

REFLECTION

1. Scope and future research

The design and research address the relation between arrival city and urban renewal. Aiming for a social sustainable urban renewal in arrival's neighbourhood, participatory planning and design are introduced. Sham Shui Po, a typical migrant neighbourhood in Hong Kong is selected to be tested the migrants' participatory method. A planning framework including controlling elements and the method to form a discussion is proposed. The planning game as a part of the participatory design toolkit is performance, and its results are transformed into the design. It shows that, in participatory urban renewal, a planner can be an organizer, event promoter and designer. Especially, when the participants are those not engaged in the community, not skilful in design and not willing to express their voice, the planner has design toolkit, community engagement event toolkit and transformation of participation process into the design to assist participants.

It is an experiment of the synergy of participation and migrant neighbourhood renewal. The context is with characteristics that the built environment is high-density and the migrants are not that socially segregated. The practice in southeast Asia cities or western countries has potential to confront larger conflict in social dimension while the spatial limitation would be in different form.

Even though within the Asian context, more research is needed to address the methodology that transforming the participation's dynamic outcome into the design, from the view of process planning. In reality, the participation would be a long process and flexibility of this framework should also be explored to meet the changing background.

2. Relevance

Scientific relevance:

When Dougs' arrival city was published in 2011, people are shocked by the vitality and variety in immigrants settlement. It overturned the perceptive that they are slum with crime and terrible living environment. Then, planners started to find a more positive approach to intervening these areas. Community-based planning and other participatory planning approaches were tested in less developed countries in Africa and South Asia. The ideology of social sustainability was also used in developed countries in Europe and North America. However, in rapidly developing countries like China, the special social context and intensity make the problem more complicated and local. So, this report targets to an urban renewal approach based the humane perspectives on the immigrant neighbourhood and test the founding in another context on Chinese urbanization background. The outcome of it can enrich the catalogue of immigrant community development and participatory planning approach in Chinese social context and immigrant social context.

Social relevance:

In Hong Kong, a city urgently lacking urban space, urban renewal is mostly dominated by property developers, due to its heavy cost and complicated legal process. This means local residents, who will be largely affected by neighbourhood renewal are excluded from planning its future. However, in the last decade, the higher land requisition cost and raising awareness of community force developers to start concerning residents' opinions and the influence of community organization. Based on this trend, this research is aiming to explore how to use the participatory planning framework to transform Hong Kong's old neighbourhood into a place can include former residents.

3. Perspective of Research

The research is mainly representing residents and government's perspective. First, it focuses on migrants' right to live in the city and take it as the goal of urban renewal. Besides, absorbing migrants are also the concern of Hong Kong government who takes it as city inclusiveness. On the other hand, the government also worries about the efficiency and outcome of renewal for newcomers. Therefore, this research is exploring the controllable and inclusive approach for authority to improve the urban renewal process.

4. Relationship with Studio

The Complex cities region studio not only took immigrant integration as a social issue but also a spatial issue. For its complexity, I want to improve immigrant's living condition by the synergy of spatial approaches and social approaches, which this studio is specializing in. I am faithful to a more flexible design and planning approach which is potential to make our cities inclusive of everyone together with the accomplishment of overall interest.

I want to spend the last year to develop my design and planning skill as well as to prove the design and planning knowledge I acquired in the first year can be used to tackle the problem in Asia context. More participatory planning and design approaches will be introduced in order to trigger urban renewal and redesign by the collaboration of bottom-up and top-down efforts. For Hong Kong's unique spatial characteristics, physical reformation can be the room for the immigrant to survive and environmental tools supporting immigrant's integration.



Planning game was undertaken in TU Delft, with students from Hong Kong

5. Limitation

The research on participatory planning is largely based on case study and theoretical discussion. However, in reality, participatory planning and design are a process of more than 10 years. The product of this process should not be fixed. It is rather dynamic due to the changing social context or changing attitude from participants. Therefore, the methodology should be a close circle or an uprising spiral line that the periodical product is only a platform for further discussion.

What's more, the planning game is simulated in the Netherlands, due to the limited time and resources. This largely simplifies the complexity of the renewal projects. If the experiment is undertaken in Hong Kong, more conflict, as well as more valuable consensus, can be brought in the planning process. More diversity will be led to the design which increases the difficulty for planners. What's more, the participants in the simulating game are not based on the

existing population in Sham Shui Po. This means that the proportion of their voice can not be considered as the representative of all stakeholders. In the future research, participants' selection should be similar to reality.

The objects that are needed to be design are limited. They are mainly private property which are more related to the property right and economic interest. Apart from them, public facilities, like parks and roads are also key elements in neighbourhood transformation. The negotiation on these would be more related to "what facilities are they want" instead of "how much they can offer", which is the main question in housing transformation. In the game for public spaces, the key that needed to be noticed are the daily need of participants. Therefore, the conversation can be closer to asking them to describe their ideal life.