

POLYU JOCKEY CLUB OPERATION **Solnno** 理大賽馬會社創「騷·In·廬」

PolyU Jockey Club “Operation Solnno”

Funded by The Hong Kong Jockey Club Charities Trust, the 3-year social innovation programme is to innovate solutions, in collaboration with a wide spectrum of stakeholders, to respond to social challenges with a view to improving life in Hong Kong. Through its Four Pillars, the programme would engage the trans-disciplinary forces of academia, non-governmental organizations, professional bodies, members of the public, corporations and the Government to generate innovative ideas and practical actions.

理大賽馬會社創「騷·In·廬」

由香港賽馬會慈善信託基金捐助，計劃為期三年，以期匯集社會各方，以創新理念和務實可行的社會創新方案，應對多項社會挑戰，共同改善香港的生活。計劃透過四大範疇，聯合學術界、非政府組織、專業團體、熱心的社會人士、企業和政府，攜手構建創新方案，並按此制訂建議的實際行動。

FOUR PILLARS 四大範疇



ONE FROM HUNDRED THOUSAND
「十萬分之一」社創研討會

“One from Hundred Thousand” — to organize a series of participatory symposia and workshops open to the public to collect views on social issues, facilitate discussion and co-create solutions.

「十萬分之一」社創研討會—透過一系列的參與式研討會及工作坊，收集市民對社會議題的意見、促進討論，並共同設計務實和創新的方案。



ACTION PROJECTS
社創行動項目

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

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



DESIGN EDUCATION
啟迪創新習作

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

啟迪創新習作項目—將社會創新和設計思維引入中學課程，藉以補足STEM教育的社會及人文元素，培育青年成為社會創新推動者，內容包括為中學師生開設社會創新工作坊、製作多媒體互動教材等等。



KNOWLEDGE PLATFORM
社創知識平台

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

社創知識 — 以不同形式（如學術論文、短片、設計與指引、個案報告、工作坊、地區及國際會議、展覽等），記錄是項計劃的各环节，包括社會創新過程、創造的方案與知識等等，並公開予公眾參考導引。

Jockey Club Design Institute for Social Innovation (JCDISI)

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

賽馬會社會創新設計院 (JCDISI)

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



為何是「跨代共融 遊樂空間」？ WHY Intergenerational Play Space ?



公眾人士對「跨代共融遊樂空間」的感想是 ...

WHAT do people **感想** is ...
THINK of
Intergenerational play space

WHAT do people THINK of Intergenerational play space?

開心, 朋友, 活動, 笑, 遊戲, 刺激, ENJOY, RELAX, PLAYGROUND, PARTY, ENTERTAINMENT, FITNESS, CREATIVE, OUTDOOR, MULTIPLE, EXCITING, JOY, SINGING, SPORTS, ANYTIME, TRAVEL, NO WORKING, HAPPY, FRIENDS, RELAXATION, GAME, 朋友, 嘉年華, 瘋狂, 活, LOUD, LOVE, JOY, SINGING, SPORTS, ANYTIME, TRAVEL, NO WORKING, HAPPY, FRIENDS, RELAXATION, JOY, GAME, 朋友, 開心, 活動, 笑, 遊戲, 刺激, ENJOY, RELAX, PLAYGROUND, PARTY, ENTERTAINMENT, FITNESS, CREATIVE, OUTDOOR, MULTIPLE, EXCITING, JOY, SINGING, SPORTS, ANYTIME, TRAVEL, NO WORKING

第一天 DAY 1

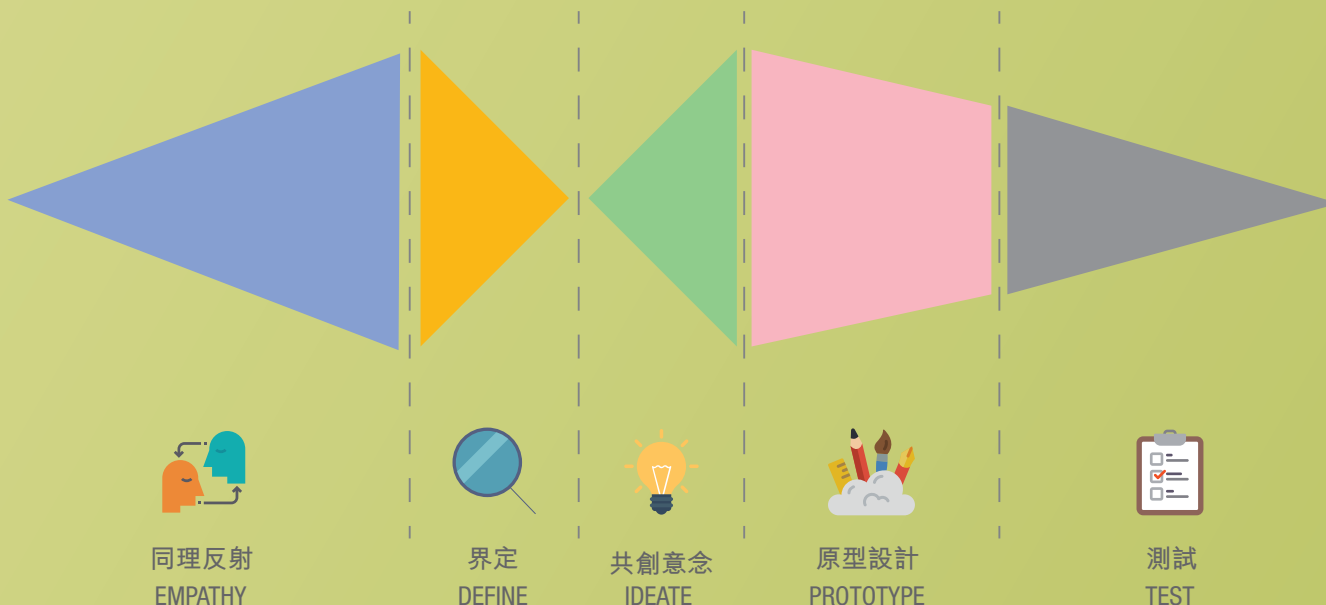
為期兩天的共創工作坊邀請了不同的公眾人士，不論其年零及專業背景，一同以設計思維的方法共創理想的「跨代共融遊樂空間」。

The two-day co-creation workshop aims to gather the general public, regardless of age, profession and background, to generate ideas that promoted the theme of "intergenerational play space" using design thinking methods.

Co Creation through Design Thinking 以設計思維 共同創造 「跨代共融遊樂空間」

DAY 1

DAY 2



1

與使用者對談建立同理心 “Meet the users” for empathy building

同理心及互相理解是共創過程關鍵的第一步。開始構思之前，各個共創團隊被安排與不同組別的使用者對談，包括小童、青年、家長、年輕長者、年長長者及公園管理職員，嘗試理解每組使用者對跨代共融遊樂空間的渴望及疑惑。

Empathy and understanding is a vital start to the co-creation process. Each co-creation team had the opportunity to speak with children, youths, parents, young-olds, elderlies and park managers to understand each of these persona's desires and frustrations with play space.



與不同類別的使用者對談
Understand each of these personas



2

實地考察及分析 Site visit and analysis

每個共創團隊到所屬的地點進行實地考察，從每組使用者的角度出發，設身處地理解地點的位置、周邊狀況和使用情況。

Each team then visited their respective sites to gain a better understanding of its location, context and situation from the perspective of each persona interviewed.



九龍公園健身徑
Kowloon Park Fitness Trail



駿發花園
Prosperous Garden

第二天 DAY 2

為期兩天的共創工作坊邀請了不同的公眾人士，不論其年齡及專業背景，一同以設計思維的方法共創理想的「跨代共融遊樂空間」。

The goal of the two-day co-creation workshop was to gather the general public, regardless of age and profession background, to generate ideas that promoted the theme of "intergenerational play space" using design thinking methods.

Co-Creation through Design Thinking 共同創造 「跨代共融遊樂空間」

3 以「我們可以如何」定義問題焦點 Problem definition using "How might we"

理解過不同使用者的需要及地點周邊狀況後，每組共創團隊展開討論，並利用「我們可以如何」界定出要著手解決的問題焦點。

With the understanding of user needs and site context, each team co-creation team discussed and defined the problems they aim to solve with a "how might we" question.

分組討論
Group discussion



4 共創構思 Ideation

每個共創團隊集思廣益出得多個創新構思，嘗試解決他們為使用者界定的問題焦點，再將他們的構思以小旗子和便利貼呈現在模型上。

Each team began to brainstorm ideas to tackle their "how might we" question and plotted them on a site model using flags and post-it notes.

界定問題焦點
Tackle "How might we" question



5 專家評論 Expert surgery session

康樂及文化事務署、香港房屋協會、救世軍及香港職業治療學會均派出專家代表就共創團隊的構思提出寶貴意見，幫助團隊進一步將意念深化成可行方案。

Experts from the Leisure and Cultural Services Department, Hong Kong Housing Society, The Salvation Army and Hong Kong Occupational Therapy Association provided valuable advice to each co-creation teams' ideas for developing a feasible scheme.

專家提供意見
Advised by experts



6 原型設計及匯報 Prototyping and idea expression

綜合專家們提出的意見後，共創團隊與理工賽馬社會創新設計院及一口設計工作室的同事們一起製作模型，將他們心目中的跨代共融遊樂空間呈現於九龍公園及駿發花園的模型。

With the advice provided from the esteemed experts and guidance from DISI and One Bite Design Studio facilitators, each co-creation team produced a conceptual site model to express their vision for an "Intergenerational Play Space" in Kowloon Park and Prosperous Garden.

製作模型
Produced site model



Speak your mind

有啲句 講個句

“公園好少有青年同中年既設施，但公園應該係屬於大眾，比所有人享用。”

There are few facilities in the park for youths and adults but a park should be made for everyone. ”

長者
Old - Old

“見到細路仔喺公園玩耍，我自己心境都年輕咗。”

Seeing children play in the park makes me feel youthful too. ”

年輕長者
Young - Old

“安全最重要。亦要考慮耐用性和維修方面，這些原則不會因金錢多少而改變。”

Safety is priority. Durability and maintenance should also be considered. These are principals that will not change regardless of budget. ”

公園管理職員
Asset management staff



鳴謝

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建築署 Architectural Services Department: Ms. Helen Ngai, Ms. Jane Au Yeung
香港房屋協會 The Hong Kong Housing Society: Ms. Deon Chan, Ms. June Ng
香港職業治療學會 Hong Kong Occupational Therapy Association: Ms. Sanne Fong
救世軍 The Salvation Army: Mr. Ho Chung Ho
創不同協作有限公司 Make a Difference Institute Limited: Ms. Helen Fan

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ORGANIZER 主辦單位



香港賽馬會慈善信託基金
The Hong Kong Jockey Club Charities Trust
同心 同步 同進 RIDING HIGH TOGETHER

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STRATEGIC PARTNER 策略夥伴



WORKSHOP PARTNER 工作坊夥伴



SUPPORTING ORGANIZATION 支持機構



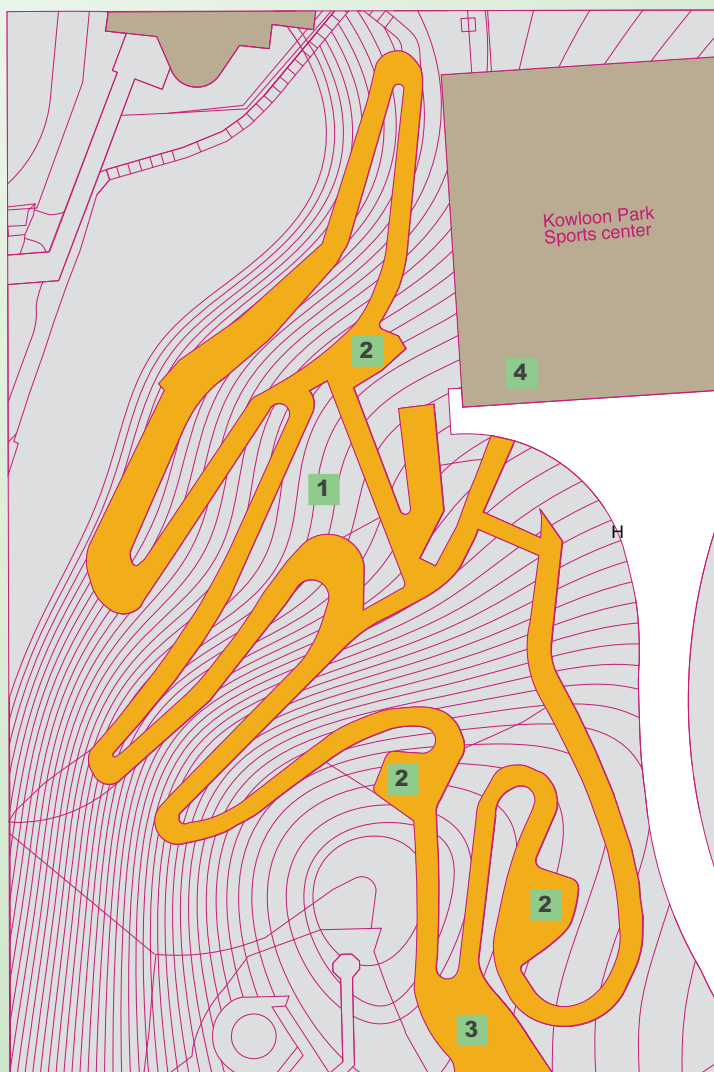
九龍公園是香港其中一個標誌性的大型地區公園，能夠吸引廣泛地區的人士到訪，不同的群體和其多元設施意味著這裡充滿跨代互動的機會。

健身徑位近於一些吸引多元使用者的設施，但相對而言，這裡環境較寧靜，而且使用率較低。加上這裡周邊的樹木茂盛和位置方便，此健身徑非常適合作為共創設計公園的試點，推廣運動及跨代共融遊樂。

Kowloon Park is one of the biggest and most iconic parks in Hong Kong with a large catchment area. Diverse user group and a varied provision of facilities and attractions mean that there are plenty of opportunities for intergenerational interaction.

The Fitness Trail is in close proximity to facilities catering for a wide age range. However, it is relatively quiet and lightly used when compared to other parts of the park. Lushly vegetated along the way and conveniently located, the Kowloon Park Fitness Trail has good potential to set an example to become a co-design test case with a view to promoting physical activity and intergenerational play.

九龍公園的健身徑 Kowloon Park Fitness Trail



為什麼選擇九龍公園 WHY Kowloon Park Fitness Trail ?

1 地理位置 Location

健身徑位於林木間，是一條長達500米蜿蜒的斜路小徑。

A 500 metres long winding and sloping trail surrounded by lush green foliage.



2 健身徑設施 Fitness Trail Elements

沿路有8個具設計目的的健身器材讓使用者伸展筋骨。

Designed to promote physical activity, with 8 fitness stations and purposely designed equipment along the way.



3 使用者習慣 User Patterns

一共有兩個出入口連結公園內一些受廣泛歡迎的設施。這些設施滿足不同年齡層需要，包括於兒童遊樂區玩耍的小朋友，還有到訪運動場和游泳池的家庭。

Two direct access points leading to several popular facilities and spots within the park catering to users of wide age range from young children to a generally older demographic.



4 使用者習慣 User Patterns

另一個出入口則連接至榕樹園，經常有長者在空地自發太極和跳舞活動。

Another access point leads to the Banyan Court, which is a popular place for tai-chi and dancing by elderly users.



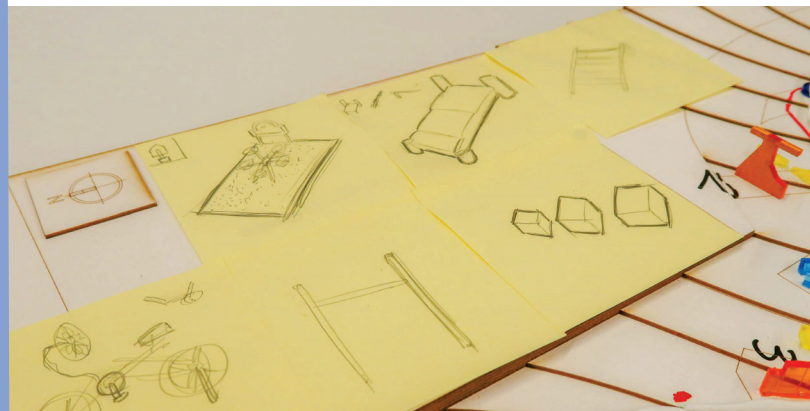
第一組

九龍公園健身徑

Kowloon Park

Fitness Trail

用家：長者
Users Met: Old-old



如何

How might we...

重新設計使九龍公園健身徑
更適合年長人士健身

redesign the trail which is
suitable for old-old to use
for fitness purpose

?

“

因為身體不適，又有五十肩，所以不是恆常到公園。也想到公園玩，但那裏較少健身設施...

I have a bad shoulder and since there is not enough fitness equipment at the park, I don't go as often as I would like to...

”

1

現時的公園健身設施不是為長者而設
Fitness equipment in the park are not
designed with elderly needs in mind



?

年長人士認為安全是他們最重視的一環，現時的公園設施不是為長者健身而設。
Elderlies consider safety a top priority when exercising and fitness equipment are not designed with the elderlies' needs in mind.



以物理治療為本重新設計
Physiotherapy as a new design focus

團隊認為九龍公園健身徑可以以物理治療為本，為所有年齡人士重新設計。
The team believes the fitness trail can be redesigned for all ages with physiotherapy as a new focus.



健身教練會到場指導
On-site coach training

具物理和職業治療知識的健身教練會到場指導使用者正確使用設施，持續觀察他們運動和健康的進展。
Physiotherapist and exercise coach will guide users on the proper use of equipment and monitor their progress over time.

2

健身徑建於山坡上，長者難於使用
The sloping fitness trail
makes it hard for elderlies to use



?

九龍公園健身徑沿山坡而建，使長者難於使用。
The Kowloon Park Fitness Trail runs along a steep slope, making it difficult for elderlies to use.



健身徑可分為3節
Split the fitness trail into 3 segments

九龍公園健身徑可以分為3節：由短至長，和易至難。
The trail can be split into 3 segments, from short to long, easy to hard, to encourage users with different physical strength and ability to use.



設有難度選項
3 levels of challenge

使用者可因應自己目標和身體情況，選擇合適的難度。
Users can choose the right challenge depending on their preference and ability.

3

長者健身期間，需要置物空間
Elderlies need storage space
for their belongings when exercising



?

他們使用健身徑期間，需要置物空間，有蓋設施和舒適的椅子。
When exercising, elderlies need storage space, sheltered and comfortable seating.



重新設計健身徑的扶手欄杆
Redesign the handrail

將健身徑的扶手欄杆重新設計，方便使用者暫放隨身物品。
Redesign the handrail running along the trail with storage functions.



增設掛鉤
Install hooks

增設掛鉤，方便使用者暫放隨身物品。
Hooks are an easy and functional way for users to temporarily store their belongings.

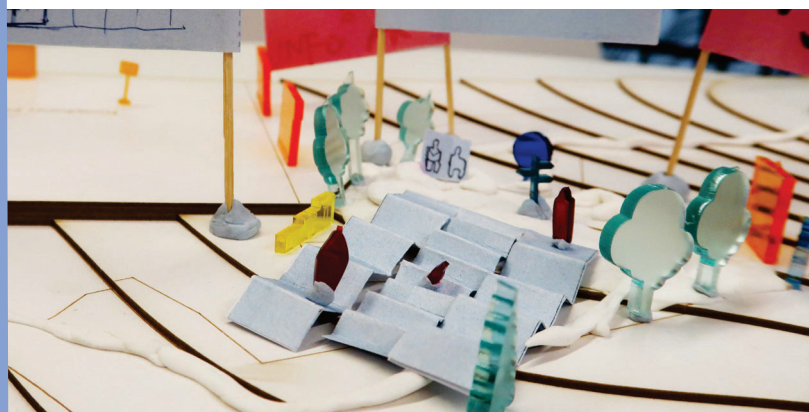
第二組

九龍公園健身徑

Kowloon Park

Fitness Trail

用家：青年/年輕人
Users Met: Youth



如何

How might we...

加入吸引年輕人的元素，同時兼顧其他年齡層享用遊樂空間的需要

incorporate elements that attract youths without compromising the ability of other age groups to enjoy the space

?

“

大型滑板場、高空繩索、可以有唔同年紀既專用區...

Skateparks, ziplines, areas that are suitable for users of different age...

”

1

年輕一族追求刺激新穎的遊樂空間
Young people look for excitement



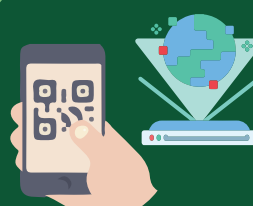
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年輕一族一方面追求刺激新穎的遊樂空間，另一方面亦希望有空間進行靜態活動。
Young people look for spaces that are exciting but also wish for a quiet space to relax.



重新名為「徑·自由」，
軟件和硬件可互相配合
Rename the trail as "Freedom Trail",
with a mix of hardware and software

團隊的設計名為「徑·自由」，軟件和硬件可互相配合讓不同年齡層的人都可找到適合自己的活動，共同享用遊樂空間。
In "Freedom Trail", a mix of hardware and software allow users of different age to find an activity suitable for themselves.



加入創新元素
Add in innovative elements

加入二維條碼和擴增實境科技等創新元素。
Adding QR codes or augmented reality (AR) technology along the trail.

2

公園設施有年齡限制
Age limits on park equipment



?

現時的公園設施大多為小童和長者而設，例如鞦韆旁有指示牌列明年齡限制。
Current park equipment is usually limited to children or elderly.



加入感官刺激元素
Inject multi-sensory elements

感官刺激可以透過味覺、嗅覺、視覺、聽覺、觸覺加強用家與周圍環境的連繫，對認知障礙症患者及小孩尤其有好處。
Increase users' connection with the environment through multi-sensory elements such as smell, sight, hearing and touch.

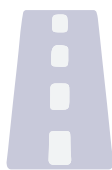


多用途梯級多元設計
Multipurpose staircase design

加設多用途梯級，用家可自由選擇在上面閒坐聊天或舒展筋骨。
Install multipurpose staircase that users can walk on or sit on comfortably.

3

健身徑在視覺上不夠吸引
The trail is not visually attractive



?

年輕人喜歡破格有型的「打卡點」，但九龍公園健身徑在視覺上不夠吸引。
Young people love spots for photo taking but the trail is not visually attractive enough.



利用九龍公園健身徑的環境優勢
Make use of the trail's characteristics

利用九龍公園健身徑高低起伏的地勢。
The slope of the fitness trail should be leveraged in its design.



以軍營的歷史作為主題
Using the history of the army barracks as a theme

推出以九龍公園前身為軍營的歷史作為主題的手機互動遊戲，一方面吸引年輕人，另一方面引起年長一輩的共鳴。
Technological interactive elements such as AR with a history theme will resonate and improve interaction between young and old users.

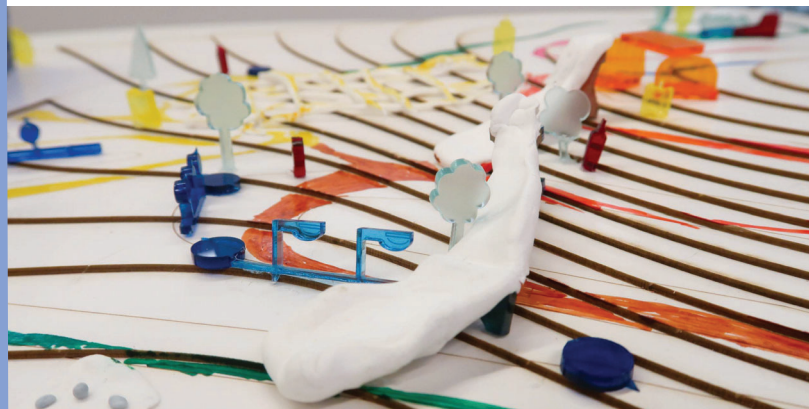
第三組

九龍公園健身徑

Kowloon Park

Fitness Trail

用家：公園管理職員
Users Met: Asset Mangement Staff



如何

How might we...

營造一條可自由發揮的趣味徑
create a self-exploratory
and fun trail

?

“

既是公園管理者亦是使用者，我哋明大家都有自己既喜愛同習慣，面對衝突投訴，我地會彈性處理...

As both a park manager and a park user, we understand that everyone has their preference. When facing conflicts and complaints, we will handle it with flexibility...

”

1

不同的使用者各有需要
Different users have different needs



?

公園管理者希望吸引更多訪者，但當不同的使用者各有需要，他們希望大家能視遊樂空間為所有人的共享空間，和諧共處。
Park managers wish to attract more users and hope users can be considerate of others when using this shared space.



提升設施的使用彈性
Enhance flexible equipment use

當不同年齡的用家有各種渴望和需要，組員同意提升設施的使用彈性。
Flexible use of equipment means it can be suitable for more users of different ages or needs.

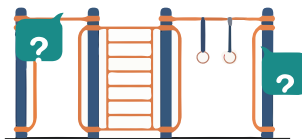


善用彎曲路間的斜坡空間
Leverage the winding trail

可以善用彎曲路間的斜坡空間，例如加入不同難度等級的攀石、繩網和滑梯。
The space between the winding trail can also be used. For example, installing climbing rocks, slides or even ziplines.

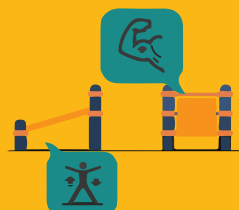
2

現有設施指引不足，
用家難於理解設施能提供的健康幫助
Lack of signage and explanation of
each equipment's health benefits



?

健身徑的指示牌不明顯，難以吸引訪客繼續前進探索整段路程，設施旁邊的教學內容單調，用家難於理解。
Unclear signage and instructions mean users are less encouraged to continue along the trail and use the equipment.



加入相關有趣的健康資訊
Show fun and health related information

利用有趣的插圖顯示健康信息可提高指示牌的可讀性。例如：如果你完成健康徑，你便可以燃燒多少卡路里？
Show health information with fun illustrations will improve the signage's readability. For example: How many calories can you burn if you complete the trail?



加入特別資訊引起更大動機繼續探索路徑
Incentivise continual exploration of the trail

加入一些特別的資訊將能引起使用者更大動機繼續探索路徑。
Show interesting facts and information along the trail to encourage users to explore the trail.

3

健身徑本身的命名和設施過於單一
The naming of the fitness trail and
its equipment are too single-purpose



?

九龍公園健身徑本身的命名和設施用途單一，易於滿足某一類型的群體，當要做到跨代共融遊樂，要有多元和趣味特色的元素才能吸引廣泛年齡的人士。
The name "fitness trail" and its equipment indicate that it is only suitable for a certain kind of users.

FUN分徑
FUN-Sharing Trail

重新命名為FUN分徑
Renaming the trail

將其重新命名為「FUN分徑」，希望鼓勵所有人發揮想像力享受整段路徑，與其他人分享快樂。
Rename the trail as "Fun-Sharing Trail" to encourage a more varied user base to visit.

-0.4 CAL
-0.2 CAL
START!
鼓勵所有人發揮想像力
Encourage imagination

提出不以特定用途界定如何使用原有的健身徑，希望鼓勵所有人發揮想像力享受整段路徑，與其他人分享快樂。
Suggest alternative ways to engage in the trail to encourage users of all kinds to make use of the trail in their own way and interact with others.

駿發花園共設有159個長者單位，佔總單位數目的一成。屋邨內公共空間佔地5,850平方米，有潛力作為一個展現以居家安老和跨代共融為本的私人發展公共空間。

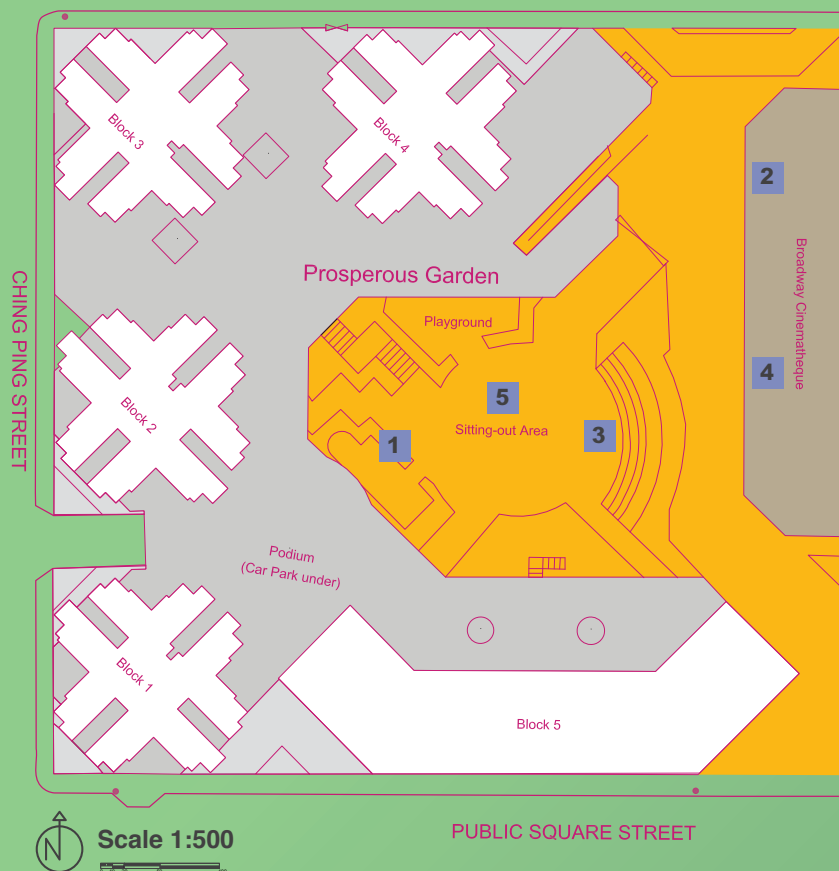
面對屋邨人口高齡化，香港房屋協會近年積極推行「樂得耆所」居家安老計劃，這次聯同賽馬會社會創新設計院一起探討其管理下的休憩空間將能如何重塑，從而推動長者租戶的健康，協助他們適應健康功能改變，並支持跨代共融。

Prosperous Garden was developed by the Hong Kong Housing Society (HKHS). About 10% of its residential units, i.e. 159 flats, are designated for senior housing. The estate's 5,850 sqm public garden has the potential to become a showcase privately owned public space (POPS) that promotes "aging-in-place" and intergenerational inclusiveness.

With 'aging-in-place' as one of its strategic focus, the Hong Kong Housing Society (HKHS) partnered with DISI to explore how public spaces under their management can be reimagined to promote elderly tenants' well-being and resilience to health decline and support intergenerational play.

為什麼選擇駿發花園 WHY Prosperous Garden ?

駿發花園 Prosperous Garden



1 公園設施 Park Elements

駿發花園內規劃了兩個專用空間，分別是適合長者的健身區域和適合兒童的遊玩區域。

Designed mostly for passive use with two small zones catered to active use - an elderly exercise area and a children's playground.



2 公園附近設施 Park Surrounding

公共空間周圍有多間商舖及社區設施，吸引了各個年齡層的使用者，充分提供發展跨代共融遊樂空間的可能性。

The public garden is surrounded by a wide variety of community and commercial amenities, resulting in a steady stream of intergenerational users to the public garden.



3 公園設計 Park Design

駿發花園內受歡迎的設施包括羅馬廣場大樓梯、連接公共花園的有蓋行人通道及樹蔭下的長凳。

The large staircase of the public garden, shaded pathway extending around the public garden's perimeter and several benches under tree shading are popular and useful features of the site.



5 公園歷史 History of Park

自1987年起，駿發花園的公共空間經歷過幾次的維修及改建。

原先建於廣場正中央的噴水池為了配合緊急車輛通道法例被拆卸，使該地方以後不能放置其他固定設施。

The space has undergone several design changes since its 1987 inception. The fountain in the middle of the main square has been removed to facilitate an emergency vehicular access (EVA) and a thoroughfare for the three adjacent streets. This means adding fixed facilities in the public garden's main open area is not allowed.



4 商業活動 Commercial Activities

香港房屋協會為了加強公共空間的多樣性，早於多年前引入餐廳及戲院等商舖，讓居民及其他用家有更豐富的公共空間體驗。商舖的收入亦會用來補貼公共空間的管理費用，強調了外來訪客和居民共融的重要性。

The surrounding commercial facilities, which include restaurants and a cinema were introduced to subsidise the management and maintenance cost of the open space, underpinning the important coexistence of visitors and residents in the community.



第四組

駿發花園 休憩公園

Prosperous Garden

Public Garden

用家：年輕長者
Users Met: Young-old



如何

How might we...

營造一條可提高人與人之間的
互動而刺激的共融空間

create an inclusive and
exciting space that facilitates
face-to-face interaction



“

公園好少有青年同中年既設施，但公園應該係屬於大眾，比所有人享用...

It's rare to find park equipment for youths and young-olds but a park should be designed for the enjoyment of everyone...

”

1

空間通達性有待提高
Room for accessibility improvements



?

整個公共空間的通達性有待提高，各處有很多不必要的梯級、圍欄，限制了使用者互動的可能性。
The accessibility of the space can be improved by removing unnecessary stairs and fences which has discouraged user interaction.



過多的分區，防礙不同年齡
使用者間的互動
Over-zoning hinders
intergenerational interaction

過多的分區防礙不同年齡使用者間的互動，建議除去兒童遊樂區及長者健身區之間的花槽，讓他們能看見對方，促進雙方互動；亦避免使用者因要照顧兒童/長者而未能享受遊樂設施。
Interaction is hindered due to too much spatial separation. Removing the barrier between the children playground and elderly exercise zone can facilitate interaction and give caretakers improved visibility.



監測健康進展
Health monitoring

具物理和職業治療知識的健身教練會到場指導使用者正確使用設施，持續改善狀況，尤其幫助年老長者，促進有效的運動。
Physiotherapists and health coach to guide users on proper use of the equipment and monitor their health progression.

2

空間未被善用
Better use of the space



?

很多空間未被善用，如一樓平台及地下有蓋走廊都只配置坐椅，未能促進用家之間的互動；相對下，長者及兒童遊樂區空間和設施非常有限，未能滿足高峰時間使用者的需求。
Lots of space are not used optimally. For example, only benches are seen on the first-floor podium and the sheltered walkway, with little to encourage interaction. The playground and exercise zones are also unable to cope with peak usage.



羅馬廣場及牆身未被善用
Underutilised open space and curved wall

在羅馬廣場中央提供具地區特色的康樂棋，讓短暫停留的外來使用者能了解附近街道及文化特色。並將羅馬廣場牆身改裝，加上黑板、AR投影、打卡位等，利用該牆壁進行互動遊戲。
Adding an interactive game in the open space and turning the curved wall into an interactive wall with games, photo taking spots, blackboards and AR visual will all facilitate interaction and better use of the available space.



增設健步徑
Add a walking trail

小組發現駿發花園一樓平台空氣清新，有不同鳥類棲身，環境舒適，提意善用地下及一樓平台之間的連繫增設健步徑。
The team suggested to turn the first-floor podium into a walking trail as fresher air and birds can be found here.

3

設施偏重安全考慮
Equipment design leans too far on safety



?

整個空間的設施和設計偏重於安全考慮，未能滿足全部使用者對遊樂空間的需求和期望。
The space is designed with safety in mind but it does not fully respond to the needs and expectation of the users.



更改座椅設計和佈置
Modify seating design and placement

現有座椅設計未能促進陪同者直視長者或者小童。建議可將有蓋走廊下近遊樂設施的花槽或假園林等除去，加設面向遊樂設施的坐椅，供陪同者使用。
Caretakers prefer to sit in places that gives direct visibility to those they are caring for. The current seating does not take this into consideration and as such, caretakers are often found sitting on ledges and planters. Changes in the placement and design would improve the space's usability.



指示牌鼓勵跨代使用
Signage to encourage
intergenerational use

設置不同的指示牌，增加使用者於駿發花園步行的誘因，例如觀景區、賞鳥區、步行步數記錄、卡路里燃燒等。小組亦建議加上親子共用的指示方式，如大小腳板，讓大家都知道設施沒有年齡限制，不同年齡的使用者可一同使用。
Signage that shows environmental information, health statistics and encourage intergenerational interaction such as small and big footprints along the walking path will provide incentives for intergenerational use.

第五組

駿發花園 休憩公園

Prosperous Garden

Public Garden

用家：公園管理職員
Users Met: Asset Management Staff



如何

How might we...

打破隔膜及營造動靜皆宜的
多元空間

break barriers and create a
diversified space for active and
passive use

?

“

商舖收入有助補貼公共空間的管理費用，平衡該地點的住宅用途及娛樂用途是我們重大考量...

The commercial income generated helps offset the maintenance cost of the public space. So balancing the residential needs and commercial needs is a big consideration of ours...

”

1

居民與商戶需求不一
Residential and commercial needs vary



?

駿發花園的居民和周邊學校的學童都是該地點的慣常使用者，而附近的商舖則會吸引其他青年人及成人到訪，屬於不慣常用戶。
The residents and nearby school children represent more regular users of the space while those visiting the nearby commercial amenities represent irregular users.



把休憩公園分為動態和靜態區
Splitting the space into
active and passive zones

小組認為衝突源於用戶無法舒適地進行動態或靜態活動。
The team considered that conflicts arise when users are unable to carry out activities and fully enjoy the space as they desire.



以佈局設計
提醒用戶廣場為共享空間
Remind users to respect the shared space
through spatial design

共創團隊提出以顏色把休憩公園分為動態和靜態區，為尋求不同體驗的用戶提供舒適的空間。分區不會大幅度改變整體空間佈局，亦提醒用戶公共廣場是一個共享空間，從而令用戶仔細考慮個人使用對他人的影響。
Using colours to distinguish an active and passive zone for users seeking different experiences. This zoning will subtly remind users to respect the shared space and be considerate of their impact on others.

2

容納公園設施的空間不足
Lack of space for park facilities



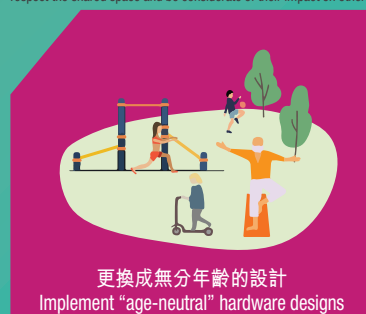
?

由於羅馬廣場須保持開放以用作緊急車輛通道，加設硬件的空間不大。在現有佈局下，長者及兒童遊樂區的空间都不足以容納高峰時段的使用人數。
The main square must be left open for emergency vehicular access, leaving limited space for hardware facilities. In its current layout, both the children's playground and elderly exercise area are not large enough to cater for peak usage.



移除單一用途的設計
Remove age-specific hardware

為了在不佔用更多有限空間的情況下為不同用戶提供更多設施，設計團隊建議在每個區域中更換成無分年齡或「年齡中性」的硬件。
To provide more facilities for different users without taking up more of the limited space, the design team proposes to replace the single-purpose and age-specific hardware with "age-neutral" hardware designs.



更換成無分年齡的設計
Implement "age-neutral" hardware designs

這些硬件可以被任何年齡組使用，既可增加可用設施又不佔用更多空間的限制下，從而達到促進跨代互動和凝聚力。
"Age-neutral" hardware can be used by any age group and will essentially increase facilities available for users and promote intergenerational interaction and cohesion.

3

現有分區不利於促進跨代互動
Current zoning hinders
intergenerational interaction



?

駿發花園休憩公園目前分開的兒童遊樂場和長者運動區。不利於促進跨代互動之餘亦無減少衝突的效果。
Existing separation of the children's playground and elderly exercise is a barrier to intergenerational interaction. It also does not necessarily prevent conflicts.



利用顏色分區
Separate active and passive zones with colours

利用顏色分區，增加公共空間的歡迎度和凝聚力。減少動態用家和靜態用家衝突。
Using colours instead of fences to separate zones will allow for intergenerational interaction and mitigate conflict between active and passive users.



提升歡迎度和凝聚力
Enhance welcomeness and cohesion

去除不必要的圍欄以及於入口處地上畫上的跳飛機配套設施，有助公共空間的歡迎度和凝聚力。
Removal of unnecessary fences and add small additional features such as the hopscotch at the entrance to enhance welcomeness and cohesion of the space.

第六組

駿發花園 休憩公園

Prosperous Garden Public Garden

用家：家長及小孩
Users Met: Parents and Child



如何

How might we...

樂齡設計促進不同年齡層人士之間的互動

engage people from different age groups to actively interact with each other through aged-friendly design

?

“

跌倒唔係問題，喺跌傷先係大件事！設計反而應該考慮點樣跌倒而唔會受傷...

Falling over is not a problem, injury is. Design should consider how to prevent injury if you do fall...

”

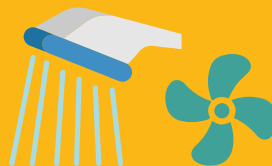
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休息區與自由活動的空間不足
Facilities for flexible use and resting are lacking



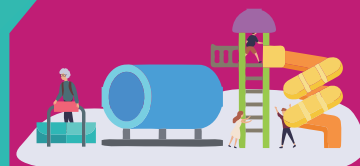
?

兒童玩樂設施及讓家長看顧小孩的座椅及休息區並不足夠，缺乏自由舉辦活動的空間。
Children play facilities, seating for caretakers and space for flexible use are lacking.



羅馬廣場增設降溫設施
Cooling down the open space

羅馬廣場中央一帶並無遮蔽，用家都不願意在太陽猛烈的正午及下午時段使用該空間。
There is no shade in the main open space and users are unwilling to spend time in the space during midday.

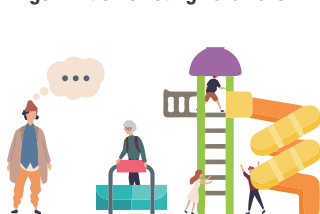


隧道貫穿 — 加強兩區連結
Improve connectivity using tunnels

小組發現樓梯下的擺設空間未被用作公共用途，故提出建立隧道貫穿長者健身空間及兒童遊樂空間，隱約地加強兩區的連結，並將接觸空間利用的主權交予用家。
The team suggested utilizing the unused area underneath the stairs by adding a tunnel to connect the children's playground and elderly exercise area to enable intergenerational play, if so desired.

2

現有設施有年齡限制
Age limit on existing hardware



?

現有設施都有年齡限制，主要適合幼兒或長者。為青少年或成人而設的設施就相對缺乏，令這些持份者無法享用公園環境及設施。
Facilities provided are very age-specific, designed mainly for young children and the elderly. No facilities are designed for adolescents or adults, excluding these stakeholders from enjoying space.



多用途設施 — 長幼共融同樂
“Intergenerational facilities” for cross-generation play

小組提意整合長者運動和小孩玩樂設施，使長者和小孩同樂。設施將分成兩部分，指定要二人同時活動（健身和遊玩）方可令設施運作。
Combine age-specific equipment into one for all ages with play and rehab function. For instance, the equipment must be operated by two parties, providing a more exciting and interactive experience for both users.



增設嬉水噴泉
Water fountain for play and cooling down

小組認為增設嬉水噴泉能夠促進長幼互動，提供有趣的游玩設施予小孩，同時為靜態用家提供消暑作用，促進長幼互動，從視覺及聽覺上優化空間。

The team believes that having a “water-themed installation” in the middle will facilitate interaction between children and other age groups as water is a good element for sensory stimulation and cooling down.

3

設施整體不夠刺激
Facilities are generally unexciting



?

設施整體來說不夠刺激，家長表示不介意讓孩子冒險，寧願他們沾污，也不希望玩樂設施過度規範，以致未能吸引五歲以上的小孩。大部分遊樂空間不准踩單車和踢足球，但小朋友對這兩項活動都很感興趣。

Parents prefer having facilities that may be more adventurous and allow their children to “get dirty”. The standard play equipment are not attractive to children beyond the age of 5. Cycling and football are banned from most of the play space, but children showed great interest in these two activities.



繩牆 — 連接兩層獨立空間
Rope wall to connect two levels

小組發現二樓的公共空間容量較低，另外發現小孩喜愛攀爬樓梯，故提出建成一個安全的繩牆，讓小孩可以更安全地攀爬，同時加強兩層公共空間的連繫。
The team discovered that children love to climb. A “rope wall” will connect the two floors, provide a safe and managed way for children to climb and connect the two isolated levels of the space.



「流水聲」營造輕鬆的氛圍
Sounds to create a relaxing atmosphere

水和自然的聲音有助營造出放鬆的氛圍。如果嬉水噴泉方案不可行，也可以考慮使用隱藏的揚聲器播放自然的聲音改善環境。

Sounds of water and nature would create a relaxing atmosphere in the space. If water fountains are not feasible, audible ways to create a sense of nature such as using hidden speakers can also be considered.

6

跨代共融遊樂空間的 六大設計考慮



Design Considerations for Intergenerational Play Space



從共創團隊構思的設計概念和原型設計中，提取了六個跨代共融遊樂空間的設計考慮。這些設計考慮可以在未來公共空間中使用。

From the design concept and prototypes generated by the co-creation teams, 6 design considerations for Intergenerational Play Space were extracted. These design considerations can be used in future public space design.

1

空間整合 SPATIAL INTEGRATION

將為不同年齡使用而設計的遊樂設施匯合到一個區域。除去確實的邊界，如用顏色分區取代欄桿。Integrate play equipment designed for users of different age into one area. Replace hard boundaries with soft boundaries, such as replacing fences with colours.

2

「年齡中性」設計 “AGE-NEUTRAL” DESIGN

採用多用途及「年齡中性」的設計能增加可用設施，促進跨代互動亦能更有效地利用空間。Using multi-purpose, age-neutral designs will increase the facilities provision, promote intergenerational interaction and more efficient use of space.

3

跨代設施 INTERGENERATIONAL PLAY EQUIPMENT

結合長健身與兒童玩樂功能，促進跨代互動。Encourage intergenerational interaction with equipment that combines functions of elderly fitness with children play.

4

善用空間特性 MAKE USE OF UNIQUE SPATIAL CHARACTERISTICS

垂直牆壁可改為黑板之類促進互動的設施，健身徑彎路之間可放置繩網和攀石，以提供更多的互動選擇。Interactive features such as chalkboards can be integrated into vertical walls, nets and climbing rocks can be placed in the space between a winding trails to offer more options of interaction.

5

善用現有科技 MAKE USE OF AVAILABLE TECHNOLOGY

所有年齡層的使用者可從電子互動遊戲，健康狀況監測或擴增實境（AR）等技術中受益。Users of all ages can benefit from technology such as digital interactive games, health tracking or augmented reality (AR).

6

用家為本管理 USER-CENTRIC MANAGEMENT

先了解社區需要，實現更周到的公共空間管理和設計。Understand the community's need to enable more considerate public space management and design.

