community

組合 A

建基於前期研究去理解社區的需求

Combo B

Co-creating design with community

組合 B

與社區協同設計

Related Design Parameters

相關設計要素

#entrance #sitegrading #zoning #spatialconfiguration #signage
#theme #dividers&separation #surfacefinishing #furniture
#structure #equipment #softlandscape
入口 # 地形設計 # 分區 # 空間配置 # 標示牌 # 主題 # 分隔 # 鋪面處理 # 傢俬
結構 # 康樂設施 # 園景

1/2

How might we enable flexible use through facilities, amenities and furniture provision?

我們可如何透過提供種類豐富的設施、設備及傢俬，讓使用者可以靈活地使用公共空間？



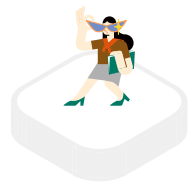
Rich mixes of facilities and furniture
種類豐富的設施和設備



Water bottle-filling stations
飲水機



Movable furniture
可移動的傢俬



Consult the Sage
諮詢「智者」

- Consider the compatibility of different activities when designating **zones**. This allows activities of different natures to take place concurrently without conflict.
 - Properly pair **amenities** with the functions of nearby spaces. For example, consider placing a water bottle-filling station next to a playspace or exercise space.
 - Provide movable **furniture** to serve multiple purposes.
 - The movable furniture should be heavy enough to deter stealing or throwing but not so heavy as to deter users.
 - Use anchors and locks to secure movable furniture in case of bad weather or to prevent damage and loss during closed hours.
 - Some POS Personas, such as **the Magnet** and **the Sage**, may raise concerns about the maintenance of movable furniture. We recommend early coordination with stakeholders to clarify the scope of work and responsibilities of different parties.
- 設定**分區**的時候，要細想不同活動之間的兼容性，確保不同性質的活動可以同時進行而不會引起衝突。
 - 將**便利設施**放在相關空間的附近位置（例如把飲水機設在遊樂場的旁邊）。
 - 提供可移動的**傢俬**，滿足不同需要。
 - 可移動的傢俬應該要有一定重量，以防被偷走或者任意投放，但同時又不應該阻礙到真正的使用者。
 - 在惡劣天氣下，可移動傢俬需要有固定的錨和鎖，確保它們穩固；為傢俬上鎖亦可以在公共空間關閉的時候讓它們免受破壞或損失。
 - 一些公共空間項目角色（例如「**磁石**」和「**智者**」）可能會擔心可移動傢俬的維修保養問題。我們建議提前與持份者協調，釐清各方的工作範圍和責任。

Related Strategies
相關策略

1.3
INCLUSIVE
共融

2.1
SECURE
安心

4.2
ATTACHED
投入

9.2
RESILIENT
抗逆

Related
Case Studies
相關案例



Paley Park 佩雷公園
@United States 美國



Bryant Park 布萊恩特公園
@United States 美國



Belcher Bay Promenade
卑路乍灣海濱長廊
@Hong Kong SAR 香港



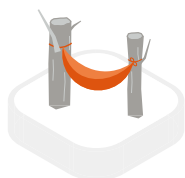
Restorative Ground
@United States 美國



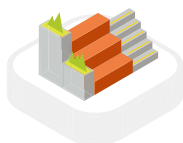
Bao'an Waterfront Cultural
Park 寶安濱海文化公園
@Mainland China 中國內地

How might we provide multi-purpose spaces to allow flexible use?

我們可如何提供容許不同功能和靈活使用的空間？



Hammocks
吊床



Widening steps
for sitting purpose
將梯級加闊打造聚腳點



Lawns for public use
給公眾自由使用的草坪



Easily configurable
structures
易於配置的結構

- a. Adopt a flexible spatial configuration to serve different purposes.
 - Create different spaces to support various activities, such as areas for chatting, gathering, strolling, and childcare. For example, benches and tables could be placed in play spaces for caregivers to watch over children.
 - Play equipment such as hammocks and basket swings could also be utilised to create informal gathering spots in different corners of the POS.
 - b. Create additional space for different activities through site grading.
 - Consider using level differences to create additional zones located on multiple levels. For example, podiums can be built to create quieter zones above ground level for relaxation.
 - Consider widening steps to transform them into benches for gathering and resting.
 - c. Include soft landscape for different activities.
 - Liven up the POS by allowing the public to use the lawn freely. Consider integrating the lawn with nearby event spaces to accommodate a larger audience.
 - d. Use configurable or temporary structures to support different activities.
 - Consider using less-defined and easily configurable structures, such as containers, to accommodate different activities in the POS.
 - Utilise up-cycled and temporary structures, such as pavilions to create additional activity space in the POS.
- a. 以彈性的空間配置配合不同用途。
 - 要建立多元化的空間支援不同的活動，例如閒聊、聚會、散步、或者照顧小朋友的空間。舉例，可在遊樂設旁邊加上長櫈和桌子，家長或照顧者就可以有照顧孩子的空間。
 - 吊床、籃搖椅等不單是遊樂施，也可以化身成公共空間中不同角落的非正式聚腳點。
 - b. 利用地形設計讓不同活動可在公共空間中發生。
 - 利用地勢高低，可以在層層的空間創造額外的分區。例如台階可以創造比地面安靜的區域，讓人自在放鬆。
 - 考慮將梯級加闊，變成方便坐下聚會和休息的「長櫈」。
 - c. 令園景成為不同活動的一部分。
 - 開放一些草坪給公眾自由使用，為公共空間注入生氣。考慮將草坪與附近的活動空間結合，容納更多觀眾。
 - d. 用百搭的結構，又或臨時結構支援不同活動。
 - 考慮使用既定用途較少、易於配搭的結構，例如貨櫃，以成就公共空間中的不同活動。
 - 善用升級再造及非永久的結構，例如涼亭，創造額外的活動空間。

Related Strategies
相關策略

3.1
ATTRACTIVE
吸引

3.2
DIVERSIFIED
多樣

3.3
PLAYFUL
趣味

3.4
BALANCED
平衡

6.1
NATURAL
自然

Related Case Studies
相關案例



West Kowloon Cultural District 西九文化區
@Hong Kong SAR 香港



Pixeland 像素樂園
@Mainland China 中國內地



The Spring 河樂廣場
@Taiwan 台灣



Tenri Station Plaza 天理站前廣場
@Japan 日本



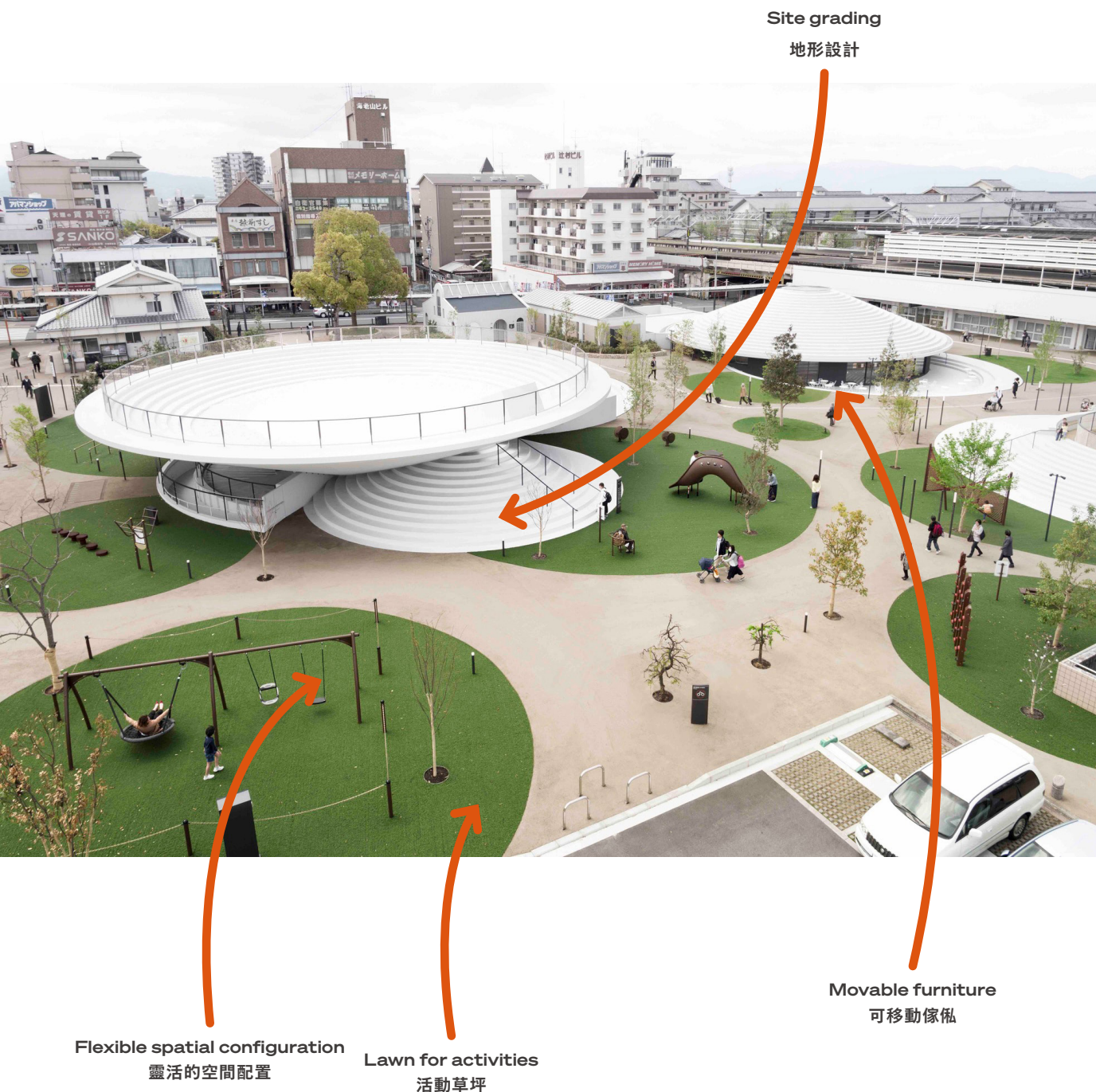
Bao'an Waterfront Cultural Park 寶安濱海文化公園
@Mainland China 中國內地



Fung Mat Road WE Park 豐物道「捐山隆」公園
@Hong Kong SAR 香港

TENRI STATION PLAZA 天理站前廣場

@Japan 日本



3 VIBRANCY AND ENJOYMENT 有活力及樂趣的空間



3.3

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



3.1

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

3.4

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

Everyone can enjoy creative and
innovative experience in the POS
人人皆可從公共空間發揮創意，獲得創新體驗

3.2

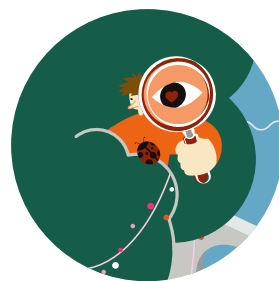
Everyone can enjoy a wide range of
activities in the POS
人人皆可在公共空間參與種類豐富多樣的活動

STRATEGY 策略 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



An ATTRACTIVE POS is:

- A POS that can provide more than just standard design and basic amenities.
- A POS that strives to create a fresh and fulfilling user experience through unique settings, attractive amenities, and unconventional activities.

一個吸引人的公共空間代表：

- 一個比「標準設計」和「標準設施」提供更多的公共空間。
- 一個透過獨特的空間佈局、有趣的設施設計和「非一般」的活動，為使用者帶來新鮮感和充實體驗的公共空間。

WHAT IF I COULD MAKE AN ATTRACTIVE POS POSSIBLE?

空間大可能！我能如何令公共空間更加吸引？

IF YOU ARE...

如果你是 ...



What if the POS embodies a strong place identity?
或許公共空間可以擁有一個很有個性的設計？

What if I could make use of both hardware and software to create one-of-a-kind user experience?
或許我可以同時利用硬件和軟件來創造獨一無二的使用者體驗？



Related POS Action Combos in Design Thinking Toolkit

「設計思維工具包」的
相關「公共空間行動組合」

Combo B
Co-creating design
with community
組合 B
與社區協同設計

Related Design Parameters

相關設計要素

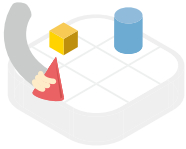
#featuredelement #artwork #designlanguage #equipment #softlandscape
#waterfeature

標誌性元素 # 藝術品 # 設計語言 # 康樂設備 # 園景 # 水景

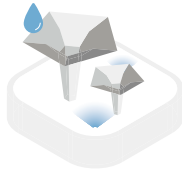
1/2

How might we make the POS stand out?

我們可如何令這個公共空間更獨特？



Unique choices of equipments
不一樣的設備



Multi-purpose featured elements
多功能標誌性元素



Design language
設計語言



Artworks
藝術品

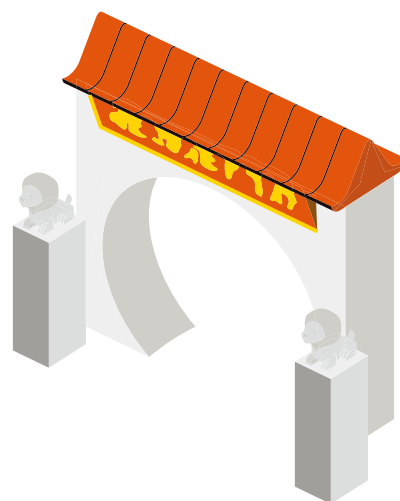
- Provide equipment that is different from the ones in neighbouring POS.
- Incorporate featured elements.
 - "The bigger the better" is what people intuitively go for when it comes to introducing featured elements into a POS. Large objects catch people's attention from different angles and from a distance.
 - Apart from size, the medium of feature elements can also be taken into consideration: are they man-made (e.g. sculptures, signs, towers), derived from nature (e.g. hills, trees), hybrid, or digital? They do not necessarily have to take the form of a single object, it may be in the form of a holistic design style and design language.
 - Featured elements serve more than just ornamental values. They can have multiple functions and be integrated with other facilities, equipment, amenities, and infrastructure of the POS. Examples include renewable energy-generating sculptures, water fountains with seating, and facades with digital screens for disseminating information and projecting media content.

- 提供與鄰近公共空間不一樣的設備。
- 引入標誌性元素。
 - 當要在公共空間引入標誌性元素時，人們總會直覺地追求「愈大愈好」。的確，一個巨型的物件無論在不同角度、遠近，都可以引起大家的注意。
 - 除了體積大小，標誌性元素的呈現方式也很重要。舉例說，它是人造的（例如雕塑、標示、塔樓）？來自天然的（例如山丘、樹木）？混合的？數碼化的？標誌性元素更不限於單一的物件，可以是全套的設計風格和語言。
 - 標誌性元素不單具有裝飾價值，它可以具有多種功能、或者和公共空間裏的其他設施、設備、便利設施和基建互相結合，支援公共空間的使用、進行不同形式的活動。一些常見的例子包括：雕塑 + 再生能源的發電裝置；噴泉 + 座位；大型立面 + 可以傳遞信息與投射影像的數碼屏幕。



- c. Use **design language** to create visual stimulation.
- Use visually harmonious and coherent design within the POS, such as colour, patterns, lighting, texture and materials, can establish a strong and unique identity. This will strengthen the sense of continuity between zones.
 - Having a strong visual contrast between the POS and the surrounding environment can also be a way to catch the public's eye.
- d. Use **artwork** to create unconventional experiences.
- Having qualities or features that arouse interests by activating all our senses can leave a strong first impression and encourage recurring visits. For example, artworks and installations that are interactive, playable, immersive and dynamic.

- c. 透過**設計語言**創造視覺刺激。
- 在公共空間中使用視覺和諧一致的設計，如色彩、圖案、燈光、質感和物料，可以建立一種強烈、獨特的特色，並加強不同分區之間的連貫性。
 - 如果公共空間與周圍環境之間有強烈的視覺對比，也是一種吸引公眾的方法。
- d. 透過**藝術品**去創造新鮮的體驗。
- 如果公共空間裏有一些刺激多種官感、引起興趣的特色，可以讓使用者留下深刻印象，亦鼓勵他們重訪。例子包括有互動、好玩、沉浸式體驗和活潑的藝術品和裝置。



Related Strategies 相關策略	1.2 NAVIGABLE 暢遊	4.1 REPRESENTATIVE 特色	4.2 ATTACHED 投入
	9.1 ADAPTABLE 適應		

Related
Case Studies
相關案例



Gardens by the Bay
濱海灣花園
@Singapore 新加坡



Bao'an Waterfront Cultural
Park 寶安濱海文化公園
@Mainland China 中國內地



Federation Square 聯邦廣場
@Australia 澳洲



City Museum 城市博物館
@United States 美國



Fung Mat Road WE Park
豐物道「捐山隆」公園
@Hong Kong SAR 香港



The Lawn on D
@United States 美國



Rail Corridor 鐵道走廊
@Singapore 新加坡



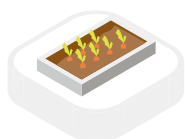
Restorative Ground
@United States 美國



Park Güell 奎爾公園
@Spain 西班牙

How might we enhance the user experience through the use of soft landscape?

我們可如何透過園景設計來增強使用者體驗？



Community farms

社區園圃



Arrangement of trees

樹木布置方式



Jumping water jets

噴水口



Accessible water features

親水設計

- a. A variety of plant species can encourage engagement with nature through different senses.
- Include multiple forms, colours, and textures of flowers and foliage.
 - Consider aromatic plants. They can provide olfactory stimulation through different fragrances.
 - Edible plants and fruits grown on a community farm in the POS can enrich sensory experiences.
 - Curate seasonal attractions with suitable plants for different periods of the year.
 - Different arrangements of trees can result in different spatial experiences. For example, an allée (i.e. a walkway lined with trees or tall shrubs) can create a sense of direction.
 - Consider consulting **the Sage** for advice on minimising potential maintenance and risks, and **the Conductor** for relevant landscape knowledge needed to achieve desirable outcomes.

- a. 多樣性的植物物種，能提供豐富的感官體驗，鼓勵使用者與大自然互動。
- 豐富的植物品種，可以包括不同形狀、顏色、質感的花卉和觀葉植物。
 - 考慮種植芳香的植物，透過不同香味製造刺激。
 - 在公共空間設置社區園圃，種植可食用的植物和水果，能夠豐富感官體驗。
 - 選擇不同花期的植物，營造「期間限定」的景觀。
 - 不同的樹木布置方式可能會產生不同的空間體驗。例如，一整排的樹或高灌木的步道可以為人建立方向感。
 - 記得考慮「智者」，以獲取有關減少保養和風險的建議。同時亦可以向「指揮家」請教有關景觀美化知識，以實現令人嚮往的效果。



- b. A variety of water features can achieve different kinds of ambience.
- For example, waterfalls can mask distracting noises to create a relaxing environment; jumping water jets and splash pools can be playful features; water fountains and reflective pools can be eye-catching and serve as the POS's centrepiece.
 - In addition to the ability to see and hear, the ability to touch and have access to water features can draw people to the POS, especially in Waterfront Promenades and Country Parks, where the natural setting offers an inviting atmosphere.
 - While direct access to water features can be valuable, some POS Personas, such as **the Magnet** and **the Sage**, may raise concerns about safety standards, water sanitation, and hygiene. We recommend initiating early discussions with relevant management parties to develop a feasible operational plan.
 - In addition to artificial water features, natural water elements are inherently attractive and can provide an immersive natural experience. Use the site conditions to draw people's attention to the water feature. For example, a gentle slope or rock steps can create a buffer zone at the edge of Waterfront Promenades.



- b. 多樣的水景設計能塑造不同氛圍。
- 你可以根據公共空間想要營造的氛圍，選擇要包含的水景類型。例如，瀑布可以掩蓋令人分心的噪音，創造一個放鬆的環境；跳躍的噴水口和嬉水池可以是好玩的特色；噴泉和倒映池可以引人注目，並成為公共空間的中心地標。
 - 除了可以看、可以聽，能夠觸摸和直接使用水景也可以吸引遊人來到這個公共空間，尤其是海濱長廊和郊野公園等，本身的自然環境就已經有吸引人的魅力。
 - 雖然直接使用水景的體驗很有價值，但一些公共空間項目角色（例如「**磁石**」和「**智者**」）可能會關注安全標準、排污和衛生水平。我們建議與相關管理方盡早展開討論，制定可行的執行計劃。
 - 除了人造水景，自然水景本身就很有吸引力，親歷其境的自然體驗無可取代。善用場地條件可以吸引遊人，將注意力投向水景。例如，在海濱長廊的邊緣加上平坦的斜坡或岩石梯級，可創造一個緩衝區。

Related Strategies 相關策略	3.3 PLAYFUL 趣味	3.4 BALANCED 平衡	4.1 REPRESENTATIVE 特色
	6.1 NATURAL 自然	7.1 COMFORTABLE 舒適	

Related
Case Studies
相關案例



Gardens by the Bay
濱海灣花園
@Singapore 新加坡



Park Güell 奎爾公園
@Spain 西班牙



Diana Memorial Fountain
威爾士戴安娜王妃紀念噴泉
@United Kingdom 英國



The Spring 河樂廣場
@Taiwan 台灣

PARK GÜELL 奎爾公園

@Spain 西班牙

Motif and Design Language

裝飾圖案及設計語言



Water feature
水景設計

Sculpture
雕塑

STRATEGY 策略 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



A DIVERSIFIED POS is:

- A POS that allows and facilitates a diverse range of events and activities.
- A POS that promotes a wide variety of activities to attract users.

一個多樣的公共空間代表：

- 一個允許和能夠促進不同類型活動發生的公共空間。
- 一個吸引不同背景與年齡的使用者的公共空間。

WHAT IF I COULD MAKE A DIVERSIFIED POS POSSIBLE!?

空間大可能！我能如何令公共空間更加多樣？

IF YOU ARE...

如果你是 ...



What if the POS could stay lively hustle and bustle throughout the year?
或許公共空間可以一年四季都一樣受歡迎？

What if I could organise events that are tailored to the needs of the community?
或許我可以舉辦迎合社區需求的活動？

What if I could experience something new every time I visit the POS?
或許我可以每次到訪公共空間都能夠有新體驗？



Related POS Action Combos in Design Thinking Toolkit

「設計思維工具包」的
相關「公共空間行動組合」

Combo D

Aligning objectives & setting a vision with the team

組合 D

與團隊校準目標和訂立願景

Combo E

Re-aligning resources for a new project

組合 E

為新項目重整資源

Related Design Parameters

相關設計要素

circulation # divider&separator # recurring&festiveevent
pop-upprogramme # educationalprogramme # regularreview
動線 # 分隔 # 常設活動和節日活動 # 快閃計劃 # 教育計劃 # 定期檢查

1/3

How might we accommodate different activities?

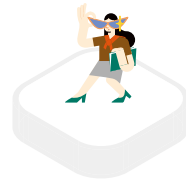
我們可如何協助舉行不同活動？



Bicycle lanes
單車徑



Movable dividers
可移動的分隔



Consult the Sage
諮詢「智者」

- a. Create clear **circulation** and **boundaries**.
 - In addition to footpaths, consider differentiating exercise trails into jogging paths and bicycle lanes. This opens up different ways to use and move around the POS.
 - Utilise dividers and separators to strengthen the boundaries between different activity zones. Movable dividers and separators can temporarily create partitioned zones to create additional activity space.
- b. Early coordination with **the Sage**.
 - With years of management experience, **the Sage** may pay much attention to POS United Statesge and maintenance. You may find it helpful to use **Design Thinking Tools "Topic Cards"** or **"Innovation Readiness Assessment"** to facilitate discussions with **the Sage**.
- c. This Design Parameter may not apply to Sitting-Out Areas due to their small size.

- a. 加強良好的**動線**和**邊界**。
 - 除了行人步道，可以考慮將運動徑細分為緩跑徑和單車徑。這樣可以開放更多公共空間的使用方法和在當中的移動方式。
 - 利用分隔，可以加強不同活動區域之間的邊界。使用可移動的分隔臨時性地創造有實際界線的分區，可以創造額外的活動空間。
- b. 及早與「智者」協調。
 - 「智者」在管理公共空間項目方面有多年經驗，很有可能關心公共空間的使用和維修保養。我們建議盡早與他們接觸，並善用「設計思維工具」裏的「題目卡」或「創新準備評估」與「智者」討論。
- c. 此設計要素未必適用於空間細小的休憩處。

Related Strategies 相關策略

1.3
INCLUSIVE
共融

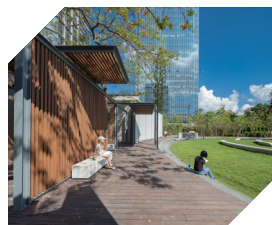
2.2
FLEXIBLE
靈活

3.4
BALANCED
平衡

Related Case Studies 相關案例



Minsheng Wharf Waterfront
民生碼頭
@Mainland China 中國內地



Hoi Bun Road Park
海濱道公園
@Hong Kong SAR 香港

How might we attract different users throughout the year?

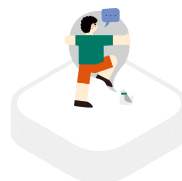
我們可如何在一年四季都能吸引不同的使用者？



Free and recurring events
免費的常設活動



Festive events
節日活動



Collaborate
with the Mediator
與「調解員」合作

- | | |
|---|--|
| <p>a. Organise <u>free, recurring and festive events</u>.</p> <ul style="list-style-type: none"> These events can be scheduled on a seasonal basis to coincide with school holidays and festival celebrations or even take inspiration from thematic installations to attract non-regular users to return frequently to the POS. <p>b. Collaborate with the Mediator to leverage on their extensive community links and local expertise and tailor events suited for the community.</p> | <p>a. 舉辦 <u>免費的常設活動和節日活動</u>。</p> <ul style="list-style-type: none"> 可以與學校假期和節慶慶祝活動等季節性元素結合，甚至可以從公共空間的主題裝置中獲得靈感，讓非「常客」有理由經常地重訪公共空間。 <p>b. 與「調解員」合作，利用他們廣泛的社區聯繫和貼地的專業知識，度身訂造適合社區的活動。</p> |
|---|--|

Related Strategies 相關策略

3.1 ATTRACTIVE 吸引

3.3 PLAYFUL 趣味

Related Case Studies 相關案例



Bryant Park 布萊恩特公園
@United States 美國



Gardens by the Bay
濱海灣花園
@Singapore 新加坡



Federation Square 聯邦廣場
@Australia 澳洲

How might we create a variety of experiences and happenings?

我們可如何創造更多不同的體驗與活動？



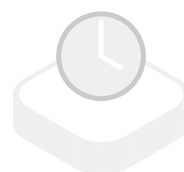
Community tours
社區導賞



Local artist participation
當地藝術家參與



Flea markets
跳蚤市場



Enough time
for regular reviews
預留時間給定期檢視

- | | |
|---|--|
| <p>a. Empower users to enjoy the POS in their own ways.</p> <p>b. Collaborate with local artists and long-standing local businesses to host pop-up programmes, such as flea markets and taster programmes. These programmes can open up opportunities to experiment with new design interventions, prototypes, and even technologies.</p> <p>c. Allocate time for regular reviews in the management schedule of the POS.</p> <ul style="list-style-type: none"> Allow sufficient time between regular programmes and events to try out new ideas. <p>d. Invite users to join regular reviews and provide feedback.</p> <ul style="list-style-type: none"> Their first-hand experience at the POS offers insights on their expectations and aspirations for new happenings and provisions in the POS. You may find it helpful to use Design Thinking Tools "Topic Cards" or "Resource Cards" & "Task Cards" to facilitate discussions with relevant stakeholders. | <p>a. 讓使用者能夠用自己的方法去享用公共空間。</p> <p>b. 與當地藝術家和老字號的本地企業合作，舉辦快閃計劃，例如跳蚤市場和試玩活動。這些快閃計劃更加可能成為創新的契機——讓新的設計干預、原型和新科技得到實驗的機會。</p> <p>c. 在公共空間的管理日程中預留時間給定期檢視。</p> <ul style="list-style-type: none"> 在常規計劃和活動之間分配足夠的時間、嘗試實現新點子。 <p>d. 邀請公共空間使用者參加定期檢視並提供意見。</p> <ul style="list-style-type: none"> 他們在公共空間的第一手經驗，使他們對新活動、新設施的期望有獨特見解。 可考慮善用「設計思維工具」裏的「題目卡」或「工作項目卡及資源卡」與有關持份者討論。 |
|---|--|

Related Strategies 相關策略

3.3 PLAYFUL 趣味

3.5 CREATIVE 創意

5.1 PARTICIPATORY 參與

Related Case Studies 相關案例



Park(ing) Day
@Multiple locations 多地



Paris Plages 巴黎海灘
@France 法國



City Museum 城市博物館
@United States 美國

FEDERATION SQUARE

聯邦廣場

@Australia 澳洲



Dance performance
舞蹈表演

Free-of-charge events
免費活動

A lush green park scene with a pond, trees, and a stone wall. The image is a vertical photograph of a park. In the foreground, there's a calm pond reflecting the surrounding greenery. To the right, a stone wall borders the pond. In the background, there are many trees with dense green foliage. A person is visible in the distance near some playground equipment. The overall atmosphere is peaceful and natural.

"Public spaces bring back visual richness to our cities, provide artistic nourishment, and inspire us with beauty."

「公共空間為城市帶來視覺豐富性，提供藝術滋養，並用美感激發我們。」

-Think Tank Panel 智庫小組成員

STRATEGY 策略 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



A PLAYFUL POS is:

- A POS that offers users a variety of play opportunities, including novel approaches to play that challenge conventional notions of what to play, how to play and where to play.
- 一個有趣味的公共空間代表：
- 一個有為玩家提供各種玩樂的機會，跳出一個對公共空間的理解或框框，探索嶄新活動形式、內容和地點的公共空間。

WHAT IF I COULD MAKE A **FLEXIBLE** POS POSSIBLE!?

空間大可能！我能如何令公共空間有趣味？

IF YOU ARE...

如果你是 ...



What if I could acquire extra resources to procure unconventional playable equipment?
或許我可以獲得額外資源來購置非常規的玩樂設備？

What if I could cater all stages of play for different ages and abilities?
或許我可以滿足不同年齡層和能力的玩樂需求？

What if I could introduce play elements that are new to the users?
或許我可以向使用者引入新的玩樂元素？



Related POS Action Combos in Design Thinking Toolkit

「設計思維工具包」的
相關「公共空間行動組合」

Combo B
Co-creating design
with community

組合 B
與社區協同設計

Combo D
Aligning objectives & setting a vision
with the team

組合 D
與團隊校準目標和訂立願景

Related Design Parameters

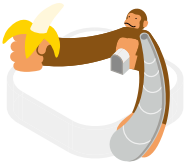
相關設計要素

#theme #structure #playequipment #softlandscape #waterfeature
#recurring&festiveevent
主題 # 結構 # 遊樂設施 # 園景 # 水景 # 常設和節日活動

1/2

How might we encourage different kinds of play in POS?

我們可如何讓公共空間中出現不同嬉戲的方式？



Outsized and thematic play equipment

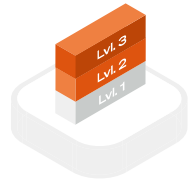
超大型和主題性的遊樂設施



Sand pits
沙池



Recycled materials
循環再造的物料



Progressive play
多個挑戰級別

- a. Include **equipment** that comes in various sizes and forms.
 - Outsized play equipment can be combined with various themes to encourage imaginative role-play.
 - Loose items, such as sand, and relatively abstract equipment, can encourage users to explore free play. Simple rules and mechanisms can enhance experiential education through play.
 - Equipment of different sizes (including heights) and forms offer more choices and fit children of different ages and abilities. Progressive play should be considered to provide multiple levels of challenges.
 - b. Provide non-traditional or non-proprietary **play equipment**.
 - Consider various materials, including recyclable materials such as tyres and milk crates, in play equipment design. Non-standardised structures should be allowed after fair consideration for safety and maintenance issues.
 - Non-traditional play equipment can provide a more adventurous play experience.
 - c. Provide thematic **equipment** based on local history, legends, classic stories and characters, especially for children, so that they can naturally relate and immerse into pretend play.
 - d. Re-design **structures** commonly found in POS to incorporate elements of play.
 - Structures can be combined with attractive and playful objects, or built with uncommon materials and designs to provide an adventurous experience to users.
 - Pre-existing structures on site could be preserved and transformed into fun objects. For example, structures with level differences could be transformed into slides.
- a. 提供多種尺寸和形式的**設施**。
 - 超大型的遊樂設施可以與各種主題結合，鼓勵天馬行空的角色扮演玩法。
 - 一些鬆散的、沒有特定形態的東西，例如泥沙，或者相對抽象的設備，可以鼓勵兒童探索發明自由的玩法。加入一些簡便的規則與機制，可以透過遊戲增強體驗式教育。
 - 不同尺寸（包括高度）和形式的設施能提供更多的選擇，適合不同年齡和能力的小孩。不妨劃分多個挑戰級別，讓使用者可以循序漸進。
 - b. 提供非傳統或非專門的**遊樂設施**。
 - 在設計遊樂設施時，可以考慮使用各種物料，甚至循環再造的物料，如輪胎、牛奶箱等。經過慎重考慮安全及保養事宜後，非標準化的結構應獲允許使用。
 - 非傳統的遊樂設施可以提供更豐富好玩的遊樂體驗。
 - c. 提供有主題性的**設施**令使用者可以自然地投入扮演遊戲。特別是為兒童而設的設施，設計上可以引用當地歷史、傳說、經典故事和角色，來挑起好奇心並開發有趣味的遊樂空間。
 - d. 重新設計在公共空間常見的**結構**，並加設玩樂成分的設計。
 - 一般的結構可以與有吸引力、有趣味的物件結合，或者採用非一般的物料和設計來建造各種結構，讓公共空間化身成冒險的地方。
 - 場地裏原有的結構可以保留下來，成為有趣的元件。例如本來有高低差距的結構，正好改建成滑梯。

Related Strategies
相關策略

2.2
FLEXIBLE
靈活

3.1
ATTRACTIVE
吸引

4.1
REPRESENTATIVE
特色

Related Case Studies
相關案例



Hack Our Play
@Singapore 新加坡



City Museum 城市博物館
@United States 美國



Fung Mat Road WE Park
豐物道「捐山隆」公園
@Hong Kong SAR 香港



The Historical Playground
@Denmark 丹麥



Salute Playground
@Russia 俄羅斯



Tuen Mun
Inclusive Playground
屯門公園共融遊樂場
@Hong Kong SAR 香港



Tenri Station Plaza
天理站前廣場
@Japan 日本

How might we incorporate nature into play?

我們可如何推廣自然遊樂？



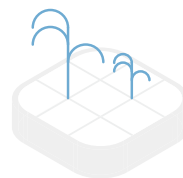
Natural play elements

善用自然物料



Ropes

繩索



Sprayers

噴水器

a. Use soft landscape and water features.

- Natural or artificial water features offer opportunities for human-nature interactions. Canals with dams, pumps, and sprayers can also be part of an adventurous play experience.
- Natural or artificial water features provide a variety of interactions: canals with dams, pumps, sprayers can also be part of adventurous play.
- With water features, children are allowed to play in the dirt, build sandcastles and interact with other natural elements on site.

a. 利用園景和水景。

- 善用自然物料，例如石頭、木塊和繩索等物品，可以提供機會讓使用者參與探索遊戲和建設性的遊戲。
- 無論自然或人造的水景都可以提供各種互動：如水道、水壩、水泵、噴水器等也可以成為冒險遊戲的一部分。
- 有了水景，孩子就可以在泥土中玩耍、堆沙堡，與場地上的其他自然元素互動。

Related Strategies

相關策略

6.1 NATURE 自然

Related Case Studies

相關案例



Salute Playground
@Russia 俄羅斯

SALUTE PLAYGROUND

@Russia 俄羅斯



Sand pit

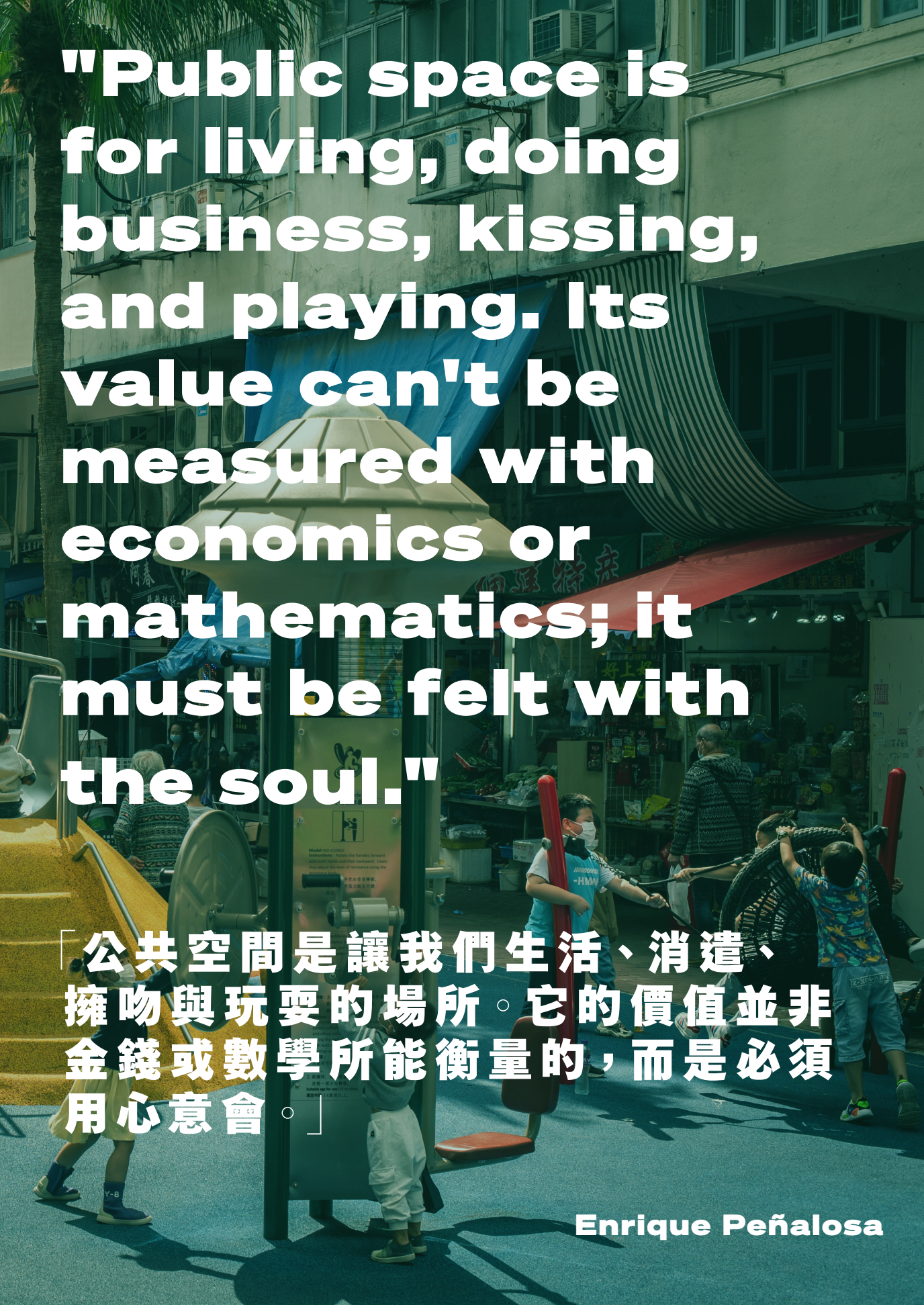
沙池

Progressive play

漸進式遊玩

Variety of play equipments

多種遊樂設施



"Public space is for living, doing business, kissing, and playing. Its value can't be measured with economics or mathematics; it must be felt with the soul."

「公共空間是讓我們生活、消遣、擁吻與玩耍的場所。它的價值並非金錢或數學所能衡量的，而是必須用心意會。」

Enrique Peñalosa

STRATEGY 策略 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



A BALANCED POS is:

- A POS that encourages users to achieve a state of complete physical, mental and social health.
- 一個平衡的公共空間代表：
- 一個應促進使用者在身心靈和社交方面健康的公共空間。

WHAT IF I COULD MAKE A BALANCED POS POSSIBLE!?

空間大可能！我能如何令公共空間更加平衡？

IF YOU ARE...

如果你是 ...



What if I could advocate the importance of healthy living to the wider public?
或許我可以向公眾宣傳健康生活的重要性？

What if the POS could be a place for urbanites to reduce stress?
或許公共空間可以成為都市人減壓的地方？



Related POS Action Combos in Design Thinking Toolkit

「設計思維工具包」的
相關「公共空間行動組合」

Combo C

Sharing past successful projects

組合 C

分享過去的成功項目

Combo D

Aligning objectives & setting a vision with the team

組合 D

與團隊校準目標和訂立願景

Related Design Parameters

相關設計要素

#zone #circulation #structure #playequipment #softlandscape #waterfeature

分區 # 動線 # 結構 # 遊樂設施 # 園景 # 水景

1/5

How might we create spaces for mindful activities?

我們可如何營造適合正念活動的空間？



Active and passive spaces
規劃動態空間與靜態空間



Semi-private spaces with
soft barriers
軟性分隔劃出半私人空間



Tranquil spaces away
from main circulation
寧靜空間遠離主要動線

- | | |
|--|---|
| <p>a. Plan both <u>active and passive spaces</u> in the POS.</p> <p>b. Define different <u>zones</u> to create comfortable safe spaces.</p> <ul style="list-style-type: none"> Semi-private outdoor spaces can be created with hard and soft barriers. Visual barriers that create a sense of privacy can also be employed. Consider using natural features, such as trees, shrubbery, and water features along with a trellis to create a subtle separation between sitting areas and circulation paths. <p>c. Place tranquil spaces away from the <u>main circulation and entrances</u>.</p> | <p>a. 規劃<u>動態空間</u>與<u>靜態空間</u>。</p> <p>b. 利用<u>分區</u>營造出舒適和有安全感的空間。</p> <ul style="list-style-type: none"> 可以用實質的屏障和軟性分隔劃出半私人戶外空間。同時亦可以用視覺屏障提高私隱度。 考慮使用天然特色，例如樹木、灌木叢和水景，配合半開放的休憩處和爬藤架，營造出閒坐區和通道之間的微妙分隔。 <p>c. 寧靜空間應該與<u>主要動線及入口</u>分開。</p> |
|--|---|

Related Strategies 相關策略

2.2 FLEXIBLE 靈活

Related Case Studies 相關案例



Hoi Bun Road Park
海濱道公園
@Hong Kong SAR 香港

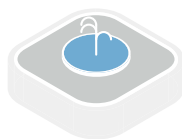
How might we mitigate noise and visual disturbances from the surroundings?

我們可如何減輕周邊噪音和視覺干擾？



Trees at strategic location

策略地挑選樹木的位置



Fountains

噴泉

- a. The use of **structures**.
 - Strategically install noise barriers to block out noise. Consult **the Conductor** and leverage their expertise to identify sources of noise and tailor an appropriate mitigation method.
 - Placing built structures in strategic locations can block unpleasant views and shield off the cityscape, which transforms the POS into an urban getaway.
- b. The use of **soft landscape** and **water features**.
 - Water features such as fountains and cascades can produce splashing sound that masks undesired noise.
 - Placing trees in strategic locations can block unpleasant views of the cityscape and make POS an urban getaway.
- c. This may not apply to Country Parks, where noise and visual disturbances are less of an issue.

- a. 利用**結構**。
 - 策略性地安裝隔音屏，可以阻擋噪音。請向「指揮家」請教有關噪音來源的專業知識，並設計應對的方法。
 - 可以在適當位置建造結構，阻擋礙眼的景觀、遮蔽石屎森林，使公共空間成為城市中的綠洲。
- b. 利用**園景**和**水景**。
 - 噴泉、瀑布一類水景可以產生流水飛濺聲，遮蓋噪音。
 - 策略地挑選樹木的位置，阻擋礙眼的景觀，使公共空間成為城市中的綠洲。
- c. 此設計要素對郊野公園未必適用，因為相對之下它們較少出現噪音或視覺干擾的問題。

Related Strategies 相關策略

6.1 NATURAL 自然

7.1 COMFORTABLE 舒適

Related Case Studies 相關案例



Federation Square 聯邦廣場
@Australia 澳洲



Paley Park 佩雷公園
@United States 美國

How might we promote an active lifestyle?

我們可如何促進活躍積極的生活方式？



Multi-modal trails
「多元組合」路徑



Fitness equipment
along trails
沿路放置健身器材



Regular pruning of plants
adjacent to workout trails
定期修剪健身徑旁邊的植物

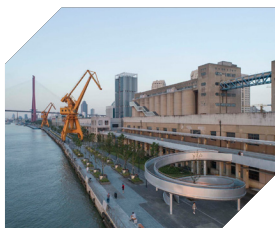
- | | |
|--|---|
| <p>a. Set up well-connected and circulated <u>workout trails</u> and <u>fitness equipment</u>.</p> <ul style="list-style-type: none"> Where site conditions allow, multi-modal trails should be designed to integrate walking, jogging and cycling. Fitness equipment can be placed along footpaths or jogging trails to facilitate training exercises. <p>b. Place <u>workout trails</u> and <u>workout equipment</u> in prominent locations.</p> <ul style="list-style-type: none"> Workout trails should be arranged around lively areas of the POS to create a better visual connection between runners and other POS users. Visual blockages should be avoided. Regularly maintain the heights of shrubberies and trees adjacent to workout trails so that users can be visually connected to other parts of the POS, or even adjacent streets and surrounding areas. <p>c. Unnecessary design interventions should be avoided in Country Parks to minimise disturbances to natural habitats.</p> | <p>a. 設置連接良好且有動線的<u>鍛練路徑</u>和<u>健身器材</u>。</p> <ul style="list-style-type: none"> 如場地條件允許，應設計「多元組合」路徑，集步行、緩跑和騎單車於一體。 可以在步道或緩跑徑上放置健身器材，方便進行訓練運動。 <p>b. 把<u>健身徑</u>和<u>健身器材</u>放置在當眼位置。</p> <ul style="list-style-type: none"> 健身徑應該設置在公共空間比較熱鬧的區域周圍。如此一來，跑步的人和其他公共空間使用者之間就會有更好的視覺聯繫。同時，亦應避免任何視線障礙。 要定期修剪、維持健身徑旁邊的灌木叢和樹木高度，以便使用者可以與公共空間的其他部分、甚至相鄰的街道和周邊地區建立視覺聯繫。 <p>c. 我們應該避免在郊野公園使用不必要的設計，以免干擾到原有的自然生態。</p> |
|--|---|

Related Strategies 相關策略

2.1
SECURE
安心

3.2
DIVERSIFIED
多樣

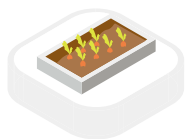
Related Case Studies 相關案例



Minsheng Wharf Waterfront
民生碼頭
@Mainland China 中國內地

How might we improve mental health through soft landscape?

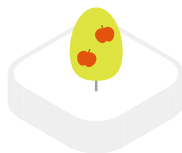
我們可如何善用園景來提升使用者的心理健康？



Community farms
社區園圃



Varieties of species
擴闊植物的品種



Edible plants
可食用的植物



Seasonality of plants
考慮植物的季節性

a. Enhance connectedness to nature.

- Being in touch with nature offers users opportunities to escape from stress factors and find peace. Urban farms and sensory or healing gardens provide opportunities for hands-on exploration and a space for meditation, social gatherings, sensory activities, physical therapy, and workshops. Plant selection should maximise sensorial qualities of the soft landscape.
- The varieties of species should consider multiple forms, colours, textures of flowers and foliage.
- Enrich the variety of plant species with different forms, colours, and textures of flowers and foliage.
- Adding aromatic and edible plants can enrich the senses.
- Consider using seasonal plants in planting schemes to create a vibrant look throughout the year. Consult **the Conductor** for relevant landscape know-how needed to achieve desirable outcomes.

a. 增強與大自然的聯繫。

- 與大自然接觸，是遠離壓力、讓心靈得到平靜的好機會。城市農場和感官 / 治療花園等空間，可以讓使用者親身探索有益身心的活動，例如冥想、社交聚會、感官活動、物理治療和工作坊。
- 選擇植物時，應最大限度地發揮園景的感官特性。
- 擴闊植物的品種，應考慮不同形態、顏色，以及花朵和葉子的質感等。
- 更可以考慮芳香和可食用的植物，豐富感官體驗。
- 在種植方案中，記得考慮季節性的植物，創造一年四季充滿活力的形象。請向「指揮家」請教有關景觀美化的知識，確保目標達到。

Related Strategies 相關策略

6.1
NATURAL 自然

7.1
COMFORTABLE 舒適

8.1
GREEN 綠色

Related Case Studies 相關案例



Belcher Bay Promenade
卑路乍灣海濱長廊
@Hong Kong SAR 香港

How might we promote well-being for children?

我們可如何促進孩子們的身心健康？



Natural play elements

善用自然物料

- a. Incorporate natural **materials** and textures in play equipment, such as rocks, sand and water, to enhance tactile sensation and promote the developmental growth of children.

- a. 結合天然**物料**，如石頭、沙和水，可以增強觸覺體驗，有助於促進兒童的發展成長。

Related Strategies

相關策略

3.3
PLAYFUL
趣味

6.1
NATURAL
自然

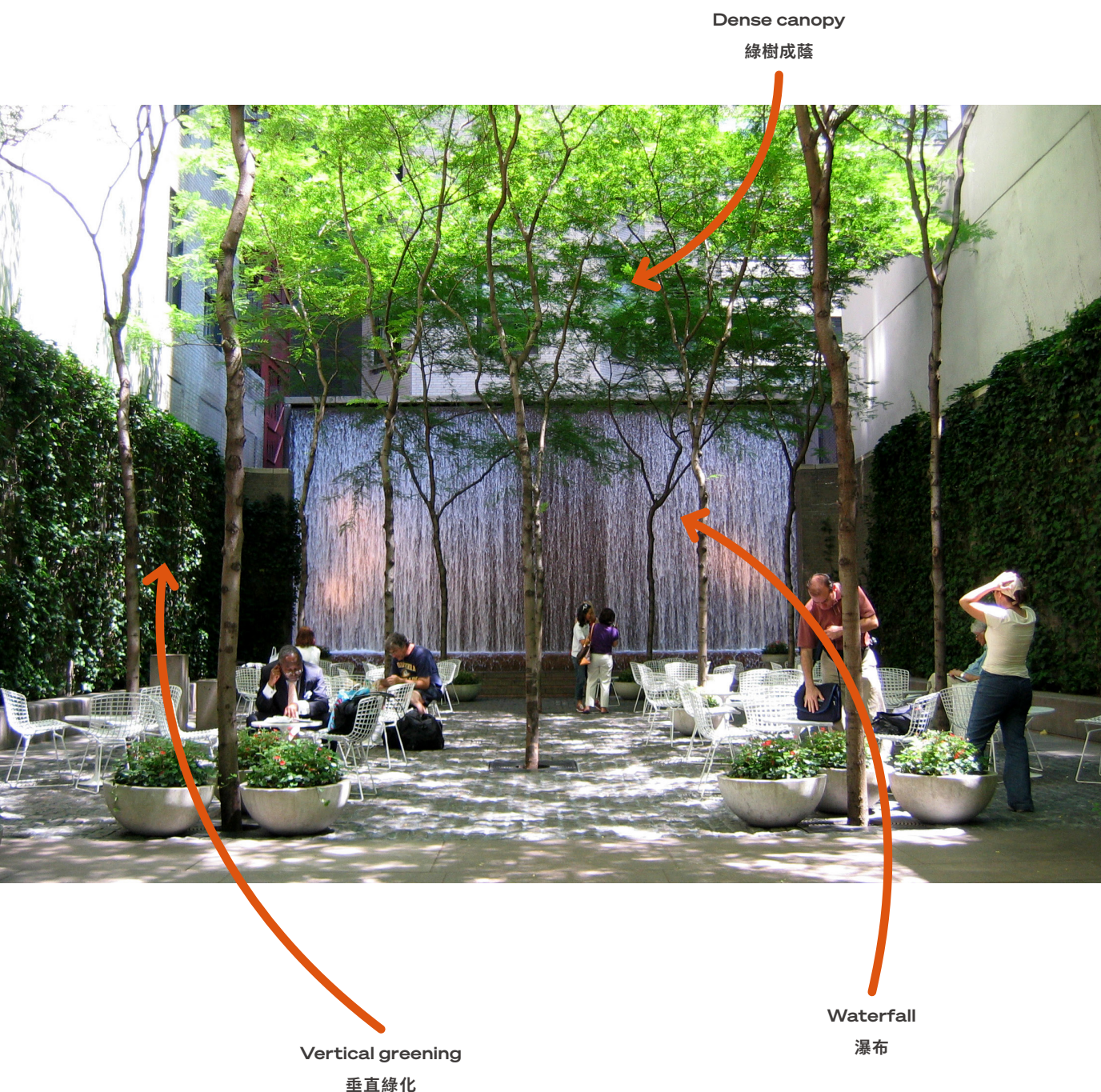
Related
Case Studies
相關案例



Salute Playground
@Russia 俄羅斯

PALEY PARK 佩雷公園

@United States 美國





**"Public spaces
should make people
feel welcome and
at ease, as if they
belong and are
invited to enjoy
themselves."**

**「公共空間應使人感到受歡迎和
放鬆，就像他們屬於這裡和被邀請
享受自己。」**

-Think Tank Panel 智庫小組成員

STRATEGY 策略 3.5

CREATIVE 創意

Everyone can enjoy a 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



A CREATIVE POS is:

- A POS that fosters novel ideas to seed vibrancy.
- A POS that serves as a testing ground for innovation involving the public.

一個有創意的公共空間代表：

- 一個能讓新意念萌芽的公共空間。
- 一個提供平台與公眾測試創新方案的公共空間。

WHAT IF I COULD MAKE A CREATIVE POS POSSIBLE!?

空間大可能！我能如何令公共空間有創意？

IF YOU ARE...

如果你是 ...



What if I could put my ideas into testing before delivering the final purpose?
 或許我可以在敲定最終方案前試驗我的想法？

What if I could line up local champions to contribute to the development of the POS?
 或許我可以召集地膽為公共空間發展做出貢獻？

What if I could share my knowledge on new technologies and trends?
 或許我可以分享我對新科技和未來趨勢的知識？



Related POS Action Combos in Design Thinking Toolkit

「設計思維工具包」的
 相關「公共空間行動組合」

Combo D

Aligning objectives & setting a vision with the team

組合 D

與團隊校準目標和訂立願景

Combo E

Re-aligning resources for a new project

組合 E

為新項目重整資源

Related Design Parameters

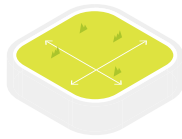
相關設計要素

#zone #circulation #structure #playequipment #softlandscape #waterfeature
 #pop-upprogramme #pilot&prototype
 # 分區 # 動線 # 結構 # 遊樂設施 # 園景 # 水景 # 快閃計劃 # 試點和原型

1/2

How might we invite the community to co-create events and spaces?

我們可如何邀請社區共同舉辦活動和創造空間？



Flexible spaces
預留有彈性的空間



Pop-up programmes
快閃計畫

- a. Designate flexible space for pop-up programmes and future developments.
- Different forms of co-creation can be incorporated into different aspects of the POS. Pop-up programmes enable the testing and development of various materials and functions, leading to typologies that go beyond basic recreational spaces.
- a. 預留有彈性的空間作為未來發展及 快閃計畫 之用。
- 在快閃計畫中可以嘗試不同的物料和功能，更可以將它們進一步發展為超越一般的嶄新休閒空間類型。

Related Strategies 相關策略

2.2 FLEXIBLE 靈活

5.1 PARTICIPATORY 參與

Related Case Studies 相關案例



Park(ing) Day
@Multiple locations 多地



Paris Plages 巴黎海灘
@France 法國



Serpentine Pavilion
蛇形藝廊戶外展亭
@United Kingdom 英國

How might we gather user feedback and preferences for new ideas?

我們可如何為新想法收集使用者的意見和偏好？



Consult the Magnet

諮詢「磁石」



Responsive adjustments

及時回應和調整



Sharing platforms for pilot projects

構建試點計劃的共享平台

a. Make room for pilot projects and prototypes.

- Pilots and prototypes can be used to test innovative ideas. Responsive adjustments can address problems found in proposed designs.
- Timely response to trial test results can improve new ideas and allow room for creativity. POS Personas, such as **the Magnet**, can facilitate out the process of stakeholder engagement.
- Small, short-term, and low-cost interventions can have remarkable impacts on shaping neighbourhoods and cities. They test out the community's receptiveness to new ideas in the public space before investing in larger and more permanent alterations.
- **The Sage** and POS operators can gain experience from unsuccessful pilot projects and prototypes. They can then apply their experiences to other sites to make them successful.
- Pilots and prototypes serve as a resource for future projects. Consider having a sharing platform to disseminate the test results and empower a wider community.

a. 提供機會進行試點計劃和原型。

- 有創新的想法？可以透過試點計劃和原型去測試反應。及時回應和調整，可以幫助改善新設計的問題。
- 及時回應試驗結果，可幫助改進新想法，並保留創意的空間。公共空間項目角色（例如「磁石」）可協助理順持份者參與的過程。
- 在進行較大型和永久性的改變之前，小型、短期和低成本的介入措施可以在塑造鄰里社區和城市方面產生顯著的影響，有效測試社區對使用公共空間新想法的接受程度。
- 即使是未成功的試點計劃和原型，「智者」與公共空間的營運者都可以獲取相關經驗。今次經驗可以成為其他場地的成功基礎。
- 試點計劃和原型是未來項目的資源。可考慮建立共享平台，將測試結果分享給更廣泛的社群，為其他項目賦權。

Related Strategies
相關策略

2.2
FLEXIBLE 靈活

5.1
PARTICIPATORY 參與

Related
Case Studies
相關案例



Hack Our Play
@Singapore 新加坡



Park(ing) Day
@Multiple locations 多地



Belcher Bay Promenade
卑路乍灣海濱長廊
@Hong Kong SAR 香港



Paris Plages 巴黎海灘
@France 法國



Simcoe WaveDeck 波浪橋
@Canada 加拿大

PARK(ING) DAY

@Multiple locations 多地

Online sharing platform

資源共享平台



Short-term and low-cost

短期和低成本

Pilot project and prototype

試點計劃和原型



**"Public space is
a collective
knowledge
to empower
stakeholders."**

**「公共空間是表現持份者意見的
集體認知。」**

-Field Survey Interviewee 實地考察受訪者

4

DISTINCTIVENESS AND RELEVANCY 獨特性及 社區的認同感



4.1

Everyone can find neighbourhood characters
reflected in the POS
人人皆可在公共空間中發現社區特色



4.2

Everyone can return regularly to the POS
for community activities
人人皆可成為公共空間的常客，參與社區活動

STRATEGY 策略 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



A REPRESENTATIVE POS is:

- A POS with a strong neighbourhood identity that fosters a sense of attachment and promotes social cohesion.
 - A POS that resonates with local characteristics.
- 一個有特色的公共空間代表：
 - 一個能令使用者有歸屬感，增強社區凝聚力和認同感的公共空間。
 - 一個呼應社區個性的公共空間。

WHAT IF I COULD MAKE A REPRESENTATIVE POS POSSIBLE?

空間大可能！我能如何令公共空間有特色？

IF YOU ARE...

如果你是 ...



THE REGULAR 常客

What if I could retain the character and authenticity of the neighbourhood?
或許我可以保留地道的社區特色？

What if the POS could bring back memories that are significant to me?
或許公共空間可以令我記起重要的回憶？

What if I could find out the shared priorities and ideals that are important to the community?
或許我可以找出該區的共同價值？



THE MAGNET 磁石



THE GENIE 精靈

Related POS Action Combos
in Design Thinking Toolkit

「設計思維工具包」的
相關「公共空間行動組合」

Combo A

Understanding the need of the
community

組合 A

建基於前期研究去理解社區的需求

Related Design Parameters

相關設計要素

#featuredelement #theme #structure #softlandscape #pavement

標誌性元素 # 主題 # 結構 # 園景 # 鋪路

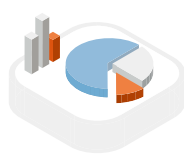
1/1

How might we incorporate neighbourhood characters to strengthen place attachment?

我們可如何把社區特色融入公共空間的設計中，從而加強使用者的社區感？



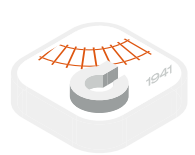
Community research
社區研究



Census data
利用人口普查數據



Featured elements
made by the community
社區參與製作的標誌性元素



Adaptive reuse
of symbolic structures
保留及活化象徵性的構築物

- a. Incorporate featured elements or themes that reflect local culture and heritage.
 - Community research can identify noteworthy features and suitable themes.
 - Consult relevant POS Personas, such as **the Regular**, **the Mediator**, and **the Genie**, to gain a thorough understanding of the neighbourhood. You may find it helpful to use **Design Thinking Tools "Online Survey Guide", "Street Poling Guide" or "Focus Group"** to engage these parties to understand the POS and the neighbourhood.
 - Use census data, such as the ethnicity breakdown, to understand the demographics of the community.
 - Involve the community in producing the featured elements. For instance, they can be designed by local artists and produced by local artisans with other members of the community. Materials can also be locally-sourced.
 - Draw inspirations for themes from the tangible and intangible heritage of the community, such as significant buildings, historic monuments, and social and cultural practices.
 - b. Retain and repurpose symbolic structures through adaptive reuse.
 - Repurposing existing structures that are culturally significant can lower construction costs and reduce the environmental footprint of construction. It can also preserve the history of the site. These revitalised structures remind users of the past and add character to the POS. Common examples include railway tracks, artillery depots or gun structures, and decommissioned industrial facilities.
- a. 引入與本地文化和歷史相關的標誌性元素或主題。
 - 社區研究可以找出甚麼元素才具有標誌性以及確定適合與公共空間設計結合的主題。
 - 諮詢公共空間項目角色（例如「常客」、「調解員」、「精靈」），以深入認識社區。記得善用「設計思維工具」裏的「**線上問卷指南**」、「**街站指南**」或「**焦點小組指南**」與以上三方互動，了解公共空間和社區。
 - 利用人口普查數據來了解社區的人口結構（例如族群構成）。
 - 可讓社區參與製作標誌性元素。例如可由當地藝術家負責設計、由當地工匠與社區其他成員共同製作。材料也可以在當地採購。
 - 設定主題時，可以從社區的物質與非物質文化遺產中獲得靈感。例如重要建築物和歷史紀念碑，以及社會和文化實踐和一些傳統節慶。
 - b. 透過活化再利用，保留及重新定位象徵性的構築物。
 - 重新定位，利用現存且具有文化重要性的構築物，不僅可以降低建設成本及減少生態足跡，還可以保留場所的歷史。這些煥發新生的建築物能夠提醒使用者關注過去，並為地區增添特色。常見的例子包括鐵路軌道、火炮倉庫或槍架、以及退役的工業設施。

Related Strategies
相關策略

3.1
ATTRACTIVE
吸引

5.1
PARTICIPATORY
參與

10.1
COLLABORATIVE
協作

Related Case Studies
相關案例



Superkilen Urban Park
@Denmark 丹麥



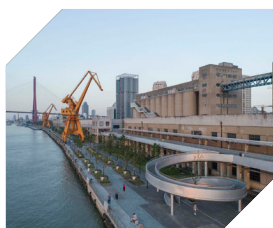
Fung Mat Road WE Park
豐物道「捐山隆」公園
@Hong Kong SAR 香港



Tenri Station Plaza
天理站前廣場
@Japan 日本



Hart's Mill Surrounds
@Australia 澳洲



Minsheng Wharf Waterfront
民生碼頭
@Mainland China 中國內地



Seoullo Skygarden
首爾路空中花園
@South Korea 南韓



Park Güell
奎爾公園
@Spain 西班牙



City Museum 城市博物館
@United States 美國



The High Line 高線公園
@United States 美國



Park 'n' Play
@Denmark 丹麥



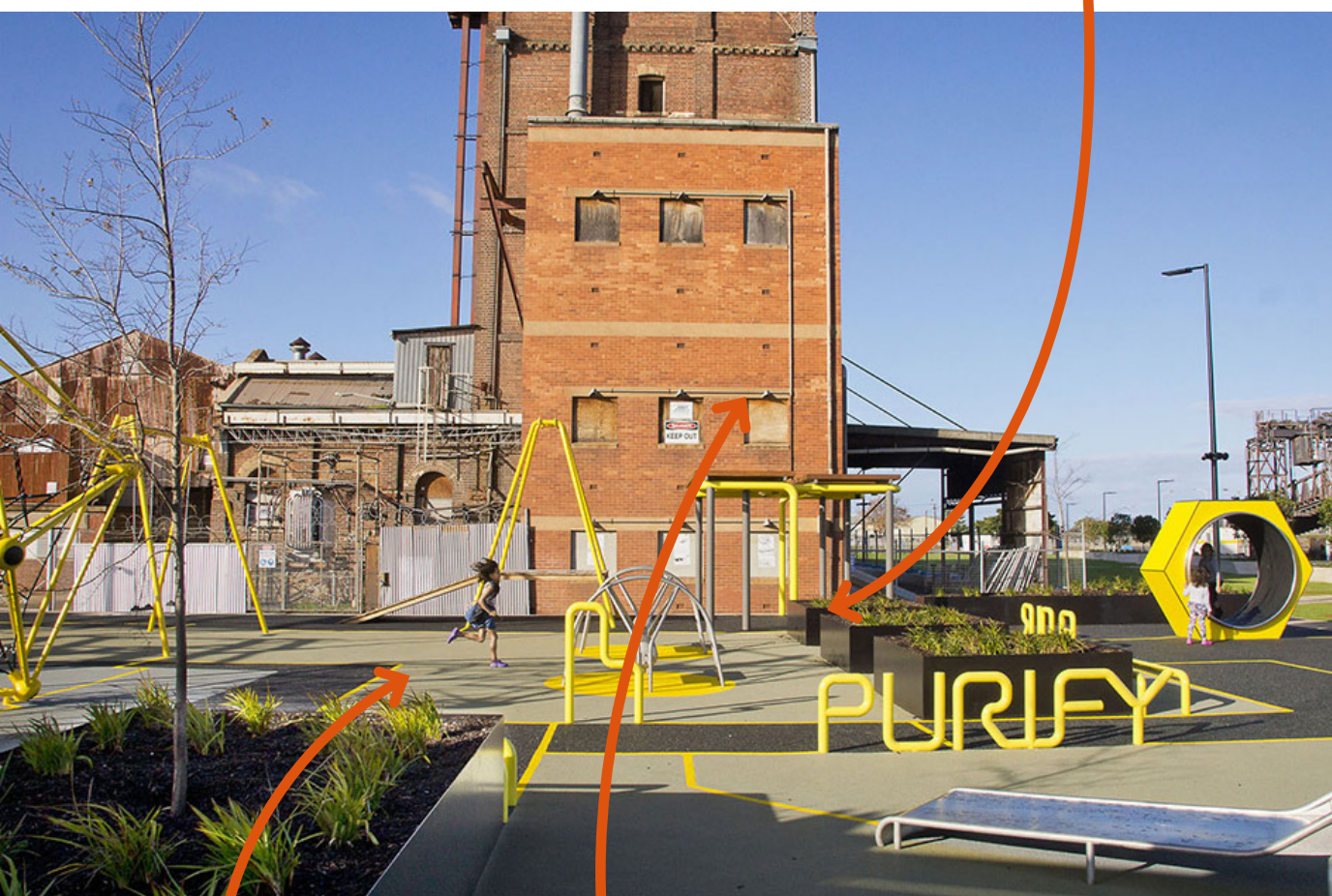
The Historical Playground
@Denmark 丹麥

HART'S MILLSURROUNDS

@Australia 澳洲

Featured element

標誌性元素



Community research
社區研究

Theme originated from
the site's flour milling history
保留及活化象徵性的構築物

STRATEGY 策略 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



An ATTACHED POS is:

- A POS that offers opportunities for users to collaborate and interact for common causes
 - A POS that supports community life and is an integral component of a cohesive community.
- 一個令人投入的公共空間代表：
- 一個能為使用者提供互動和合作機會的公共空間。
 - 一個支持社區生活、與使用者攜手共建社區的公共空間。

WHAT IF I COULD MAKE AN ATTACHED POS POSSIBLE!?

空間大可能！我能如何令公共空間令人投入？

IF YOU ARE...

如果你是 ...



What if I could make visiting the POS as my daily routine?
 或許我可以把到訪公共空間作為我的日常活動？

What if I could use the POS to host events and regular community programmes?
 或許我可以在公共空間為社區舉辦活動和持續社區計劃？



Related POS Action Combos in Design Thinking Toolkit

「設計思維工具包」的
 相關「公共空間行動組合」

Combo D

Aligning objectives & setting a vision with the team

組合 D

與團隊校準目標和訂立願景

Combo E

Re-aligning resources for a new project

組合 E

為新項目重整資源

Related Design Parameters

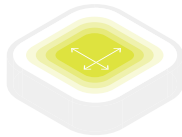
相關設計要素

#spatialconfiguration #furniture #regularcommunityprogramme
 #pop-upprogramme #experientiallearning #cross-sectoralcollaboration
 # 空間配置 # 傢俬 # 持續社區計劃 # 快閃計劃 # 體驗式學習 # 跨部門合作

1/2

How might we promote social interactions?

我們可如何促進公共空間中的社交互動？



Resizable
multifunctional spaces
可調整大小的多功能空間



Movable furniture
可移動的傢俬



Equipment lending services
租借服務

- a. Adaptable **spatial configurations**, such as resizable multifunctional spaces, can accommodate different group sizes and encourage interpersonal interactions.
 - b. Allow flexible **furniture** arrangement.
 - Moveable furniture, such as folding chairs, can promote accessibility and human connections and contribute to urban placemaking. Meanwhile, well-maintained flexible facilities can create a sense of safety for users.
 - c. Versatile **resource management** with the involvement of the community.
 - Consider providing equipment-lending services to ensure a long-term operation. This may require extra management resources. Early discussions with POS Personas, such as **the Magnet** and **the Sage**, can be useful in developing a feasible management model. For example, creating a POS ambassador scheme to invite the general public to participate in the operation of POS, which saves manpower and involves the community at the same time. You may find it helpful to use **Design Thinking Tools "Topic Cards", "Innovation Ladder", or "Resource Cards & Task Cards"** to facilitate discussions with **the Magnet** and **the Sage**.
- a. 靈活的**空間配置**，例如可調整大小的多功能空間，能夠滿足不同大小團體的需求，鼓勵人際互動，幫助建立有凝聚力的社區。
 - b. 靈活的**傢俬**布置。
 - 可移動的傢俬，例如摺椅，能夠促進通達性和人與人之間的聯繫，這些都有助城市之中的地方營造。同時，保養得宜的靈活設施可以為使用者創造一種安全感。
 - c. 社區參與下的多元化**資源管理模式**。
 - 可考慮提供租借服務，以確保長期運營。這樣做可能牽涉額外的管理資源。與公共空間項目角色（如「**磁石**」和「**智者**」）進行早期討論，有助開發可行的管理模式，例如設立公共空間大使計劃，邀請公眾參與公共空間的運營，同時節省人力成本，並促進社區參與。可考慮善用「**設計思維工具包**」裏的「**題目卡**」、「**創新階梯**」或「**工作項目卡及資源卡**」與「**磁石**」和「**智者**」討論。

Related Strategies
相關策略

2.2
FLEXIBLE
靈活

5.1
PARTICIPATORY
參與

Related
Case Studies
相關案例



Pixeland 像素樂園
@Mainland China 中國內地



Bryant Park 布萊恩特公園
@United States 美國



West Kowloon Cultural
District 西九文化區
@Hong Kong SAR 香港

How might we enhance the community's perception of the POS?

我們可如何增強社區對公共空間的好感？



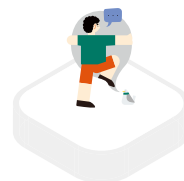
Community movie
screenings
社區放映



Upcycled structures
升級再造的結構



Community tours
社區導賞



Collaborate
with the Mediator
與「調解員」合作

- a. Host regular community-led programmes.
 - The design specifications of event spaces should be carefully considered in the early stage of the design process. The types and scales of the programmes expected to take place at the POS should be considered to ensure suitable configuration and scale. Early discussions with POS Personas, such as **the Magnet** and **the Sage**, can be useful.
 - b. Design room for pop-up programmes.
 - Upcycled and temporary structures can be quickly installed to serve as gathering spaces for pop-up programmes.
 - Unlike having a permanent space to promote regular recreational activities, pop-up spaces celebrate impermanence and spontaneity by creating lively temporary designs that attract and support the community's creative expressions and local livelihood. Designers should discuss with the community to learn about their needs and aspirations.
 - c. Unite stakeholders in the community through cross-sectoral collaboration.
 - Invite local specialists and NGO groups to host events and programmes for the public to learn more about the neighbourhood.
 - Organise programmes in the POS to provide marketing opportunities for local groups or artists and nurture a vibrant community.
 - Collaborate with **the Mediator** to leverage on their extensive community links and local expertise and tailor events suited for the community.
 - d. Experiential learning programmes can cover content focusing on local characteristics. Tours for educational purposes can highlight the uniqueness of the neighbourhood. Consult local experts and explore local skills and techniques to develop richer experience-based programmes.
- a. 舉辦恆常社區主導計劃。
 - 在設計的早期階段，就要考慮活動場地的設計。社區活動的類型有哪些？規模大小如何？這些都需要納入考慮，以建立一個具有適當配置和規模的空間。與公共空間項目角色（例如「**磁石**」和「**智者**」）進行討論，會相當有建設性。
 - b. 設計適合快閃計劃的空間。
 - 升級再造與臨時的結構都可以快速組裝，配合快閃計劃需要的聚會空間。
 - 與永久固定的空間不同，「快閃」的空間通過創造熱鬧有趣的臨時設計，支持社區的創意表達和本地生活，鼓勵臨時性和自發性。設計師應與社區討論，了解他們的需求和願望。
 - c. 透過跨部門合作團結社區中的不同持份者。
 - 邀請當地專家和非政府組織舉辦活動和計劃，讓公眾更了解社區。
 - 在公共空間舉辦活動和節目，讓當地團體或藝術家有推廣的機會，培育充滿活力的社區。
 - 與「**調解員**」合作，利用他們廣泛的社區聯繫和貼地的專業知識，度身訂造適合社區的活動。
 - d. 體驗式學習計劃可以包含聚焦當地個性的內容。以教育為目的的旅遊活動可以突出社區的獨特之處。諮詢當地專家，探索當地的技能和技術，以開發更豐富、並以體驗為主的計劃和活動。

Related Strategies
相關策略

3.2
DIVERSIFIED
多樣

4.1
REPRESENTATIVE
特色

5.1
PARTICIPATORY
參與

Related
Case Studies
相關案例



Jeju Olle Trail
濟州偶來小路
@South Korea 南韓



Tenri Station Plaza
天理站前廣場
@Japan 日本



PHS Pop-up Beer Garden
@United States 美國



Paris Plages 巴黎海灘
@France 法國



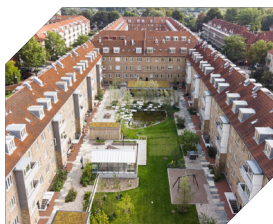
Belcher Bay Promenade
卑路乍灣海濱長廊
@Hong Kong SAR 香港



Park(ing) Day
@Multiple locations 多地



The Lawn on D
@United States 美國



The Courtyard of the Future
@Denmark 丹麥

PHS POP-UP BEER GARDEN

@United States 美國

Live Music

現場音樂



Seasonal menu of food and drink

季節性菜單

Food stand made from
upcycled shipping containers

升級再造的食物桌



OPENNESS FOR PARTICIPATION

開放態度及
社區參與

5



5.1

Everyone can feel included and engaged in
how the POS is designed and run
人人皆可在公開空間的設計及管理模式上有話語權，
成為受重視的一分子

STRATEGY 策略 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



A PARTICIPATORY POS is:

- A POS that is designed and managed with the community's inputs whenever possible.

一個參與式的公共空間代表：

- 一個促進社區參與設計及管理的公共空間。

WHAT IF I COULD MAKE A PARTICIPATORY POS POSSIBLE?

空間大可能！我能如何令公共空間令人願意參與？

IF YOU ARE...

如果你是 ...



What if I could consider the users as part of management resources?

或許我可以令使用者成為管理資源的一分子？

What if I could facilitate communication between the personas and help them strike up a conversation?

或許我可以促進不同角色之間的對話？

What if I could become more proactive in the POS which I visit?

或許我可以在公共空間中，成為更主動的使用者？



Related POS Action Combos in Design Thinking Toolkit

「設計思維工具包」的
相關「公共空間行動組合」

Combo A

Understanding the need of the community

組合 A

建基於前期研究去理解社區的需求

Combo B

Co-creating design with community

組合 B

與社區協同設計

Related Design Parameters

相關設計要素

#co-creation #communityengagement #communicationchannel

共創 # 社區參與 # 溝通渠道

1/3

How might we identify community needs and facilitate the design and management process through community engagement?

我們可如何透過社區參與去確認社區需求，促進設計和管理過程？



Community workshops
社區工作坊



Online engagement
網上交流



Open-to-all attitude
涵蓋不同背景的人

- a. Conduct community engagement through different ways.
- Community engagement can take many forms. Examples include community workshops, public meetings, public exhibitions, event tabling, walking tours, mixers, and online engagement. You may find it helpful to use **Design Thinking Tools "Focus Group"** or **"Problem Extraction & Priority Matrix"** to facilitate discussion with relevant stakeholders.
 - Community engagement should include people from all walks of life. This includes but is not limited to people of different ages, genders, abilities, and ethnicities.

- a. 採用不同形式的社區參與。
- 社區參與可以採用多種形式，例如社區工作坊、公眾會議、公共展覽、活動攤位、步行導賞、交流會和網上交流等。可以使用「**設計思維工具**」，促進與社區不同持份者的討論。可考慮善用「**設計思維工具**」裏的「**焦點小組指南**」或「**問題抽取及優先矩陣**」與有關持份者討論。
 - 社區參與應該涵蓋不同背景的人，包括但不限於不同年齡、性別、能力和族裔的人。

Related Strategies 相關策略

4.1 REPRESENTATIVE 特色

9.1 ADAPTABLE 適應

Related Case Studies 相關案例



Restorative Ground
@United States 美國



The Port of San Francisco
舊金山港
@United States 美國



Belcher Bay Promenade
卑路乍灣海濱長廊
@Hong Kong SAR 香港



Einsiedler Park
@Vienna 維也納



Rail Corridor 鐵道走廊
@Singapore 新加坡

How might we co-create POS with users?

我們可如何與使用者共創公共空間？



Local vision
建立當地的願景



Ongoing co-creation
exercises
持續的共創活動



Co-creation guidelines
for public use
供公眾使用的共創指南

- a. Generate visions in the Planning Phase.
 - Generate **local vision** and design principles with users before conceptualising the design of a POS project. These can be used later to advocate for change, and even be adopted in future designs. You may find it helpful to use **Design Thinking Tools "Stakeholder Map" & "Stakeholder Prompt Cards"** to facilitate early discussion with relevant stakeholders.
 - b. **Co-create** design solutions in the Action Phase.
 - Conduct co-creation exercises before and during design development to leverage the knowledge and the creative power of users. Involving users in the design process can create a greater sense of belonging. You may find it helpful to use **Design Thinking Tools "What If Card" or "Visualisation by Collage"** to facilitate co-creation with relevant stakeholders.
 - c. Foster ongoing change.
 - Regular **co-creation** exercises with the public could inject new ideas into the POS to help it evolve over time. Doing so also creates a sense of ownership.
 - Guidelines for hosting co-creation exercises could be made available online so that the wider public can also participate.
- a. 在規劃階段建立願景。
 - 在構思公共空間項目的設計之前，可以舉辦共創的活動，建立**當地的願景**和設計原則。這些願景和原則，往後可以推動改變、在未來的設計中被採用。可考慮善用「**設計思維工具**」裏的「**持份者地圖及持份者提示卡**」促進與相關持份者的前期討論。
 - b. 在行動階段**共創**設計方案。
 - 無論在設計開發階段開始之前，抑或在設計的過程中，都可以進行共創活動，好好運用使用者的知識和創造力。當使用者有份參與設計過程，就會產生更強烈的歸屬感。可考慮善用「**設計思維工具**」裏的「**如果卡**」或「**拼貼體現**」與相關持份者共同推進項目發展。
 - c. 促進持續的改變。
 - 定期為公眾舉辦**共創**的活動，可以注入新的想法，令公共空間可以隨著時間一直進化。這樣做更加會讓使用者感到自己也是公共空間的主人翁。
 - 提供舉辦和主持共創活動的網上指南，讓更多公眾可以參與。

Related Strategies 相關策略

3.5
CREATIVE
創意

4.1
REPRESENTATIVE
特色

9.1
ADAPTABLE
適應

Related
Case Studies
相關案例



Park(ing) Day
@Multiple locations 多地



Hack Our Play
@Singapore 新加坡



City Museum 城市博物館
@United States 美國



Fung Mat Road WE Park
豐物道「捐山窿」公園
@Hong Kong SAR 香港



Tuen Mun
Inclusive Playground
屯門公園共融遊樂場
@Hong Kong SAR 香港



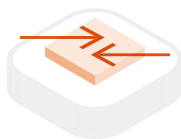
Terra Nova Play Experience
@Canada 加拿大



The Courtyard of the Future
@Copenhagen 哥本哈根

How might we enhance community-building through better communication channels?

我們可如何透過更優質的溝通渠道，加強社區構建？



Online interactive platforms

構建網上互動平台

- a. Foster continuous engagement and two-way communication
- Online interactive platforms, such as social media, are not only useful for disseminating timely information to users but they can also collect and address feedback from users and facilitate relationship-building between different POS Personas, such as **the Regular** and **the Sage**.

- a. 促進持續參與及雙向溝通。
- 通過網上互動平台（例如社交媒體平台）除了可向使用者發放及時資訊，亦可用於收集及回答使用者意見，有助與不同公共空間項目角色（例如「常客」和「智者」）建立關係和聯繫。

Related Strategies 相關策略

9.1 ADAPTABLE 適應

Related Case Studies 相關案例



MUnited Stateshino Park
武藏野公園
@Japan 日本



Belcher Bay Promenade
卑路乍灣海濱長廊
@Hong Kong SAR 香港



Tung O Ancient Trail
東澳古道
@Hong Kong SAR 香港

BELCHER BAY PROMENADE

卑路乍灣海濱長廊

@Hong Kong SAR 香港

Public events

公眾活動



Continuous engagement

持續參與

Local vision

本地願景

Co-create exercises

共創活動

6

BIOPHILIC DESIGN 親近自然的 設計





6.1

The POS can bring everyone closer to nature
公共空間可以帶動使用者親近大自然

STRATEGY 策略 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



A NATURAL POS is:

- A POS that improves not only holistic well-being through nature, but also one's environmental knowledge and positive attitude towards the environment.
- A POS that promotes connectedness to nature for the benefit of the public and the environment.

一個自然的公共空間代表：

- 一個不僅可以改善身心靈健康，還可以增加使用者的環境知識、培養保護環境的意識的公共空間。
- 一個促進與自然聯繫的公共空間。

WHAT IF I COULD MAKE A NATURAL POS POSSIBLE!?

空間大可能！我能如何令公共空間帶動使用者親近自然？

IF YOU ARE...

如果你是 ...



What if i could consider more natural elements in POS design?
或許我可以在設計中考慮更多自然元素？

What if i could allow appropriate interaction with nature?
或許公共空間可以允許使用者與自然有適當的互動？

What if i could provide advice on local plants and their habits?
或許我可以提供有關原生植物及其習性的建議？



Related POS Action Combos in Design Thinking Toolkit

「設計思維工具包」的
相關「公共空間行動組合」

Combo C

Sharing past successful projects

組合 C

分享過去的成功項目

Related Design Parameters

相關設計要素

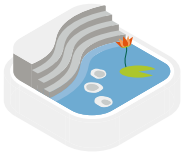
#sitegrading #circulation #signage #playequipment #softlandscape
#waterfeature #pavement #educationalprogramme

#地形設計 #動線 #標示牌 #遊樂設施 #園景 #水景 #鋪路 #教育計劃

1/2

How might we promote contact with nature?

我們可如何鼓勵使用者接觸自然？



Accessible water features
親水設計



Circulation system integrated
with nature
與自然融合的動線設計



Play equipment
with natural elements
富有自然元素的遊樂設備



Seasonality of plants
考慮植物的季節性

- a. Site grading can connect users to nature.
 - Consider site context and topography. Site grading can be useful to connect different levels, especially when the POS is adjacent to natural water bodies.
 - Use different types of site grading, such as green slopes, trails, and steps, to cater to users of different capabilities.
- b. Circulation design can allow direct access to nature.
 - Plan a linked circulation system to maximise access to nature. Strike a balance between artificial interventions and nature.
 - This Design Parameter may not apply to Sitting-Out Area and Public Play Space, as these POS types are smaller in size.
- c. Consider nature play when designing play equipment.
 - Interacting with natural elements, such as soil and native plant species, is essential for a nature play experience. Appropriate materials and forms of play equipment can also improve users' contact with nature. For example, use local timber for constructing structures and involve plant education in this form of play.

- a. 地形設計可以拉近使用者和自然的距離。
 - 應考慮場地環境和地形。透過地形設計，可以有效地連接高低不同的區域，尤其是當公共空間毗鄰自然水體時。
 - 應考慮不同的地形設計方式，例如草坡、小徑、梯級，以滿足不同能力的使用者的需求。
- b. 動線設計可以令使用者更容易接觸到自然。
 - 應計劃人工與天然互相連繫的路線，讓使用者盡可能與自然有接觸。記得也要考慮人為干預和自然之間的平衡。
 - 此設計原則未必適用於面積較小的休憩處及公共遊樂場。
- c. 遊樂設施可考慮自然遊樂。
 - 與自然元素（例如泥土和原生植物）互動，對於自然遊樂體驗至關重要。你也可以考慮運用不同的遊樂設備的物料和形式，促進使用者與自然的接觸，例如使用當地木材建造結構。同時也可以將植物教育的元素滲入其中。



d. Soft landscape and water features can immerse users in natural elements.

- Soft landscape encourages users to engage with nature through their five senses. The varieties of plant species shall include flowers and foliage of multiple forms, colours, and textures. Aromatic plants can provide different fragrances. Edible plants and fruits from the community farm can enrich the variety of senses experienced in the POS.
- Curate seasonal attractions by selecting appropriate types of plants for different periods of the year.
- Local plants can emulate the regional landscape and highlight local characteristics. Seek technical support from **the Genie** (i.e., ecological experts such as Hong Kong Herbarium, Kadoorie Farm and Botanic Garden) to learn about the appropriate cultivation of different species. You may find it helpful to use **Design Thinking Tool “Expand knowledge-Content & Method Cards”** to facilitate knowledge-sharing sessions.
- Well-curated planting and water features can create a perfect natural escape from a dense urban setting.
- Lawns should be open for users to enjoy and participate in various activities.
- In addition to artificial water features, natural water elements can be an inherent attraction for immersive natural experiences. Making good use of site conditions can help facilitate close contact with nature. Sunken topography can be a cost-effective way to create water features.
- This Design Parameter may not apply to Country Parks as unnecessary design interventions should be avoided to preserve the natural habitats in this POS type.

e. Integrating pavement and plants can make users closer to nature.

- Certain pavement, such as grid systems, which allow plants to grow, can promote natural interaction. This approach can also create a smooth transition from hard to soft landscape.

d. 園景和水景可以讓使用者沉浸在自然元素中。

- 園景可以令使用者通過五感體驗與自然互動。通過擴闊植物的品種，考慮不同形態、顏色、花朵和葉子的質感等，亦可以考慮芳香的植物，提供不同香氣。同時，社區農圃中的可食用植物和水果，都可以豐富公共空間中的感官體驗。
- 考慮一年四季採用不同植物類型，策劃季節性的景點。
- 本地植物可以模擬地區性景觀，突顯當地個性。尋求來自「**精靈**」（例如香港植物標本室、嘉道理農場暨植物園等生態專家）的技術支援，了解不同物種的適當栽培方式。你可以使用「**設計思維工具**」裏的「**增廣見聞—主題卡及方式卡**」以獲得更多資訊。
- 精心策劃的植物與水景可以互相配合，形成一個完美的自然空間，讓人遠離繁忙的城市環境。
- 草坪應該向使用者開放，讓他們享受和參與各種活動。
- 除了人工水景外，自然水元素本身就很有吸引力，可以提供沉浸式自然體驗。善用場地條件可以幫助促進與大自然的親密接觸。凹陷地形是具有成本效益的創建水景方式。
- 此設計原則對郊野公園未必適用，因為我們應該避免不必要的設計干擾到原有的自然生態。

e. 鋪路與植物結合，可以令使用者更接近自然。

- 一些鋪路的設計，例如網格系統，可讓植物在其中生長，促進與自然的互動。這種設計方法還可以使「硬景觀」和「軟景觀」之間的轉換更加流暢。

Related Strategies 相關策略

1.3
INCLUSIVE
共融

3.1
ATTRACTIVE
吸引

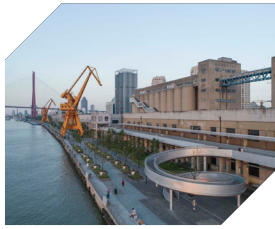
3.2
DIVERSIFIED
多樣

3.3
PLAYFUL
趣味

3.4
BALANCED
平衡

4.1
REPRESENTATIVE
特色

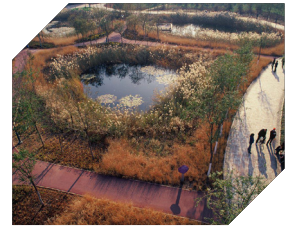
**Related
Case Studies**
相關案例



Minsheng Wharf Waterfront
民生碼頭
@Mainland China 中國內地



Jeju Olle Trail
濟州偶來小路
@South Korea 南韓



Qiaoyuan Wetland Park
橋園濕地公園
@Mainland China 中國內地



Park 'n' Play
@Denmark 丹麥



Gardens by the Bay
濱海灣花園
@Singapore 新加坡



The Courtyard of the Future
@Denmark 丹麥



Seoullo Skygarden
首爾路空中花園
@South Korea 南韓



Tamar Park 添馬公園
@Hong Kong SAR 香港



Paley Park 佩雷公園
@United States 美國



The High Line 高線公園
@United States 美國



Diana Memorial Fountain
威爾士戴安娜王妃紀念噴泉
@United Kingdom 英國



The Hillside Eco-Park 山水間
@Mainland China 中國內地

How might we promote nature education?

我們可如何提倡自然教育？



Educational signage
環境教育的標示牌



Nature education
programmes
組織自然教育計劃

- | | |
|---|---|
| <p>a. <u>Signage</u> can promote environmental education.</p> <ul style="list-style-type: none"> Signage should not only provide basic navigation information but also provide plant information, remediation process, and other environmental knowledge. <p>b. <u>Regular educational programmes</u> organised at the POS can help promote human-nature interaction.</p> <ul style="list-style-type: none"> Various programmes, such as planting workshops, learning activities, recreational events, can be hosted at the POS to promote a biophilic awareness and educate users on the significance of ecosystems. | <p>a. <u>標示牌</u>可以做到推廣環境教育。</p> <ul style="list-style-type: none"> 標示牌不僅要提供基本的指路信息，還應提供關於植物的資訊、修復過程和其他環境知識。 <p>b. 定期在公共空間組織<u>教育計劃</u>，可以幫助促進人與自然的互動。</p> <ul style="list-style-type: none"> 可以在公共空間舉辦各種活動，如種植工作坊、學習活動、休閒活動，以促進親近自然的意識，教育使用者了解生態系統的重要性。 |
|---|---|

Related Strategies 相關策略

1.2 NAVIGABLE 暢遊

3.2 DIVERSIFIED 多樣

Related Case Studies 相關案例



Qiaoyuan Wetland Park
橋園濕地公園
@Mainland China 中國內地



Gardens by the Bay
濱海灣花園
@Singapore 新加坡

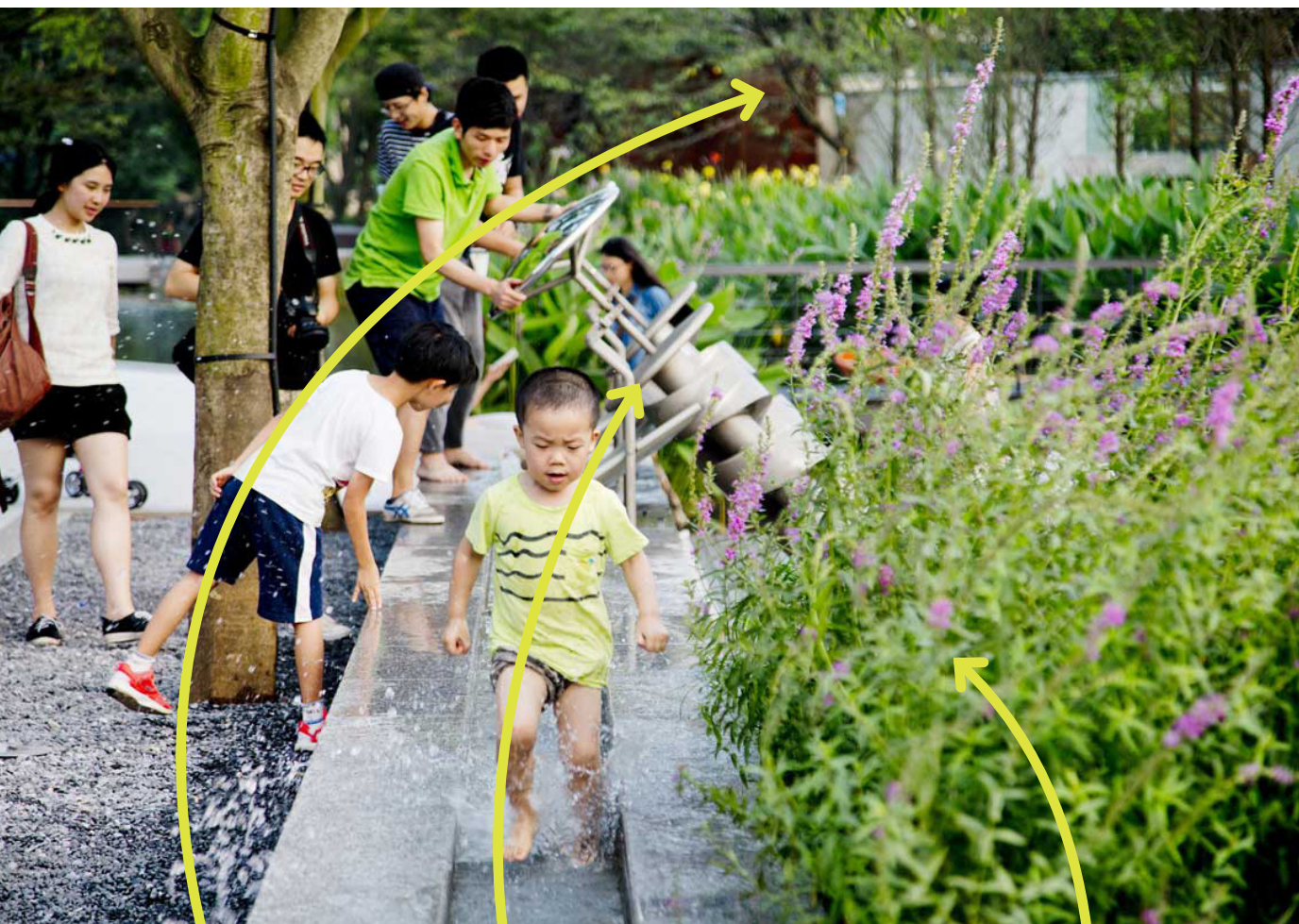


The Hillside Eco-Park 山水間
@Mainland China 中國內地

THE HILLSIDE ECO-PARK

山水間

@Mainland China 中國內地



Signages for plant education

植物教育標示牌

Playable water feature

可玩的水景設計

Variety of

ornamental and
aromatic plants

多樣的觀賞及芳香植物



OPTIMAL MICROCLIMATE 宜人的微氣候

7



7.1

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

STRATEGY 策略 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



A COMFORTABLE POS is:

- A POS that optimises the ambient temperature to create a comfortable experience in all seasons.
- A POS that can become a getaway for urban dwellers.

一個舒適的公共空間代表：

- 一個可以調和溫度、確保使用者在四季都有舒適體驗的公共空間。
- 一個能夠讓城市人遠離煩囂的公共空間。

WHAT IF I COULD MAKE A COMFORTABLE POS POSSIBLE?

空間大可能！我能如何令公共空間環境更加舒適？

IF YOU ARE...

如果你是 ...



THE REGULAR 常客

What if i could aim for
a comfortable ambient environment in POS?
或許我可以為公共空間定下「舒適環境」的設計目標？

What if i could consider diverse indicators
of the environment in POS?
或許我可以在設計中考慮各種環境指標？

What if i could provide research input
about microclimate?
或許我可以提供有關微氣候的研究意見？



THE MAGNET 磁石



THE GENIE 精靈

Related POS Action Combos
in Design Thinking Toolkit

「設計思維工具包」的
相關「公共空間行動組合」

Combo A

Understanding the need of the
community

組合 A

建基於前期研究去理解
社區的需求

Combo E

Re-aligning resources
for a new project

組合 E

為新項目重整資源

Related Design Parameters

相關設計要素

#spatialconfiguration #shelter #softlandscape #waterfeature
#material #responsivetechnology

空間配置 # 遮蔽處 # 園景 # 水景 # 物料 # 感應科技

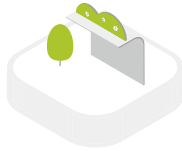
1/2

How might we promote heat loss and reduce heat gain?

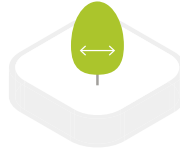
我們可如何促進散熱和減少熱增益？



Environmental modelling
環境分析



Vegetated shelters
與植被融合的遮蔽處



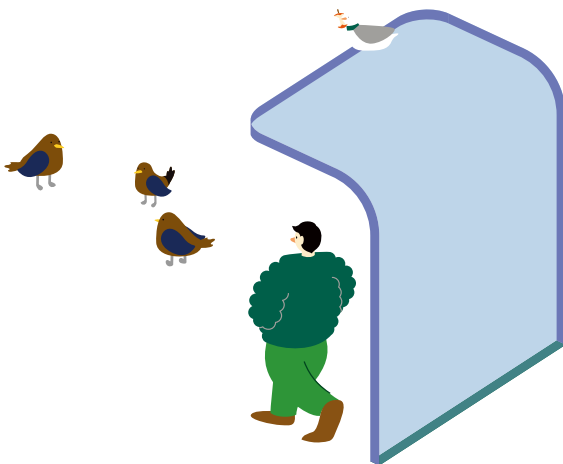
Trees with
large and dense canopies
種植樹冠又大又密的品種



Water mist features
添加水霧裝置

- a. Optimise the spatial configuration to promote natural ventilation.
 - Environmental modelling and simulation could provide advice on the spatial configuration and calibrate the location and orientation of built structures for optimal environmental performance.
- b. Consider both the quality and quantity of shelters.
 - Consider special materials, such as heat-reflective paint and specially-coated glass that could reflect or absorb heat, for shelter design to maintain a comfortable temperature for users. You may find it helpful to use **Design Thinking Tool “Observation”** to understand the current United Stateses of shelters.
 - Vegetation can be integrated with shelter design to lower ambient temperature by providing shade and through the plants' evapotranspiration action which absorbs heat.
 - Paired with environmental sensors, thermal control technologies, such as water mist systems, can be integrated into shelter design to collect real-time environmental data useful for optimising the microclimate.

- a. 通過空間配置，加強天然通風。
 - 構建物可以透過不同設計和座向，促進風的流動和循環。環境分析可以幫助調整其座向，提升環境表現到最好的水平。
- b. 考慮遮蔽處的數量和質量。
 - 設計遮蔽處時，考慮使用特殊物料，如反射熱力的塗料和吸熱的特殊塗層玻璃，可為使用者提供舒適的溫度。使用「**設計思維工具**」裏的「**觀察**」，了解當前使用者對遮蔽處的使用情況。
 - 可以將植被加入遮蔽處的設計，植物提供的樹蔭和蒸發作用都可以降低環境溫度。
 - 設計遮蔽處時，可以加入環境感應裝置，配合溫度控制技術，收集實時的環境數據，有助於改善微氣候（例如使用噴霧系統）。



- c. Maximise vegetation to regulate temperature.
- Vegetation can absorb heat through evapotranspiration. Therefore, structures can be equipped with vegetation, for example, green roofs and green pavers, to maintain a comfortable temperature.
 - Trees with large, dense canopies (e.g. *Ficus microcarpa*) can be planted at key nodes to provide natural shading.
 - The selection should consider the habits and attributes of plants, as well as potential hazards to users and the level of maintenance required.
 - This Design Parameter may not apply to Country Parks, where unnecessary design interventions should be avoided to preserve natural habitats.
- d. Create water features to promote cooling.
- Water mist features can be added to promote evaporative cooling.
 - Water features can be designed to be safe and inviting for public use while also cooling down the ambient temperature.
- e. Select high-albedo materials.
- Lighter colours generally absorb less solar energy than darker colours.
 - Materials such as heat-reflective paint and specially-coated glass that could reflect or absorb heat could be considered in POS design to optimise the ambient temperature.

- c. 盡可能增加植被覆蓋範圍，以調節溫度。
- 植被可以通過蒸發作用吸收熱力。因此，建築物可以加添植被，例如綠色屋頂和綠色鋪路，以維持舒適的溫度。
 - 在公共空間的重要位置，可以種植樹冠又大又密的品種（例如榕樹），提供樹蔭。
 - 應考慮植物的習性和特徵，以及對使用者的潛在危害和它們所需的保養程度。
 - 此設計原則對郊野公園未必適用，因為我們應該避免不必要的設計干擾到原有的自然生態。
- d. 水景可以令公共空間更舒適。
- 可以添加水霧裝置，促進蒸發冷卻。
 - 水景設計對公眾而言不但安全又吸引，更可以降低周圍環境的溫度。
- e. 選取高反射率的材料。
- 淺色物料所吸收的太陽能，通常比深色的較少。顏色也可能對心理產生影響，影響舒適度的感知。
 - 設計公共空間時，考慮使用特殊物料，如反射熱力的塗料和吸熱的特殊塗層玻璃，改善周圍環境的溫度。



Related Strategies 相關策略

3.1
ATTRACTIVE
吸引

6.1
NATURAL
自然

8.1
GREEN
綠色

Related
Case Studies
相關案例



Bao'an Waterfront Cultural
Park 寶安濱海文化公園
@Mainland China 中國內地



Gardens by the Bay
濱海灣花園
@Singapore 新加坡



PHS Pop-up Beer Garden
@United States 美國



The Spring 河樂廣場
@Taiwan 台灣



The QUAYSIDE Podium
Garden 海濱匯平台花園
@Hong Kong SAR 香港

How might we optimise microclimate throughout a day and a year?

我們可如何在不同時候優化公共空間的微氣候？



Environmental sensors

環境感應器



Responsive technology

感應科技

a. Incorporate responsive technology to collect real-time climate data.

- Environmental sensors can be paired with thermal control technologies to ensure a desirable microclimate in response to real-time climatic change. You may find it helpful to use **Design Thinking Tool “Resource Cards & Task Cards”** to facilitate the innovative process of introducing a new technical expert to the team.

a. 使用感應科技收集實時天氣數據。

- 環境感應器可以與溫度控制技術相結合，因應實時氣候變化而作調整、營造令人嚮往的微氣候。你可以使用「**設計思維工具**」裏的「**工作項目卡及資源卡**」以促進引入新的技術專家的創新過程。

Related Strategies 相關策略

8.1
GREEN
綠色

9.2
RESILIENT
抗逆

Related Case Studies 相關案例



Gardens by the Bay
濱海灣花園
@Singapore 新加坡

THE SPRING 河樂廣場

@Taiwan 台灣

Mist sprayer

水霧裝置



Maximise green coverage

增加植被覆蓋範圍

Interactive water feature

互動水景設計



8.2

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

8.1

The POS can minimise environmental footprints
公共空間可以盡量減少環境足跡

SUSTAINABLE ENVIRONMENT AND ECOSYSTEM

可持續的環境及生態系統

8



STRATEGY 策略 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



A GREEN POS is:

- A POS that is environmentally friendly and lasts for a long time naturally.
- A POS that adopts materials and holds activities that will not cause harm to nature.

一個綠色的公共空間代表：

- 一個環境友好、長期維持自然的公共空間。
- 應運用對環境無害的材料、舉辦不會破壞環境的的公共空間。

WHAT IF I COULD MAKE A GREEN POS POSSIBLE!?

空間大可能！我能如何令公共空間環境友好？

IF YOU ARE...

如果你是 ...



What if i could enforce a more environmentally-friendly POS?
或許我可以實行更環境友好的公共空間？

What if i could give advice on energy-saving new technology?
或許我可以針對節能新技術提出建議？



Related POS Action Combos in Design Thinking Toolkit

「設計思維工具包」的
相關「公共空間行動組合」

Combo C

Sharing past successful projects

組合 C

分享過去的成功項目

Related Design Parameters

相關設計要素

#sitegrading #structure #material #renewableenergy #responsivetechnology
#recyclingsystem #walkability

地形設計 # 結構 # 物料 # 再生能源 # 互動科技 # 水循環系統 # 可步行性

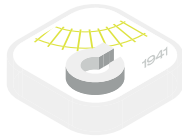
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How might we reduce waste in the construction process?

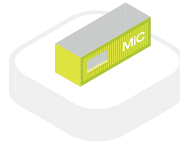
我們可如何減少施工過程中的浪費？



"Cut and fill" strategy
「隨挖隨填」的策略



Adaptive reuse
保留及活化



Modular integrated
construction approaches
模組化建築方法

- a. Site grading can utilise existing in-situ materials.
 - Adopting a “cut and fill” strategy for making landforms can reduce the need for importing earth.
 - For derelict sites, inert on-site waste can be reclaimed as infill material to transform the topography.
- b. Pre-existing structures can be repurposed to reduce construction waste.
 - The pre-existing structures in the POS can be preserved to create a historical and cultural atmosphere. Preserving various elements, such as industrial objects, abandoned structures, and built ruins can give them a second life and reduce construction waste in building the POS.
 - Abandoned spaces that served different purposes previously can be revitalised as part of the new POS by preserving existing structures. This also keeps the past memories of the neighbourhood alive.
- c. Sustainable construction approaches can ensure better cost performance.
 - Standardised or modular construction approaches can reduce energy consumption. For example, reusing precast moulds can also save time and cost.

- a. 地形設計可以盡量使用場地原有的物料。
 - 採用「隨挖隨填」的策略，可以減少進口砂土的需要。
 - 在荒廢的場地，可以回收現場的廢棄物作為填充物，用來改變地形。
- b. 考慮把現有的結構改劃用途、重新使用，減少建築廢料。
 - 可以保留公共空間中現存的結構和建築，營造歷史和文化氛圍。保留各種元素，如工業物件、廢棄的結構和建築廢墟，可以賦予它們第二生命，並減少在建造公共空間時產生的建築廢料。
 - 可以通過保留現存的結構，將曾經用作不同用途的廢棄空間活化為新公共空間的一部分。這也可以保留並活化社區過去的記憶。
- c. 以可持續建手法來選取物料以提升成本效益。
 - 標準化或模塊化建築方法可減少能源消耗。例如重複使用預製模具可以節省時間和成本，同時減少物料消耗。

Related Strategies
相關策略

4.1
REPRESENTATIVE
特色

6.1
NATURAL
自然

7.1
COMFORTABLE
舒適

9.2
RESILIENCE
抗逆

**Related
Case Studies**
相關案例



Qiaoyuan Wetland Park
橋園濕地公園
@Mainland China 中國內地



City Museum 城市博物館
@United States 美國



The Spring 河樂廣場
@Taiwan 台灣



Minsheng Wharf Waterfront
民生碼頭
@Mainland China 中國內地



Seoullo Skygarden
首爾路空中花園
@South Korea 南韓



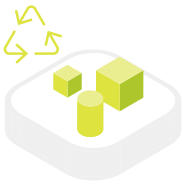
Tenri Station Plaza
天理站前廣場
@Japan 日本



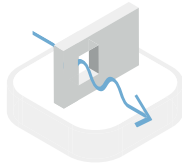
West Kowloon Cultural
District 西九文化區
@Hong Kong SAR 香港

How might we minimise carbon emissions through design?

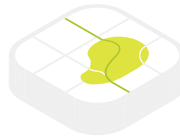
我們可如何通過設計令公共空間減少碳排放？



Recycled materials
再造物料



Indoor air circulation
促進室內空氣循環



Pedestrian network
integration
融入街道網絡

- | | |
|--|---|
| <p>a. Build <u>structures</u> with suitable materials and forms to reduce the ecological footprint.</p> <ul style="list-style-type: none"> When selecting materials, consider the material type, life cycle (durability), and place of origin to minimise its ecological footprint. Local recycled materials are preferred. Structural forms should maximise natural lighting and optimise indoor air circulation to provide a comfortable environment and reduce energy consumption. Plantings can also be integrated with structures to create a comfortable microclimate. <p>b. Improve <u>walkability</u> to promote green transport.</p> <ul style="list-style-type: none"> The pedestrian system of the POS can contribute to the larger urban network and promote green transport. Multiple openings and urban interface connections can help link the POS to adjacent neighbourhoods in the city. Pedestrian-friendly public spaces reduce energy consumption in transportation. <p>c. This Design Parameter may not apply to Sitting-Out Area and Public Play Space, as these POS types are smaller in size.</p> | <p>a. 使用適當的物料和形式建造構建物，以減少生態足跡。</p> <ul style="list-style-type: none"> 物料的選擇應考慮物料類型、壽命週期（耐用性）和產地，以減少它們的生態足跡。同時應優先考慮當地的再造物料。 構建物的形式應盡量運用到自然光線和改善室內空氣循環，以提供舒適的環境，並降低能源消耗。也可以在構建物中引入植物，以創造舒適的微氣候。 <p>b. 提高可步行性以推廣綠色交通。</p> <ul style="list-style-type: none"> 公共空間的行人系統對城市的大型行動網絡和綠色交通貢獻很大。設置多個出入口、以及和城市界面連接，有助於將公共空間與相鄰的社區聯繫起來。步行友善的公共空間可減少交通運輸的能源消耗。 <p>c. 此設計原則未必適用於面積細小的休憩處及公共遊樂場。</p> |
|--|---|

Related Strategies
相關策略

4.2
ATTACHED
投入

7.1
COMFORTABLE
舒適

9.2
RESILIENT
抗逆

**Related
Case Studies**
相關案例



Terra Nova Play Experience
@Canada 加拿大



PHS Pop-up Beer Garden
@United States 美國



Seoullo Skygarden
首爾路空中花園
@South Korea 南韓



The High Line 高線公園
@United States 美國



West Kowloon Cultural
District 西九文化區
@Hong Kong SAR 香港



The Courtyard of the Future
@Copenhagen 哥本哈根

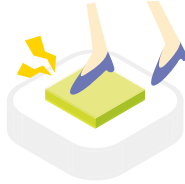
How might we use new technology to improve energy efficiency?

我們可如何使用科技來提高能源效率？



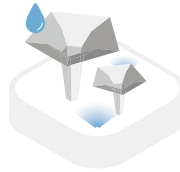
Solar-powered street lighting

太陽能街燈



Kinetic tiles

動能路面



Water recycling system

水循環系統



Water purifying landscape

淨化水質的水景

- a. Generate renewable energy on-site to save energy.
 - Solar panels can be installed to power facilities on site, for example street lighting and power outlets for appliances.
 - Use responsive technology. For example, kinetic tiles or panels can be considered as part of the POS design to generate electricity when users interact with them. Digital interactive platforms, such as mobile applications, could share real-time data on energy saved, offering a means to engage environmentally conscious users.
- b. Install water recycling system to reduce daily water consumption.
 - On-site grey water can be reclaimed and reused through Sewage Treatment Works. Early consultation with relevant government departments may be needed. You may find it helpful to use **Design Thinking Tool “Expand knowledge-Content & Method Cards”** to facilitate knowledge-sharing sessions.
 - Rain and irrigation water can be recycled through a stormwater storage system, especially when there are large landscape areas for water catchment. The use of recycled porous pavement blocks can increase the recycling rate and reduce production costs.
 - Water features can be considered to serve as part of the recycling system. Plant roots can purify water and help benefit the environment.
- c. This Design Parameter may not apply to Country Parks, where unnecessary engineering interventions should be avoided to preserve natural habitats.

- a. 在地使用再生能源，提高能源效益。
 - 可以安裝太陽能板，產生能源供現場設施使用，例如街燈和電器的充電座。
 - 可以引入感應科技，例如在公共空間中安裝動能磚或動能板，當使用者與它們互動時（例如踏上去）就可以產生電力。數碼互動平台，如手機應用程式，可以分享節省能源的實時數據。這些做法都可以吸引關心環保議題的使用者。
- b. 安裝水循環系統，減少日常的用水量。
 - 在公共空間裏的中水可以被回收，經過污水處理程序後再次使用。請注意，要實行計劃可能需要與相關政府部門進行早期諮詢。你可以使用「**設計思維工具**」裏的「**增廣見聞—主題卡及方式卡**」以獲得更多資訊。
 - 雨水／灌溉水都可以經雨收集系統回收再用，尤其是當公共空間裏有大型的園景區適合用作收集水源。如果使用具透水性的再造路磚，更加可以增加回收率，並降低生產成本。
 - 水景也可以成為回收系統的一部分。植物根部可以淨化水質，對環境有益處。
- c. 此設計要素對郊野公園未必適用，因為我們應該避免不必要的設計干擾到原有的自然生態。

Related Strategies
相關策略

4.2
ATTACHED
投入

6.1
NATURAL
自然

10.1
COLLABORATIVE
協作

Related
Case Studies
相關案例



Gardens by the Bay
濱海灣花園
@Singapore 新加坡



The QUAYSIDE Podium
Garden 海濱匯平台花園
@Hong Kong SAR 香港

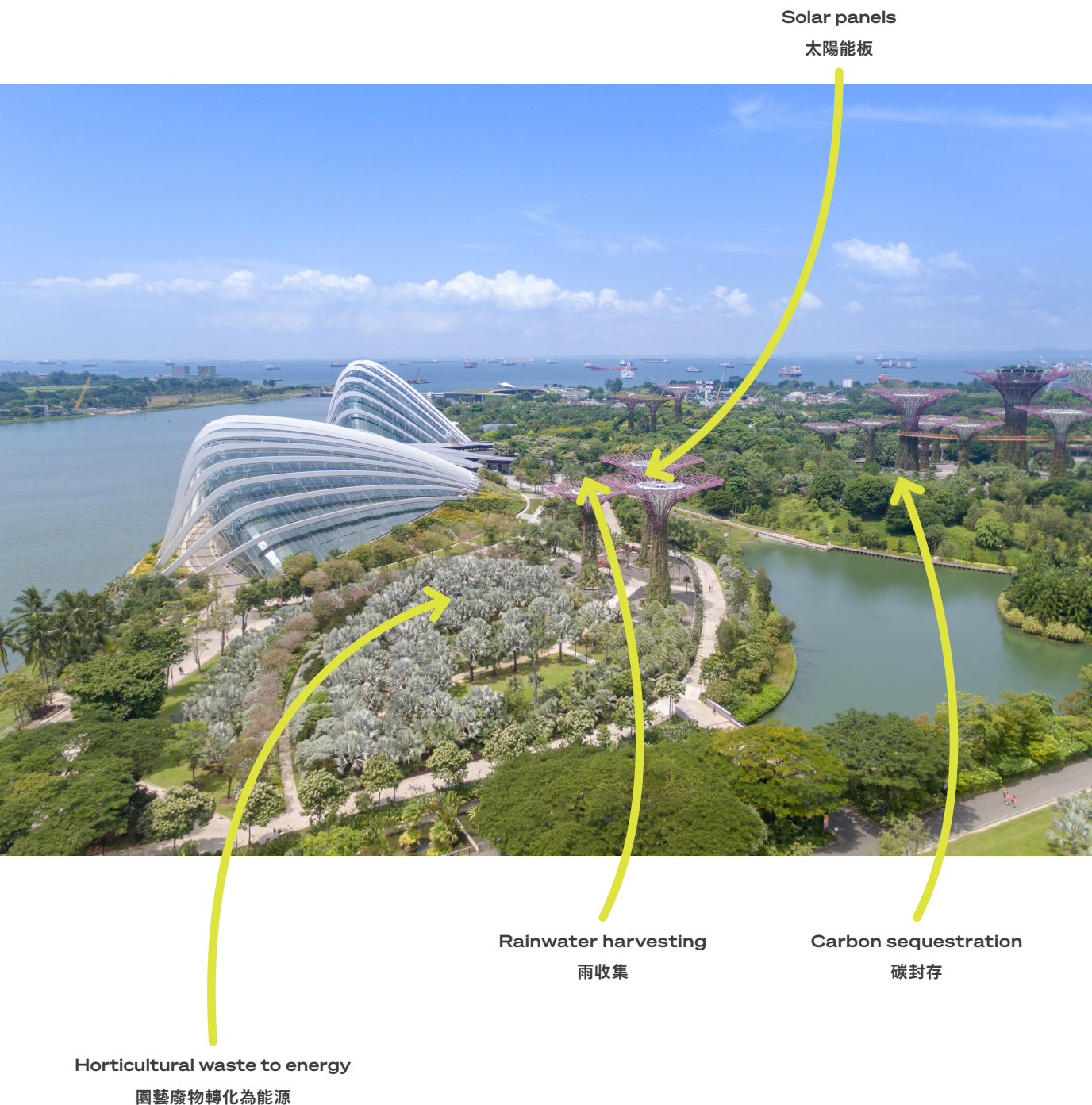


Belcher Bay Promenade
卑路乍灣海濱長廊
@Hong Kong SAR 香港

GARDENS BY THE BAY

濱海灣花園

@Singapore 新加坡



STRATEGY 策略 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



A CONNECTED POS is:

- A POS that functions as part of the ecosystem.
- A POS for not only human beings but also other living creatures inhabiting the neighbourhood.

一個連結的公共空間代表：

- 一個屬於生態系統一部分的公共空間。
- 一個不只為人類而設計，更為同居於區內的各種生物提供棲息地的公共空間。

WHAT IF I COULD MAKE A CONNECTED POS POSSIBLE!?

空間大可能！我能如何令公共空間彼此連結？

IF YOU ARE...

如果你是 ...



What if i could coordinate with different stakeholders to improve the landscape connectivity of POS?
 或許我可以與不同的持份者協調，以改善公共空間的環境連接度？

What if i could give advice on urban habitats and ecosystems?
 或許我可以為城市棲息地和生態系統提供建議？



Related POS Action Combos in Design Thinking Toolkit

「設計思維工具包」的
 相關「公共空間行動組合」

Combo C

Sharing past successful projects

組合 C

分享過去的成功項目

Related Design Parameters

相關設計要素

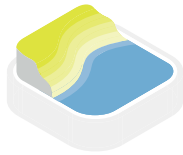
#sitegrading #softlandscape #sustainable design principle #connectivity

地形設計 # 園景 # 可持續設計原則 # 連結性

1/2

How might we sustain a habitat for various species?

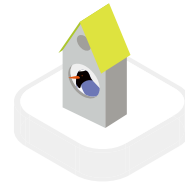
我們可如何維持各種物種的棲息地？



Ecological revetment
生態護岸設計



Diverse mix
of plant species
混合不同種類的植物



Ecological
micro-interventions
生態微干預措施

- a. Site grading creates an optimal microclimate for different species.
 - Undulating surfaces can create habitats with varying abiotic conditions, e.g. temperature and humidity, which are suitable for different species.
 - b. Well-designed soft landscape can provide living space for a variety of species.
 - A diverse mix of plant species can create different habitats and increase the complexity, resiliency, and robustness of the ecological system. When selecting plants, consider the habits, attributes and ecological niche of the plants, as well as potential hazards to users and maintenance procedures. For example, fruit-bearing trees may require additional maintenance to keep paths free of dropped fruits during fruiting seasons. Consult relevant POS Personas, such as **the Genie, the Conductor and the Sage**, to maximise the ecological performance of the POS with minimum maintenance and risks. You may find it helpful to use **Design Thinking Tool “Topic Cards”** to facilitate knowledge-sharing sessions.
 - c. Sustainable design principles can promote biodiversity.
 - Ecologically-important areas should be preserved to maintain the robustness of the ecosystem. Cultural practices associated with these areas can also have important ecological functions and if so, should be maintained. Common ecologically-important habitats include, but are not limited to wetlands, mangroves, and littoral zones.
 - Innovative micro-interventions can create habitats for specific species. For example, a nest for pollinators can be installed.
 - d. This Design Parameter may not apply to Sitting-Out Area and Public Play Space, as these POS types are smaller in size.
 - e. This Design Parameter may not apply to Country Parks, where unnecessary design interventions should be avoided to preserve natural habitats.
- a. 地形設計可以為不同物種創造最適合的微氣候。
 - 波浪形起伏的地面可以創造出具有不同非生物條件（例如溫度和濕度）的棲息地，適合不同的物種。
 - b. 精心設計的園景可以成為多種物種的棲息地。
 - 混合不同種類的植物，可以創造出不同的棲息地，增加生態系統的複雜性、彈性和穩健性。選擇植物時需要兼顧到不同層面，例如它們的生長環境、顏色、花期和結果期，同時也要留意場地本來的環境、佈局和保養的程序。例如，會結果的樹木可能需要特別注意，確保到了結果的季節時路上不會有掉落的果實。諮詢相關的公共空間項目角色（例如「**精靈**」、「**指揮家**」和「**智者**」），有助為公共空間爭取最佳的生態表現，同時將風險和保養需求減至最低。你可以使用「**設計思維工具**」裏的「**題目卡**」以獲得更多資訊。
 - c. 可持續設計原則可以促進生物多樣性。
 - 應該保育有生態重要性的區域，維持生態系統的穩健，例如濕地、紅樹林和沿岸帶等。與這些區域相關的文化實踐也可能對生態系統有重要性，若是如此，這些文化實踐都應該盡量延續。
 - 透過創新的微干預措施，可以創造出特定物種的棲息地，例如安裝一個供傳粉昆蟲居住的巢穴。
 - d. 此設計原則未必適用於面積細小的休憩處及公共遊樂場。
 - e. 此設計原則對郊野公園未必適用，因為我們應該避免不必要的設計干擾到原有的自然生態。

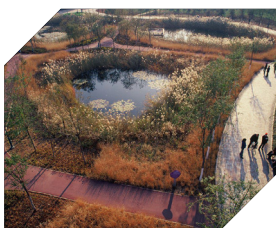
Related Strategies
相關策略

6.1
NATURAL
自然

8.1
GREEN
綠色

9.2
RESILIENT
抗逆

Related Case Studies
相關案例



Qiaoyuan Wetland Park
橋園濕地公園
@Mainland China 中國內地



Simcoe WaveDeck 波浪橋
@Canada 加拿大



PHS Pop-up Beer Garden
@United States 美國



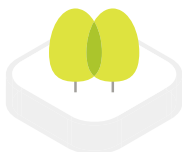
West Kowloon Cultural
District 西九文化區
@Hong Kong SAR 香港

How might we enable an urban network of POS?

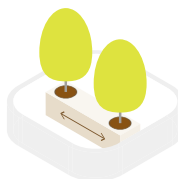
我們可如何促成一個城市裏的公共空間網絡？



Green corridors
構建綠色走廊



Connected canopies
連接的樹冠



Soil connectivity
土壤連結性



Water connectivity
水景連結性

- | | |
|---|---|
| <p>a. The consideration of <u>connectivity</u> between POS helps create an ecological green corridor.</p> <ul style="list-style-type: none"> Linear POS types, such as Waterfront Promenade, can be designed to create an important corridor that connects habitat patches in the district. This can be done by promoting landscape connectivity through vegetation, soil, and water. Consultation with POS Personas, such as the Genie, can facilitate knowledge sharing. <p>b. This Design Parameter may not apply to Sitting-Out Area and Public Play Space, as these POS types are smaller in size.</p> | <p>a. <u>連結不同公共空間</u>，有助於構建地區生態綠色走廊。</p> <ul style="list-style-type: none"> 線性公共空間（例如海濱長廊）可以設計成一條重要的走廊，連接區內的棲息地。將它想像為有連結性的景觀，用植被、土壤和水資源的連接達到目的。諮詢公共空間項目角色，例如「精靈」，可以促進知識共享。 <p>b. 此設計原則未必適用於面積細小的休憩處及公共遊樂場。</p> |
|---|---|

Related Strategies 相關策略

6.1
NATURAL
自然

7.1
COMFORTABLE
舒適

8.1
GREEN
綠色

9.2
RESILIENCE
抗逆

Related Case Studies 相關案例



The High Line 高線公園
@United States 美國



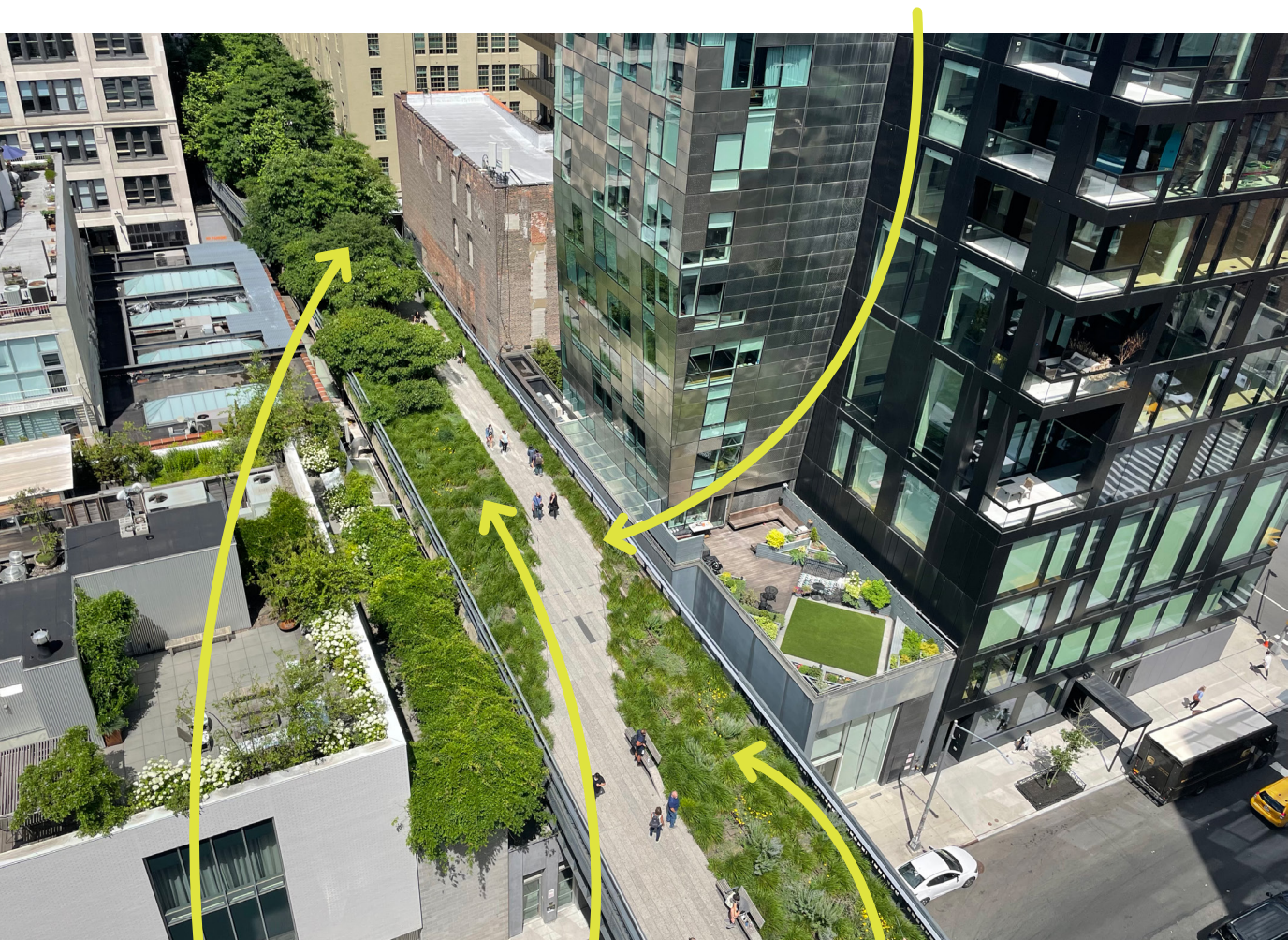
Rail Corridor 鐵道走廊
@Singapore 新加坡

THE HIGH LINE 高線公園

@United States 美國

Adaptive reuse of
abandoned urban infrastructure

保留及活化廢棄的城市基建



Connected canopy
連接的樹冠

Green corridor
地區生態綠色走廊

Soil connectivity
土壤連結性

The background image shows a public space featuring a swimming pool in the foreground, a large building with arched windows in the background, and lush green trees. The text is overlaid on the upper portion of the image.

"Public spaces are essential elements of infrastructure with the potential for civic participation and contribution to the quality of life."

「公共空間是城市基礎設施的基本要素，是公民參與和提高生活質量的潛力所在。」

-Think Tank Panel 智庫小組成員

9

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





9.2

The POS can strengthen resilience on a city scale
公共空間可以提升城市的整體韌性

9.1

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與願景而更新

STRATEGY 策略 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



An ADAPTABLE POS is:

- A POS that reacts to the changing needs and identities of the community.
 - A POS that inspires positive changes that benefit the whole neighbourhood.
- 一個適應變化的公共空間代表：
- 一個能夠回應社區需要及身份認同、持續變動的公共空間。
 - 一個推動社區進步、使之變得更好的公共空間。

WHAT IF I COULD MAKE AN ADAPTABLE POS POSSIBLE?

空間大可能！我能如何令公共空間適應變化？

IF YOU ARE...

如果你是 ...



What if i could position POS as a neighbourhood catalyst?
 或許我可以將公共空間視為社區關係的催化劑？

What if i could consider management models that can allow changes in the future?
 或許我使用有彈性的管理模型，將來有需要的話，可作出變動？

What if i could suggest ways to amplify the impacts of pilot designs?
 或許我可以提出將試點設計作廣泛應用的方法？



Related POS Action Combos in Design Thinking Toolkit

「設計思維工具包」的
 相關「公共空間行動組合」

Combo A

Understanding the need of the community

組合 A

建基於前期研究去理解社區的需求

Combo D

Aligning objectives & setting a vision with the team

組合 D

與團隊校準目標和訂立願景

Related Design Parameters

相關設計要素

#featuredelement #regulareview #communicationchannel

#cocreation #communityengagement

標誌性元素 # 定期檢查 # 溝通渠道 # 共創 # 社區參與

1/2

How might we engage the community in the changing context ?

我們可如何在不斷變化的環境中，鼓勵社區參與？



Community workshops
社區工作坊



Long-term community vision
發展長期的社區願景



Featured elements
co-created by the community
社區參與製作的標誌性元素

- a. Community engagement can facilitate the development of a long-term community vision.
- Community engagement can take many forms. Examples include but are not limited to, community workshops, public meetings, public exhibitions, event tabling, walking tours, mixers, and online engagement. You may find it helpful to use **Design Thinking Tool “Topic Cards”** to engage various stakeholders early.
- b. Regular co-creation exercises allow the POS to improve over time.
- Incorporating exhibits or featured elements created by members of the community can enliven the POS. Regular curation of exhibits allows the POS to stay aware of and adapt to changing community characteristics and aspirations. Also, commissioning artists and architects to build temporary structures can harness the public's creativity. These unique temporary structures can also be a timely response to specific community needs and phenomena at the moment.

- a. 在公共空間的設計過程中融入社區參與，可以幫助發展長期的社區願景。
- 社區參與的形式有很多種，包括但不限於社區工作坊、公眾會議、公共展覽、活動展示、步行導賞、社交聚會和網上參與。「設計思維工具」裏的「題目卡」對於如何在早期就吸引到不同持份者來參與有不少有用建議。
- b. 定期的共創活動能讓公共空間隨著時間進化。
- 由社區成員創作的展品可以令公共空間更有生氣。定期策展亦會令公共空間展現出它了解且適應社區不斷變化的特色和期望。委託藝術家和建築師設置臨時構建物，可激起公眾的創造力。獨特的臨時構建物，也可以及時回應當下的社區需求和現象。

Related Strategies 相關策略

3.1
ATTRACTIVE
吸引

3.5
CREATIVE
創意

4.1
REPRESENTATIVE
特色

5.1
PARTICIPATORY
參與

10.1
COLLABORATIVE
協作

Related
Case Studies
相關案例



City Museum 城市博物館
@United States 美國



Bryant Park 布萊恩特公園
@United States 美國



Serpentine Pavilion
蛇形藝廊戶外展亭
@United Kingdom 英國



The Port of San Francisco
舊金山港
@United States 美國



Hart's Mill Surrounds
@Australia 澳洲

How might we enable an evolving POS ?

我們可如何令公共空間不斷進化？



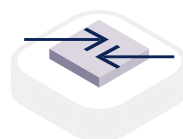
Flexible design
彈性設計



Consult **the Sage**
諮詢「智者」



Online and offline surveys
線上和線下調查



Online interactive
platforms
網上互動平台

- a. Regular reviews improve POS continuously.
- The design should be flexible enough to allow room for modifications or improvement works.
 - Consult **the Sage**, who has years of experience managing POS projects and could have insights into what should be upgraded to suit new needs. Early coordination with them keeps the POS ready for change. You may find it helpful to use **Design Thinking Tool “Innovation Ladder”** to facilitate the discussion.
 - To ensure efficient use of resources and keep the POS in tip-top condition, regular assessment can help remove unsatisfactory collaborators and keep disreputable service providers out.
- b. Genuine communication channels can collect feedback beneficial to the development of POS from users.
- Conducting online and offline surveys are useful for collecting user feedback. Survey results could be made available to the public through different channels. This can inform the public about the POS's operations and have a positive impact on users' satisfaction. You can refer to **Design Thinking Tool “Online Survey”** for more information.
 - Social media platforms can foster real-time, two-way communication between users and the management team.

- a. 定期檢視可以持續改進公共空間。
- 公共空間的設計應具有彈性，以容納後續的修改或改進工作。
 - 與有多年管理公共空間經驗的「智者」協商，他們可以提供一些行內人的獨到見解，知道有甚麼需要升級改善，以回應新的需求。盡早與他們協調，讓公共空間隨時可以應對變更。你可以使用「**設計思維工具**」裏的「**創新階梯**」來促進討論。
 - 為確保有效運用資源，將公共空間保持在最佳狀態，定期評估並剔除不達標的合作夥伴，避開聲譽欠佳的服務供應商。
- b. 真實有效的溝通渠道可以收集使用者的意見，有利公共空間的發展。
- 進行線上和線下調查，有助於收集使用者的反饋意見。調查結果可透過不同渠道向公眾公布，正好讓公眾了解公開空間的運作，亦會對使用者的滿意度產生正面影響。你可以使用「**設計思維工具**」裏的「**線上問卷**」以獲得更多資訊。
 - 利用社交媒體平台可以促進使用者和管理團隊之間實時、雙向的溝通。

Related Strategies 相關策略

2.1
SECURE
安心

2.2
FLEXIBLE
靈活

3.2
DIVERSIFIED
多樣

5.1
PARTICIPATORY
參與

8.1
GREEN
綠色

9.2
RESILIENT
抗逆

Related
Case Studies
相關案例



City Museum 城市博物館
@United States 美國



Bryant Park 布萊恩特公園
@United States 美國



West Kowloon Cultural
District 西九文化區
@Hong Kong SAR 香港



Musashino Park
武藏野公園
@Japan 日本

CITY MUSEUM 城市博物館

@United States 美國

Co-creating exhibits
with visitors

與遊客共創展品



Multiple active
social media platforms
多個活躍的社交媒體平台

Regular reviews through
passive observation and
active communication
透過觀察及溝通作定期評估

STRATEGY 策略 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



A RESILIENT POS is:

- A POS that is able to strive despite ever-changing climatic conditions.
 - A POS that provides a place of support for users and the environment during crises.
- 一個有韌性的公共空間代表：
- 一個在瞬息萬變的大環境中維持正常運作的公共空間。
 - 一個在非常時期為使用者以及自然環境提供支援的公共空間。

WHAT IF I COULD MAKE A RESILIENT POS POSSIBLE!?

空間大可能！我能如何令公共空間更有韌性？

IF YOU ARE...

如果你是 ...



What if i could make resilience an important consideration in POS?
或許我可以將抗逆性作為公共空間的重要考慮因素？

What if i could review the management model to allow support for the community under changing context?
或許我可以支援社區在環境變化不斷的情況下，持續反思管理模式？

What if i could provide advice on the solutions to future crises?
或許我可以提醒就未來危機預備解決方案？



Related POS Action Combos in Design Thinking Toolkit

「設計思維工具包」的相關「公共空間行動組合」

Combo D

Aligning objectives & setting a vision with the team

組合 D

與團隊校準目標和訂立願景

Related Design Parameters 相關設計要素

#spatialconfiguration #furniture #stormwatermanagement
空間配置 # 傢俬 # 雨水管理

1/2

How might we allow flexibility to accommodate changes?

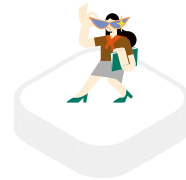
我們可如何通過靈活的设计以應對改變？



Modular system
模組化系統



Adjustable sizes
可調節大小



Consult **the Sage**
諮詢「智者」

a. Flexible spatial configuration in POS can accommodate lifestyle changes during a variety of crises.

- Adopting a modular system for structures or furniture allows the POS to be reconfigured easily to meet new needs. Adjustable height, surface, scale, and furniture combinations can all be used to meet changing programmatic needs. Ease of disassembly and assembly allows structures or furniture to be easily relocated to accommodate new needs and user groups.
- Flexible furniture arrangements can help the neighbourhood accommodate new lifestyles. However, some POS Personas, such as **the Magnet** and **the Sage**, may have concerns about its maintenance. You may find it helpful to use **Design Thinking Tool “Topic Cards”** to facilitate early discussion with relevant stakeholders.

a. 靈活的空間配置可以在非常時期容讓我們調整生活方式。

- 在構建物或傢俬上採用模組化系統，可以輕鬆地根據新需求重新配置公共空間。可調節高度、表面、比例的傢俬組合，可以滿足不斷變化的方案需求。如果做到易於拆卸和組裝，可讓構建物或傢俬輕鬆地重新擺放，以應對新的需求和使用者的群組。
- 傢俬可以靈活擺放，應對社區新的生活方式。雖然非固定傢俬比較靈活，又可以根據疫情期間的社交距離措施進行調整，但一些公共空間項目角色（例如「磁石」和「智者」）可能會擔心它們維修保養的問題。你可以參考「**設計思維工具**」裏的「**題目卡**」，研究如何與相關持份者盡早展開磋商。

Related Strategies 相關策略

2.1
SECURE
安心

2.2
FLEXIBLE
靈活

3.2
DIVERSIFIED
多樣

8.1
GREEN
綠色

9.1
ADAPTABLE
適應

Related Case Studies 相關案例



Restorative Ground
@United States 美國

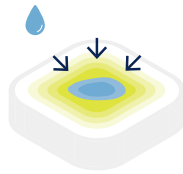
How might we react to climate change to enable future-ready POS?

我們可如何應對氣候變化，實現面向未來的公共空間？



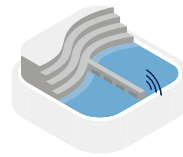
Environmental modelling

環境分析



Flood plain

洪氾平原



Smart water gate

智能水閘

- a. Stormwater management can protect the POS from extreme weather or disasters.
- POS located in coastal and low-lying areas, such as Waterfront Promenades, are particularly vulnerable to rising sea levels and flooding. Environmental modelling and simulation can help assess flooding risks and inform stormwater management strategies.
 - Stormwater infrastructure should be designed with the capacity to hold surface runoff during storm surges in typhoon seasons. For example, landscaped areas could be designed to become floodplains. Water features can also be designed to retain stormwater.
 - A mechanical system for managing floods can be deployed to prevent flood water from entering. For example, install pumping stations at strategic locations to drain off stormwater.

- a. 雨水管理可以保護公共空間不受極端天氣或災害影響。
- 位於沿海和低洼地區的公共空間，例如海濱長廊，特別容易受到海平面上升的影響、受洪水侵襲。運用環境建模和模擬，可以幫助評估水浸風險，並有助於制定雨水管理策略。
 - 雨水基建應設計有足夠的容量，在颱風季節儲存地面徑流。例如園景區域可以設計成洪氾平原、蓄起洪水，而水景亦可設計相似的蓄水用途。
 - 積極主動的洪水管理可以設置一組機械系統來抵擋洪水。例如在策略位置安裝泵站，排放洪水。

Related Strategies

相關策略

6.1
NATURAL
自然

7.1
COMFORTABLE
舒適

8.1
GREEN
綠色

8.2
CONNECTED
連結

Related
Case Studies
相關案例



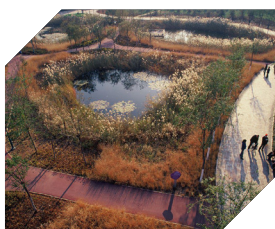
The Spring 河樂廣場
@Taiwan 台灣



The Courtyard of the Future
@Copenhagen 哥本哈根



The Port of San Francisco
舊金山港
@United States 美國



Qiaoyuan Wetland Park
橋園濕地公園
@Mainland China 中國內地



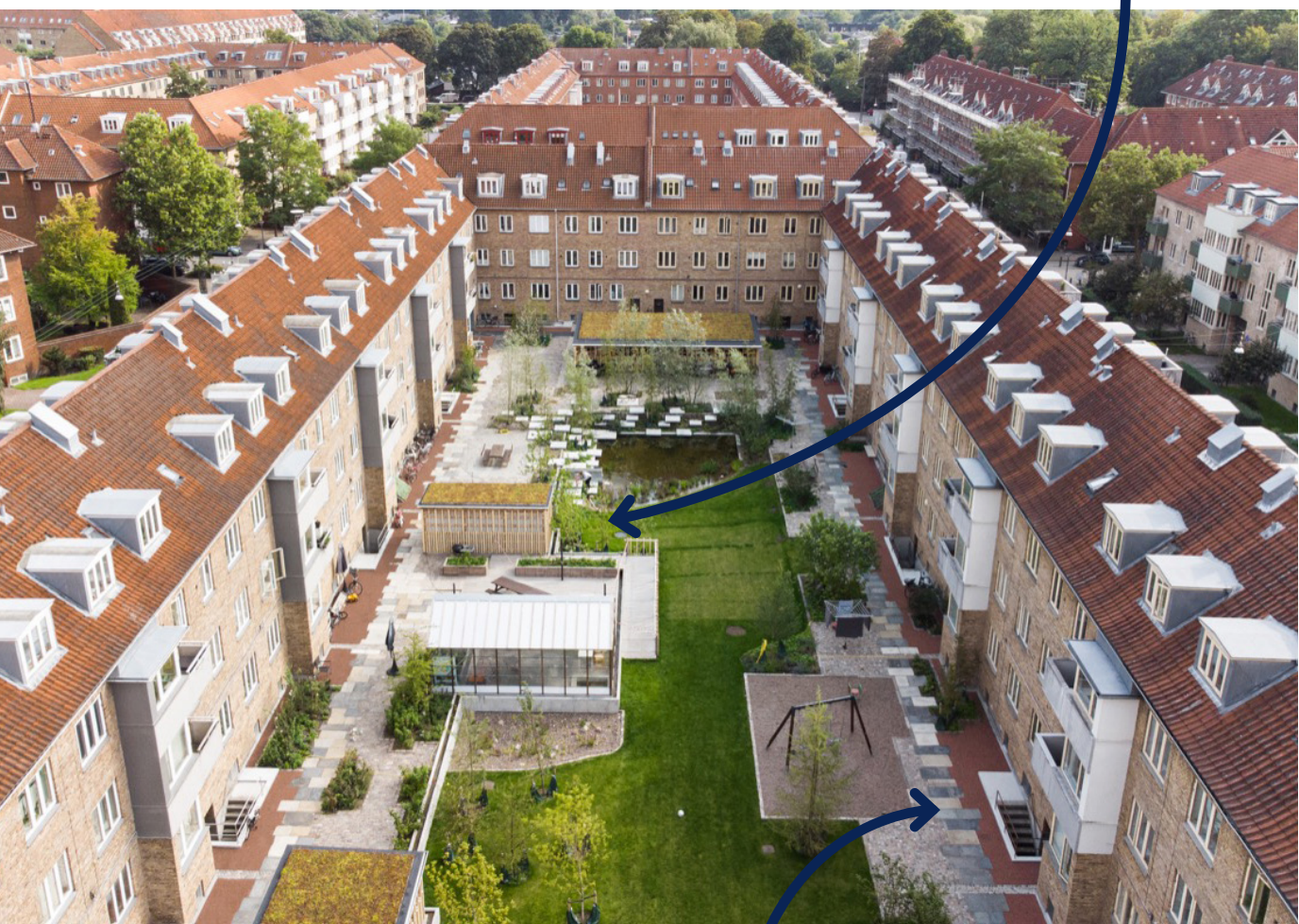
PHS Pop-up Beer Garden
@United States 美國

THE COURTYARD OF THE FUTURE

@Denmark 丹麦

Rain garden

雨水花園



Lawn for permeability

草坪的渗透性

A photograph of a park path with trees and people, serving as the background for the text.

**"Public spaces
should be the
connective
tissue of society,
bringing people
together, nurturing
interaction,
promoting
participation."**

**「公共空間應該是社會的結締組織，
將人們聚集在一起，培養互動，促進
參與。」**

-Think Tank Panel 智庫小組成員



MULTIDISCIPLINARY INTEGRATION 跨界別合作

10



10.1

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

STRATEGY 策略 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



A COLLABORATIVE POS is:

- A POS that integrates different points of view in long-term planning.
- A POS that equips a good management system which involves cooperation between different agencies and organisations and benefits users.

一個提倡協作的公共空間代表：

- 一個在長期規劃中應融合不同觀點的公共空間。
- 公共空間的管理系統通過不同媒介和機構的合作，令使用者受益。

WHAT IF I COULD MAKE A COLLABORATIVE POS POSSIBLE!

空間大可能！我能如何令公共空間提倡協作？

IF YOU ARE...

如果你是 ...



What if i could work with different stakeholders to enable innovative POS?
或許我可以與不同的持份者合作以實現創新的公共空間？

What if I could expand my knowledge on new solutions that would help with smoother management in the future?
或許我可以學習新知識、認識更多新方案，讓未來的管理更順暢？



Related POS Action Combos in Design Thinking Toolkit

「設計思維工具包」的相關「公共空間行動組合」

Combo C

Sharing past successful projects

組合 C

分享過去的成功項目

Combo D

Aligning objectives & setting a vision with the team

組合 D

與團隊校準目標和訂立願景

Related Design Parameters 相關設計要素

#interactivetechnology #crosssectoralcollaboration #publicprivatepartnership
互動科技 # 跨部門合作 # 公私營協力

1/2

How might we apply new technology for a future-ready space?

我們可怎樣應用新科技，以回應未來的空間需要？



Smart toilet
智能廁所



Smart recycling bin
智能回收箱



Internet of Things (IoT)
technology
物聯網技術



Kinetic tiles
動能路面

- a. Interactive technology can improve the user experience of POS within the larger smart city blueprint.
- Implementing different Internet of Things (IoT) technologies to achieve positive user experience and achieve sustainable development of the POS. These include smart toilets and smart recycling bins, among other technologies featured in the Smart City Blueprint for Hong Kong. You may find it helpful to use the **Design Thinking Tool “Expand Knowledge-Content & Method Cards”** to facilitate early discussion with relevant stakeholders to coordinate the implementation of new technology.
 - Encourage interaction with users or combine with different activities in POS, such as kinetic pavement.

- a. 互動科技可以在智慧城市藍圖中將提升公共空間的使用者體驗。
- 嘗試應用不同的物聯網技術，促進正面的使用者體驗與公共空間的可持續發展。這些技術包括香港智慧城市藍圖中提到的智慧廁所和智能回收箱等。你可以參考「**設計思維工具**」裏的「**增廣見聞—主題卡及方式卡**」，研究如何與相關持份者盡早展開磋商。
 - 互動科技可以鼓勵使用者互動，也可以與公共空間中的不同活動相結合，例如動能路面。

Related Strategies 相關策略

1.3
INCLUSIVE
共融

3.1
ATTRACTIVE
吸引

3.2
DIVERSIFIED
多樣

3.3
PLAYFUL
趣味

3.4
BALANCED
平衡

3.5
CREATIVE
創意

Related Case Studies 相關案例



The QUAYSIDE Podium
Garden 海濱匯平台花園
@Hong Kong SAR 香港

How might we encourage collaboration for the sustainable development of POS?

我們可如何鼓勵協作，促進公共空間的可持續發展？



Cross-disciplinary
跨專業



Public-private partnership
公私營協力

- a. Cross-sectoral collaboration can facilitate knowledge exchange in the making and management of POS.
- International experts from different disciplines can bring skills and knowledge in specific areas of interest, while local POS professionals can offer Hong Kong-specific knowledge, such as climatic conditions and relevant regulations, to ensure their input suits the local context.
 - Local experts, especially those with traditional skills like stonemasonry, are just as instrumental as planning professionals in contributing to the success of the POS, especially when their inputs on cultural and environmental knowledge are required.
 - You may find it helpful to use **Design Thinking Tool “Topic Cards”** to align external and internal parties when there are a variety of stakeholders involved in the POS project.
- b. Public-private partnership can finance and manage POS.
- Individuals, private sector, and non-profit organisations can form a joint management team to meet the diverse needs of users, provide high-quality services, and ensure effective and efficient administration and management. Establishing a dedicated administrator system can optimise the evaluation and approval of private enterprises for a more systematic public-private partnership model.
 - Public-private partnership can serve as a sustainable operational mode to ensure a maintenance-friendly POS design.
 - The POS can generate revenue through collaborative opportunities with other organisations, such as surrounding commercial or retail landmarks. These business opportunities can fund and sustain the operation of the POS.
- a. 跨部門合作可以促進有關營造和管理公共空間的知識交流。
- 不同界別的國際專家可以帶來特定領域的技能和知識。本地的公共空間專業人士可以先介紹香港的獨有知識，例如氣候條件和相關法規，以確保國際專家的參與可以配合在地環境。
 - 要建設成功的公共空間，在地專家的參與跟規劃專業人士同樣重要。例如承繼傳統本地工藝的石匠，他們的文化知識及地方智慧，可以共同促進公共空間的成功。
 - 當公共空間項目涉及各種持份者時，你可以參考「設計思維工具包」裏的「題目卡」，研究如何協調外部和內部各方意見。
- b. 公私營協力可以成為集資與營運公共空間的可行選項。
- 個人、私營部門和非牟利組織可以組織協同管理的團隊，以滿足使用者的各種需要，提供優質服務，並確保切實且高效地推展行政和管理工作。若建立專門的管理系統，可以完善對私營企業的評估和核准，達至更有系統的公私營協力模式。
 - 公私營協力可以作為一種可持續的運營模式，確保公共空間在既有設計下，便利維修保養。
 - 公共空間可以通過與其他組織（例如周邊的企業或零售地標）的合作機會獲利。這些商業機會可以為公共空間提供資金，支持它的營運。

Related
Case Studies
相關案例



Gardens by the Bay
濱海灣花園
@Singapore 新加坡



Diana Memorial Fountain
威爾士戴安娜王妃紀念噴泉
@United Kingdom 英國



MUnited Stateshino Park 武
藏野公園
@Japan 日本



Einsiedler Park
@Vienna 維也納



Bryant Park 布萊恩特公園
@United States 美國



The Port of San Francisco
舊金山港
@United States 美國

MUNITED STATESSHINO PARK 武藏野公園

@Japan 日本

Social media platform
to interact with park managers

與公園經理互動的社交媒體平台



Co-managed by
both private companies and
non-profit organisations
由私人公司及非牟利組織共同管理



**"Public spaces
are ultimately
mirrors that reflect
the values and
aspirations of a
society."**

**「公共空間最終成為反映社會
價值觀和期望的鏡子。」**

-Think Tank Panel 智庫小組成員

Discover More - POSSible! Case Studies

發現更多——「空間大可能！案例庫」

POSSIBLE! CASE STUDIES

空間大可能！案例庫

We have included local and global case studies to support each Design Strategy and Design Parameter. Scan the corresponding QR code to find more on our POSSible! Website.

優秀設計框架之下的設計策略及設計要素都充分參考了本地及國際的實例。歡迎掃描二維碼瀏覽「空間大可能！」網站，細閱最新的完整案例。



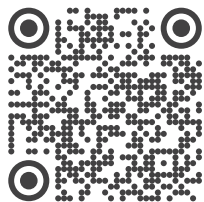
Bao'an Waterfront Cultural
Park 寶安濱海文化公園
@Mainland China 中國內地



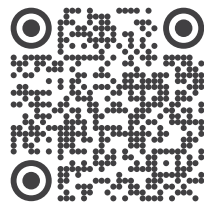
Belcher Bay Promenade
卑路乍灣海濱長廊
@Hong Kong SAR 香港



Bryant Park 布萊恩特公園
@United States 美國



City Museum 城市博物館
@United States 美國



The Courtyard of the Future
@Denmark 丹麥

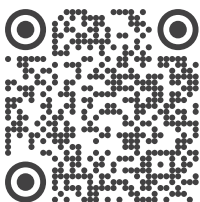


Diana Memorial Fountain
威爾士戴安娜王妃紀念噴泉
@United Kingdom 英國

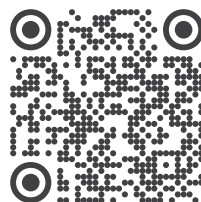




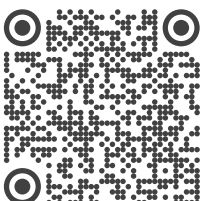
Einsidler Park
@Austria 奧地利



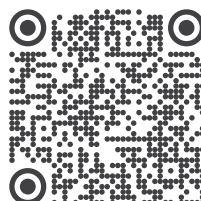
Federation Square 聯邦廣場
@Australia 澳洲



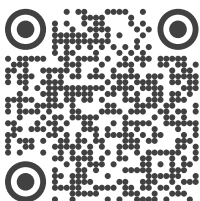
Fung Mat Road WE Park
豐物道「捐山隆」公園
@Hong Kong SAR 香港



Gardens by the Bay
濱海灣花園
@Singapore 新加坡



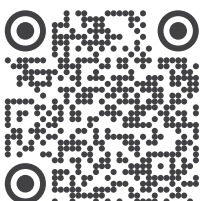
Hack Our Play
@Singapore 新加坡



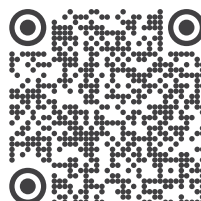
Hart's Mill Surrounds
@Australia 澳洲



The High Line 高線公園
@United States 美國

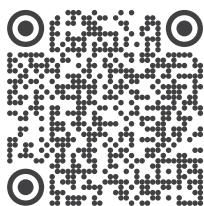


The Hillside Eco-Park 山水間
@Mainland China 中國內地

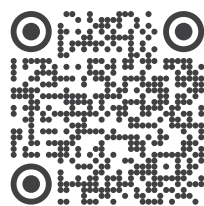




The Historical Playground
@Denmark 丹麥



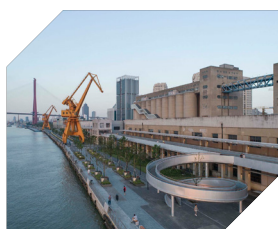
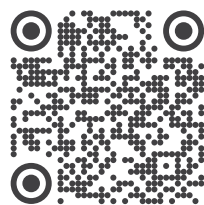
Hoi Bun Road Park
海濱道公園
@Hong Kong SAR 香港



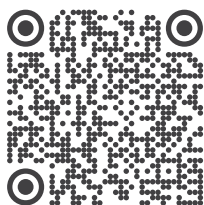
Jeju Olle Trail 濟州偶來小路
@South Korea 南韓



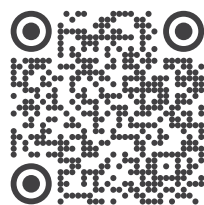
The Lawn on D
@United States 美國



Minsheng Wharf Waterfront
民生碼頭
@Mainland China 中國內地



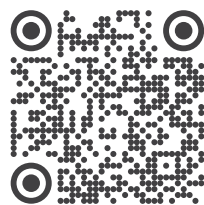
MUnited Stateshino Park 武
藏野公園
@Japan 日本



Paley Park 佩雷公園
@United States 美國



Paris Plages 巴黎海灘
@France 法國

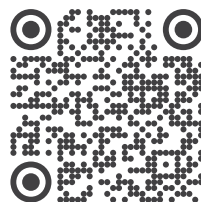




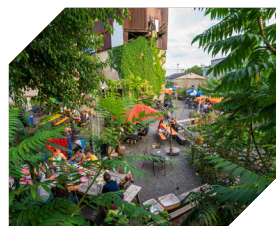
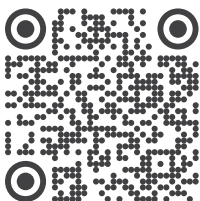
Park Güell 奎爾公園
@Spain 西班牙



Park 'n' Play
@Denmark 丹麥



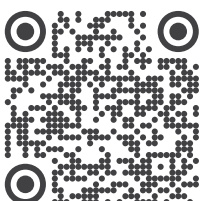
Park(ing) Day
@Multiple locations 多地



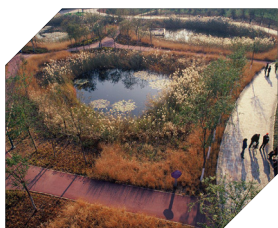
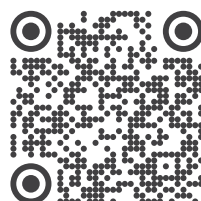
PHS Pop-up Beer Garden
@United States 美國



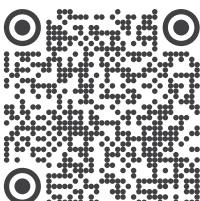
Pixeland 像素樂園
@Mainland China 中國內地



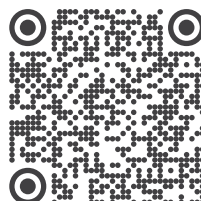
The Port of San Francisco
舊金山港
@United States 美國



Qiaoyuan Wetland Park
橋園濕地公園
@Mainland China 中國內地

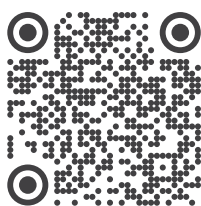


The QUAYSIDE Podium
Garden 海濱匯平台花園
@Hong Kong SAR 香港





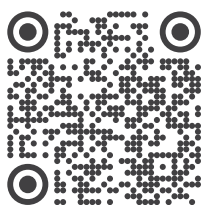
Rail Corridor 鐵道走廊
@Singapore 新加坡



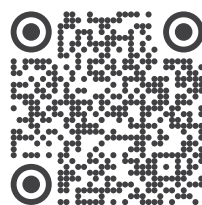
Restorative Ground
@United States 美國



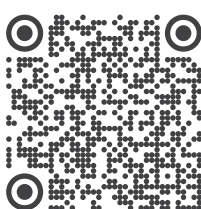
Salute Playground
@Russia 俄羅斯



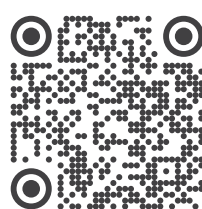
Seoullo Skygarden
首爾路空中花園
@South Korea 南韓



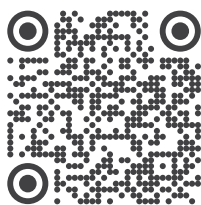
Serpentine Pavilion
蛇形畫廊戶外展亭
@United Kingdom 英國



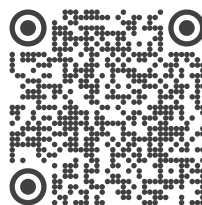
Simcoe WaveDeck 波浪橋
@Canada 加拿大



The Spring 河樂廣場
@Taiwan 台灣

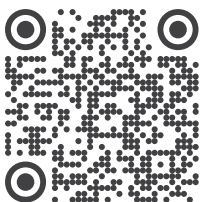


Superkilen Urban Park
@Denmark 丹麥





Tamar Park 添馬公園
@Hong Kong SAR 香港



Tenri Station Plaza
天理站前廣場
@Japan 日本



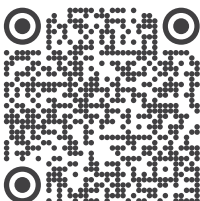
Terra Nova Play Experience
@Canada 加拿大



Tuen Mun
Inclusive Playground
屯門公園共融遊樂場
@Hong Kong SAR 香港



Tung O Ancient Trail 東澳古道
@Hong Kong SAR 香港



West Kowloon Cultural District
西九文化區
@Hong Kong SAR 香港



GLOSSARY

詞彙表

Design Guide 設計指南	<p>A set of guidelines that advocates for a people-centred approach when designing a desirable and inclusive POS.</p> <p>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。</p>
Design Thinking 設計思維	<p>People-centred iterative process focused on uncovering the genuine needs and insights of users, challenging assumptions, redefining problems and creating innovative solutions that are prototyped and tested by users.</p> <p>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重新的解決方案。</p>
Design Thinking Toolkit 設計思維工具包	<p>A set of tools for applying Design Thinking on POS projects to better understand users, stakeholders and team.</p> <p>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。</p>
Field Survey 實地考察	<p>Data collected on-site to understand current United Statesge patterns of the POS, interactions and behaviours of various stakeholder groups to obtain United Statesge, user's feedbacks / expectations on POS.</p> <p>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。</p>
Literature Review 文獻研究	<p>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.</p> <p>探討與公共空間規劃、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。</p>

<p>Public Open Space (POS) 公共空間</p>	<p>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 OS (Open Space) and recreation facilities for the enjoyment of the general public, which includes parks, gardens, sitting-out areas, and waterfront promenades”.</p> <p>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:</p> <ul style="list-style-type: none"> • Sitting-Out Area • Public Play Space • Plaza • Public Park • Waterfront Promenade • Country Park <p>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」。</p> <p>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：</p> <ul style="list-style-type: none"> • 休憩處 • 公共遊樂場 • 廣場 • 公共公園 • 海濱長廊 • 郊野公園
<p>United Nations Human Settlements Programme Quality Public Space Dimensions 聯合國人居署優質公共開放空間範疇</p>	<p>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</p> <p>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。</p>

United Nations’ Sustainable Development Goals 聯合國可持續發展目標	<p>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.</p> <p>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。</p>
User 使用者	<p>Member of the general public who visits various POS types.</p> <p>到訪不同公共空間類型的大眾。</p>
User Need 使用者需求	<p>Demand or request for different activities, design features, or management actions that are crucial to fulfilling their satisfaction towards a POS.</p> <p>對於公共空間的活動、設計特色或管理手法上的需求。</p>

ATTRIBUTION

圖片來源

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Fung Mat Road WE Park 豐物道「捐山窿」公園

"HK SYP 西營盤北 Sai Ying Pun North 豐物道海濱花園 Fung Mat Road Waterfront Promenade 捐山窿公園 Cement tube

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