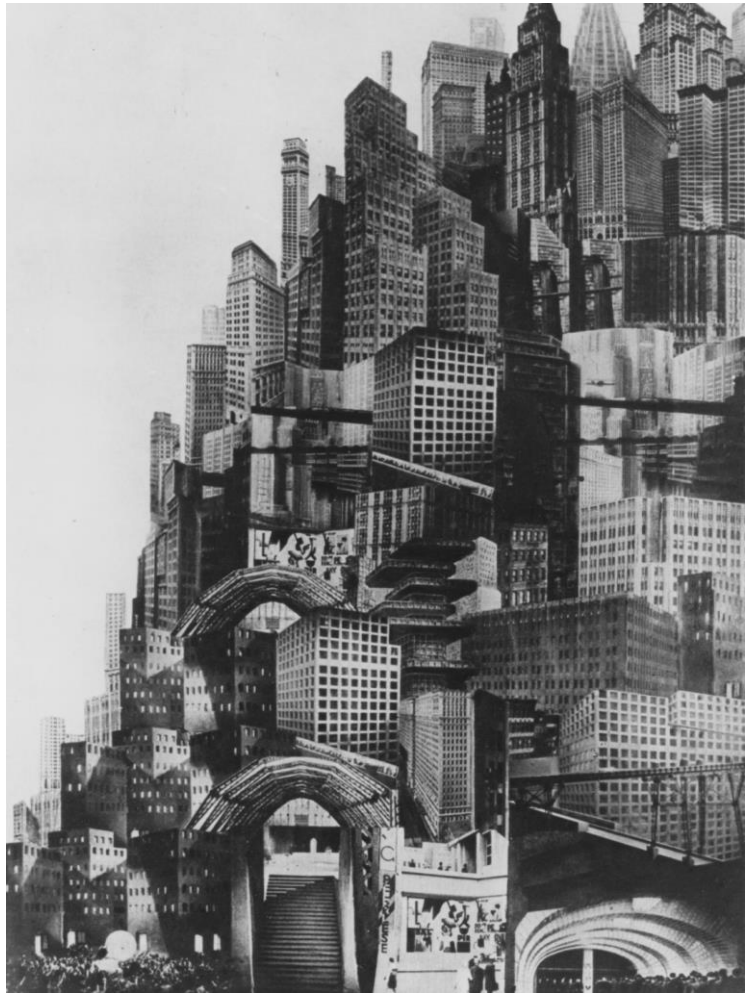
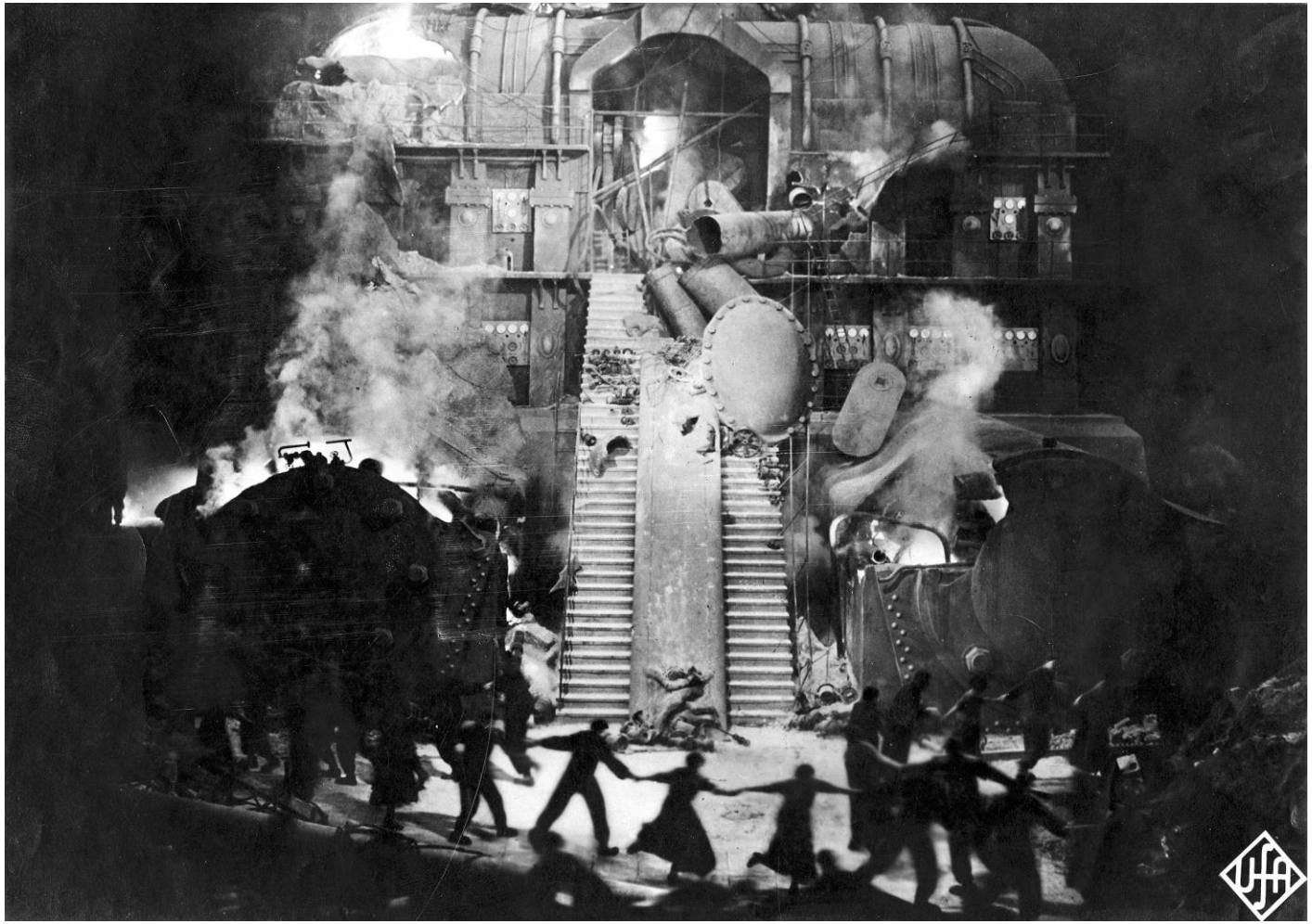
Revitalizing the Urban Life

Design a three-dimensional public space system by combining top-down and bottom-up approaches through serious gaming in Mong Kok, Hong Kong, China

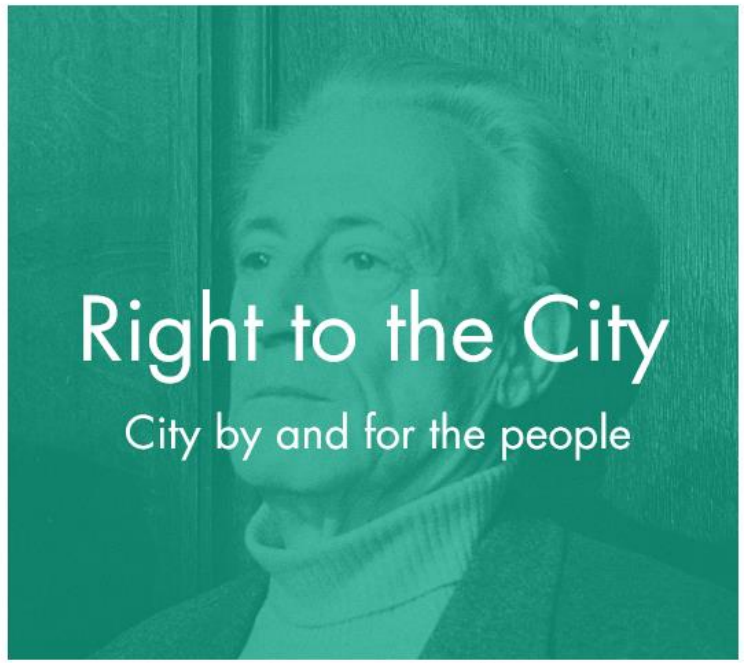
Zhihao Ruan 5533104
Design of the Urban Fabric





From the movie 'Metropolis'

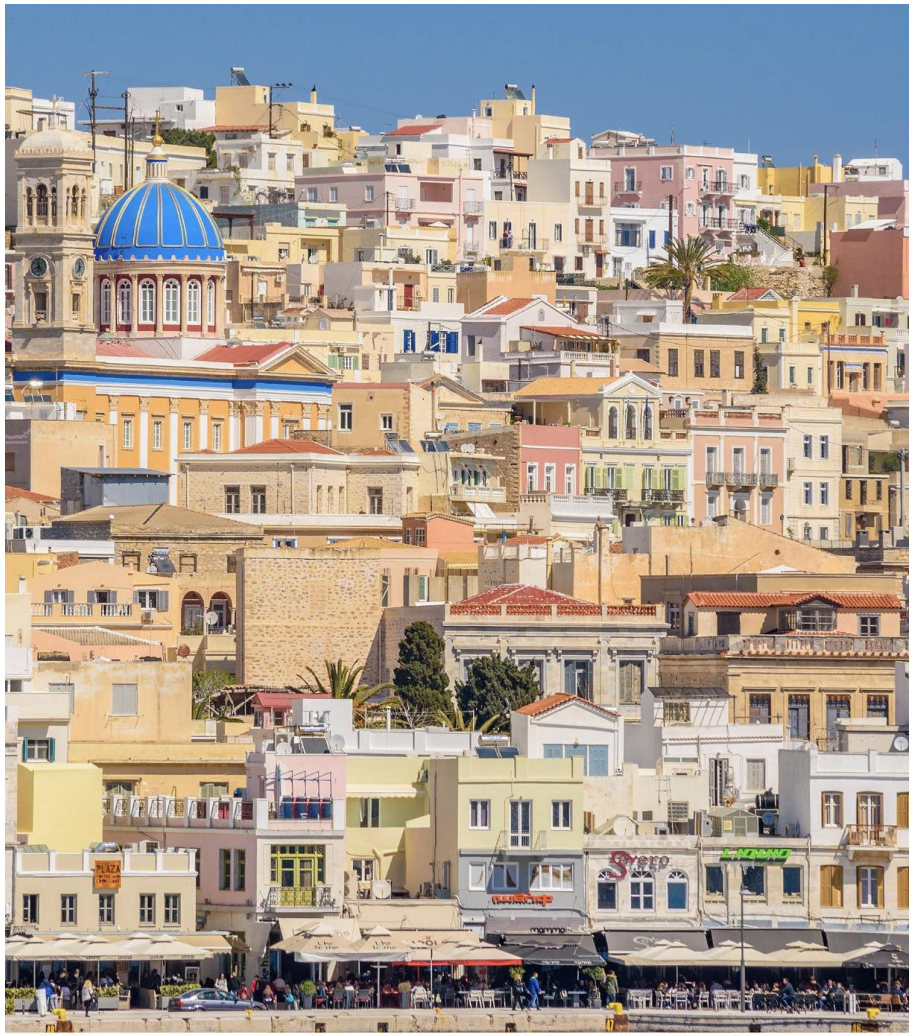
Metropolis, The Opposite of Ideal Life?



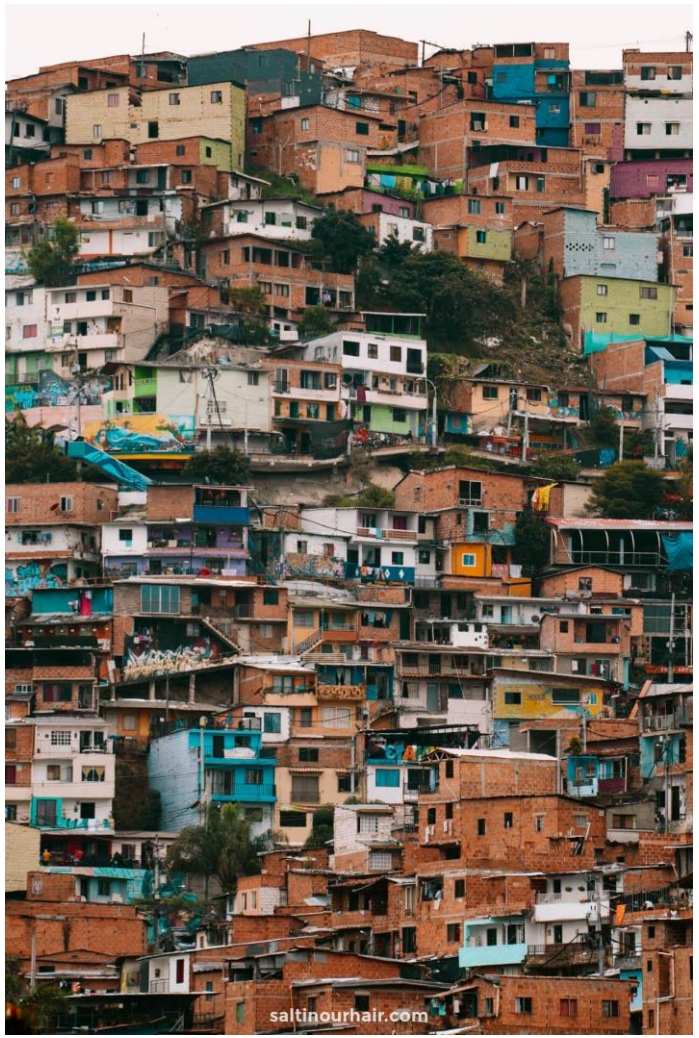
City Resilience/Self Iteration

Balance of power

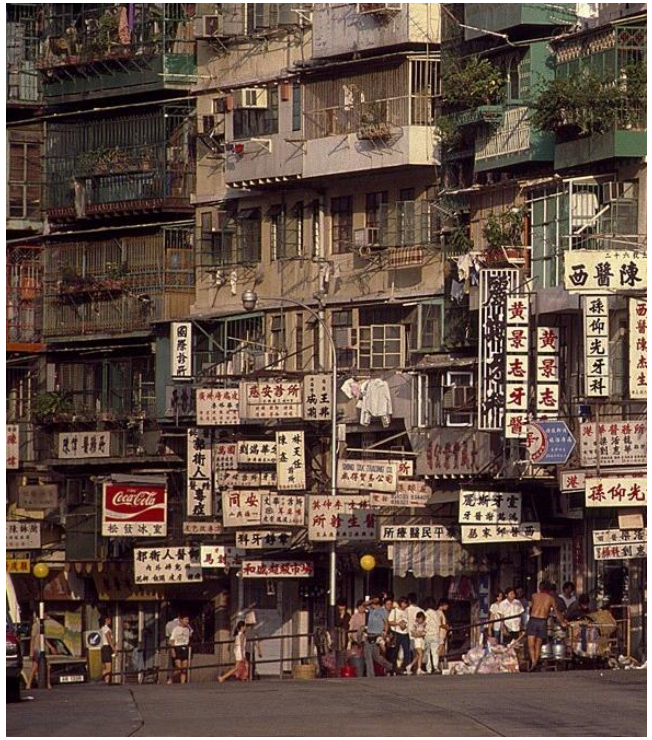
Informal Spaces——Logic Chaos



Syros, Greece

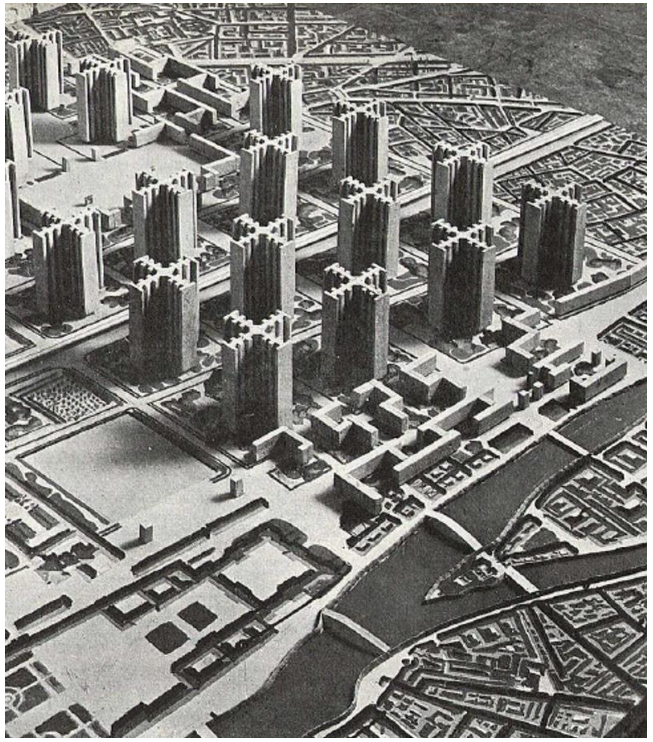


Medellín, Colombia



Bottom-up

+



Top-down

Barriers

Platform of Communication

Mechanism of Negotiation

Knowledge of Space

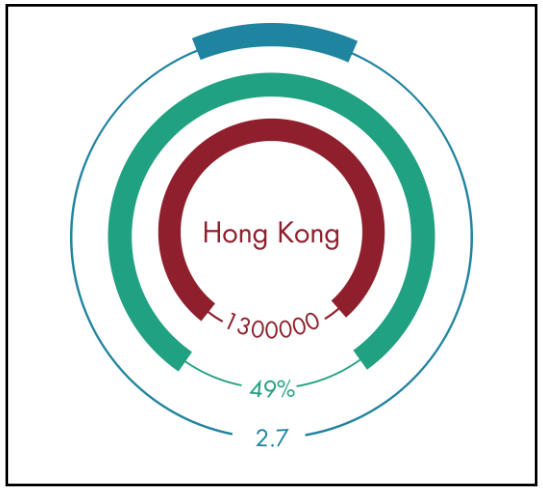
Density and public space data in mega-cities

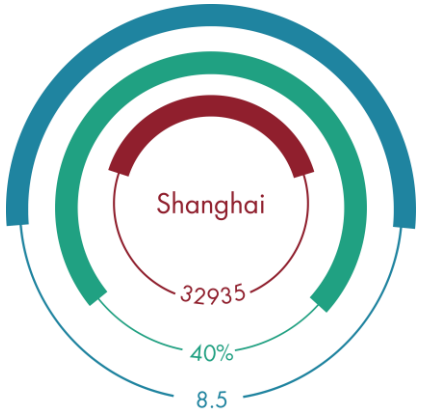
Density ranking(per km²)

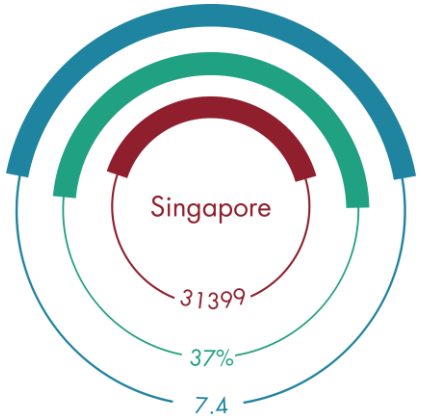
Green ranking(Coverage rate)

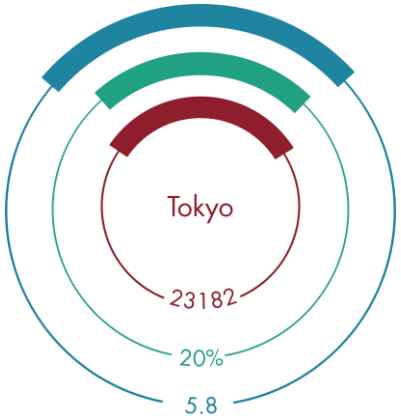
Public space ranking(per capita)

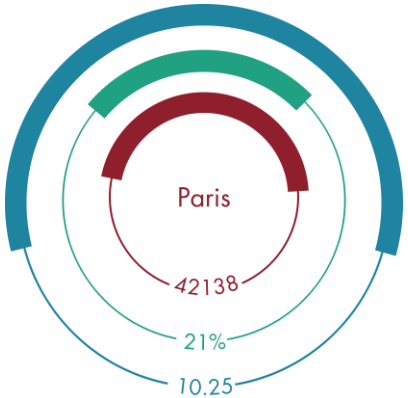
Low High

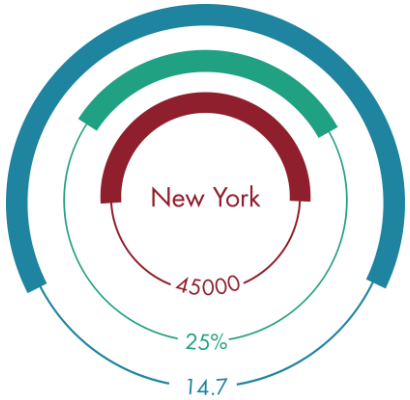


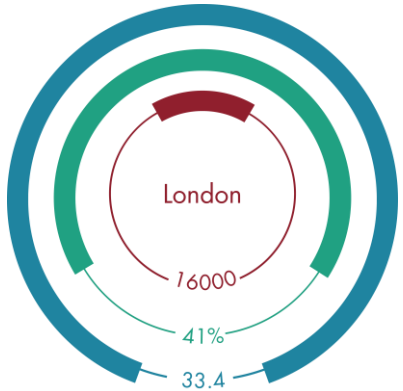


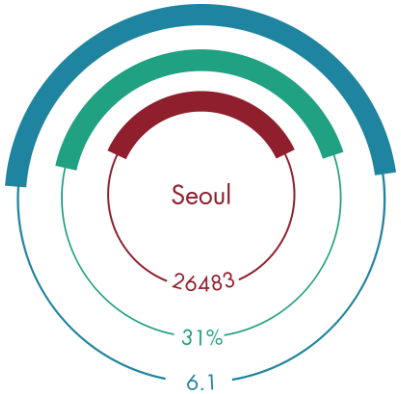






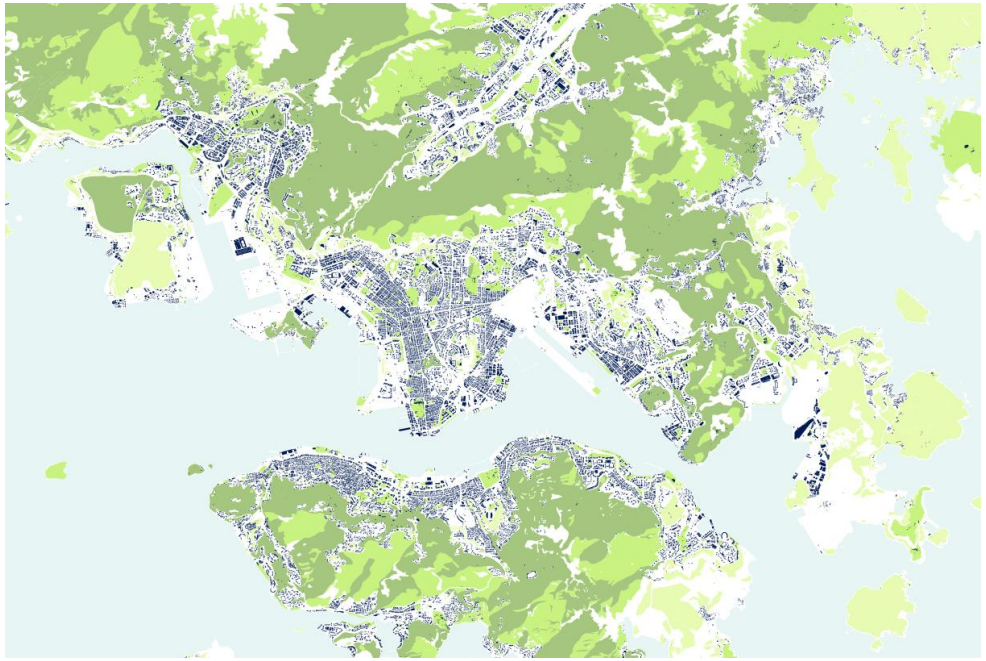




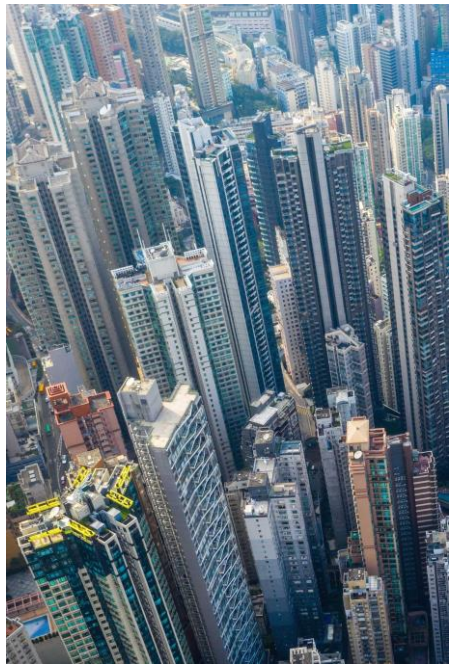
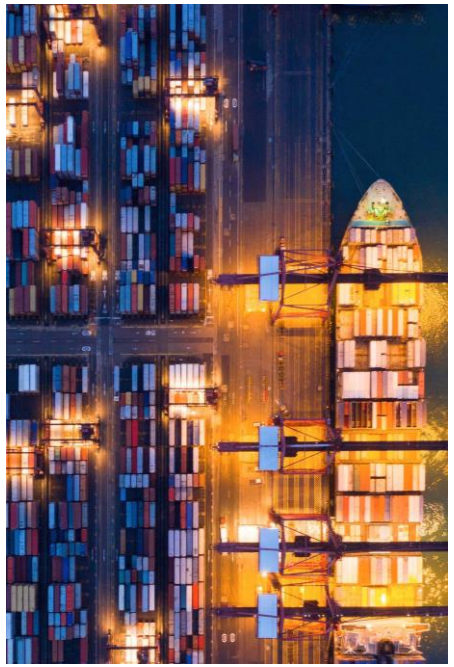


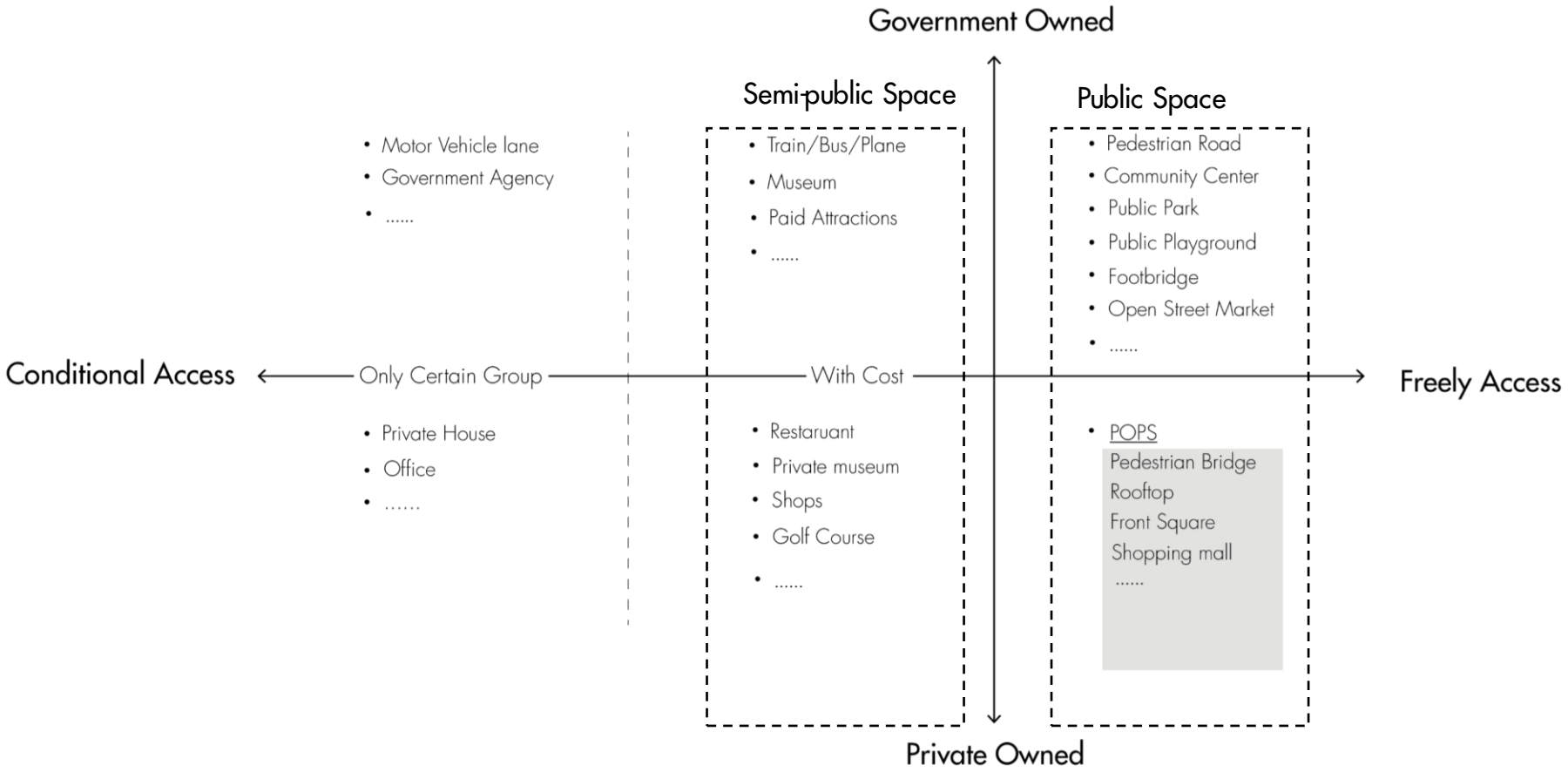
Data from HUGSI

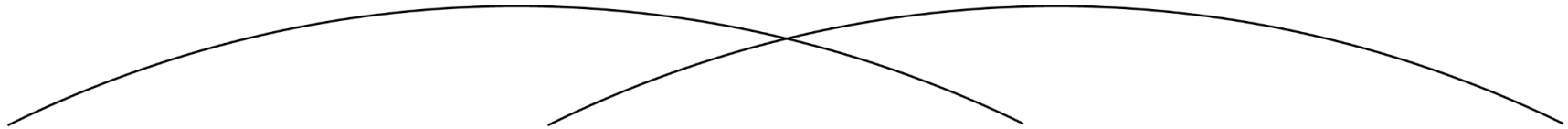
Nature is separated from city



Hong Kong

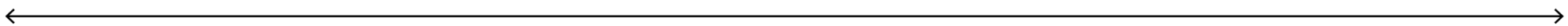

Government Owned
Semi-public Space
Public Space
• Motor Vehicle lane
• Government Agency
• .....
• Train/Bus/Plane
• Museum
• Paid Attractions
• .....
• Pedestrian Road
• Community Center
• Public Park
• Public Playground
• Footbridge
• Open Street Market
• .....
Conditional Access
Only Certain Group
With Cost
Freely Access
• Private House
• Office
• .....
• Restaruant
• Private museum
• Shops
• Golf Course
• .....
• POPS
Pedestrian Bridge
Rooftop
Front Square
Shopping mall
.....
Private Owned



Metro Station
Mall
Atrium
Arcade
...

Footbridge
Rooftop
Bazzar
Covered Corridor
Porch
Veranda
Balcony

Park
Street
Open Street Market
Playground
Pedestrian zone
Beach
...



Interior

Specific Activity Orientation
Under control
Opening hour

Transitional Space

Exterior

Multiple Activities
Affected by the weather

Mong Kok Street
By Steveandjobs

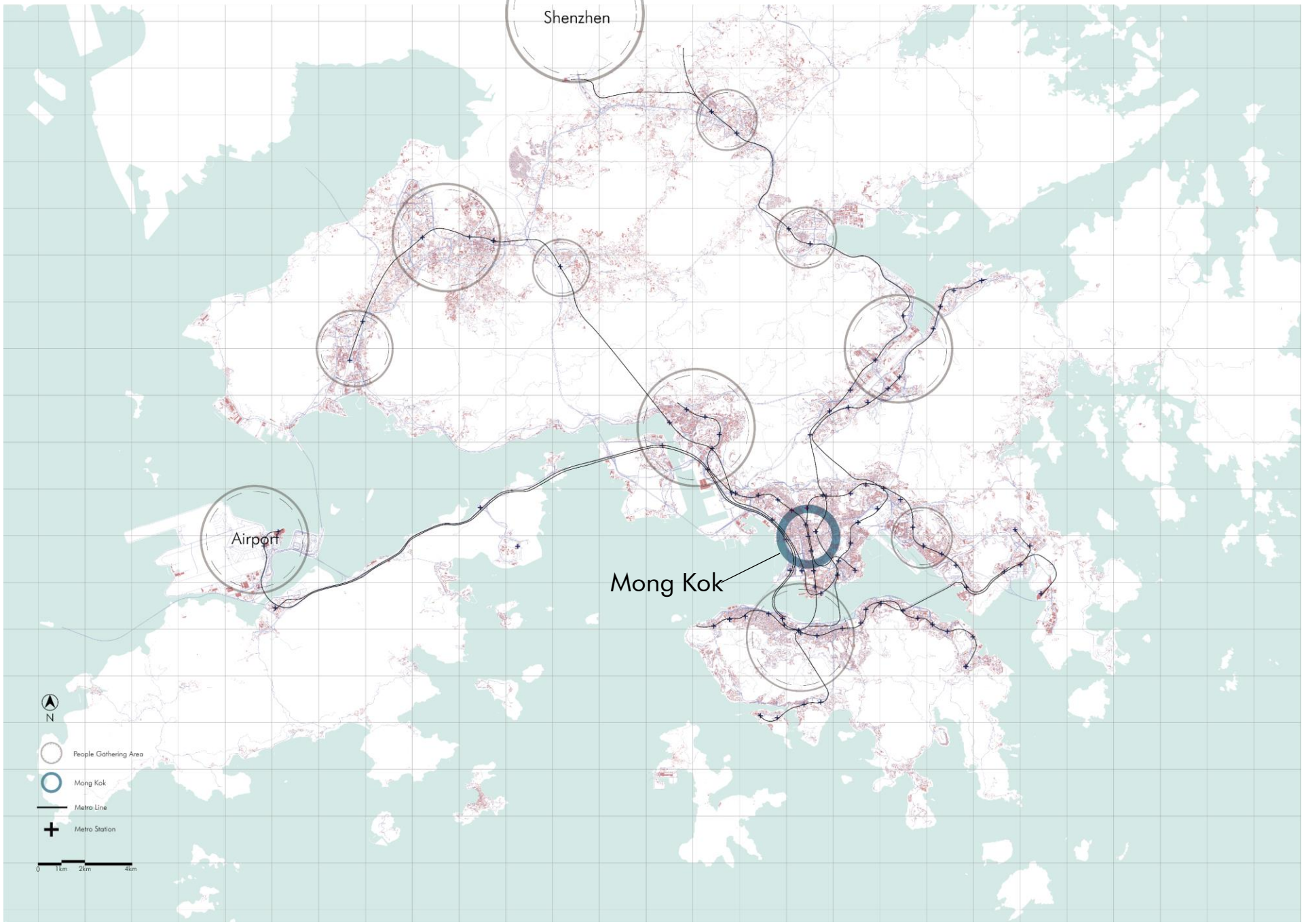
02

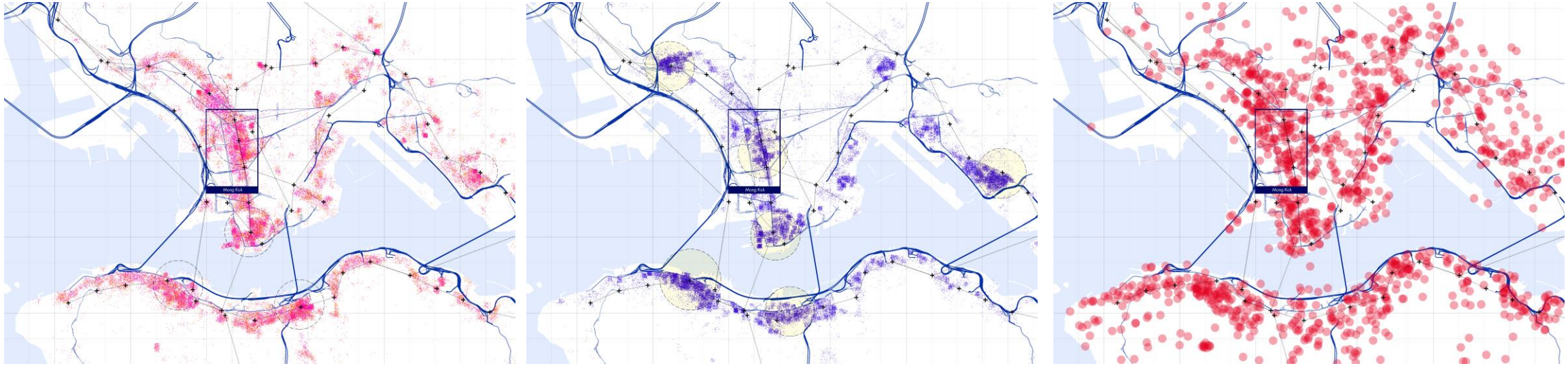
Site Analysis

Mong Kok,
The Hurried and Bustling Center

"Pedestrians flow like a stream on the street, with shops displaying a variety of colors. The bustling atmosphere is mixed with salespeople's hawking. Walking among them, it feels like being pushed into a colorful and magical world, with excitement and thrill in the heart."

Rail Traffic in Hong Kong





Mong Kok——One of the city centers

Per Capita Open Space in Different Districts(m^2)

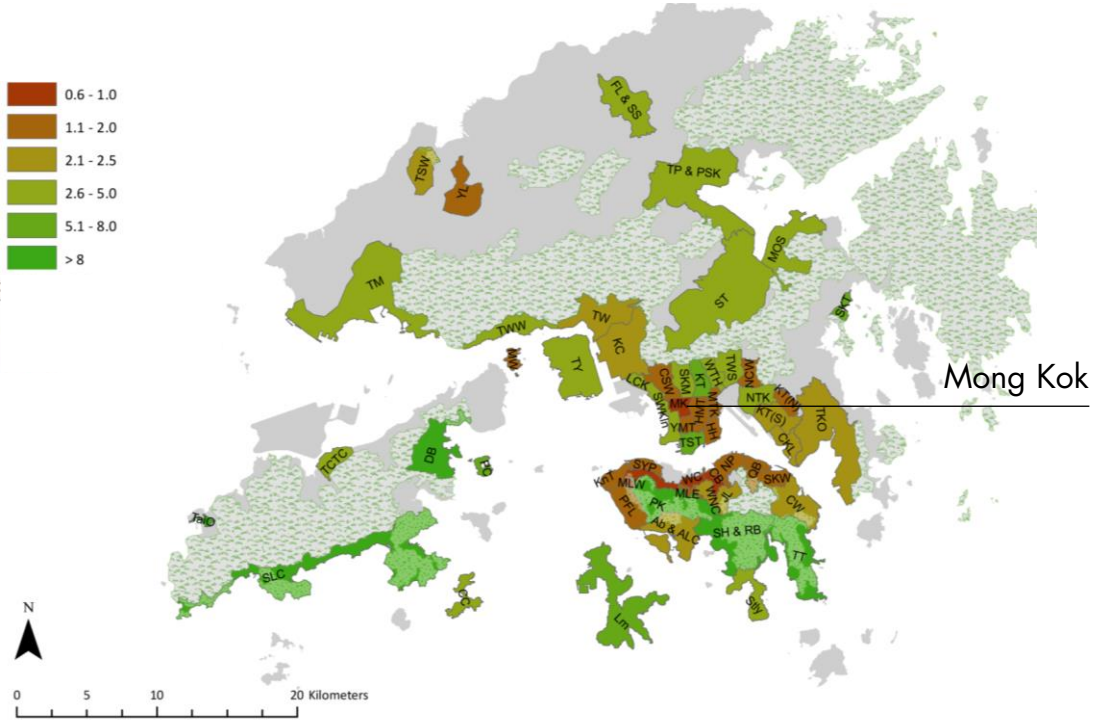


Chart from report of Unopened Space by Civic Exchange (2017)

$0.6m^2$

Mong Kok

↓

$3.5m^2$

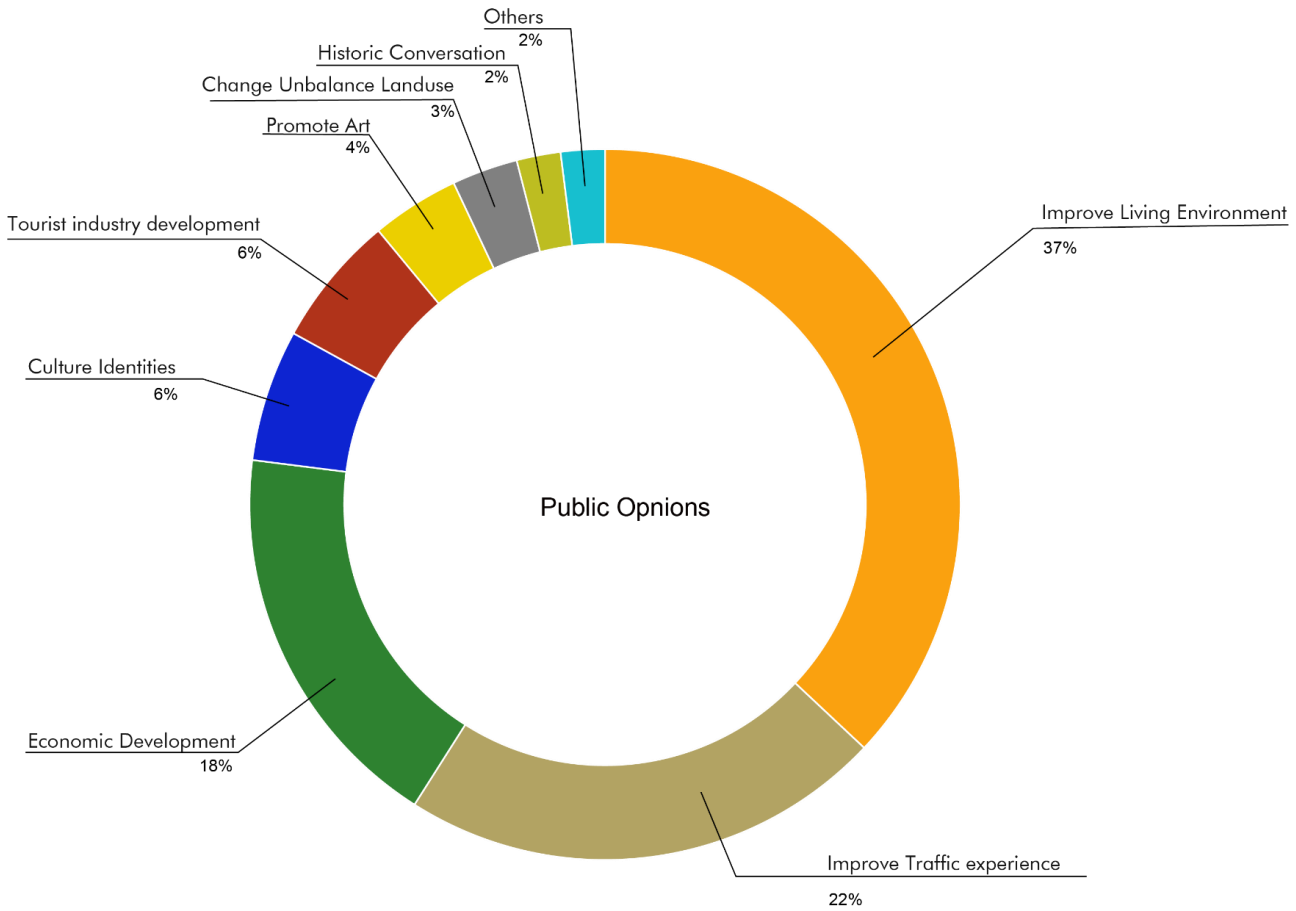
Towards a Planning Vision and Strategy Transcending 2030

↓

$75960m^2$

Those public spaces are required in the future

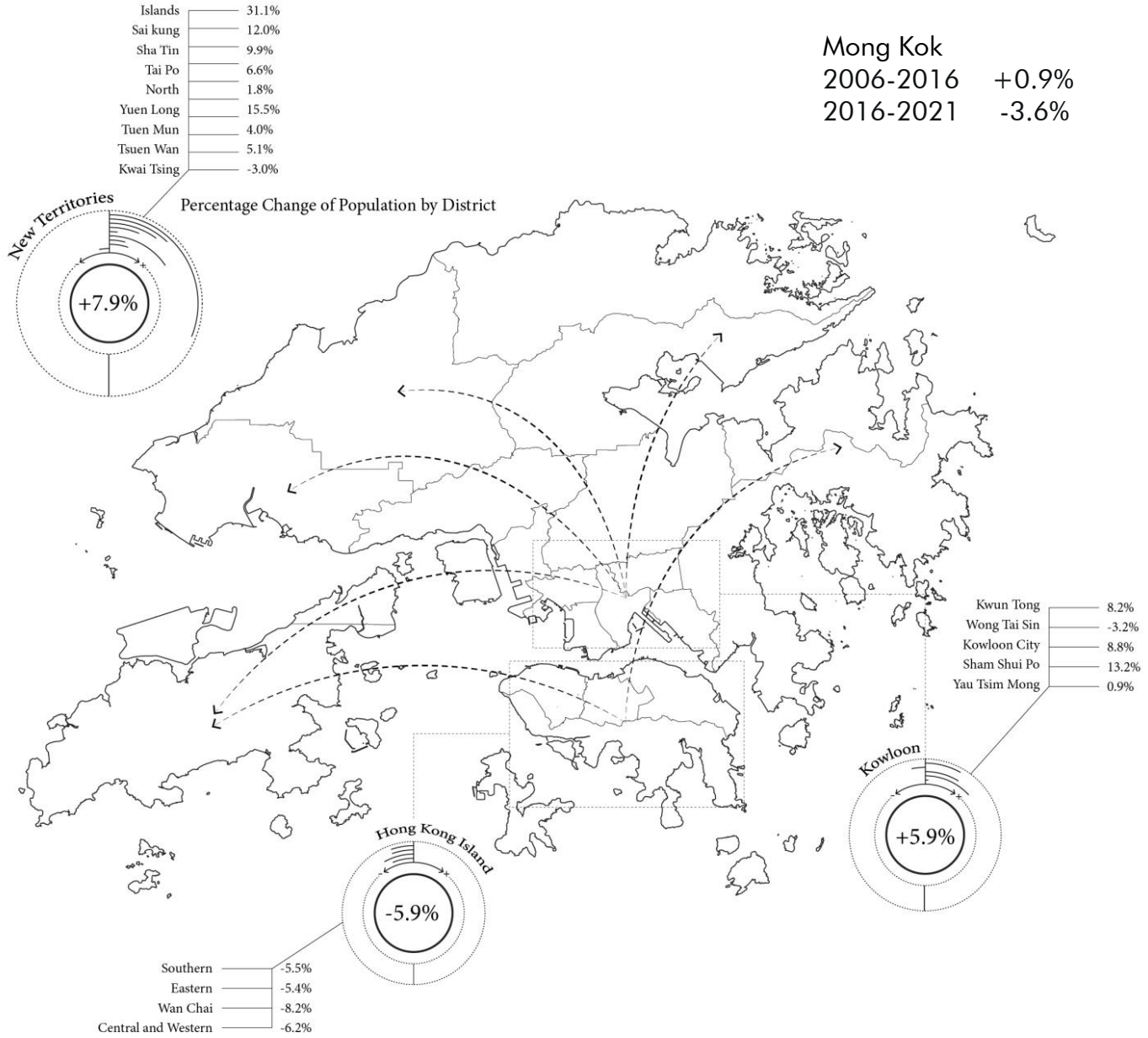
Public Opinions about Mong Kok



Data from report of Unopened Space by Civic Exchange (2017)

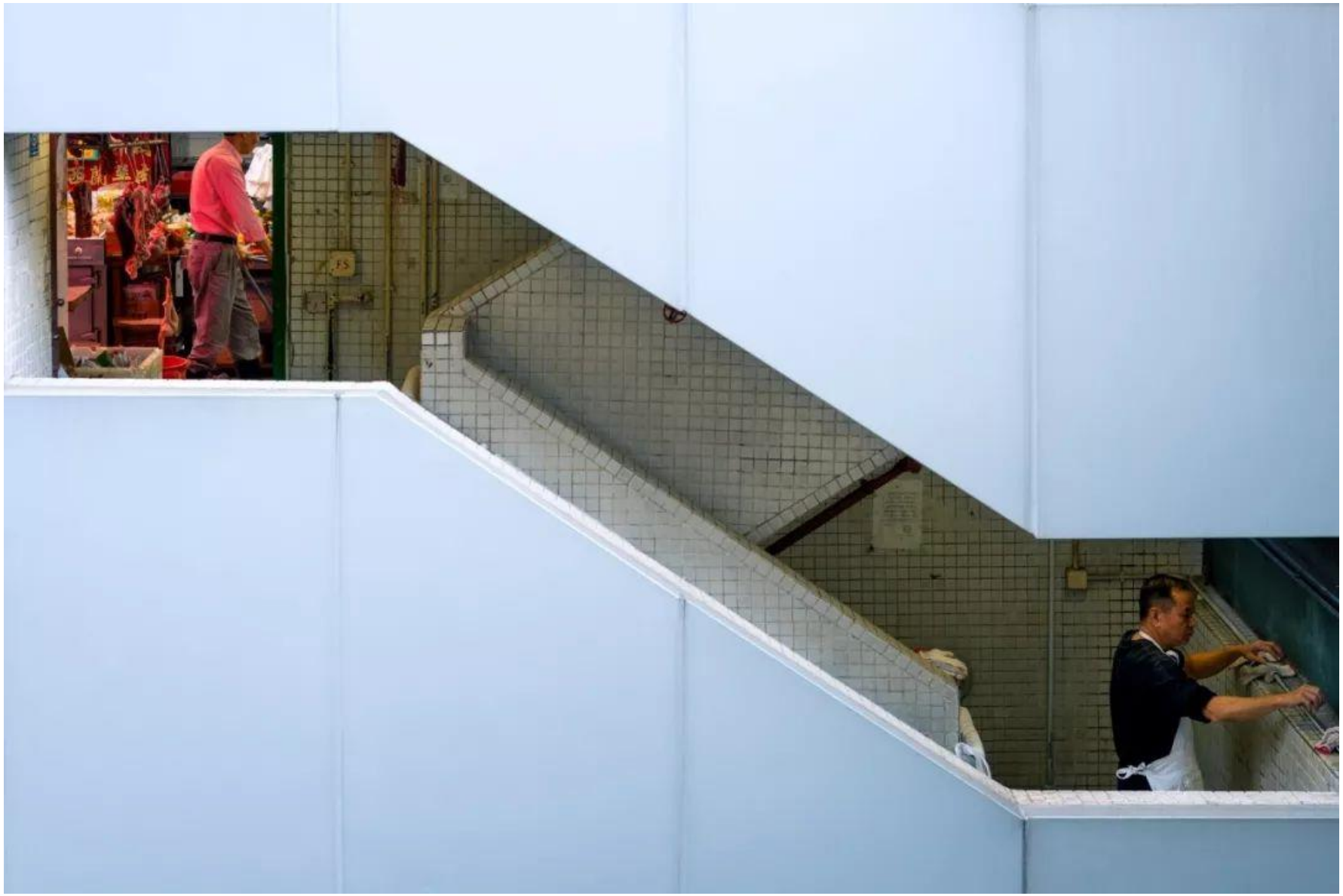
Population Change from 2006-2016

Mong Kok
2006-2016 +0.9%
2016-2021 -3.6%



Data from the Government of Hong Kong(2016)

Transfer of private life



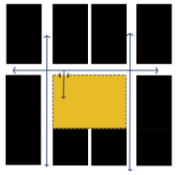
Mong Kok

Building
Roads
Green space
Metro Station

Passive open space (Gardens, Parks)

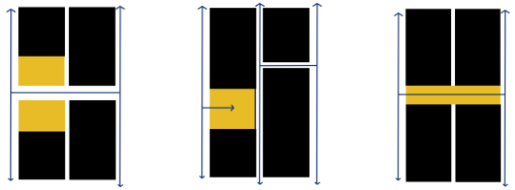
Scale	● ● ● ● ●
Accessibility	● ● ● ● ●
Facility	● ● ● ● ●
Vitality	● ● ● ● ●

Active recreational space (football, basketball etc…)



Scale	● ● ● ● ●
Accessibility	● ● ● ● ●
Facility	● ● ● ● ●
Vitality	● ● ● ● ●

Pocket Parks

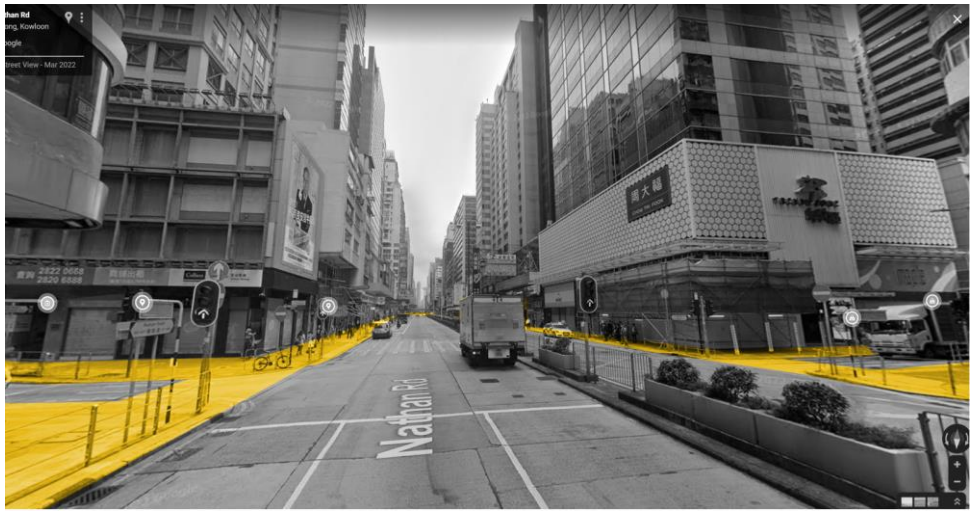


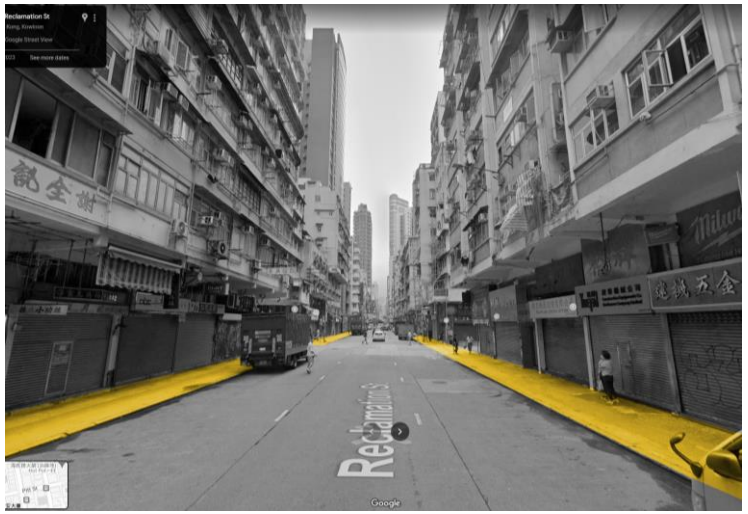
Scale	● ● ● ● ●
Accessibility	● ● ● ● ●
Facility	● ● ● ● ●
Vitality	● ● ● ● ●

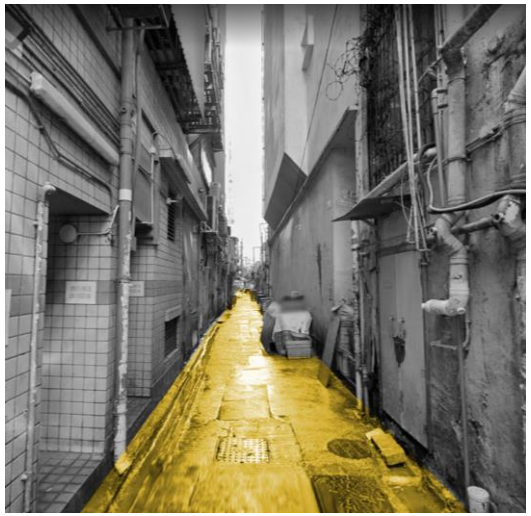
Road side space

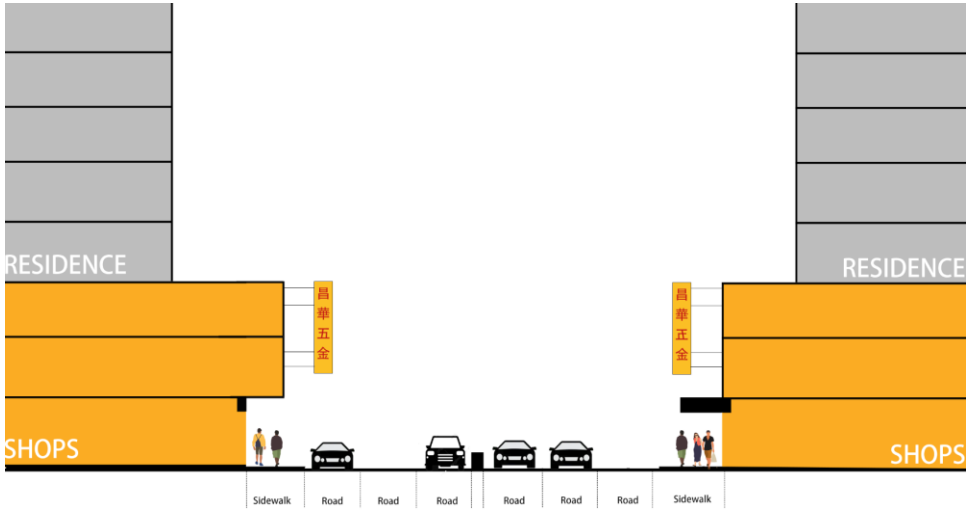
Scale	● ● ● ● ●
Accessibility	● ● ● ● ●
Facility	● ● ● ● ●
Vitality	● ● ● ● ●

Walking Experience

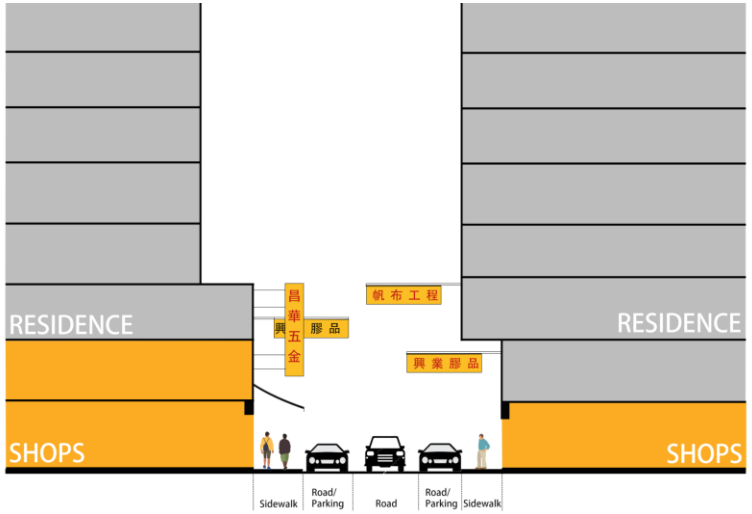




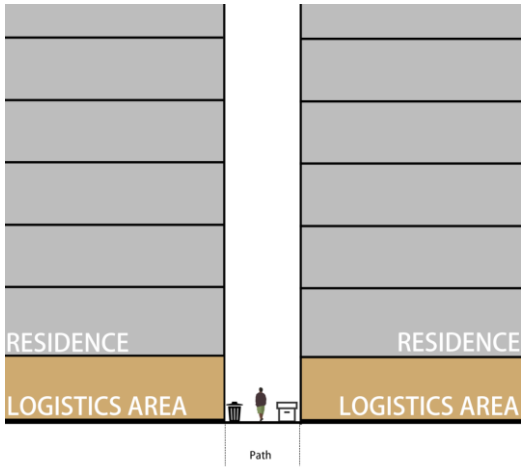




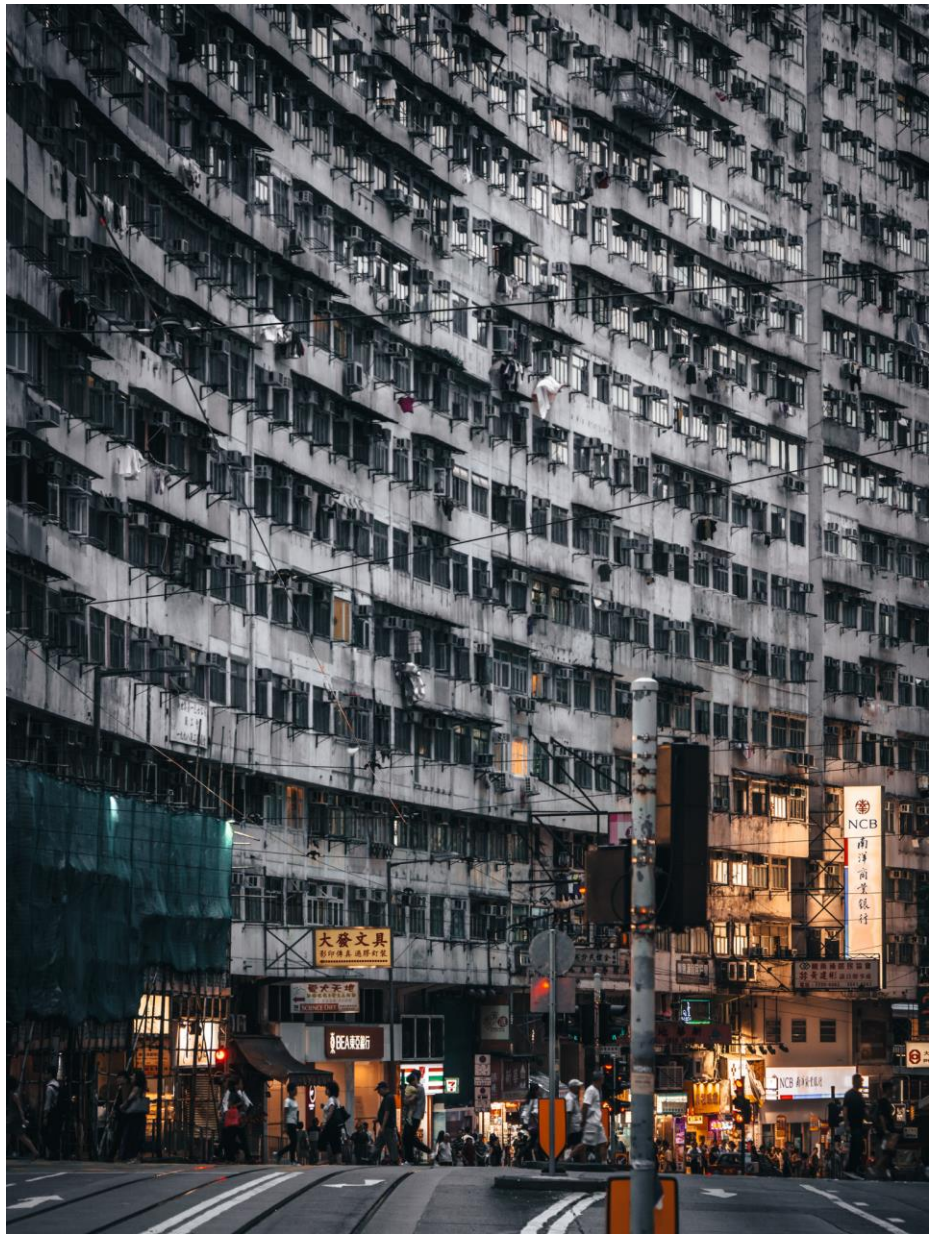
Primary Street



Secondary Street



Path Between Buildings



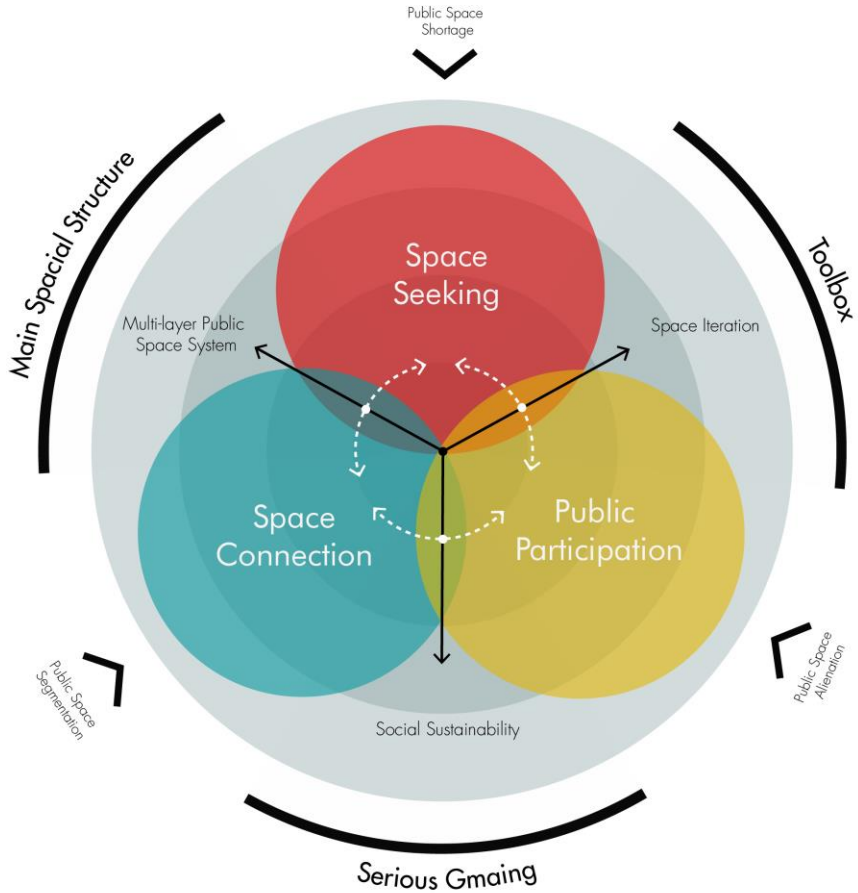
Problem Statement

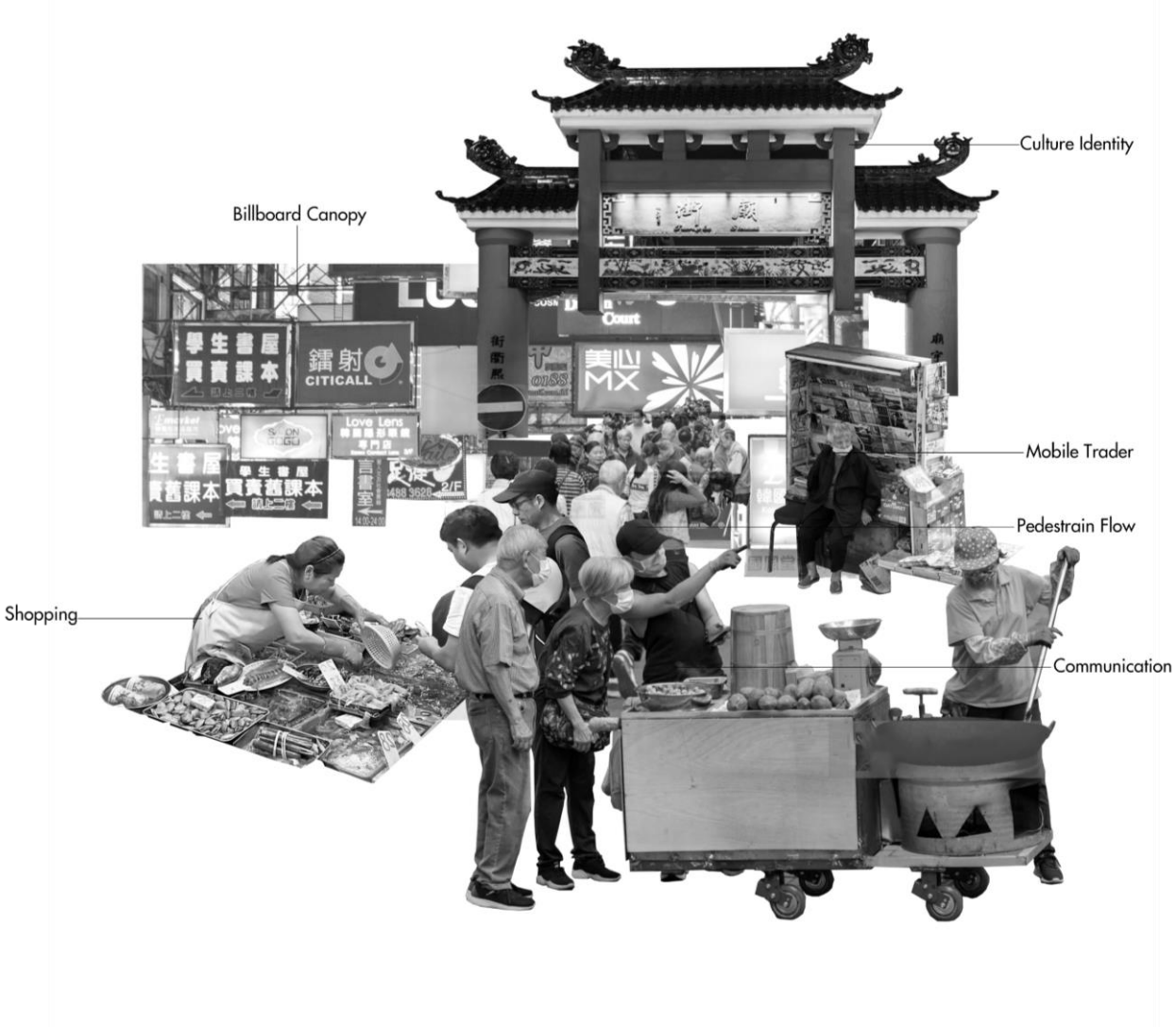
The lack of a Sufficient and Continuous public space system with public participation

The Alienation of urban life

Research Question

How to build a public space system with good quality, walkability and public participation to revitalize urban life?





03
Seeking Space

A tool box

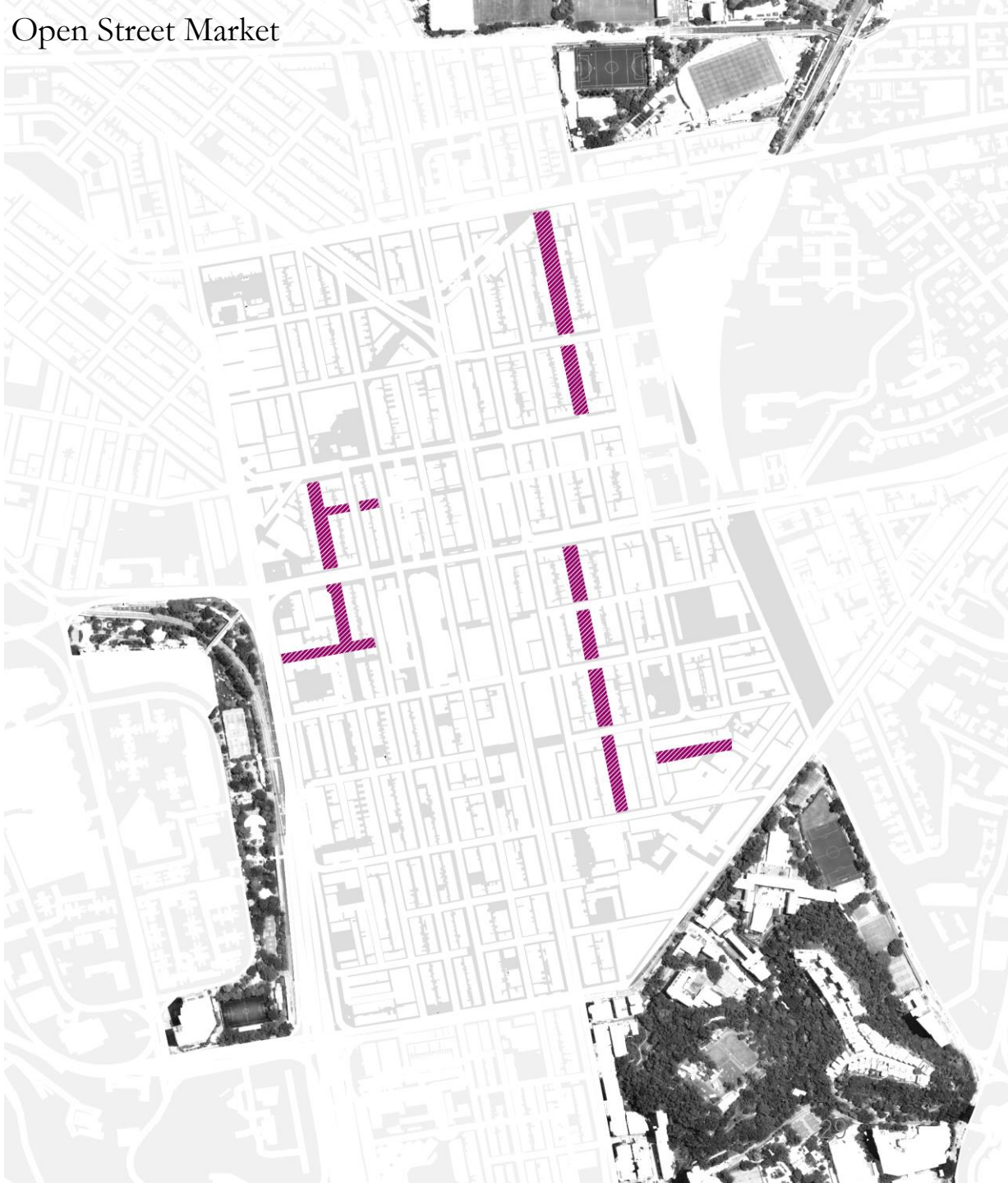
Potential Areas

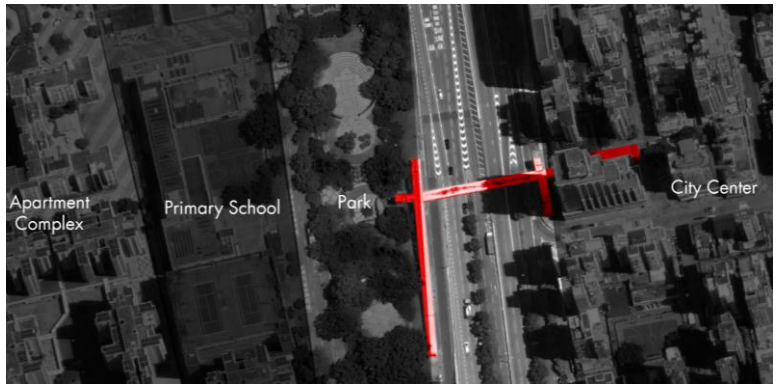
Open Street Market

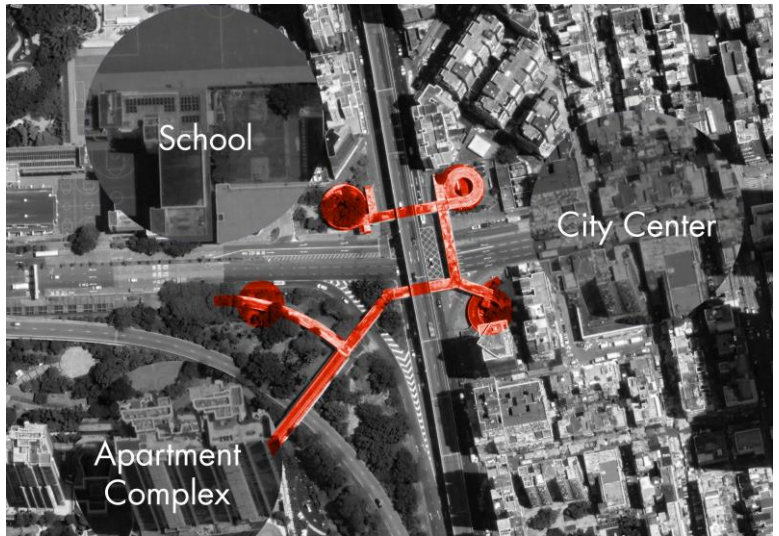
Footbridge

Building

Open Street Market




Apartment Complex
Primary School
Park
City Center


School
City Center
Apartment Complex

Footbridge

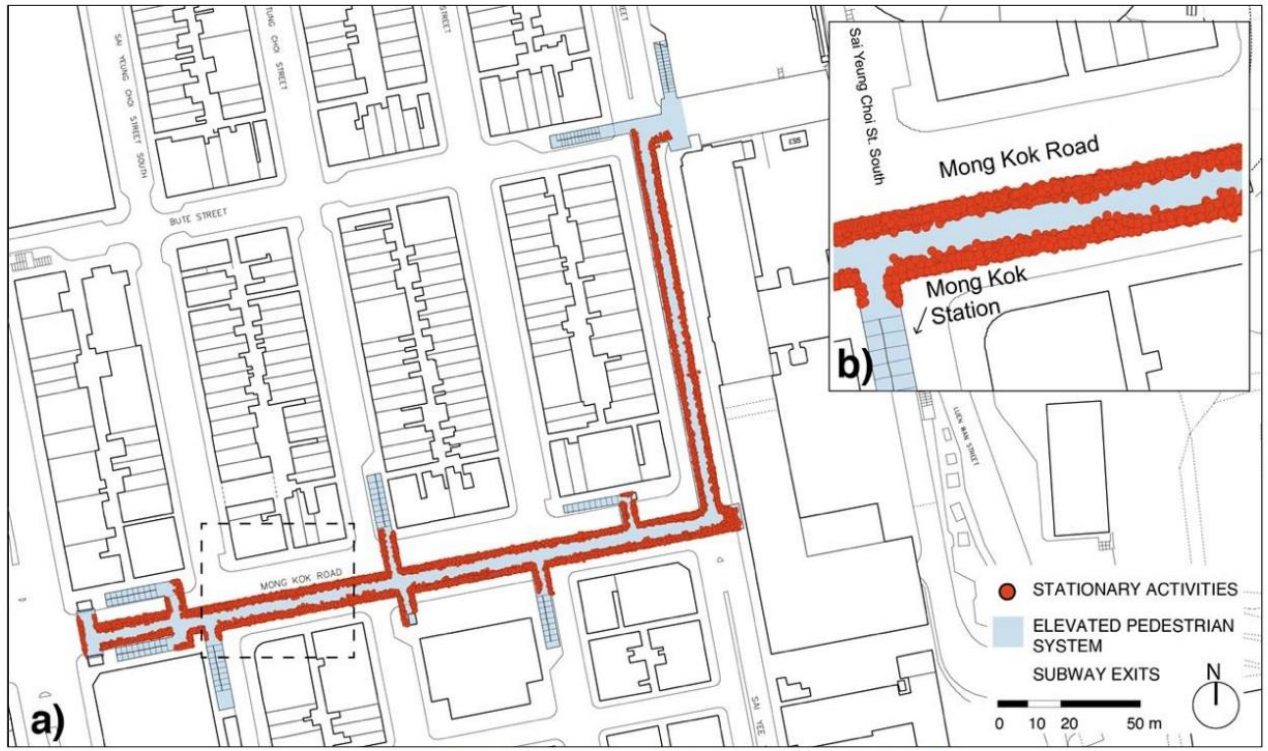
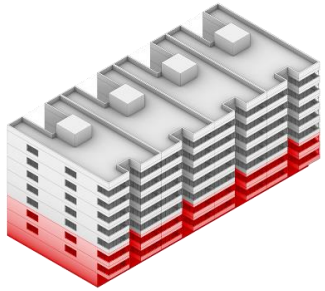


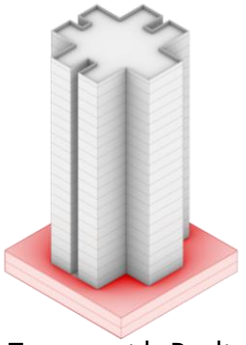
Fig. 2: Dot Distribution Map of Stationary activities in the EPN
(Source: Caterina Villani and Cheng Yuk Ming)

Caterina Villani, Gianni Talamini: *Patterns of Stationary Activities in the Elevated Pedestrian Networks of HighDensity Asian Cities: The case of Mong Kok, Hong Kong (2019)*

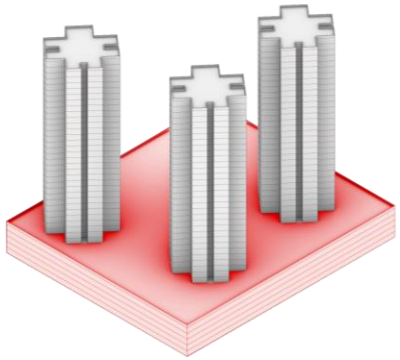
Buildings



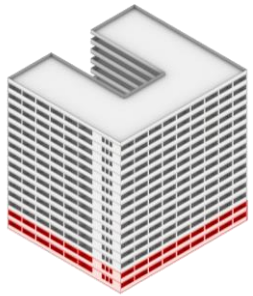
Tong Laus (Chinese Tenement House)



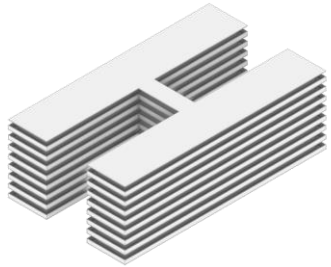
Tower with Podium



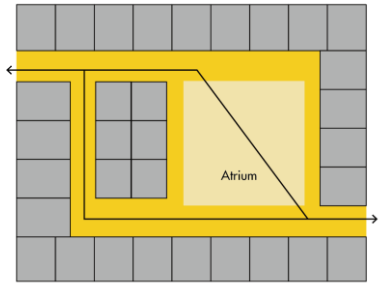
Towers with Podium

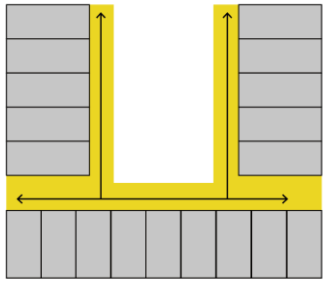


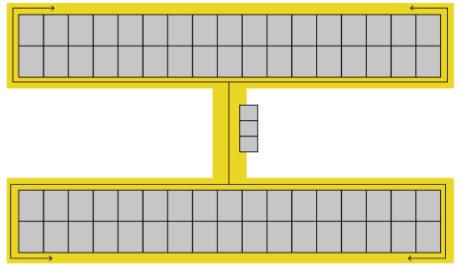
Mansion



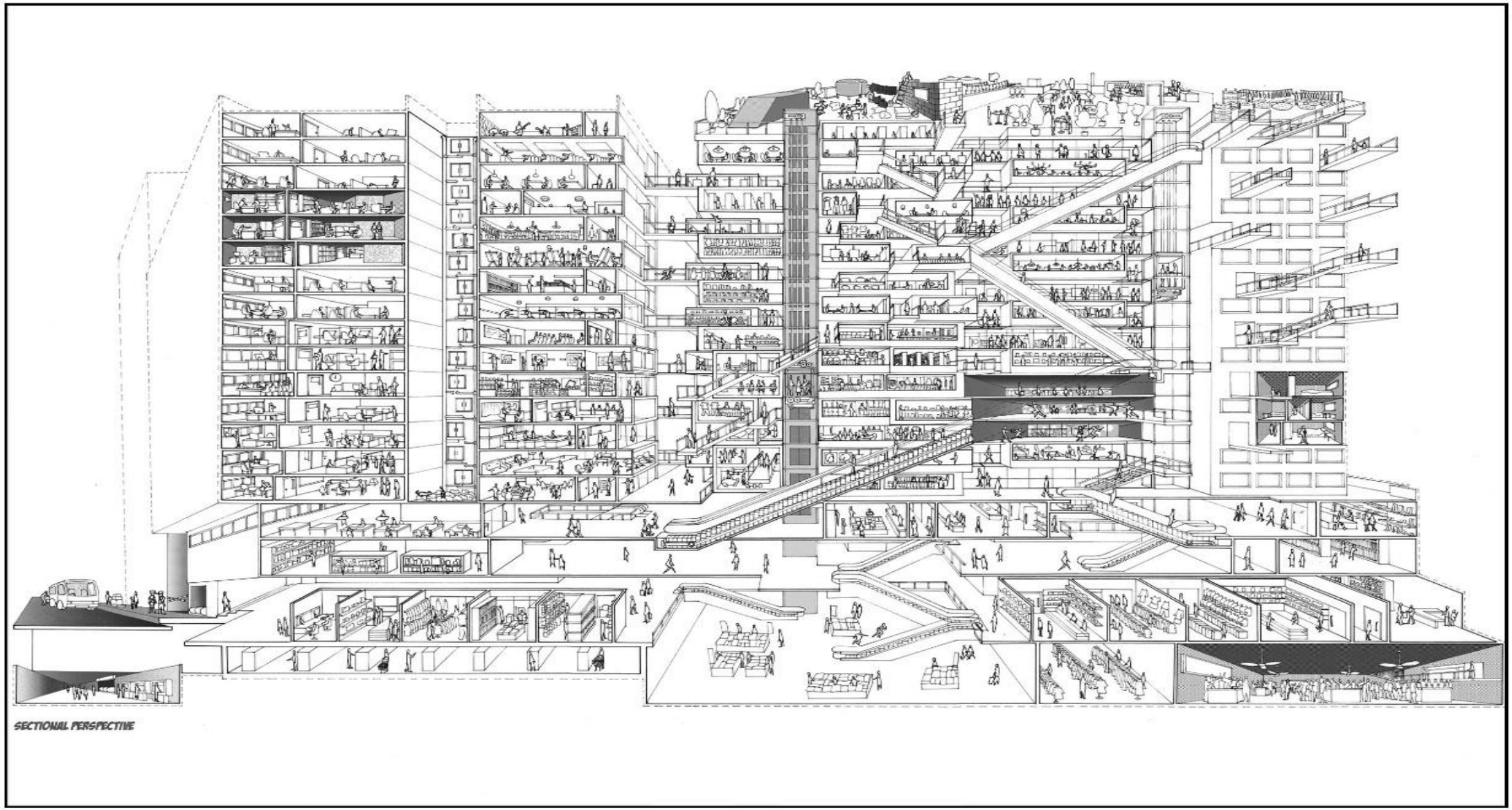
Early Public House







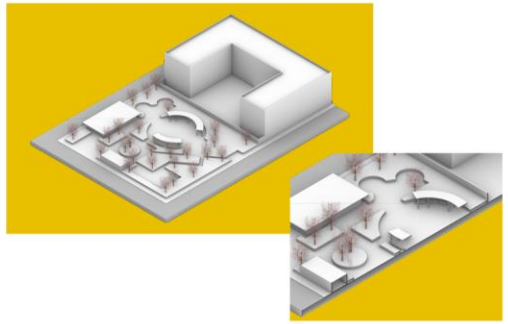
Section of Chungking Mansions



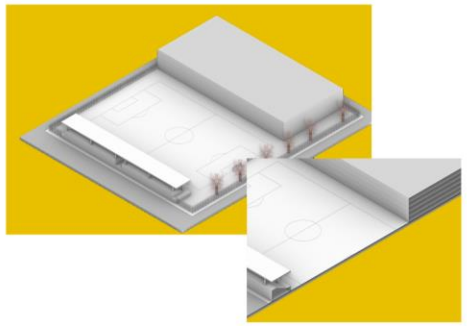
Hong Kong University (2012)

Exterior Spaces

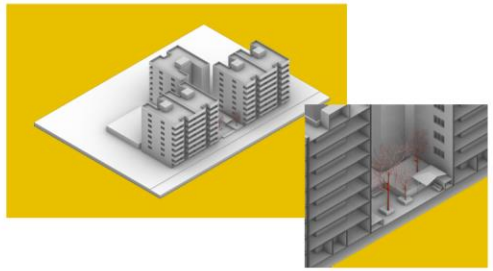
Passive Space
City Lounge



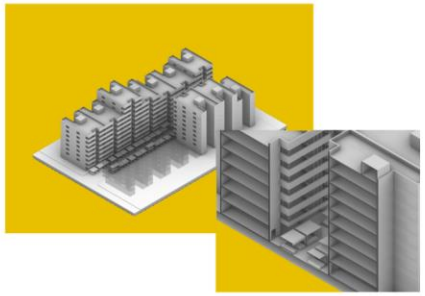
Activated Recreational Space
The Stage



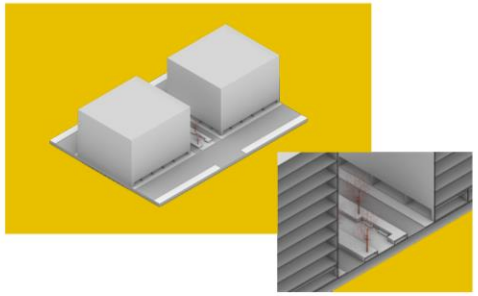
Pocket Park
Diverse Bubble



Open Street Market
City Lounge



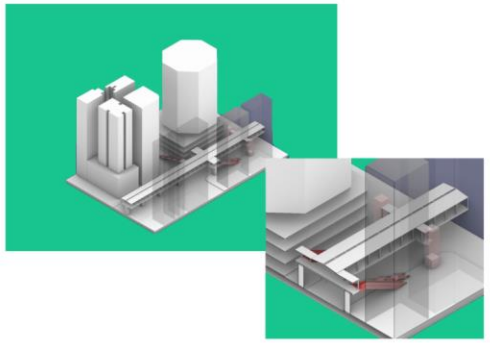
Roadside Space
The Harbour



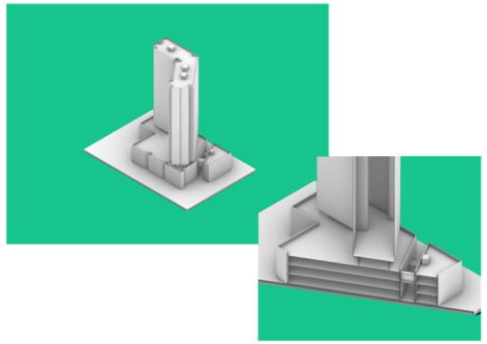
Mall Front Square
The transition space

Transitional Spaces

Foot Bridge
The Artery

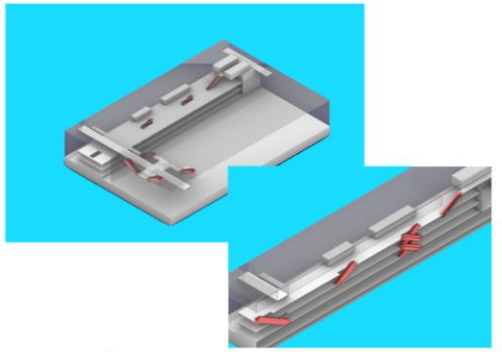


Foundation/Rooftop
The Second Ground



Interior Spaces

Metro Station
The Initial Point

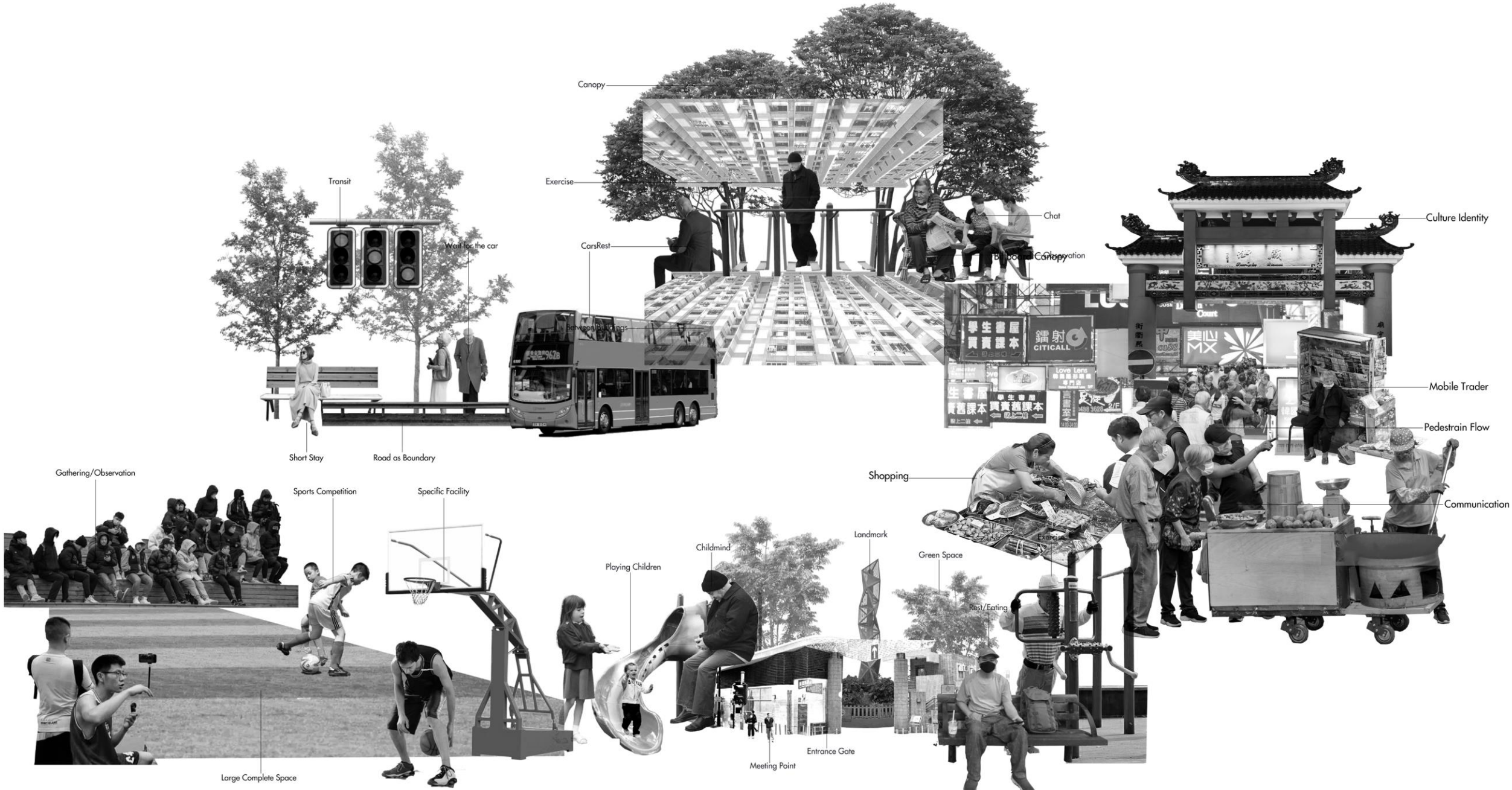


Shopping Mall
Folded public playground

Balcony

Atrium

Corridor


Canopy
Exercise
Chat
CarsRest
Culture Identity
Transit
Wait for the car
Mobile Trader
Pedestrain Flow
Short Stay
Road as Boundary
Shopping
Communication
Gathering/Observation
Sports Competition
Specific Facility
Childmind
Landmark
Green Space
Playing Children
Rest/Eating
Entrance Gate
Meeting Point
Large Complete Space

Open Street Market

The Communication Corridor

- Introducing various types of small public spaces
- Designing market layout to guide pedestrian flow
- Establishing pedestrian-only zones
- Flexibly using space
- Changing pavement design
- Enhancing connections between different street areas
- Transforming architectural spaces as part of the market

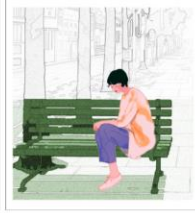
Improve Spacial Quality

- Kids Friendly

- Impove Facilities

- Weather Shelter

- Seating Space



- Flexible Urban Furniture

- Green Space

- Recreation Service

- Exercise Equipment

- Pavement Design

- Rain Garden

- Hard Ground Plaza

- Flexible use of Space

- Performance Space

Increase Walkability

- Intergrate Rooftops

- Pedestrian Zone

- Pedestrian Priority Road

- Fuzzy Boundary

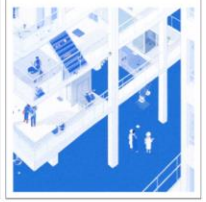
- Create Shortcuts

- Add Entrances

- Build Footbridge

- Vertical Connection

- Open Ground Floor



Activate Site

- Atrium Space

- Function Transformation

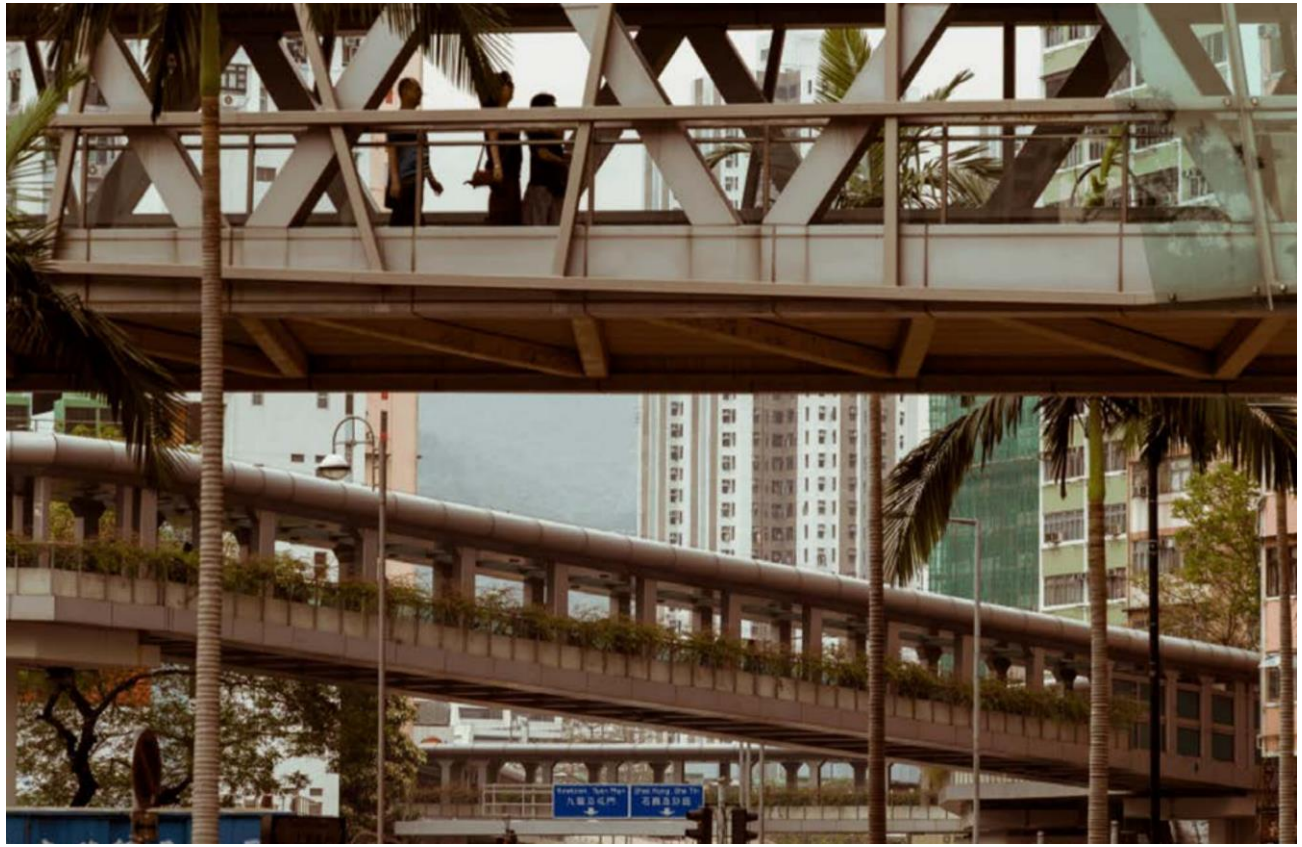
- Corridor Through Building

- Mixed use

- Activate Street Interface

- Organize Activiy

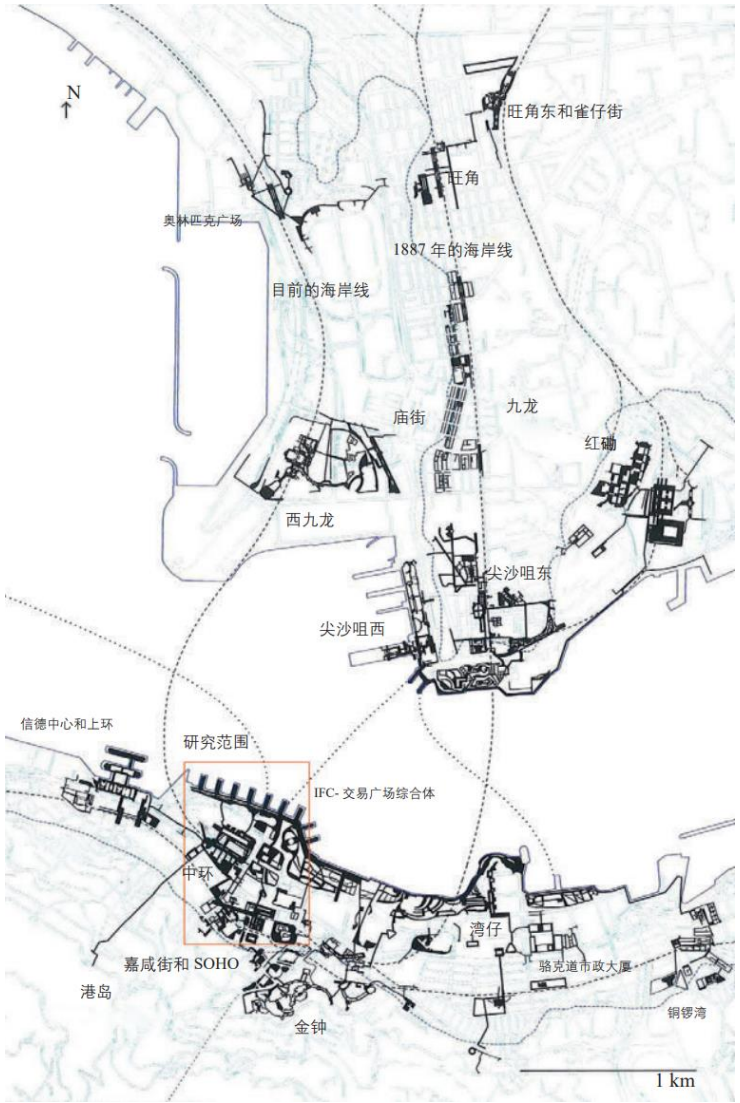
- Community Space



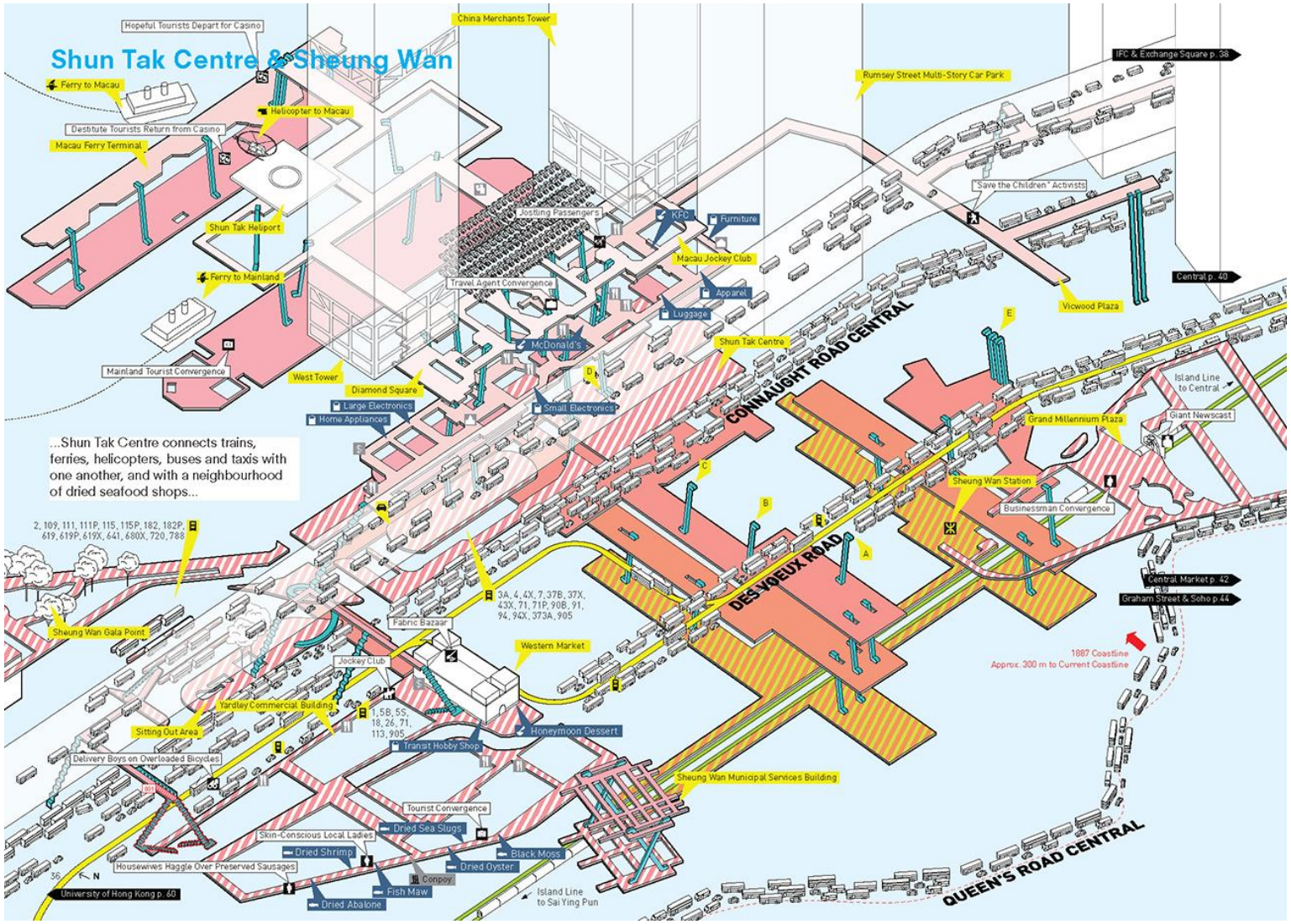
04
Network Construction

The structure of the three-dimensional public space system

Hong Kong Pedestrian Circulation Network

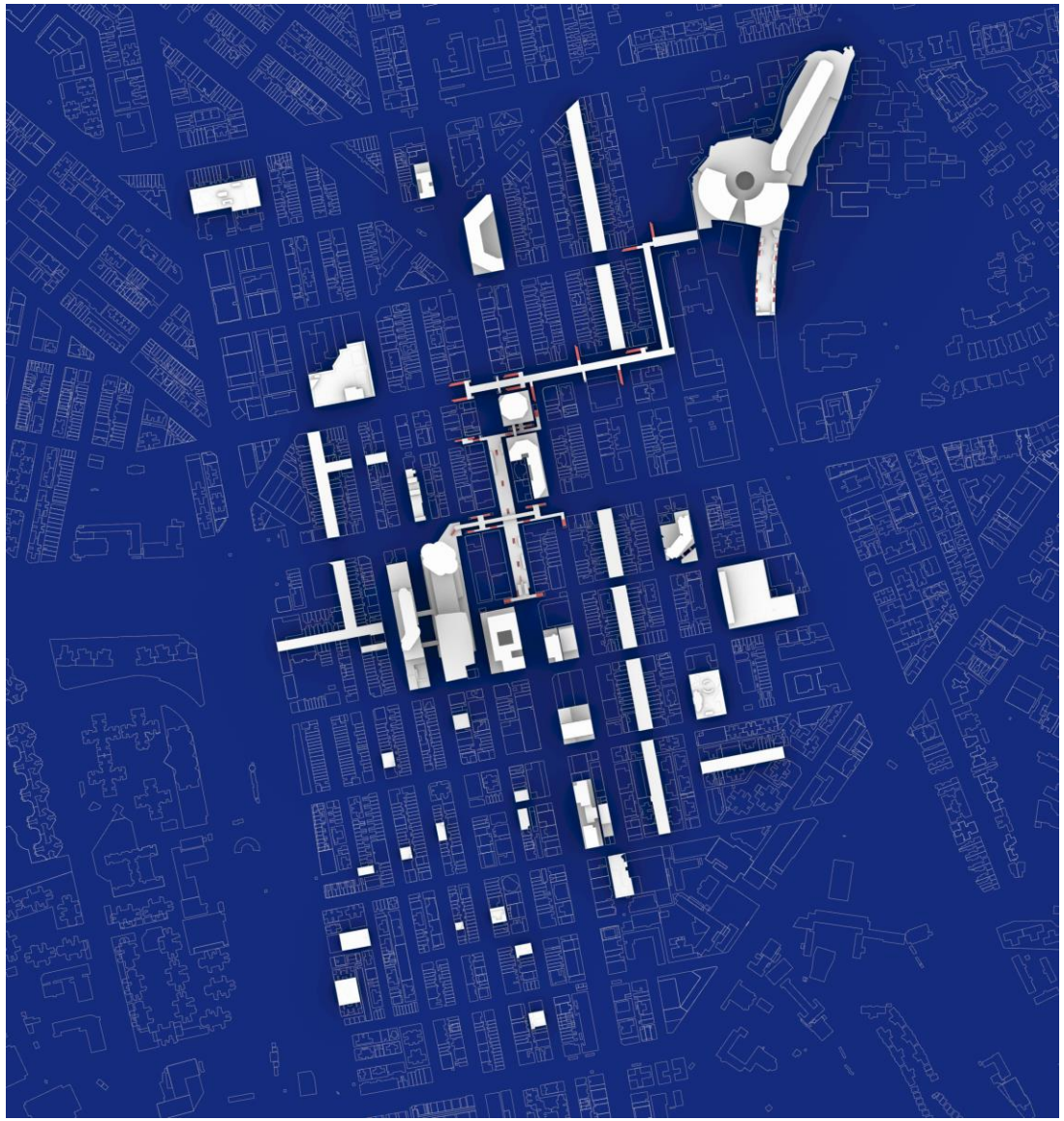


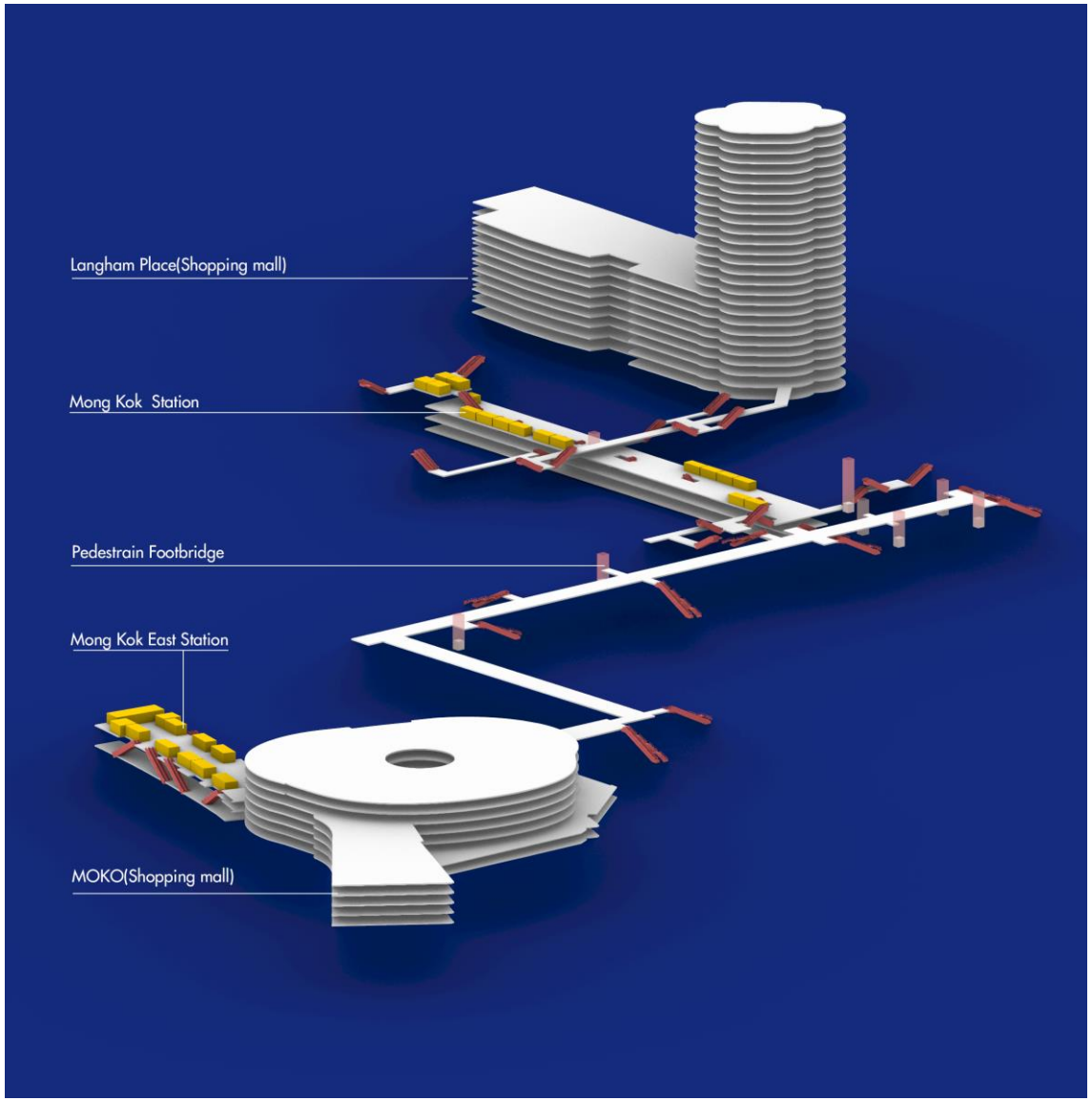
Pedestrian Circulation Networks in Hong Kong

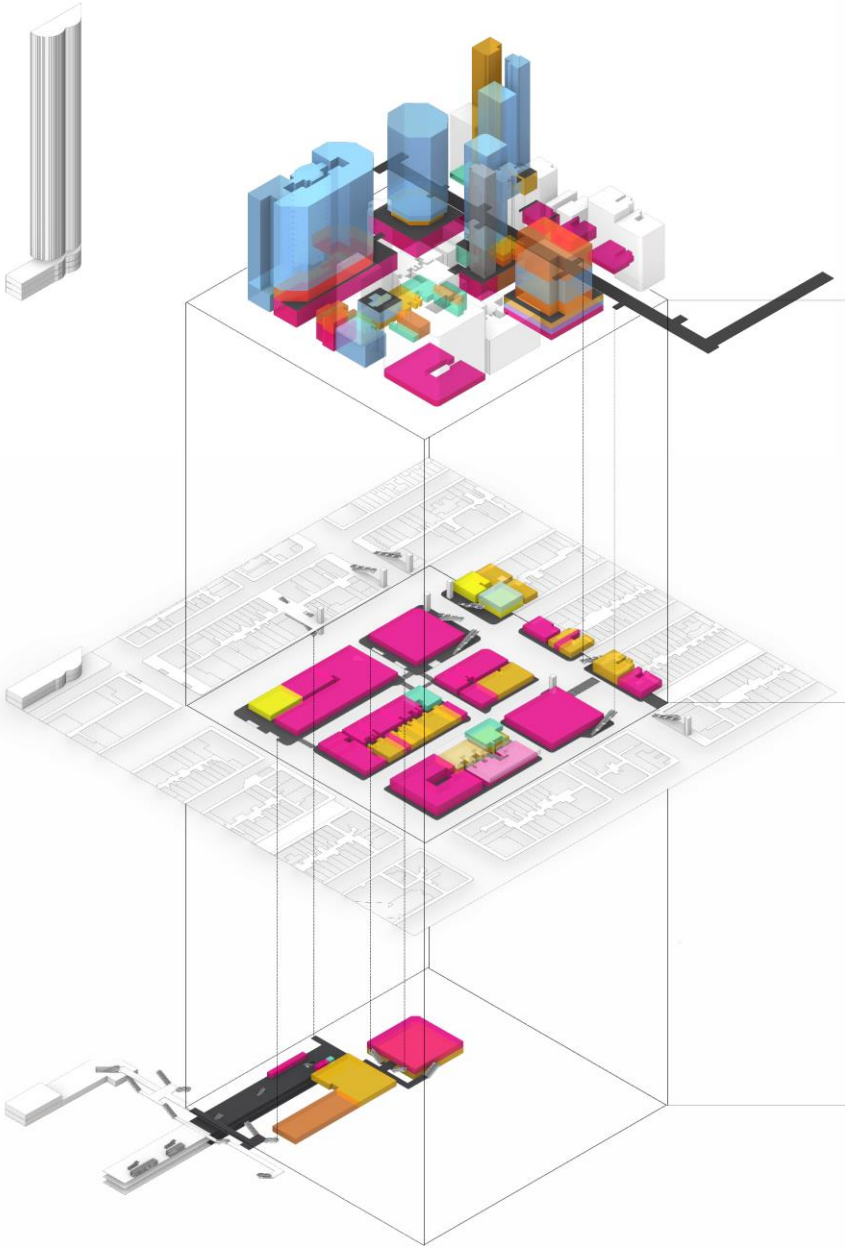


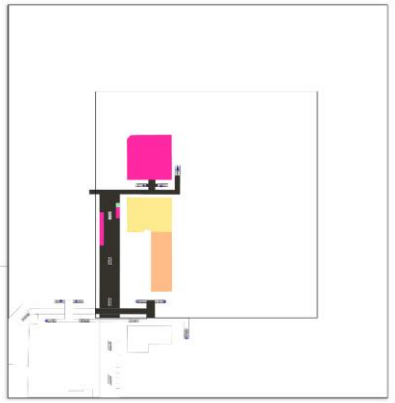
Research on the Elevated Pedestrian System Influenced by Urban Institution in Central, Hong Kong
Cities without Ground (2013)

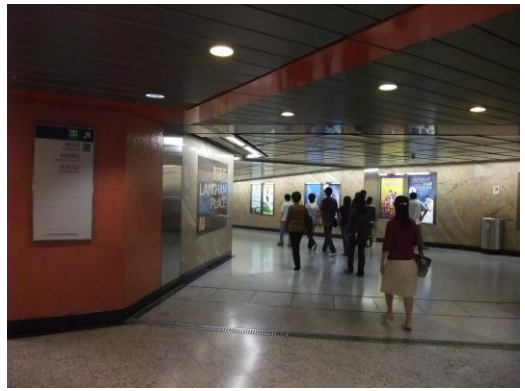
Current connection



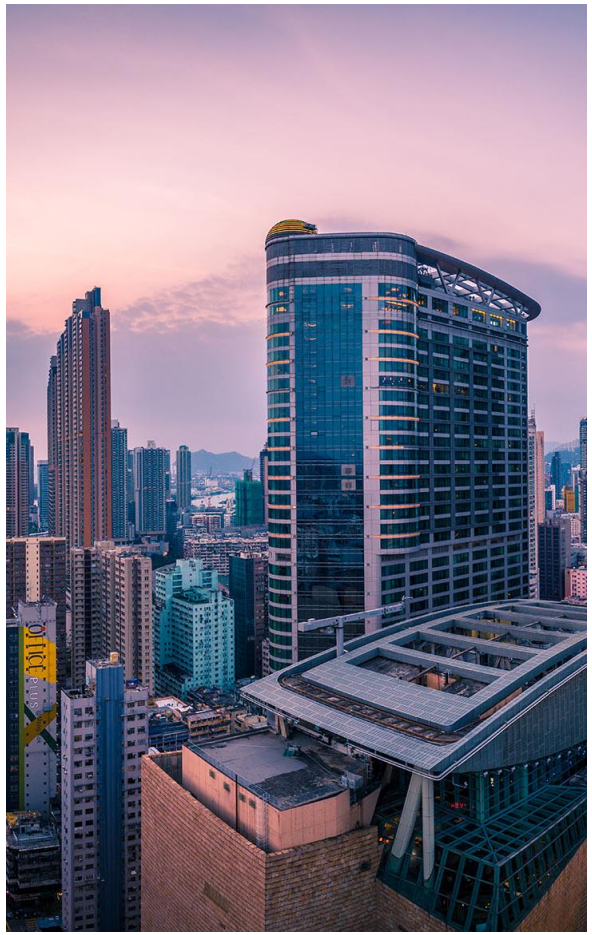








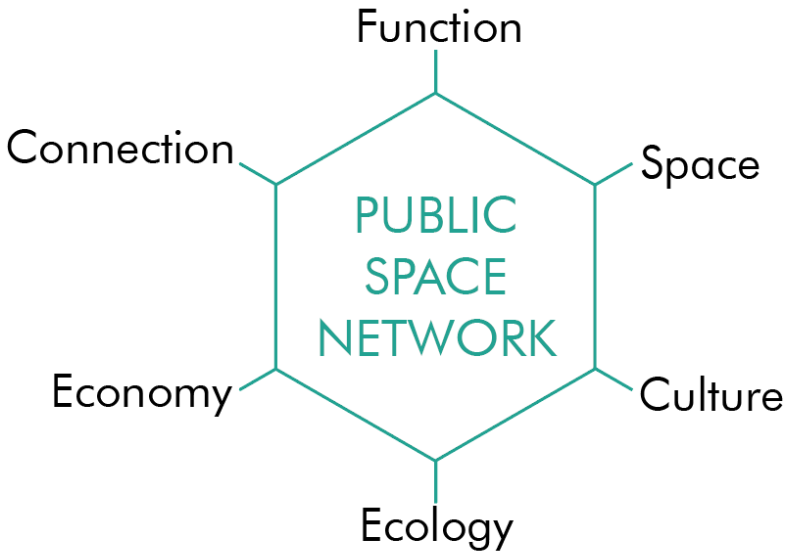
Mong Kok



A city center

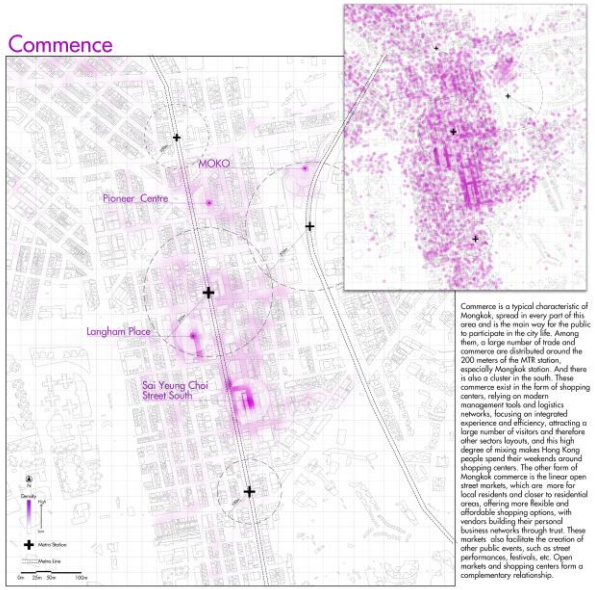
A transportation hub

A cultural area


Function
Space
Culture
Ecology
Economy
Connection
PUBLIC
SPACE
NETWORK

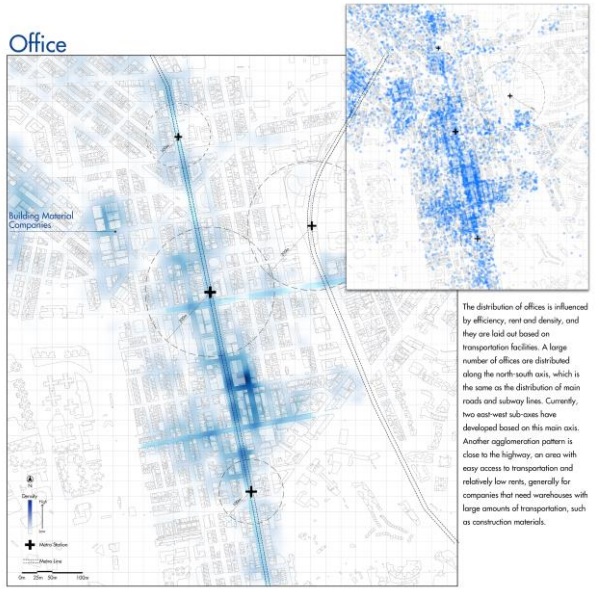
Function

Commence



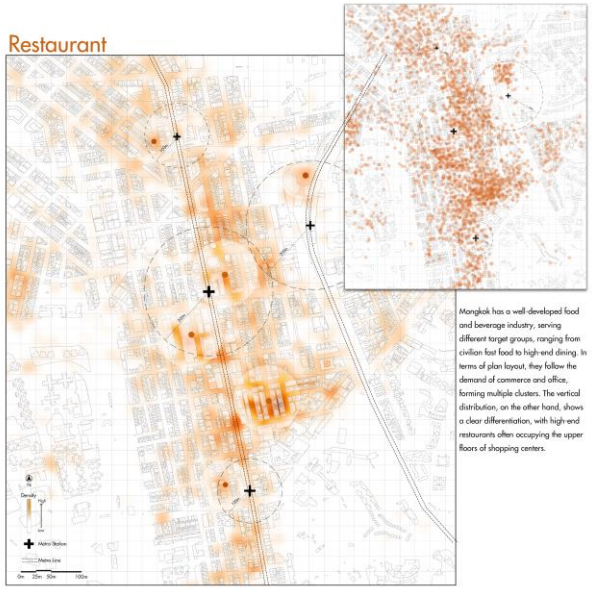
Commence is a typical characteristic of Mongkok, spread in every part of this area and is the main way for the public to participate in the city life. Among them, a large number of trade and commerce are distributed around the 200 meters of the MTR station, especially Mongkok station. And there is also a cluster in the south. These commerce exist in the form of shopping centers, relying on modern management tools and logistics networks, focusing on integrated experience and efficiency, attracting a large number of visitors and therefore other sectors layouts, and this high degree of mixing makes Hong Kong people spend their weekends around shopping centers. The other form of Mongkok commerce is the linear open street markets, which are more for local residents and closer to residential areas, offering more flexible and affordable shopping options, with vendors building their personal business networks through trust. These markets also facilitate the creation of other public events, such as street performances, festivals, etc. Open markets and shopping centers form a complementary relationship.

Office



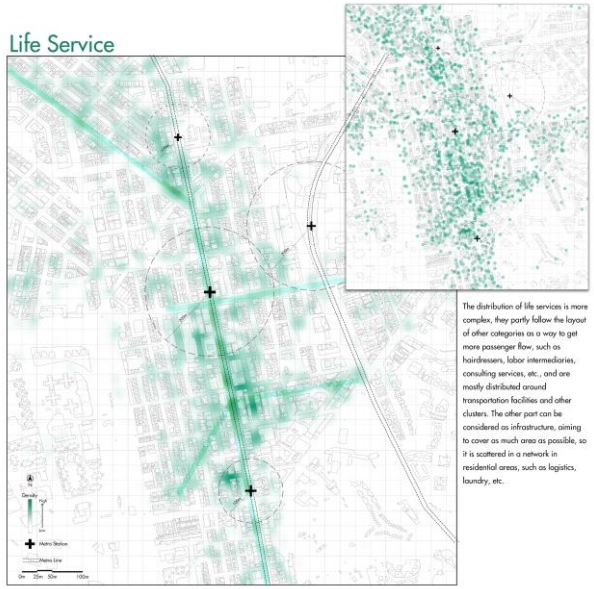
The distribution of offices is influenced by efficiency, rent and density, and they are laid out based on transportation facilities. A large number of offices are distributed along the north-south axis, which is the same as the distribution of main roads and subway lines. Currently, two east-west sub-axes have developed based on this main axis. Another agglomeration pattern is close to the highway, an area with easy access to transportation and relatively low rents, generally for companies that need warehouses with large amounts of transportation, such as construction materials.

Restaurant



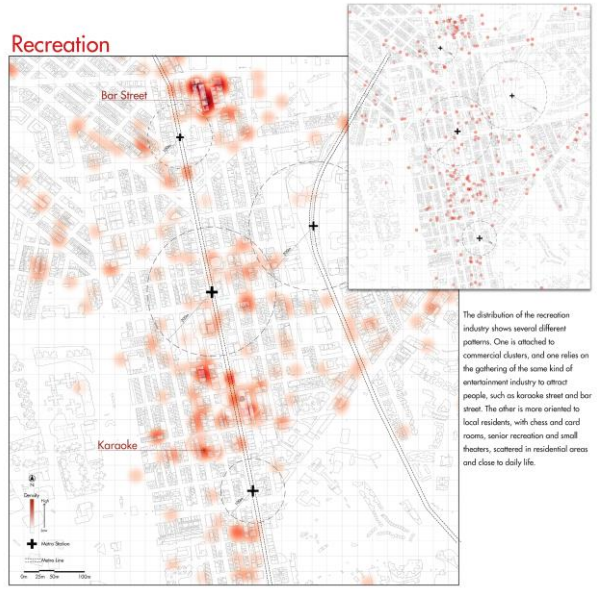
Mongkok has a well-developed food and beverage industry, serving different target groups, ranging from civilian fast food to high-end dining. In terms of plan layout, they follow the demand of commerce and office, forming multiple clusters. The vertical distribution, on the other hand, shows a clear differentiation, with high-end restaurants often occupying the upper floors of shopping centers.

Life Service



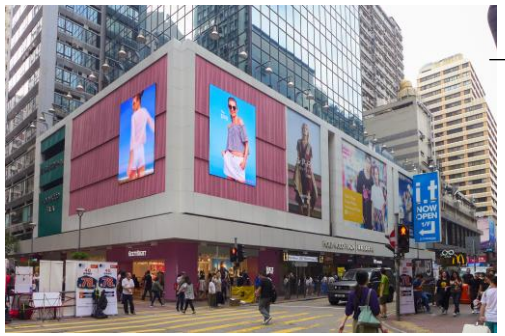
The distribution of life services is more complex, they partly follow the layout of other categories as a way to get more passenger flow, such as hairdressers, labor intermediaries, consulting services, etc., and are mostly distributed around transportation facilities and other clusters. The other part can be considered as infrastructure, aiming to cover as much area as possible, so it is scattered in a network in residential areas, such as logistics, laundry, etc.

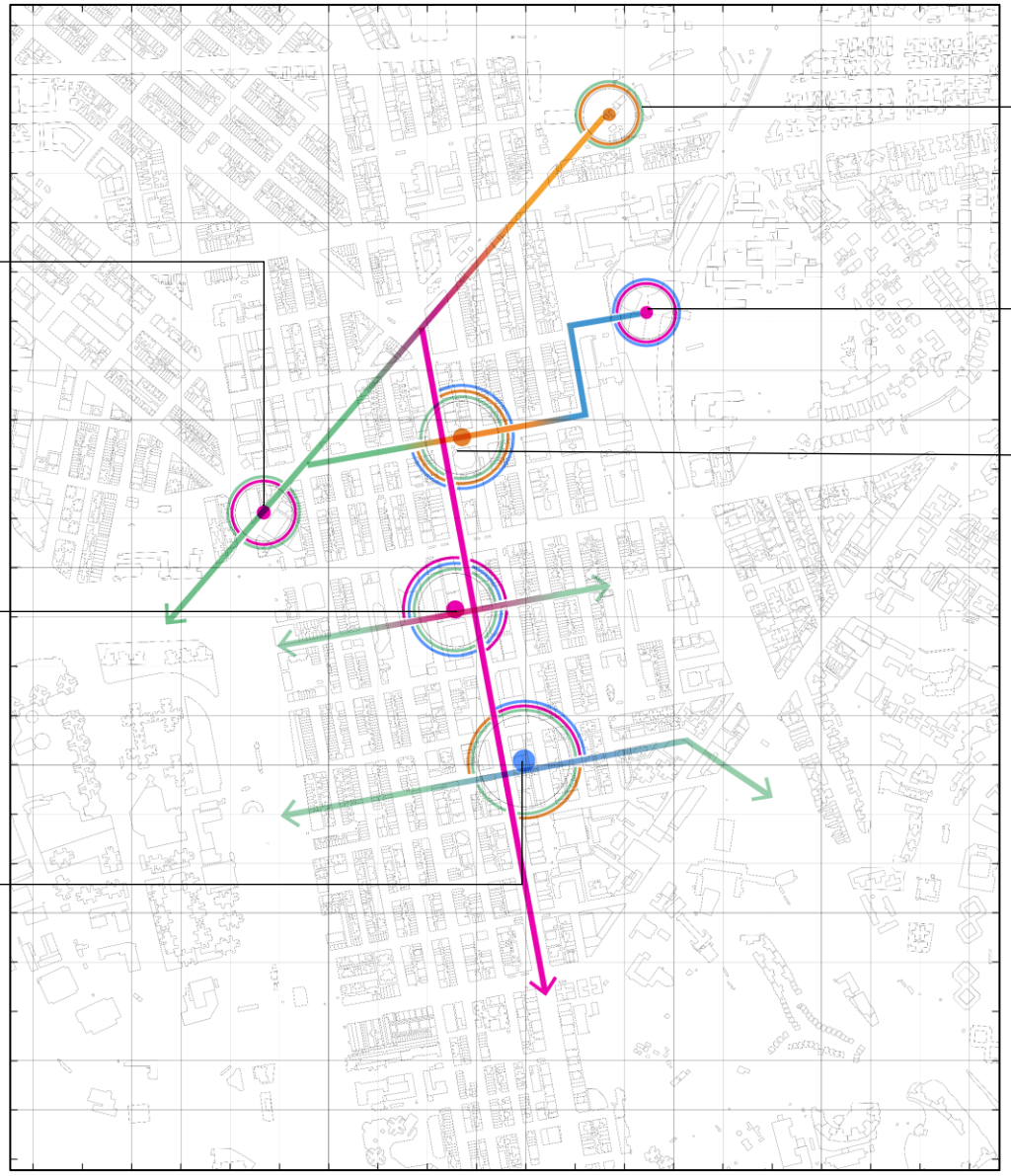
Recreation



The distribution of the recreation industry shows several different patterns. One is attached to commercial clusters, and one relies on the gathering of the same kind of entertainment industry to attract people, such as karaoke street and bar street. The other is more oriented to local residents, with chess and card rooms, senior recreation and small theaters, scattered in residential areas and close to daily life.

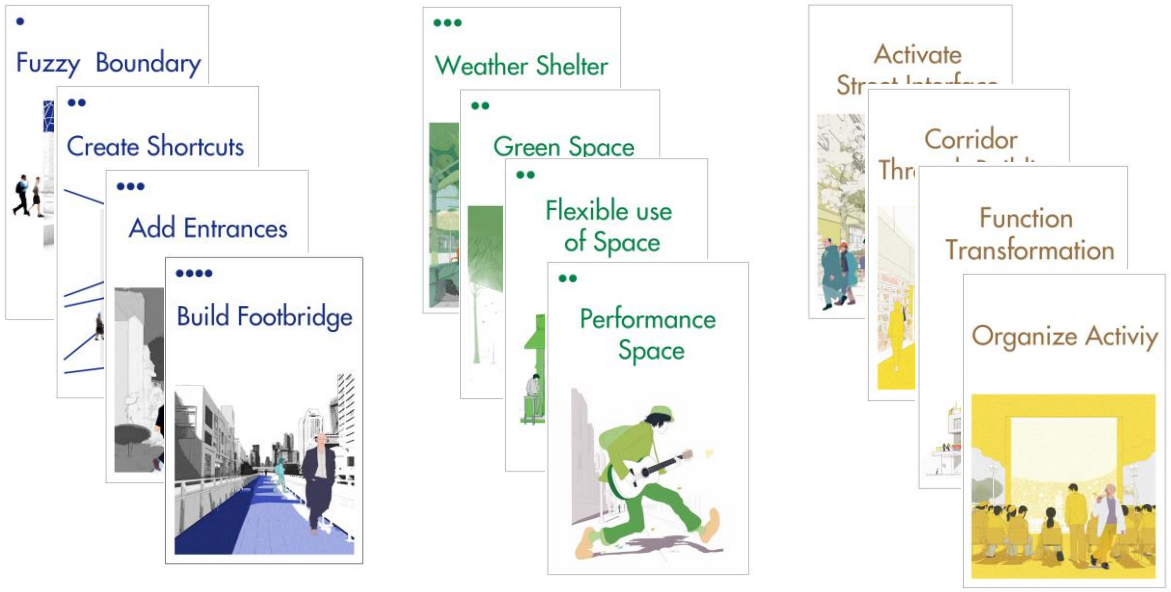
Function Vision





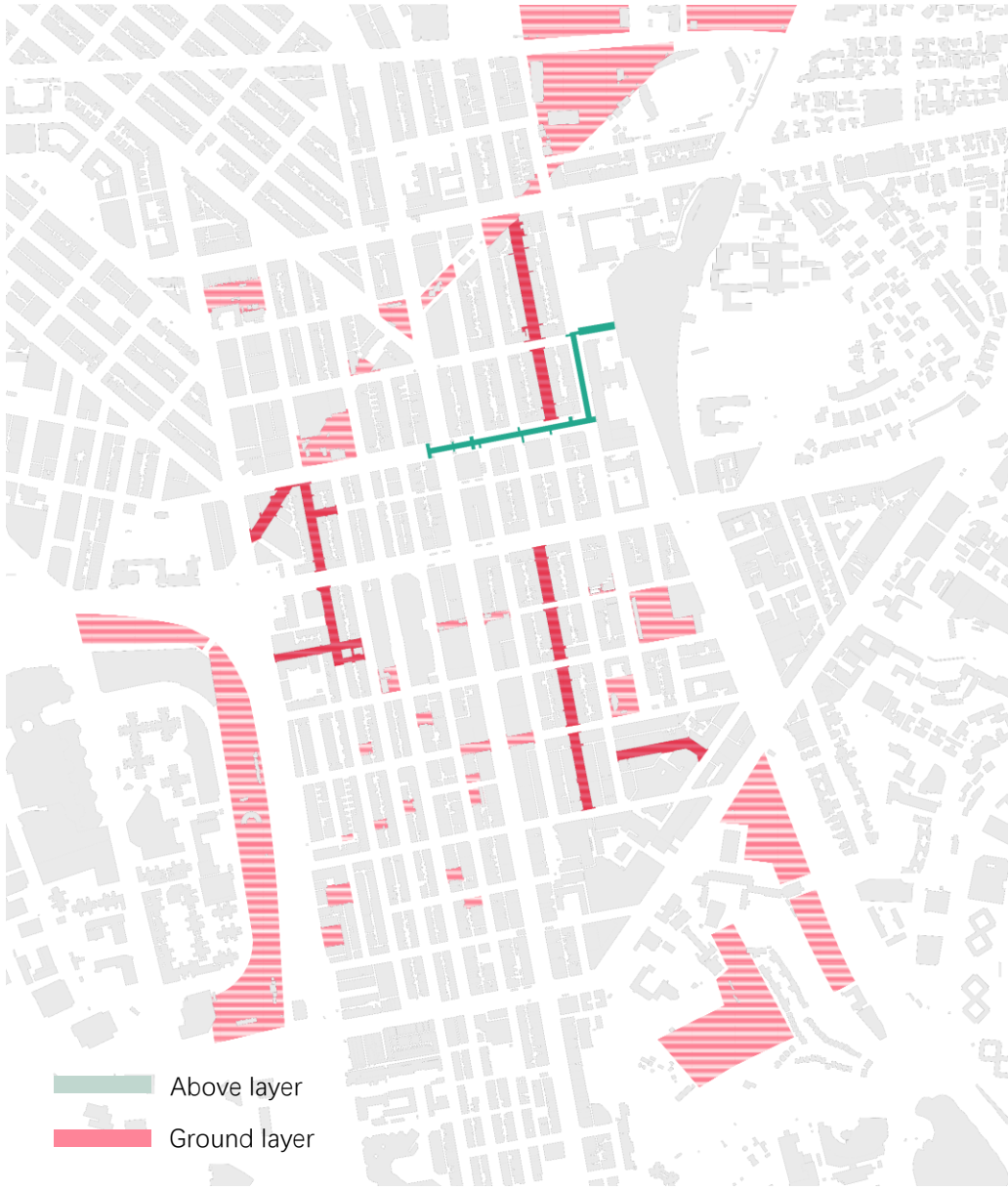
A north-south axis dominates the development of the area, distributing the three main clusters of the area.

Four sub-axes extend east to west, providing a transition from commercial to residential.



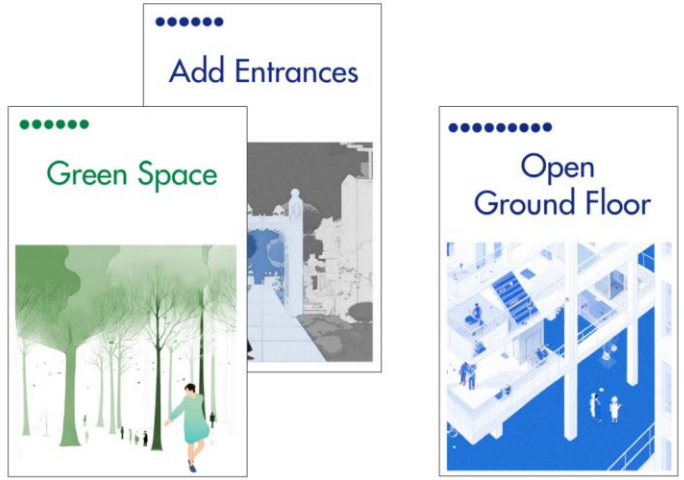
The tool box is used to optimize current spaces and seek more public space

Current public open space

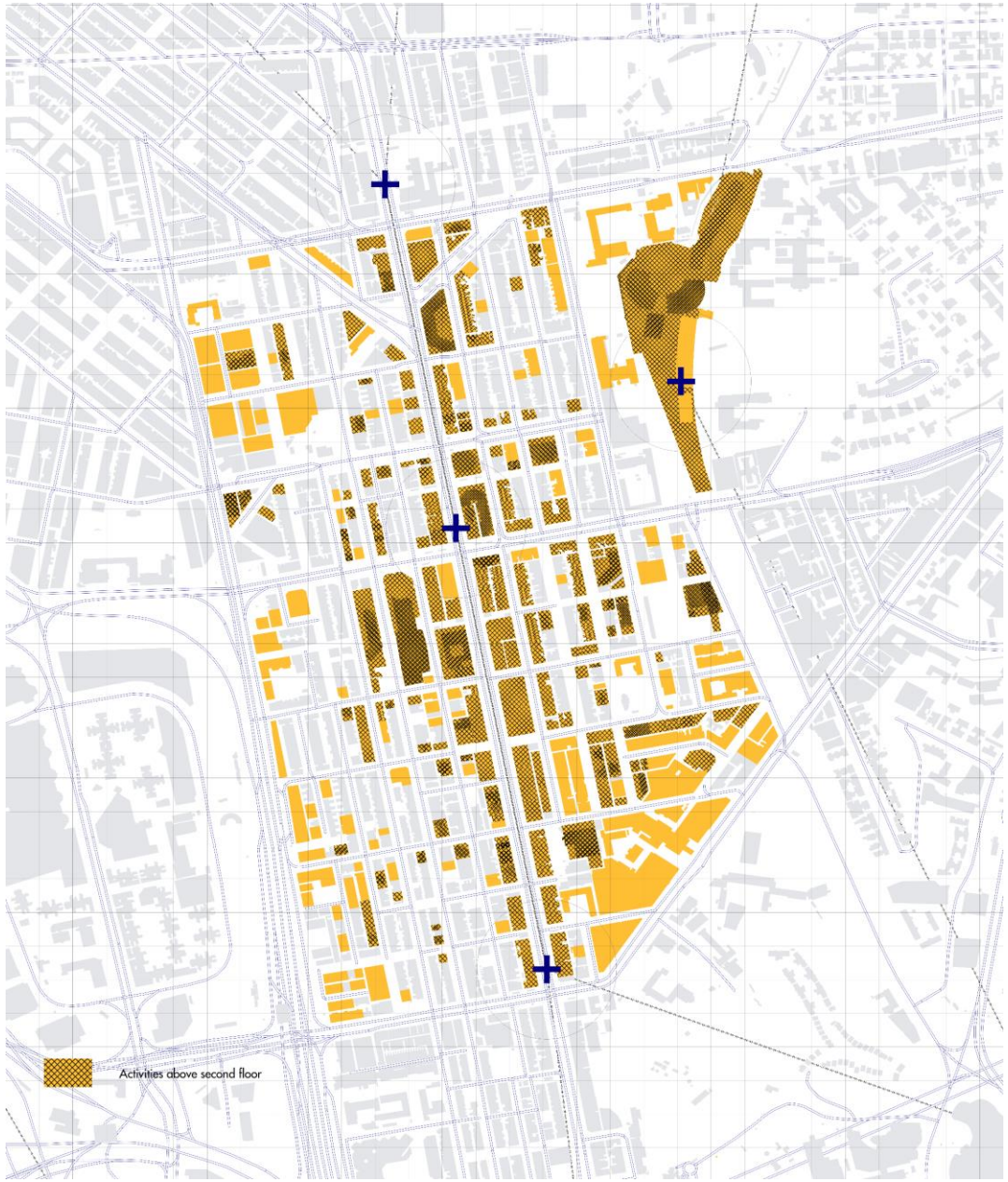


Connecting Pedestrian Pathways

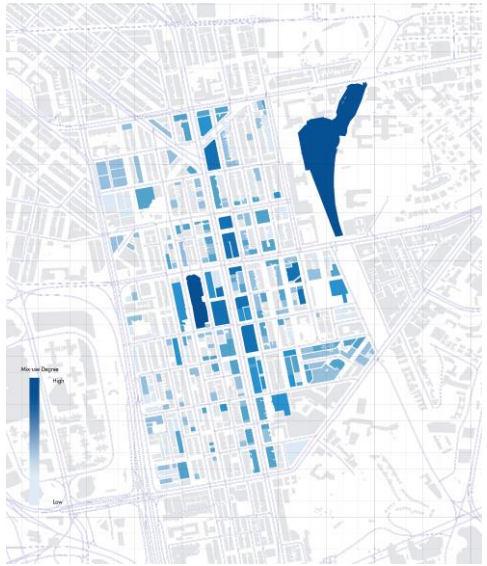
Open Pocket Parks



Activities on above layer

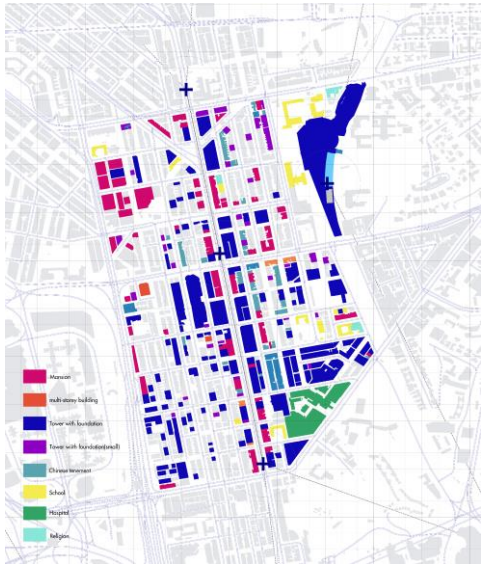


Space

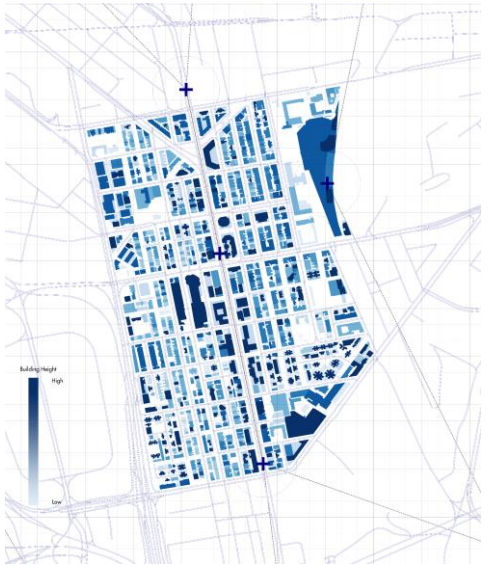


Mix-use degree

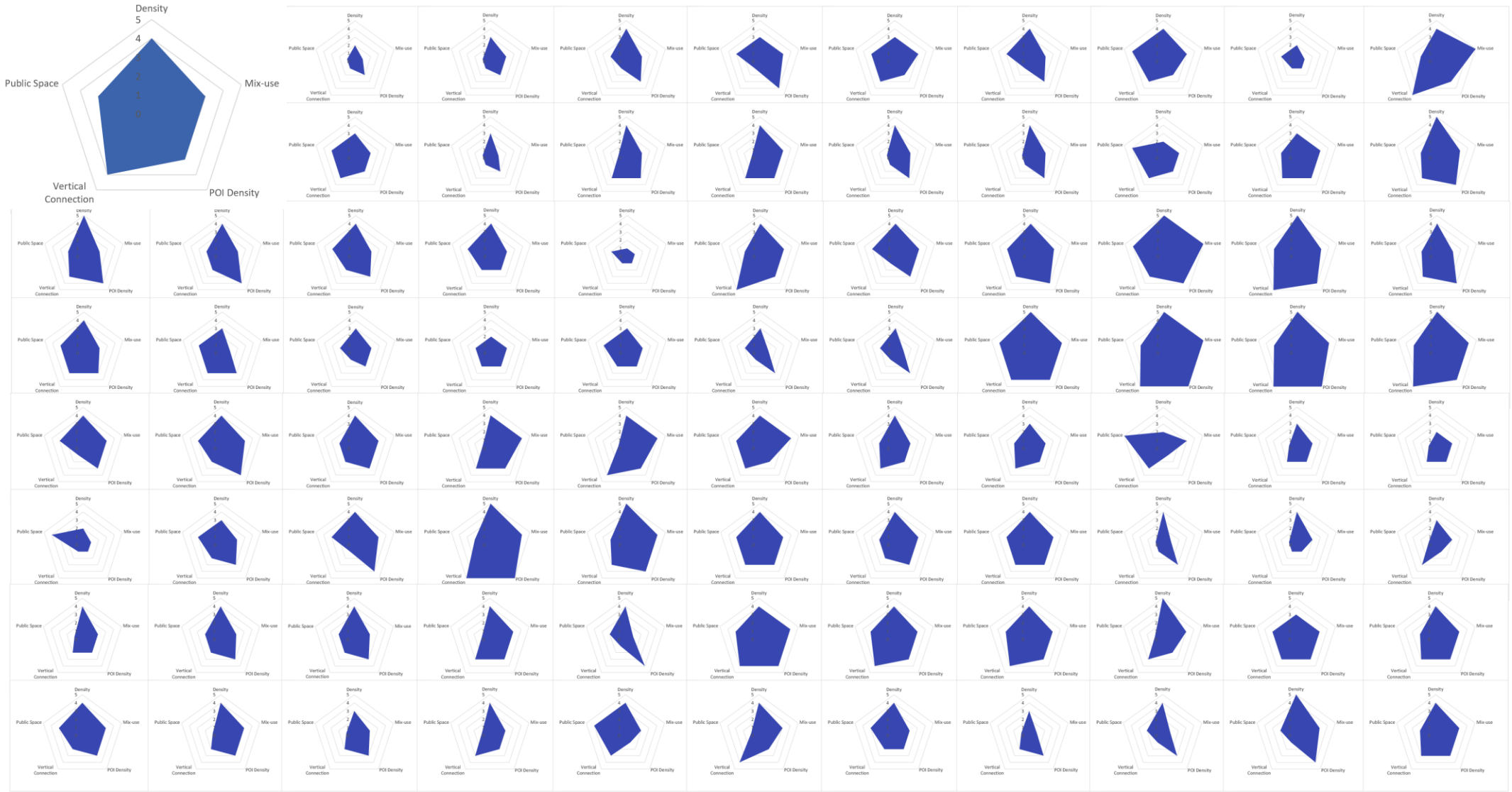
Vertical Connection



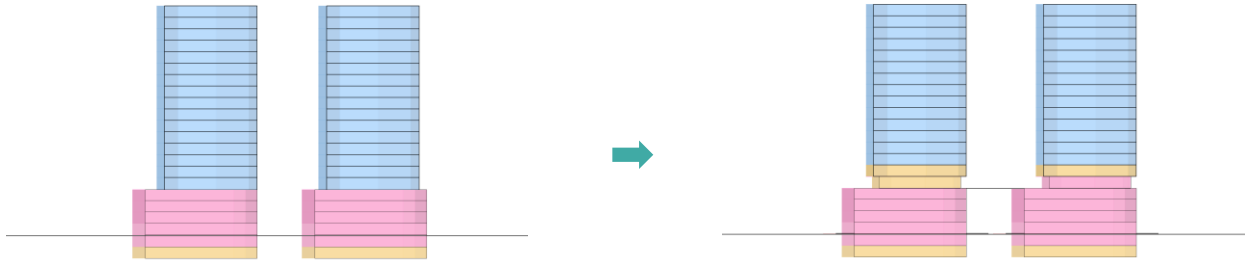
Building Typology



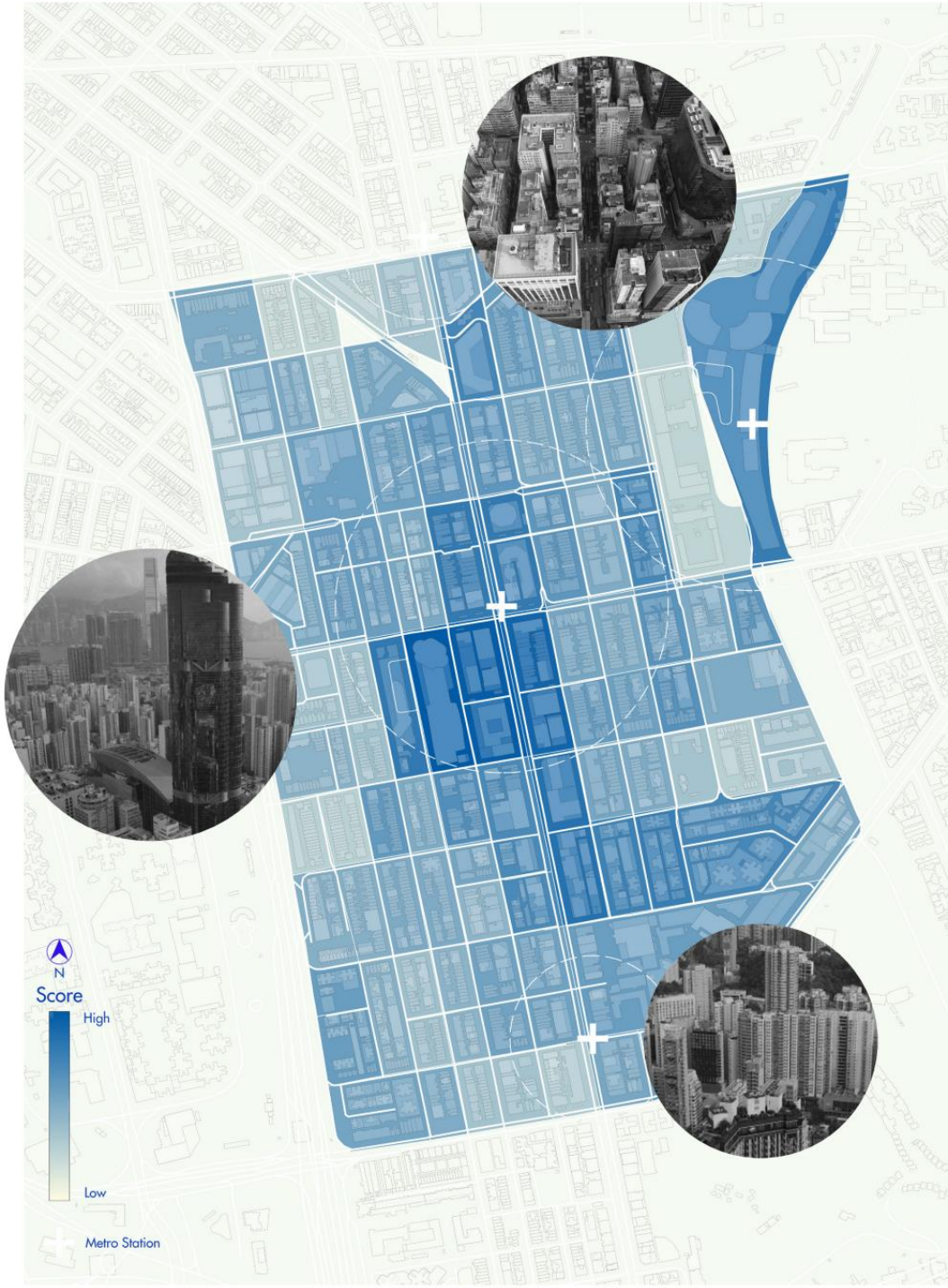
Building height



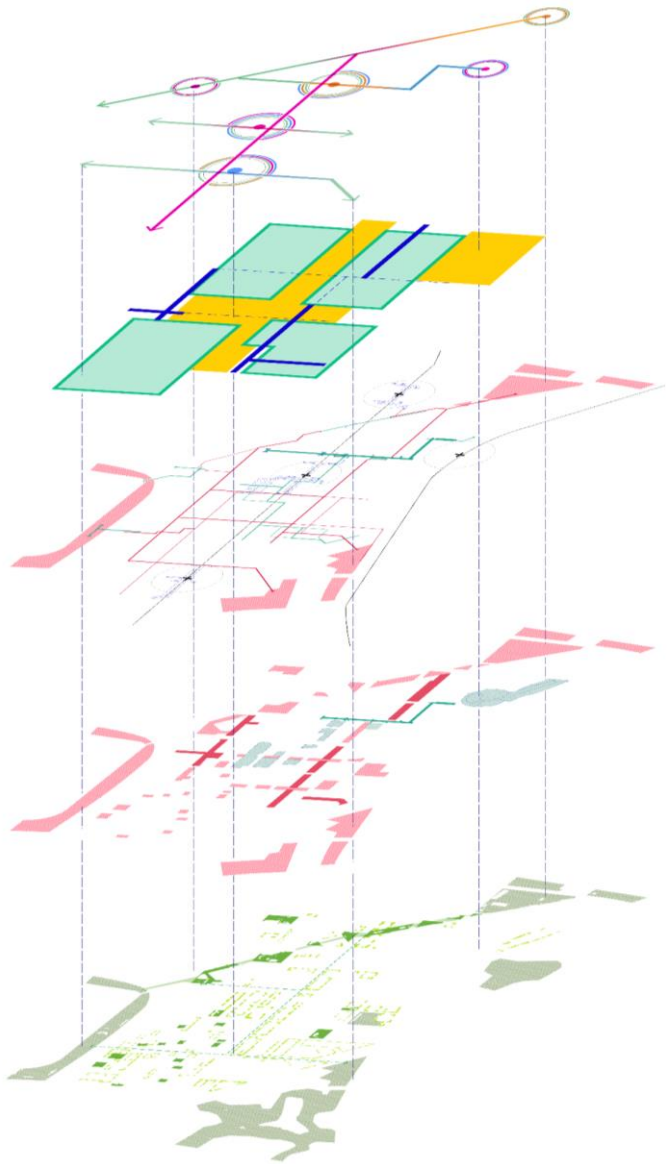
Vertical Development Potential Evaluation

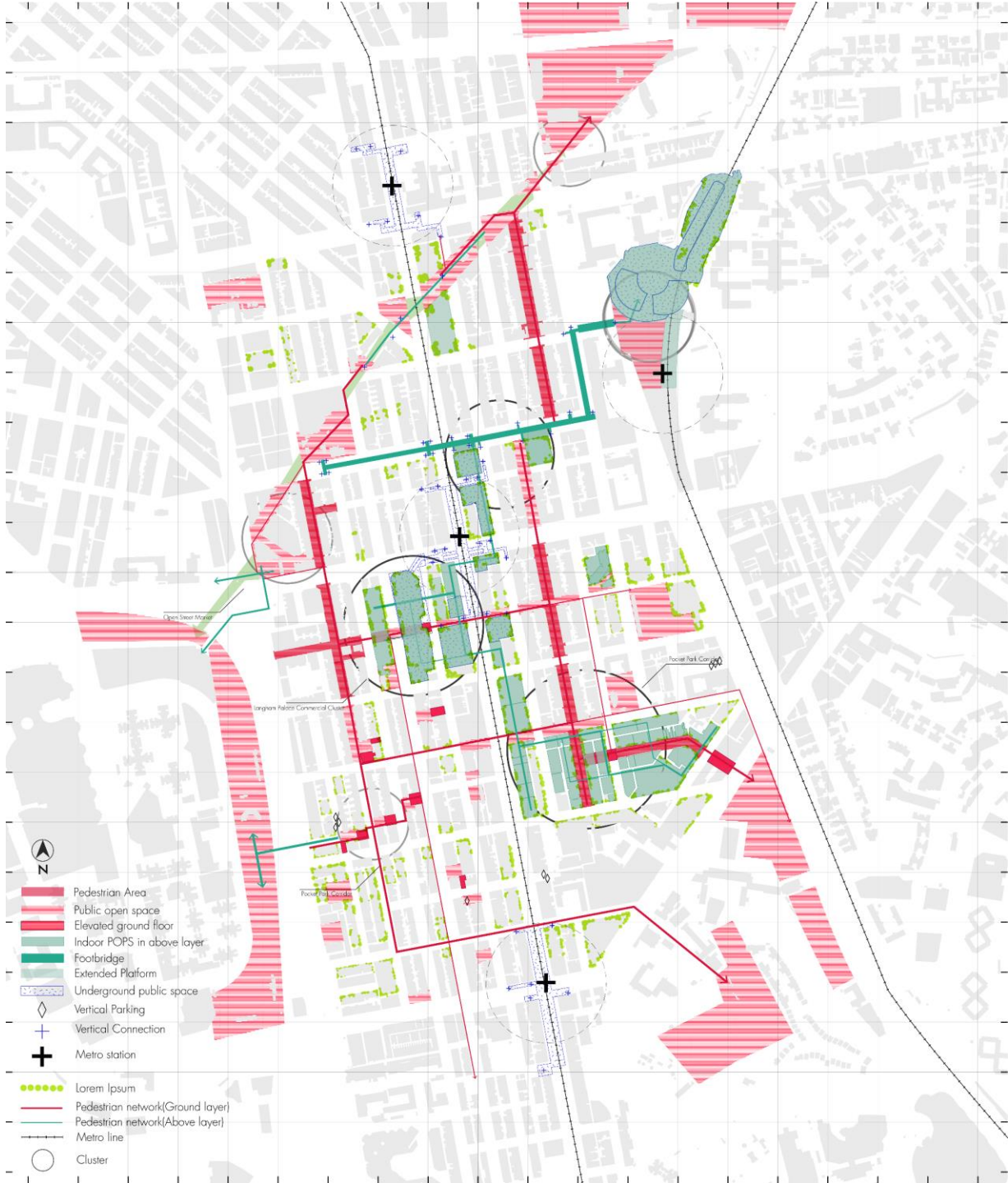


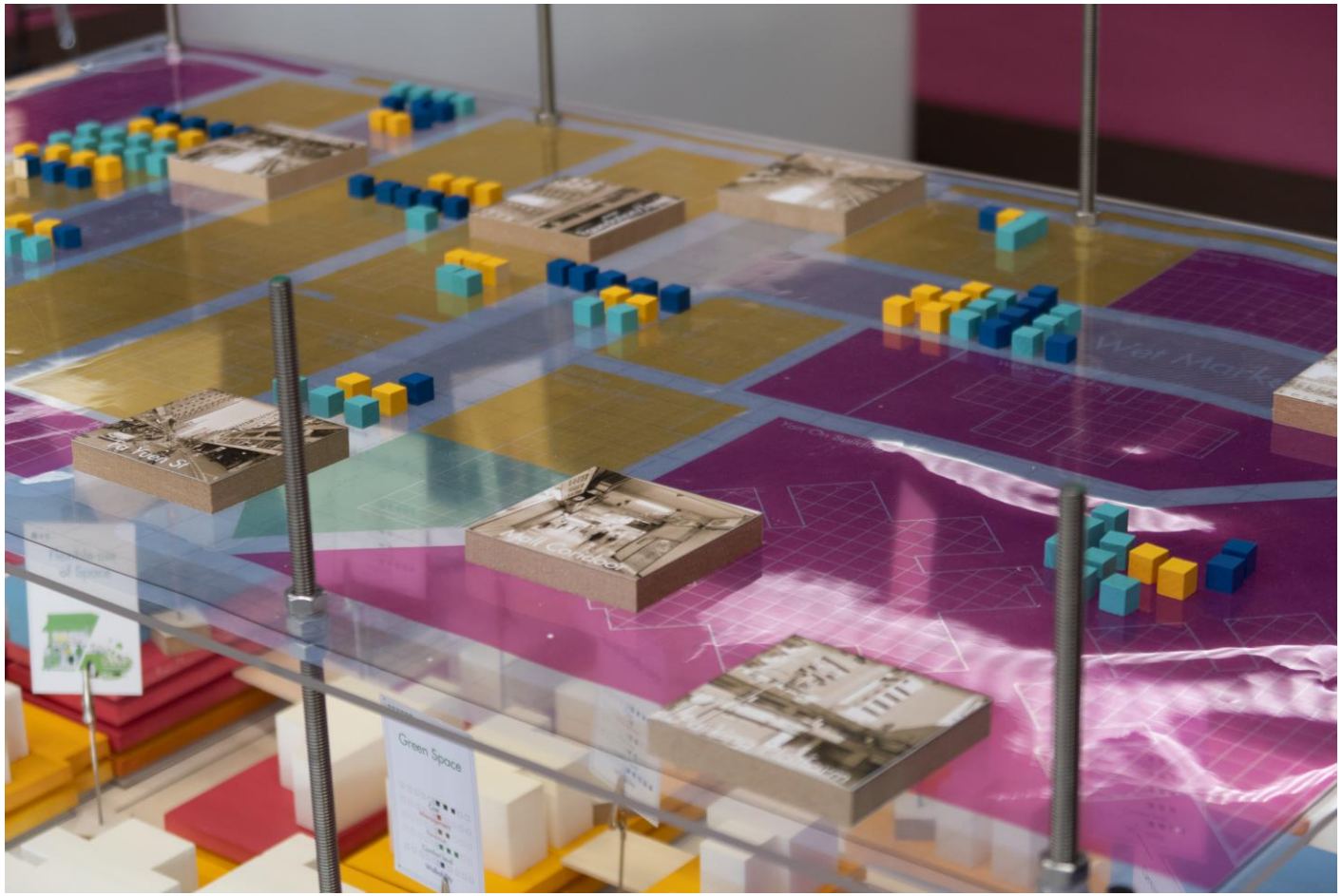
Function transformation



A 3D Public Space System Network







05
Involve the Public

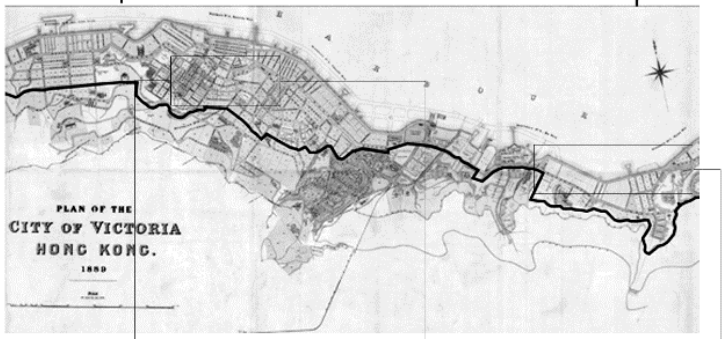
A board game

Passive Response to Natural Events

1841 — 1898

THE OPPOSITE

The Line between Chinese and European



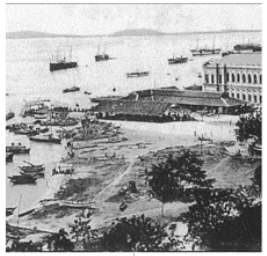
Fire

Reclamation

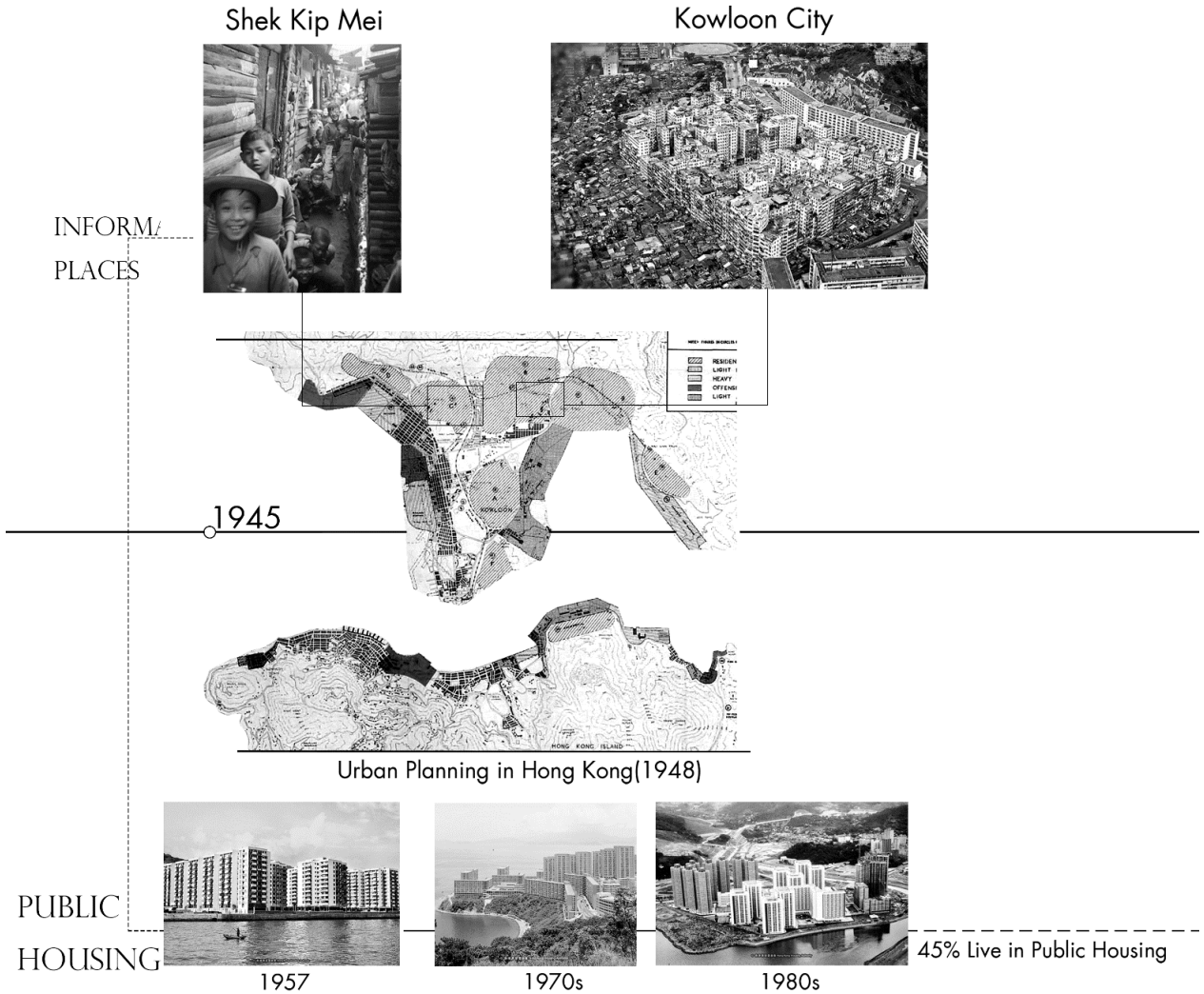
Plague

Reconstruction

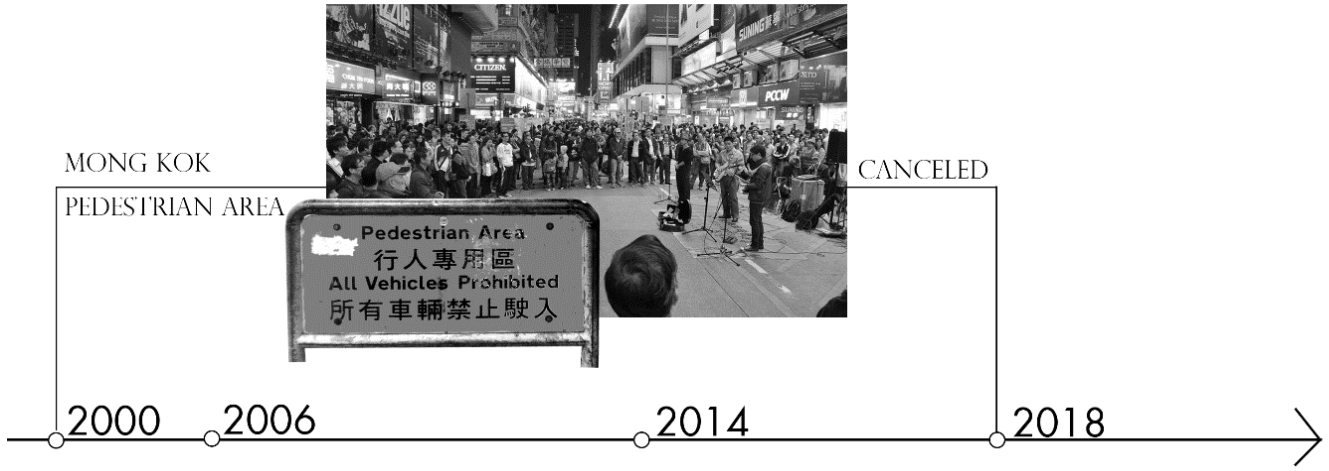
Typhoon



Sheltered Bay

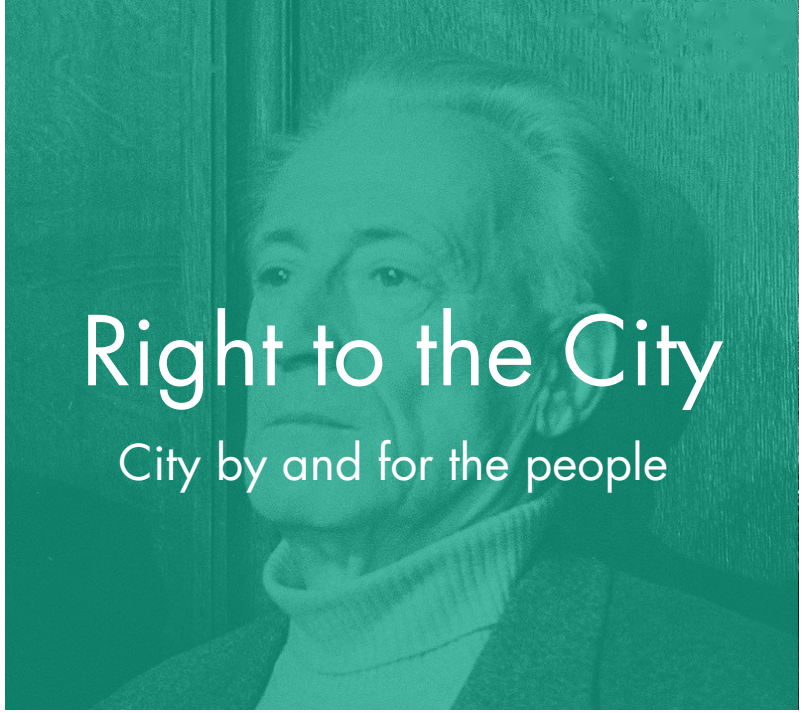

Shek Kip Mei
Kowloon City
INFORMAL
PLACES
1945
Urban Planning in Hong Kong(1948)
PUBLIC
HOUSING
1957
1970s
1980s
45% Live in Public Housing

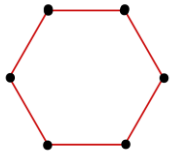
Rising of Public Consciousness



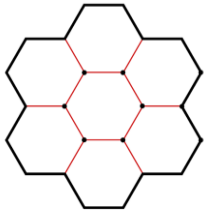
PROCTECT QUEEN' S PIER

UMBRELLA MOVEMENT

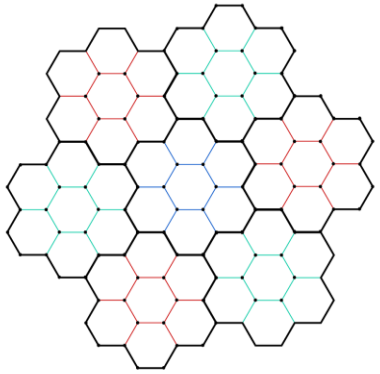




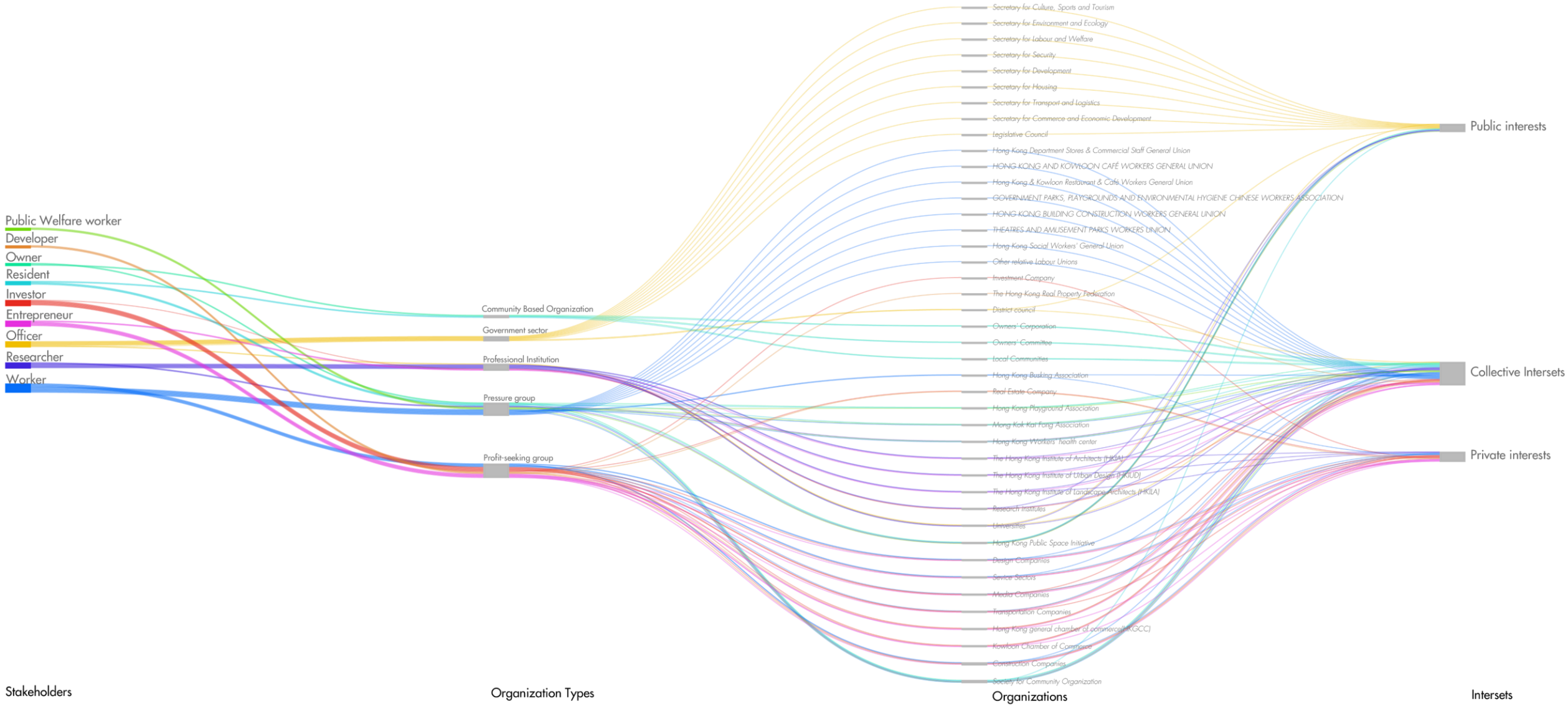
Individual



Collective



Union


Public Welfare worker
Developer
Owner
Resident
Investor
Entrepreneur
Officer
Researcher
Worker
Community Based Organization
Government sector
Professional Institution
Pressure group
Profit-seeking group
Secretary for Culture, Sports and Tourism
Secretary for Environment and Ecology
Secretary for Labour and Welfare
Secretary for Security
Secretary for Development
Secretary for Housing
Secretary for Transport and Logistics
Secretary for Commerce and Economic Development
Legislative Council
Hong Kong Department Stores & Commercial Staff General Union
HONG KONG AND KOWLOON CAFÉ WORKERS GENERAL UNION
Hong Kong & Kowloon Restaurant & Cafe Workers General Union
GOVERNMENT PARKS, PLAYGROUNDS AND ENVIRONMENTAL HYGIENE CHINESE WORKERS ASSOCIATION
HONG KONG BUILDING CONSTRUCTION WORKERS GENERAL UNION
THEATRES AND AMUSEMENT PARKS WORKERS UNION
Hong Kong Social Workers' General Union
Other relative Labour Unions
Investment Company
The Hong Kong Real Property Federation
District council
Owners' Corporation
Owners' Committee
Local Communities
Hong Kong Busking Association
Real Estate Company
Hong Kong Playground Association
Mong Kok Kai Fong Association
Hong Kong Workers' health center
The Hong Kong Institute of Architects (HKIA)
The Hong Kong Institute of Urban Design (HKIUD)
The Hong Kong Institute of Landscape Architects (HKILA)
Research Institutes
Universities
Hong Kong Public Space Initiative
Design Companies
Sevice Sectors
Media Companies
Transportation Companies
Hong Kong general chamber of commerce(HKGCC)
Kowloon Chamber of Commerce
Construction Companies
Society for Community Organization
Public interests
Collective Intersets
Private interests
Stakeholders
Organization Types
Organizations
Intersets

Investor

Identity

Investors put money into an entity such as a business for a financial return. The main goal of any investor is to minimize risk and maximize return.

Capacity

Investors are one of the main sources of capital. Capital support is available when the proposal meets the profit expectations of the investors.

Entrepreneur

Identity

Entrepreneurs are someone who have idears and who work to create products or services that people will buy, as well as an organization to support that effort.

Capacity

Entrepreneurs run many services which supporting the urban life. Good entrepreneurs are able to attract crowds. They are also usually the organizers of various city activities.

Researcher

Identity

Researchers are experts and possess knowledge and technology. They are oriented towards an academic perspective rather than economic interests.

Capacity

Researchers have the knowledge and expertise to be able to propose a variety of strategies for the city and to be able to evaluate different strategies

.

Resident

Identity

A resident is someone who lives in a place. They prefer good living enviornment, high quality public space and also high accessiability to their working places.

Capacity

Residents are the core members of the community organization. They can make appeals, participate directly in the management of the space, or raise funds to transform the community.

Public welfare worker

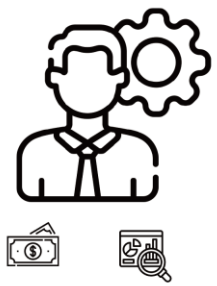
Identity

Public welfare workers care about the interests of society and vulnerable groups.

Capacity

Public welfare workers have a supervisory role in policy and can be part of the urban space management team. They actively participate in political activities to practice public welfare.

Developer



Identity

Developers buy land and build houses, offices, shops, or factories on it, or buy existing buildings and retrofits them to meet market demand.

Capacity

Owners of many properties and lands, also have the capital to support proposals. The focus of the decision is on whether it can bring profits or whether it will benefit marketability.

Worker

Identity

A worker is someone who gets paid to work for a person or company.They want more job opportunities and better working conditions.

Capacity

Workers, who are numerous, are one of the main users of public space. Through workers union, they are able to participate in political activities and present their demands for space.

Officer

Identity

Officers are the managers of the city and own capital. They care about the whole city, including economy, people's livelihood, culture, environment, etc.

Capacity

Officers have the most power to enact policies and decrees, and the capital to fund its actions. As managers of city, they need to balance the interests of all parties.

.

Owner

Identity

An owner is someone who owns properties. Majority of them are long-term residents. Some owners will rent their house for profit.

Capacity

Owner are the core members of the community . They can make appeals, participate directly in the management of the space, or raise funds to transform the community. They also have rights to renovate their properties.

Rules

Goals

Four different groups have different game objectives, which are set based on the reality and dictate the players' guidelines in the game.

Currency

Based on reality, each team has different financial resources and management capabilities, which are essential elements for exercising strategies. Players with fewer bargaining chips are encouraged to negotiate with other players for cooperation. The setting of the bargaining chip value controls the game's duration, and strict restrictions promote the frequency of negotiation and cooperation among players.

Strategy Cards

Strategies can be implemented if the required management points are reached

Different roles have different levels of management

Actions

Proposal

Negotiation

Cooperation

Mutual Benefit

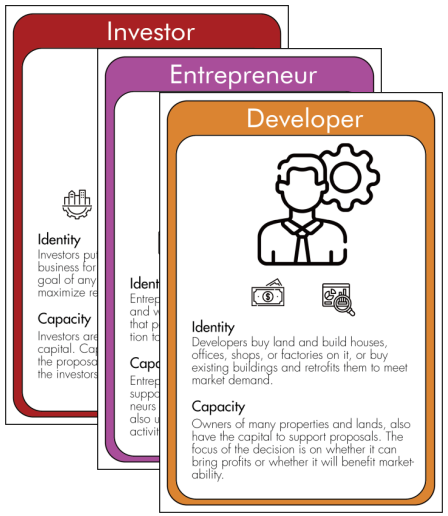
Exchange

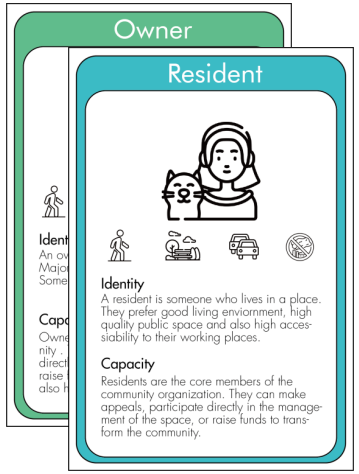
Conflict

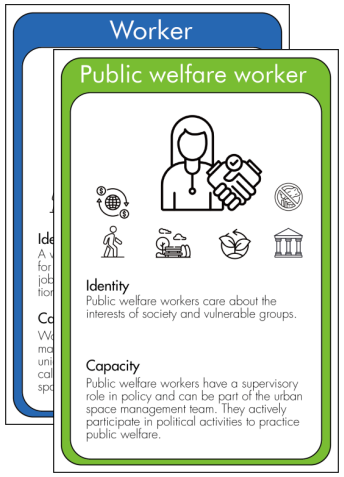
Reject the Proposal

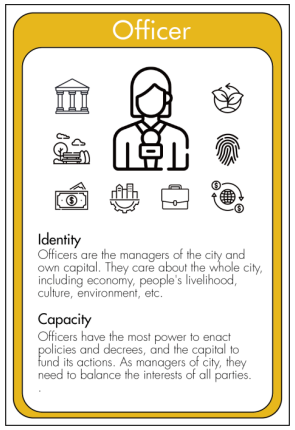
Implement by force

Counter









Profit-Seeking Group

Aim: Invest as much as you can to make money

Money:14
Management:8

Community Based Organization

Aim: Create an environment based on their demands

Money:8
Management:8

Pressure Group

Aim: Create an environment based on their demands

Money:8
Management:8

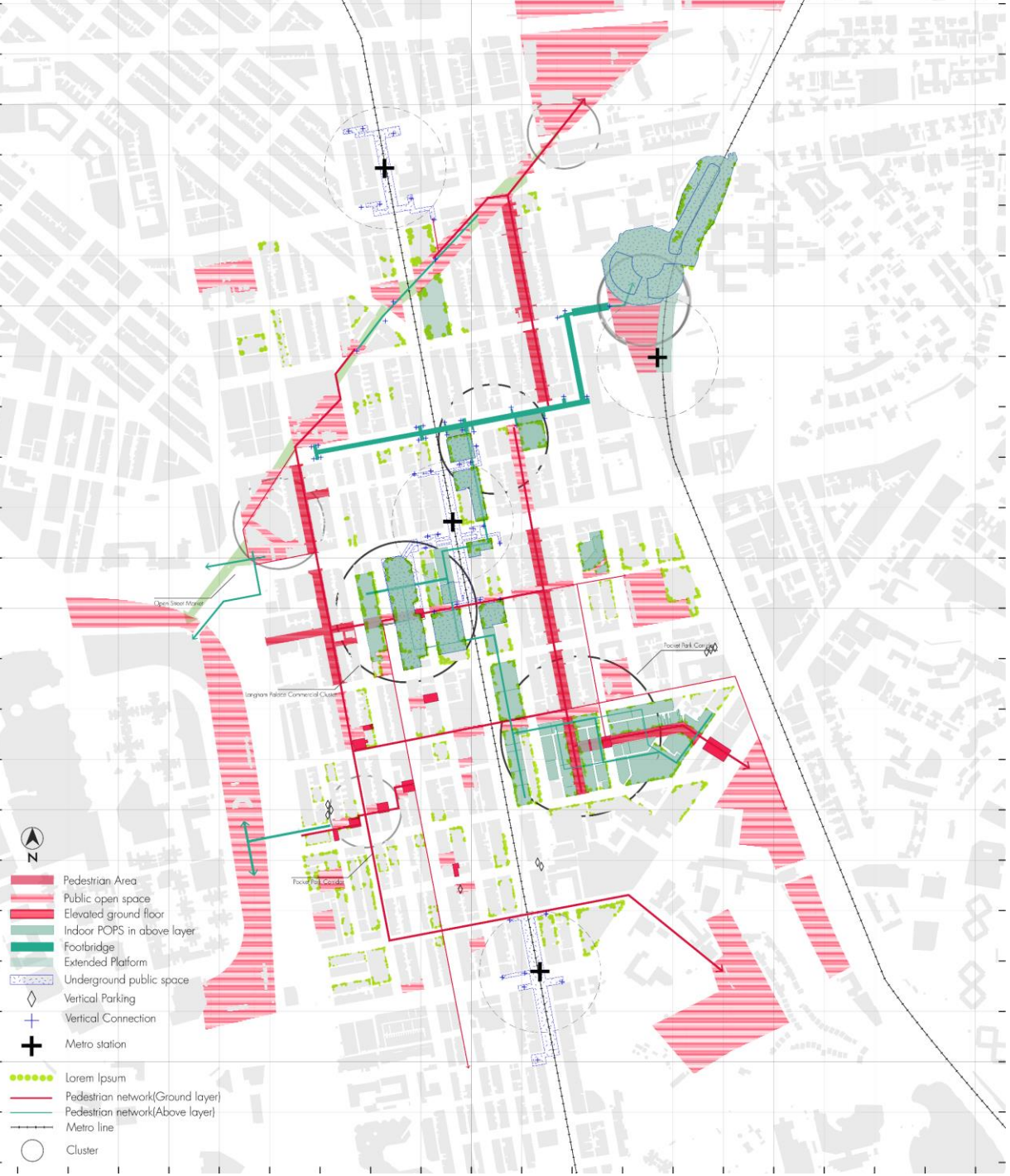
Government Sector

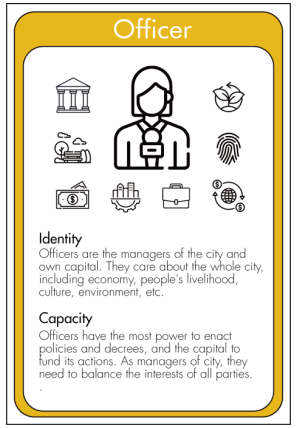
Aim: Achieve the vision, or amendment it.

Money:20
Management:16

Professional

Aim: Give advices to actions





Government Sector

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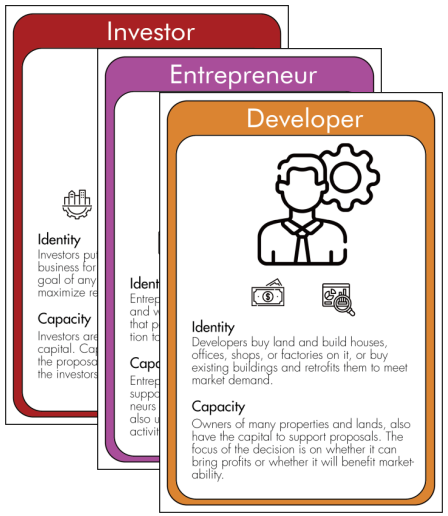

Profit-Seeking Group

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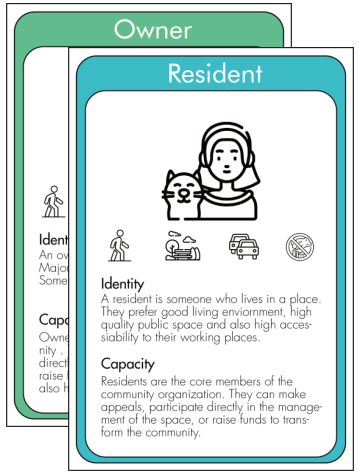
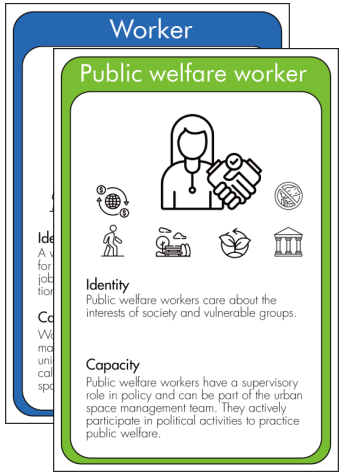




Community Based Organization

Aim: Create an environment based on their demands

Money:8
Management:8

Pressure Group

Aim: Create an environment based on their demands

Money:8
Management:8

Improve Spacial Quality

- Kids Friendly

- Impove Facilities

- Weather Shelter

- Seating Space

- Flexible Urban Furniture

- Green Space

- Recreation Service

- Exercise Equipment

- Pavement Design

- Rain Garden

- Hard Ground Plaza

- Flexible use of Space

- Performance Space

Increase Walkability

- Intergrate Rooftops

- Pedestrian Zone

- Pedestrian Priority Road

- Fuzzy Boundary

- Create Shortcuts

- Add Entrances

- Build Footbridge

- Vertical Connection

- Open Ground Floor

Activate Site

- Atrium Space

- Function Transformation

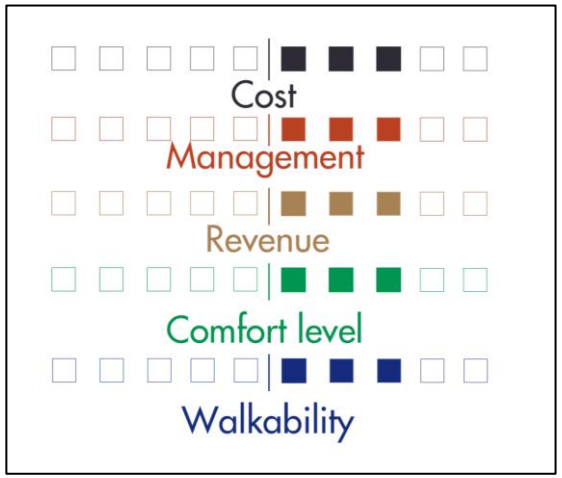
- Corridor Through Building

- Mixed use

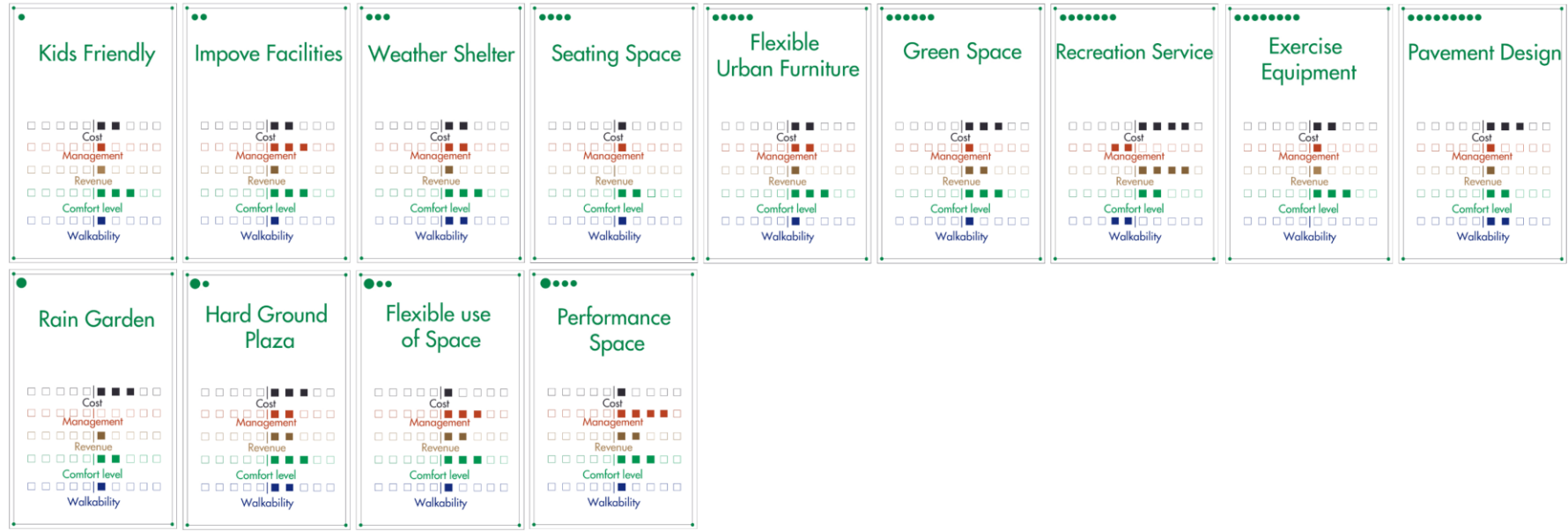
- Activate Street Interface

- Organize Activiy

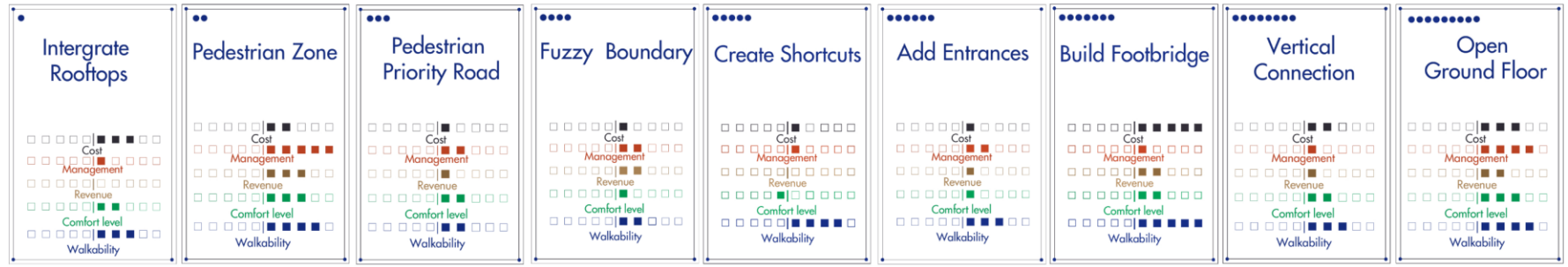
- Community Space



Improve Spacial Quality

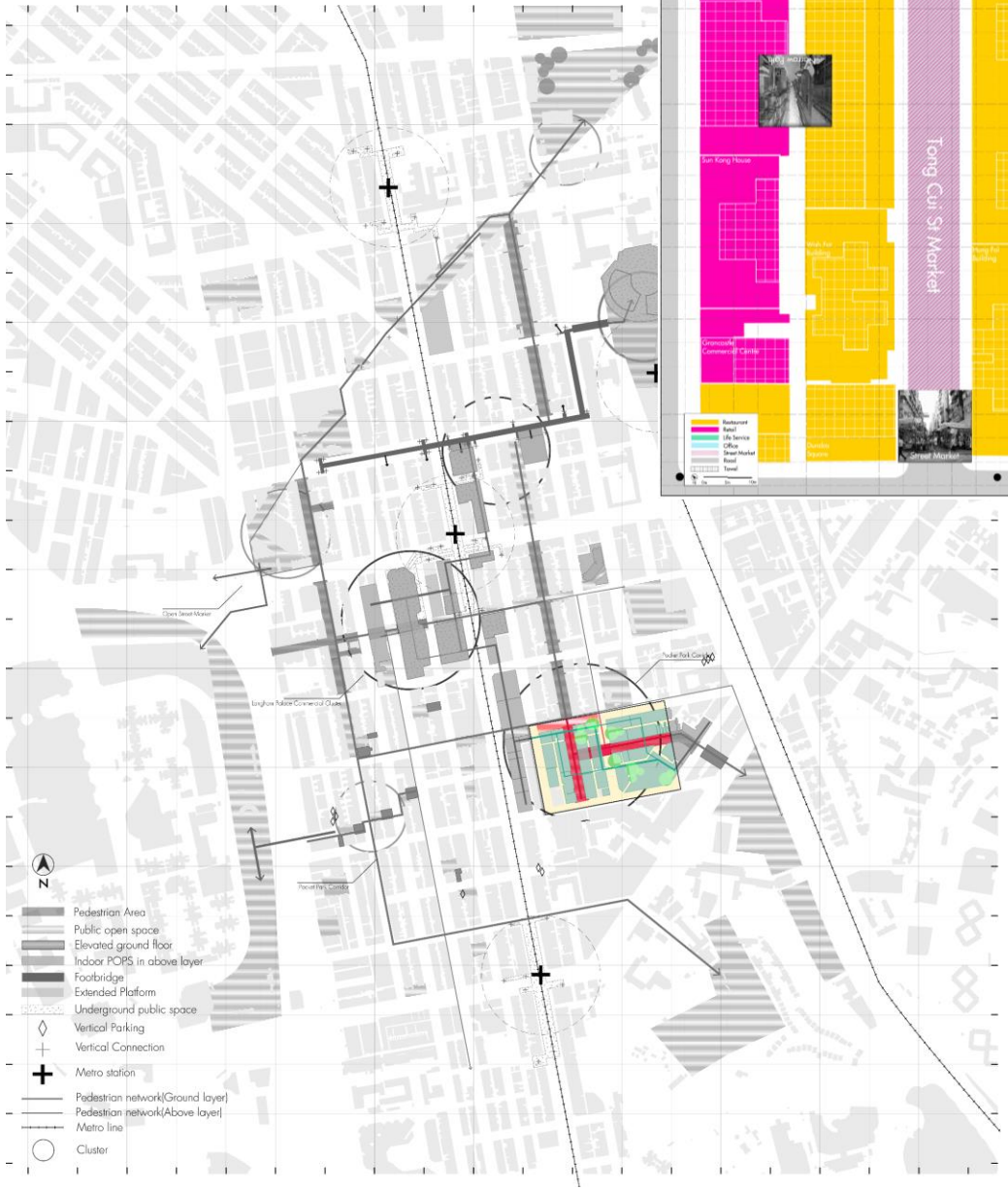


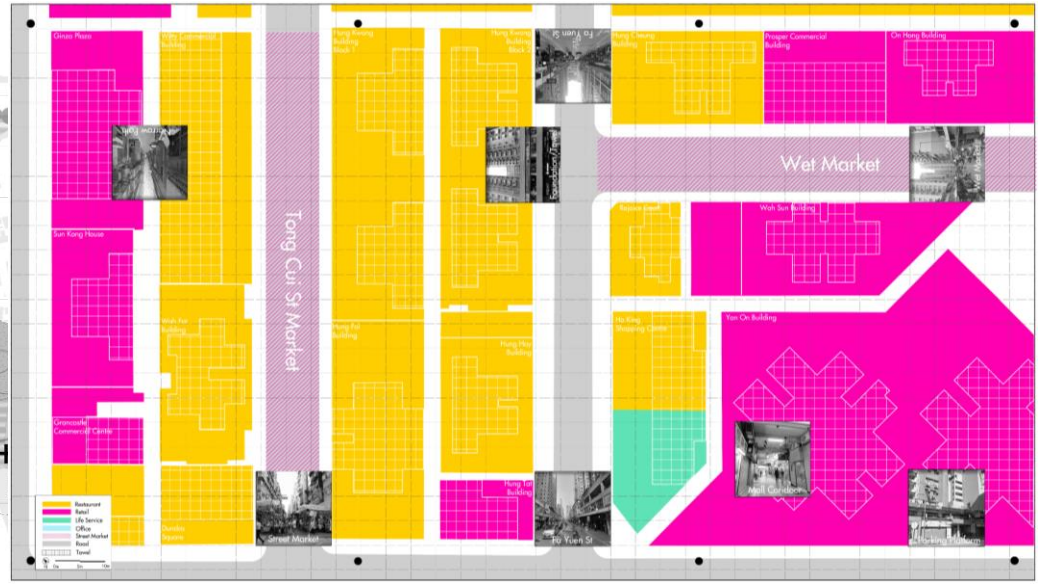
Increase Walkability

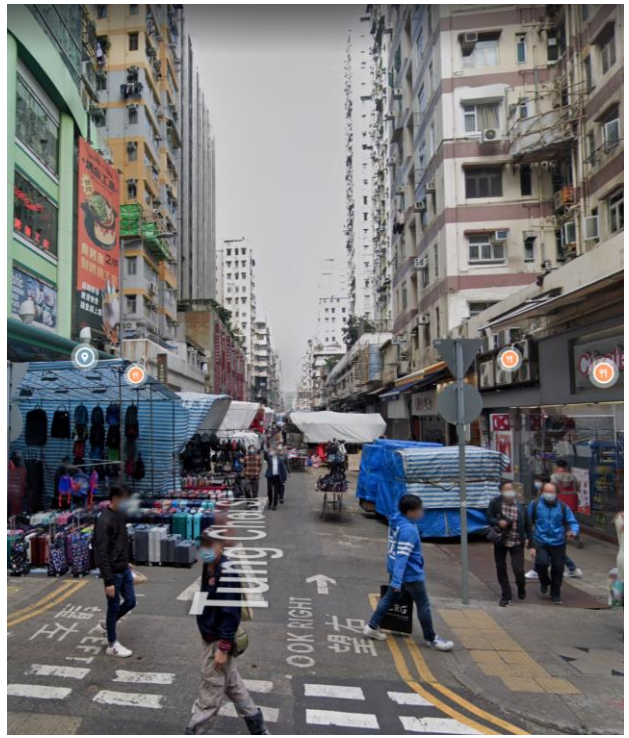


Activate Site

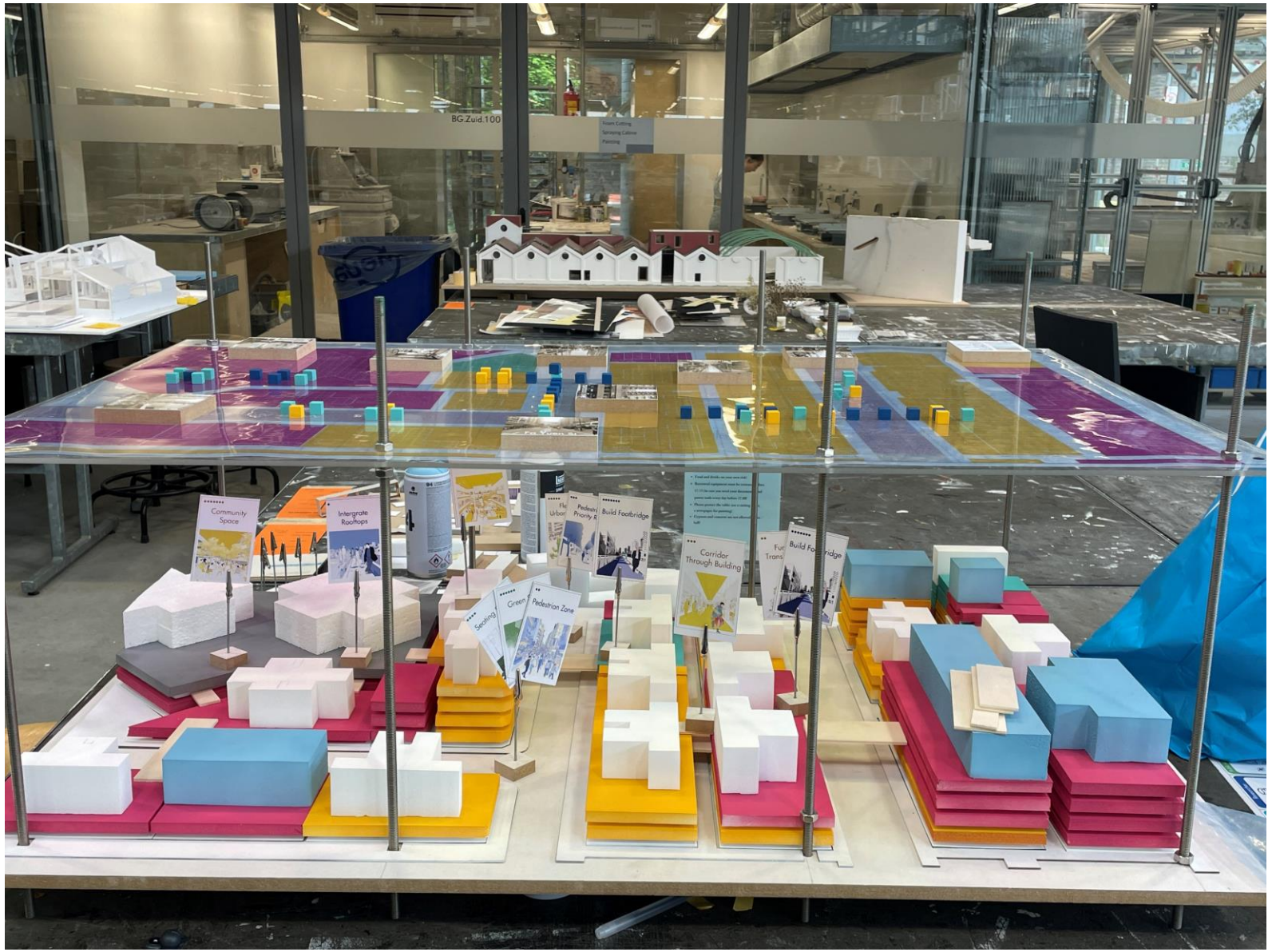
Game Site

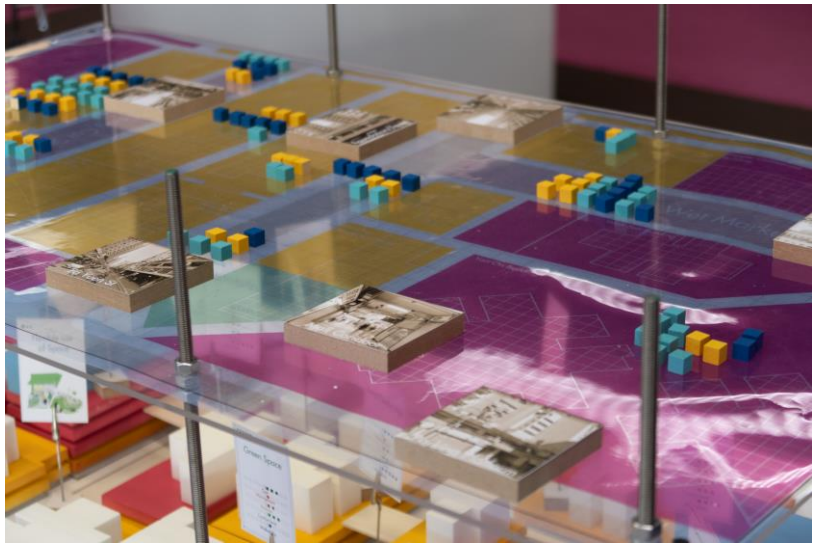

N
Pedestrian Area
Public open space
Elevated ground floor
Indoor POPS in above layer
Footbridge
Extended Platform
Underground public space
Vertical Parking
Vertical Connection
Metro station
Pedestrian network(Ground layer)
Pedestrian network(Above layer)
Metro line
Cluster


Tong Cui St Market
Wet Market



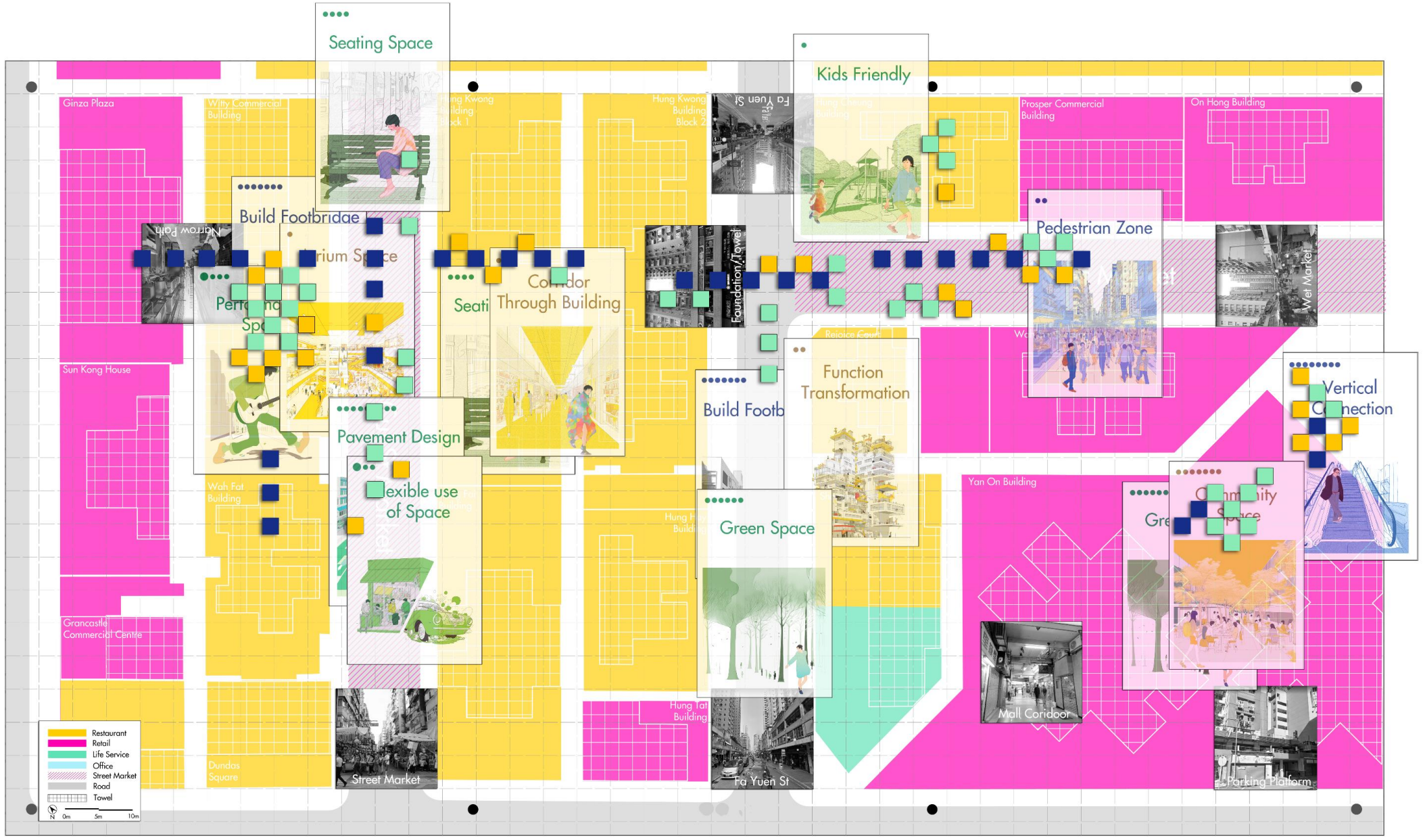
Game Board

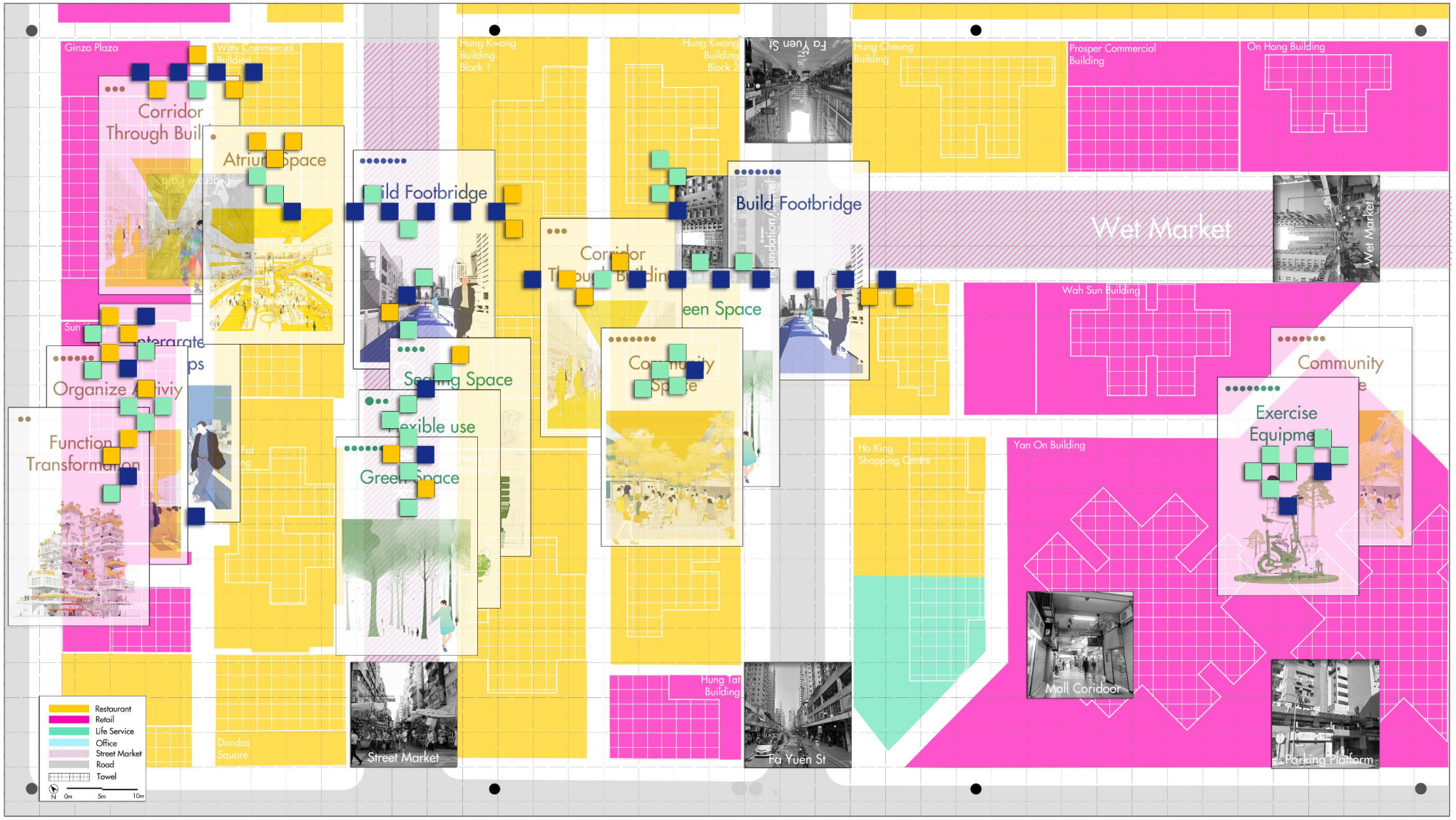

Community Space
Intergrate Rooftops
Build Footbridge
Corridor Through Building
Pedestrian Zone



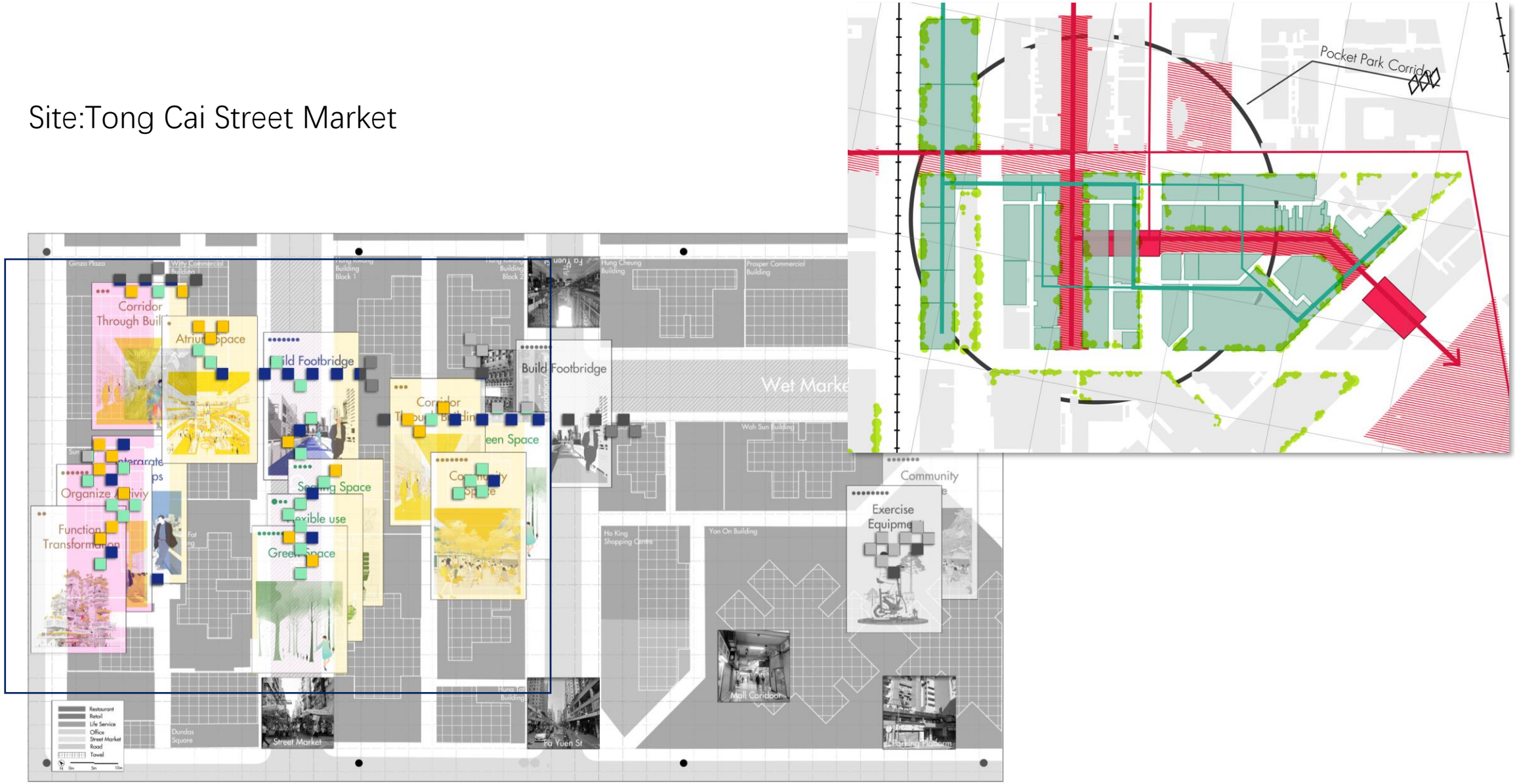
Exercise Equipment

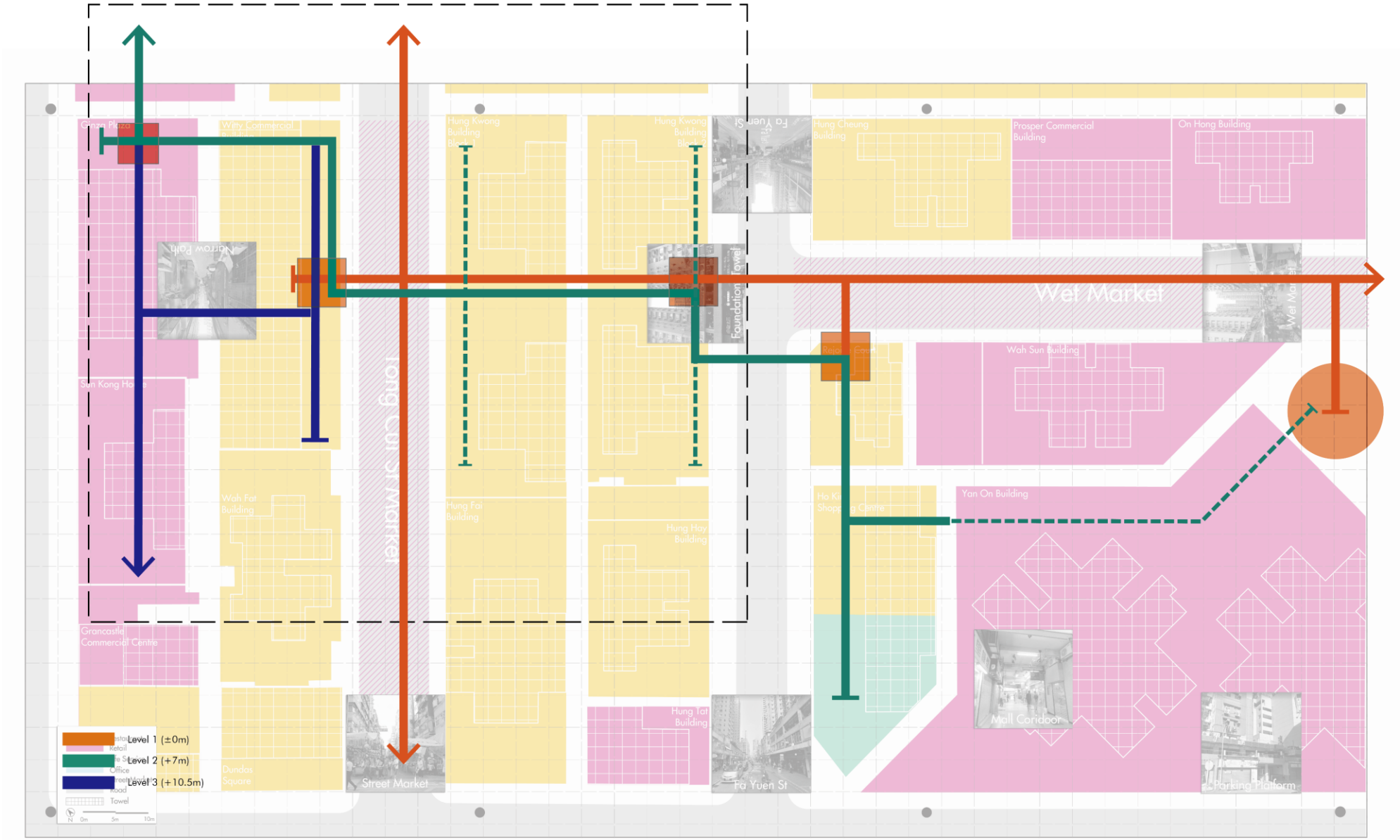
Walkability


Seating Space
Kids Friendly
Build Footbridge
Pedestrian Zone
Corridor Through Building
Pavement Design
Function Transformation
Vertical Connection
Flexible use of Space
Green Space
Ginza Plaza
Witty Commercial Building
Hung Kwong Building Block 2
Prosper Commercial Building
On Hong Building
Sun Kong House
Wah Fat Building
Yan On Building
Grancastle Commercial Centre
Dundas Square
Hung Tat Building
Fa Yuen St
Mall Coridoor
Parking Platform
Street Market
Wet Market
Foundation/Tower
Restaurant
Retail
Life Service
Office
Street Market
Road
Towel


Ginza Plaza
Witty Commercial Building
Hung Kwong Building Block 1
Hung Kwong Building Block 2
Fa Yuen St
Hung Cheung Building
Prosper Commercial Building
On Hong Building
Corridor Through Buil
Atriu Space
ild Footbridge
Build Footbridge
Wet Market
Wet Market
Corridor Through Building
een Space
Wah Sun Building
Organize Activiy
Seating Space
Community Space
Community
Exercise Equipme
Function Transformation
Flexible use
Green Space
Ho King Shopping Centre
Yan On Building
Mall Coridoor
Hung Tat Building
Fa Yuen St
Street Market
Dundas Square
Parking Platform
Restaurant
Retail
Life Service
Office
Street Market
Road
Towel
N
0m
5m
10m

Site:Tong Cai Street Market




Citizen Plaza
Witty Commercial Building
Hung Kwong Building Block 1
Hung Kwong Building Block 2
Fa Yuen St
Hung Cheung Building
Prosper Commercial Building
On Hong Building
Narrow Path
Foundation
Towel
Wet Market
Wah Sun Building
Sun Kong House
Tung Sin Market
Wah Fat Building
Hung Fai Building
Hung Hay Building
Yan On Building
Mall Coridoor
Grancastle Commercial Centre
Dundas Square
Street Market
Hung Tat Building
Fa Yuen St
Parking Platform
Level 1 (±0m)
Level 2 (+7m)
Level 3 (+10.5m)
Retail
Office
Road
Towel

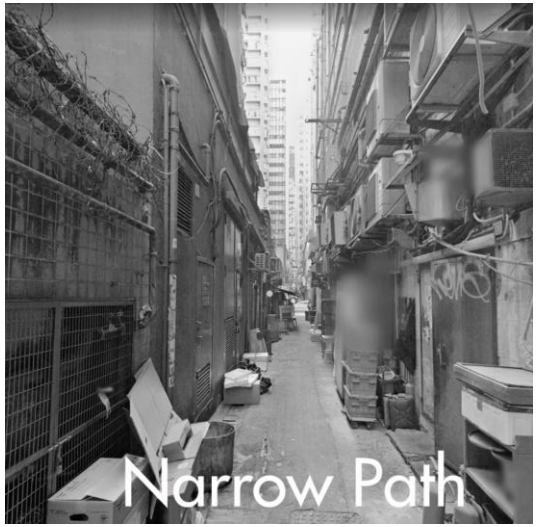
06 Space Design

Street Market

午市11點起
供應點心、特色粉麵
Foundation/Towel

一樓
地下開
購物商場
銀城廣場
Mall Entrance

Fa Yuen St

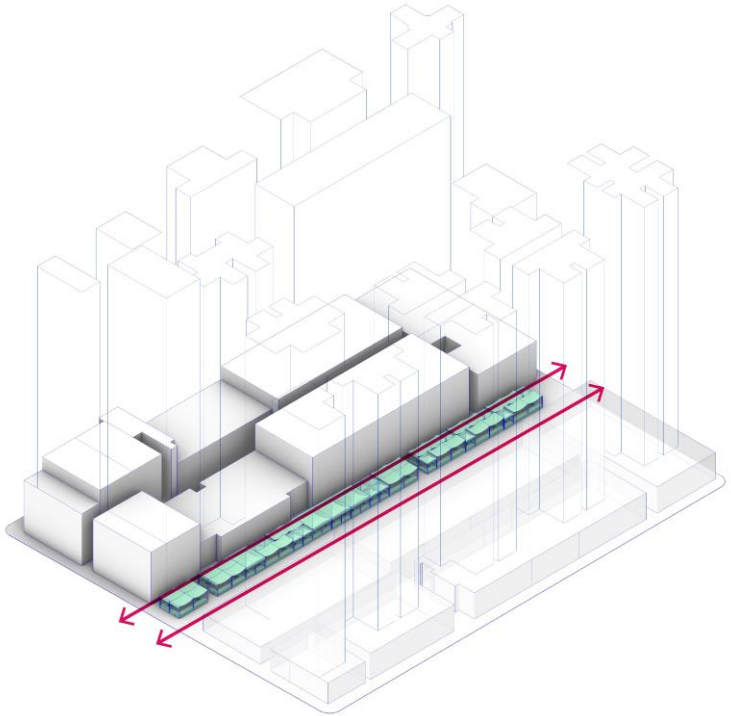

Narrow Path

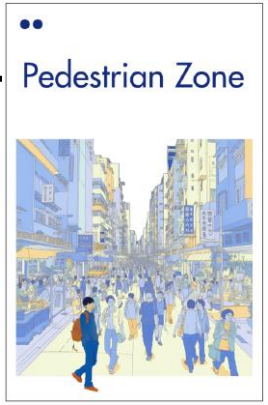
Mall Coridoor

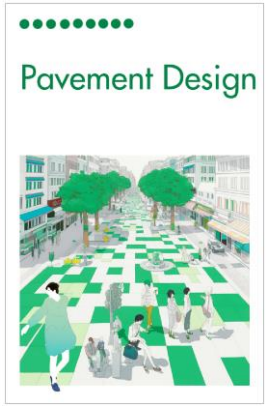
Circle K
Circle K
OOK RIGHT

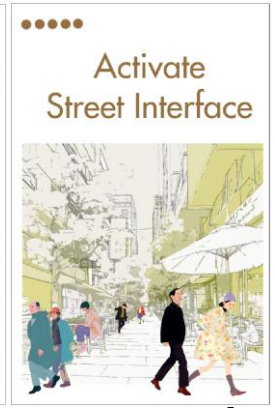
協誠置業
HIP SING PROPERTIES
南特產 多種貨品 未能盡錄
零售 批發 歡迎入內查

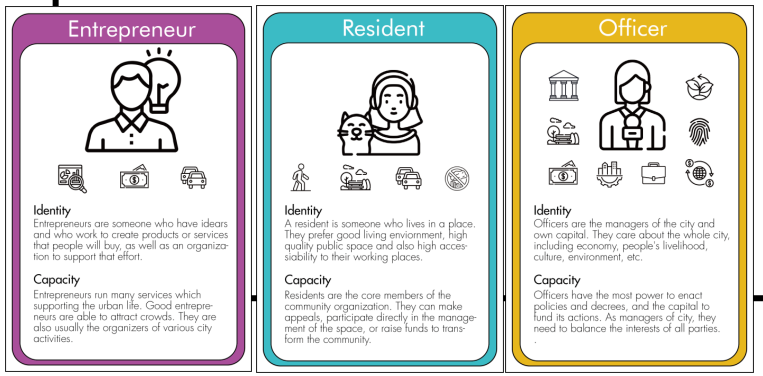
ADJUST THE MARKET LAYOUT



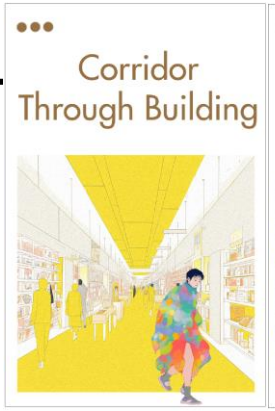


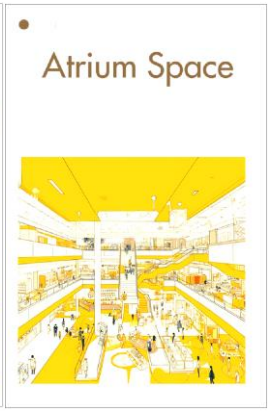


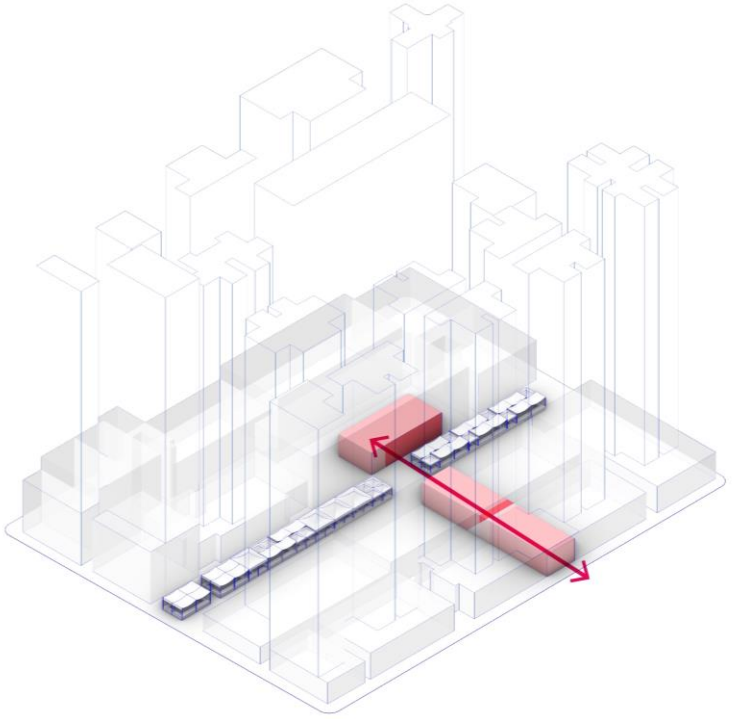


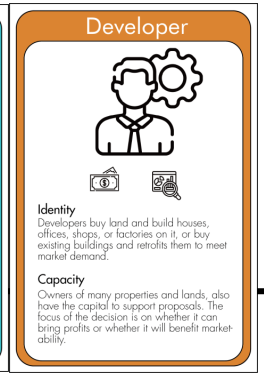


CORRIDOR THROUGH BUILDING

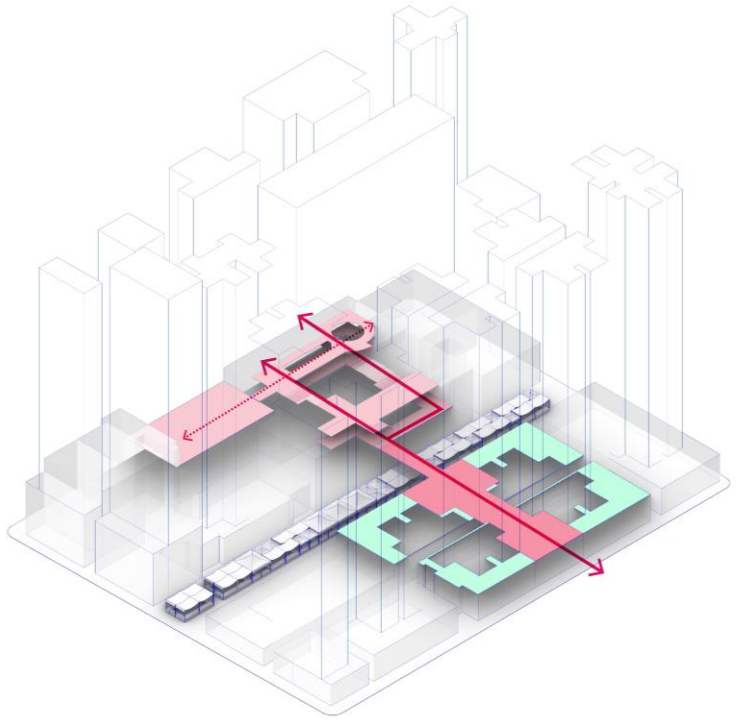


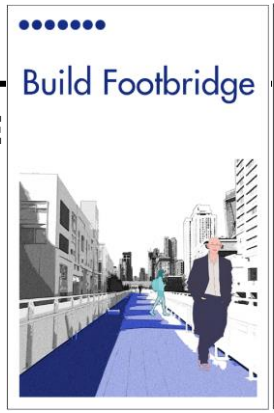


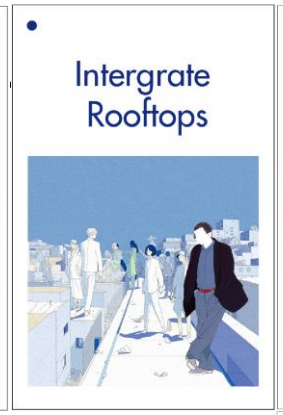


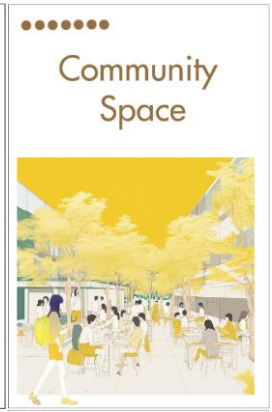


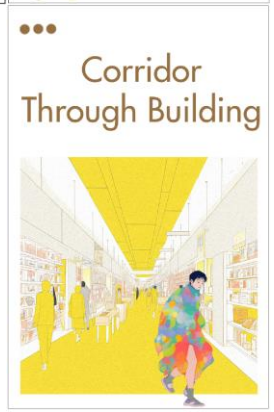
ORGANISE THE ABOVE-GROUND LAYER'S SPACE

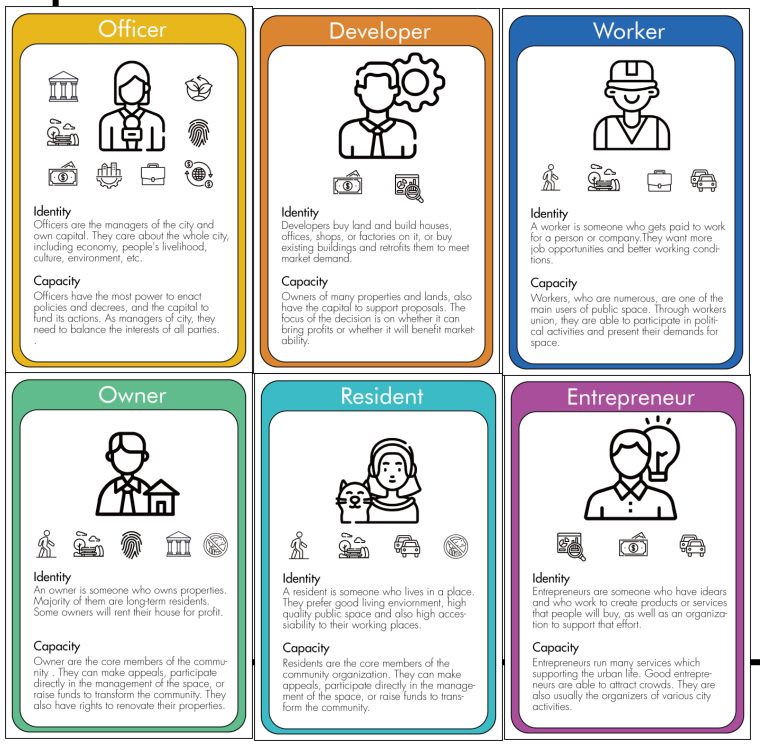




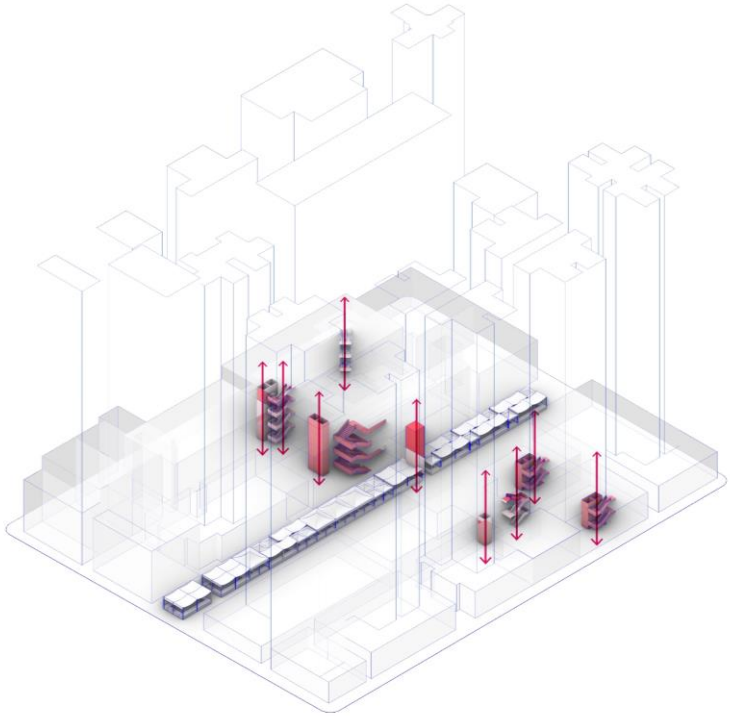


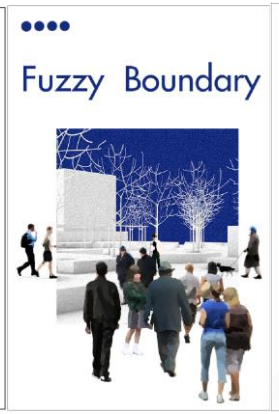


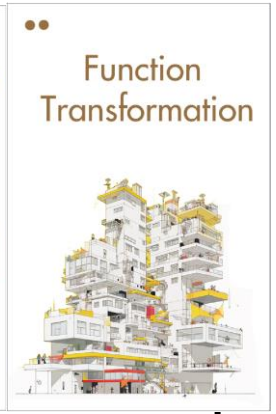


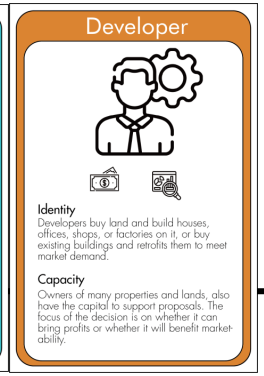


ENHENCE VERTICAL CONNECTION

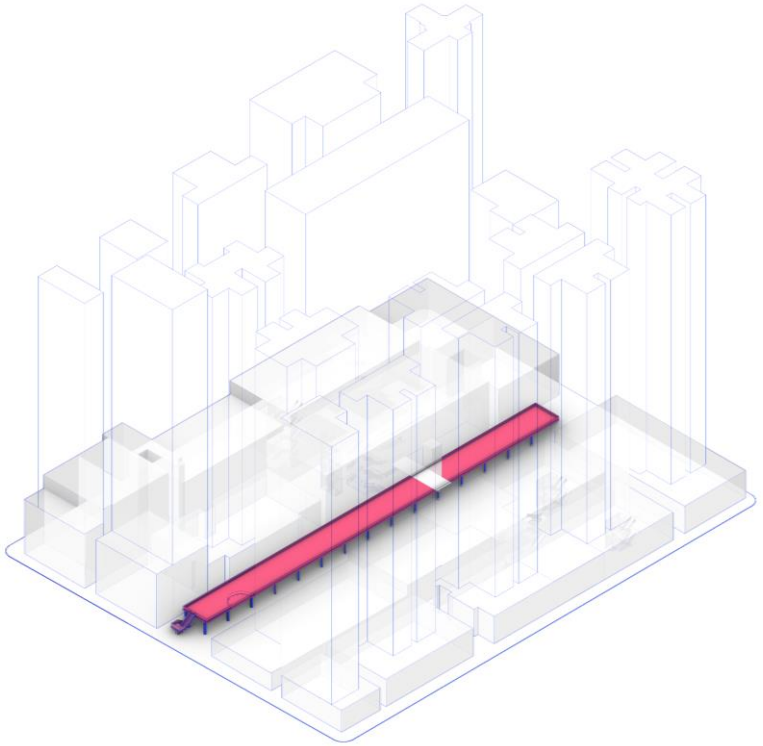


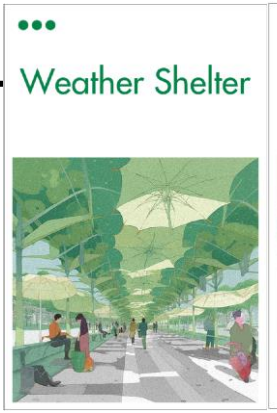


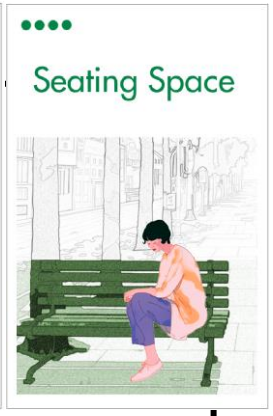


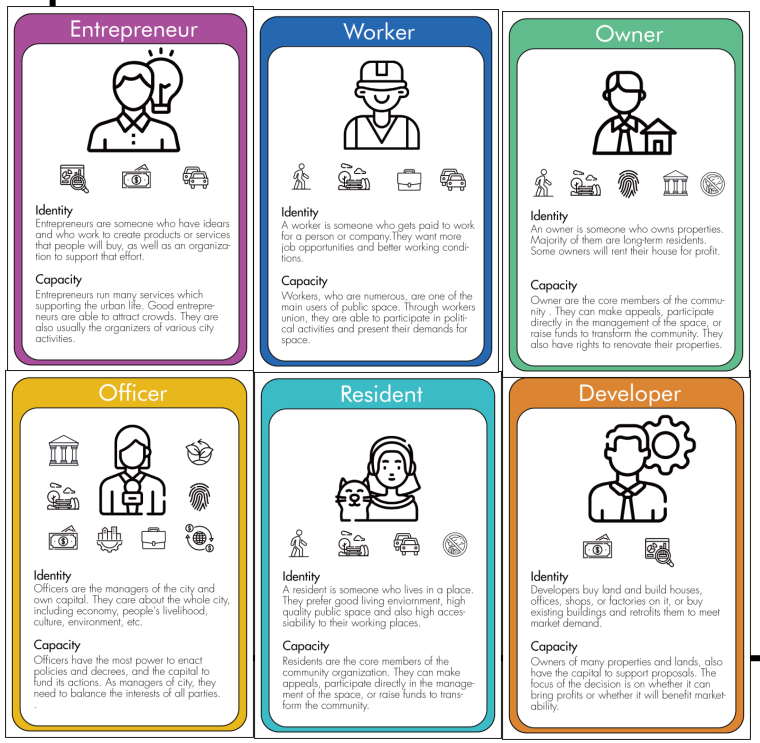


Add a platform/Create Canopy

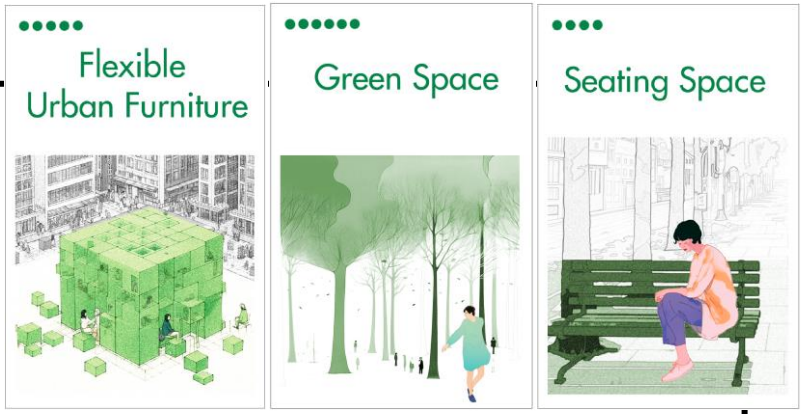


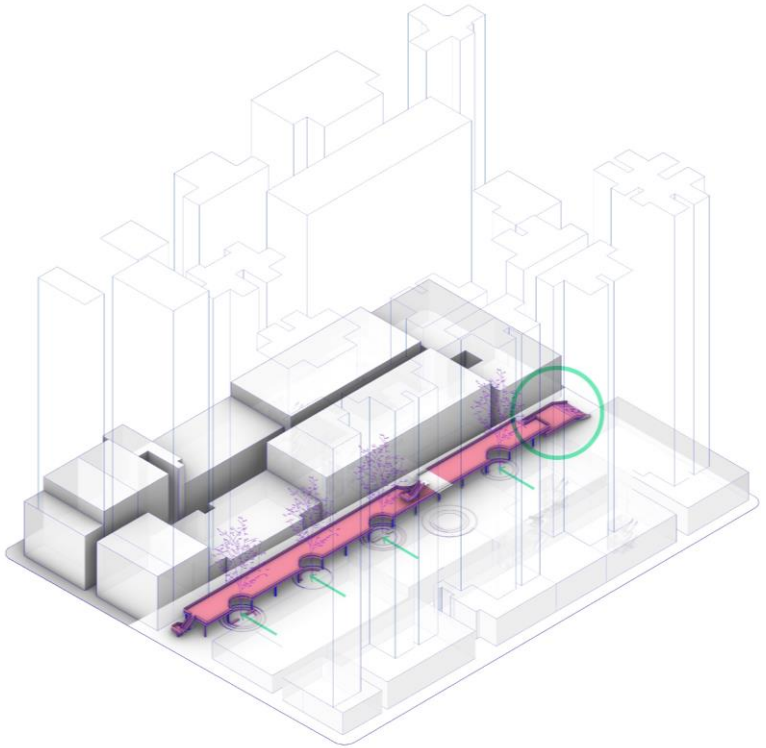


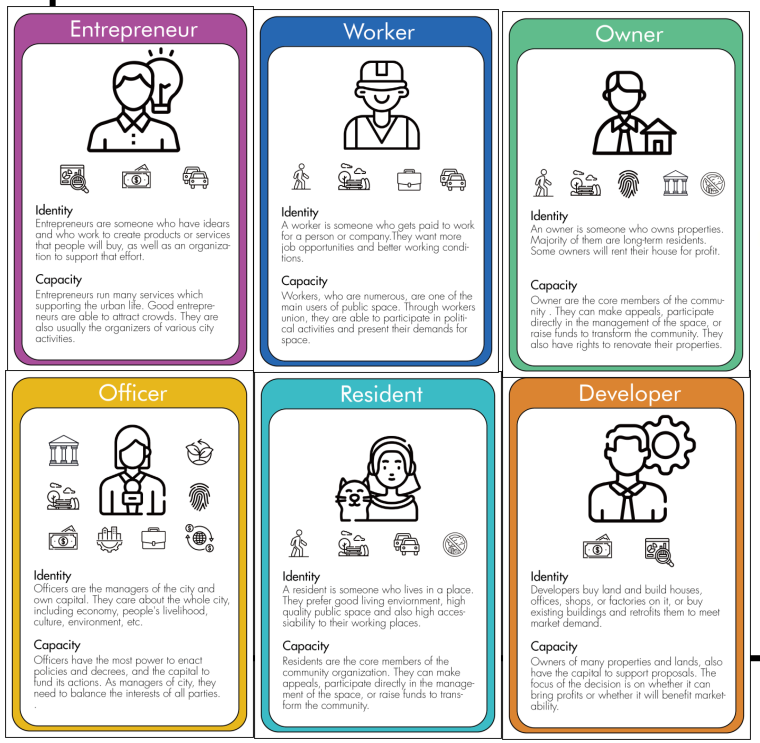




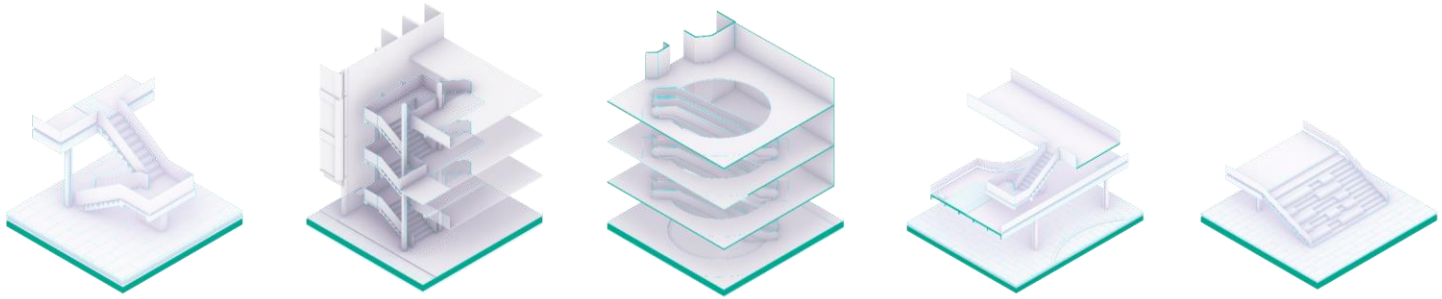
Insert small spaces/Improve daylighting





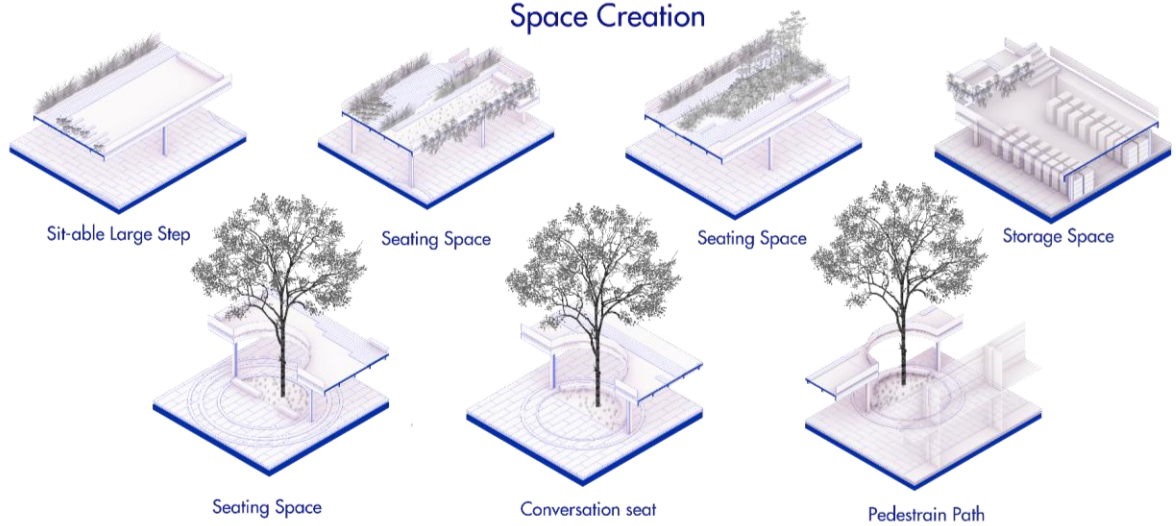


Vertical Connection



Exterior Staircase | Staircase | Atrium Escalater | Exterior Staircase | Sit-able Large Step

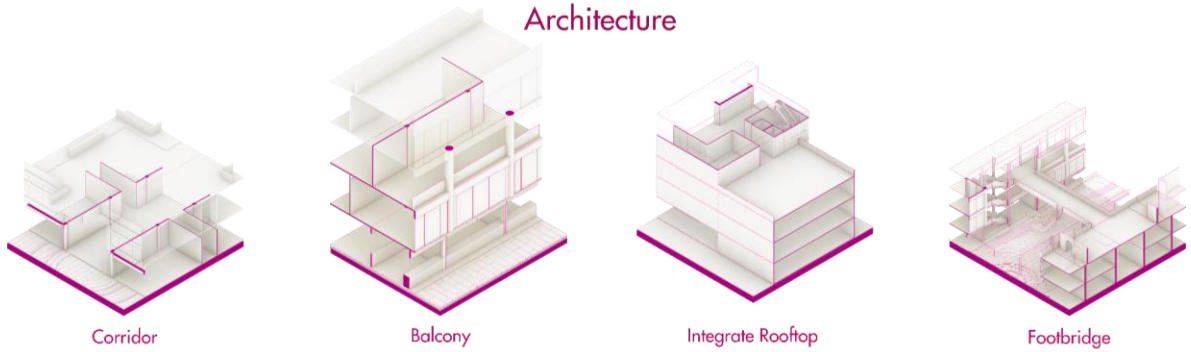
Space Creation



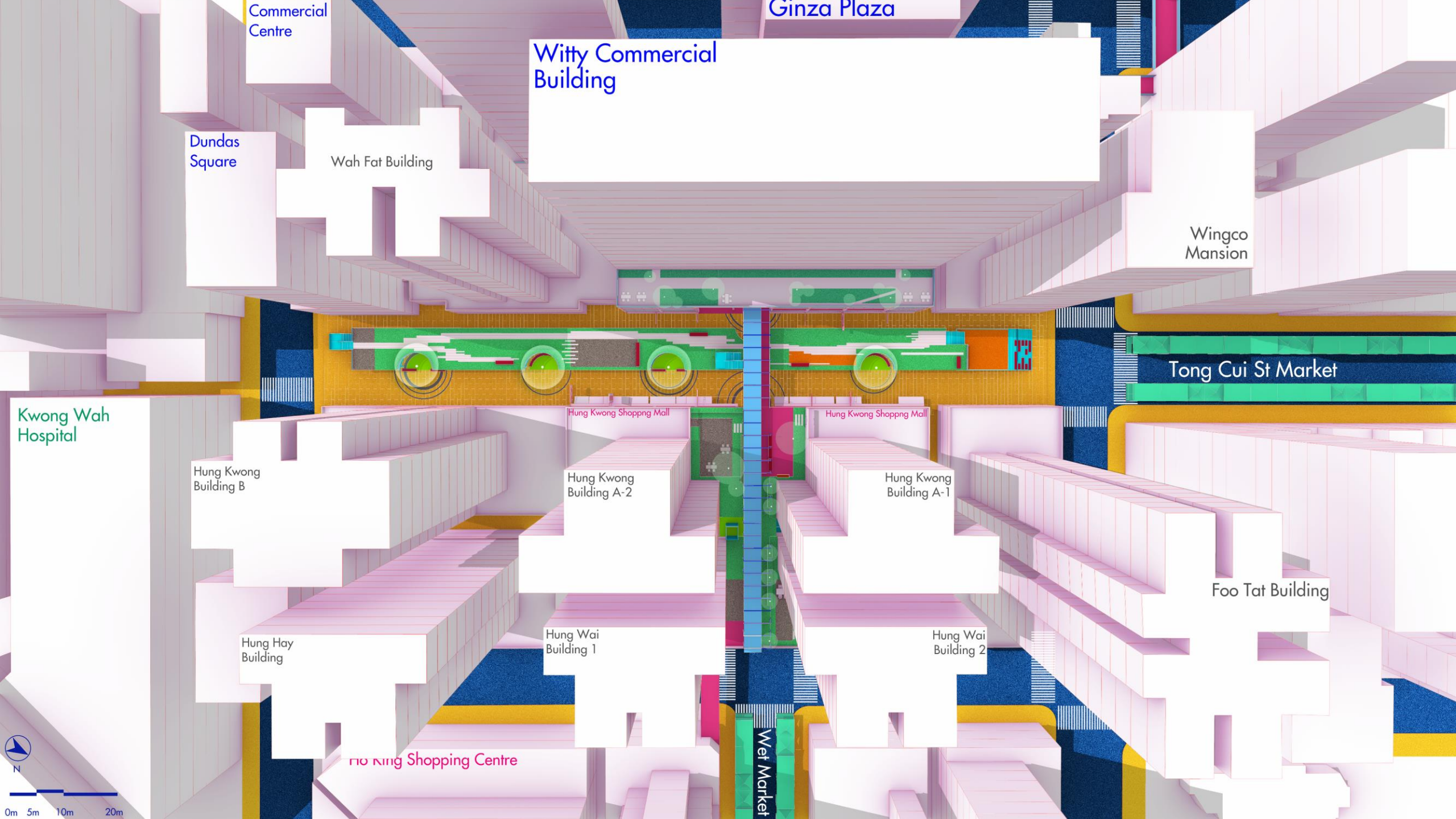
Sit-able Large Step | Seating Space | Seating Space | Storage Space

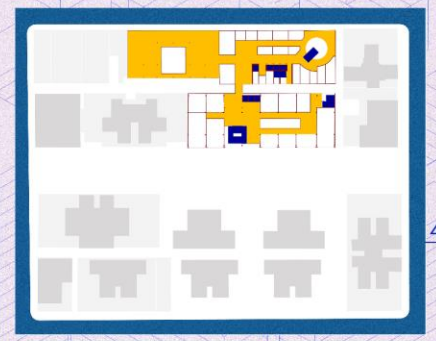
Seating Space | Conversation seat | Pedestrain Path

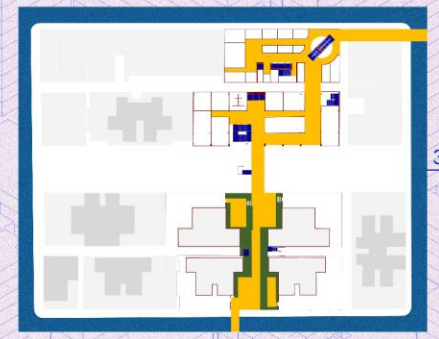
Architecture

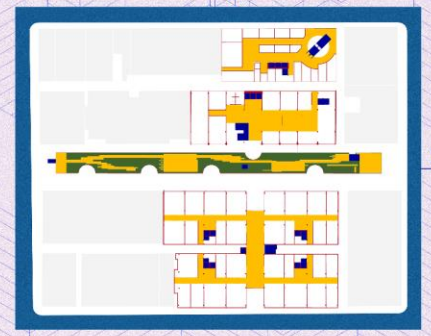


Corridor | Balcony | Integrate Rooftop | Footbridge


Commercial Centre
Ginza Plaza
Witty Commercial Building
Dundas Square
Wah Fat Building
Wingco Mansion
Tong Cui St Market
Kwong Wah Hospital
Hung Kwong Shoppng Mall
Hung Kwong Shoppng Mall
Hung Kwong Building B
Hung Kwong Building A-2
Hung Kwong Building A-1
Foo Tat Building
Hung Hay Building
Hung Wai Building 1
Hung Wai Building 2
Wet Market
N
0m 5m 10m 20m





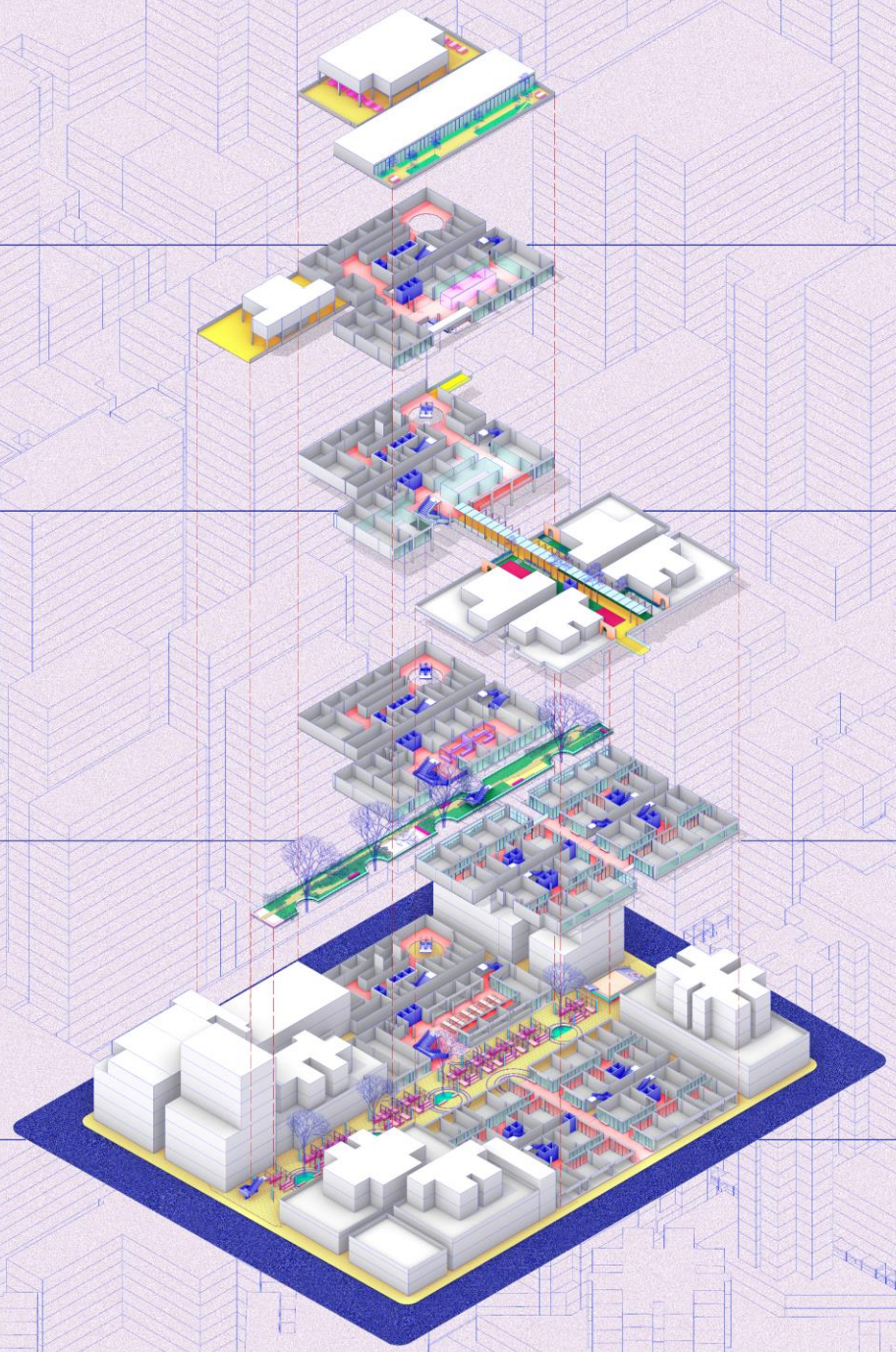


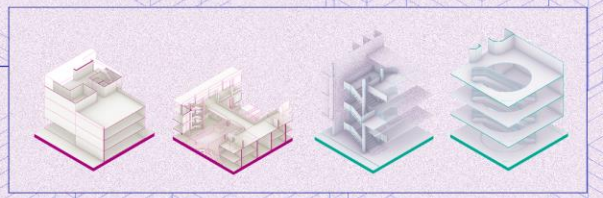
4th Floor

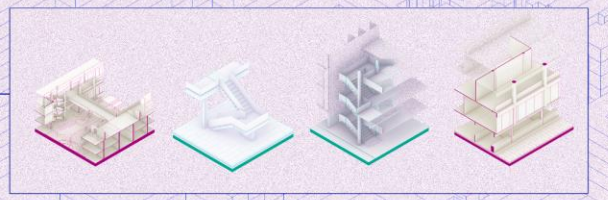
3rd Floor

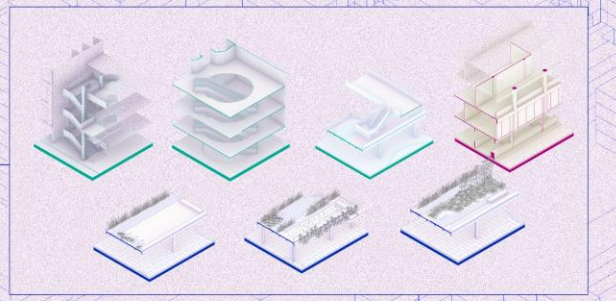
2nd Floor

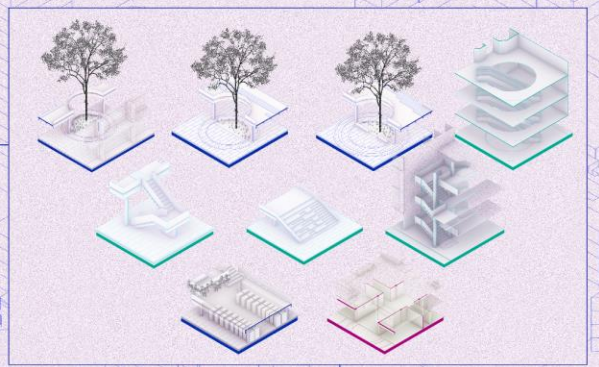
Ground Floor

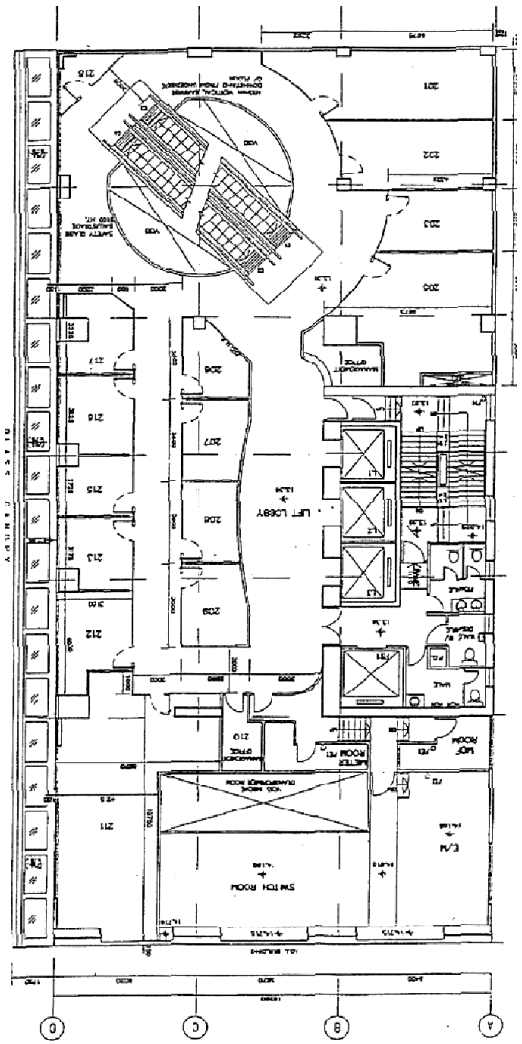


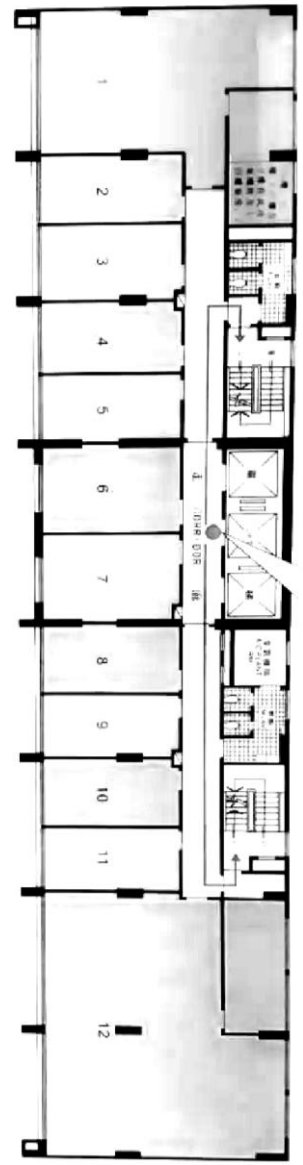












Vertical Connection

A prominent staircase was created in the mall to provide a new three-dimensional public space system with a more convenient vertical connection to the public. The tough boundary of the shopping center is broken, the publicity is enhanced, and more people are obtained.

Atrium

The establishment of the atrium space is intended to further enhance the connection between the mall and the public space system, and activate the neglected internal space. By providing a space for the public to talk and rest, merchants also gain more customers

Pavement

The use of pedestrian-friendly paving forms to integrate the street into a complete underside, and the introduction of circular paving forms to emphasize small public Spaces and important entrances within the area

Space Division

By introducing a platform, a new canopy is created, and the street are divided into three parts, main street, vendors' area, and shopping path. This action provides different spaces for diverse activities, also improved the walkabilities of the street.

Stairs with Seats

The interface area between the two Spaces is a popular choice for people to stay, so more seating is added to provide a public space for observation, waiting, communication, and rest. In addition, it is a grand staircase that leads to a more natural and diverse platform of public Spaces

The Street Market

The market space is moved from both sides of the street to the middle of the street, easing the contradiction between it and the shops on the ground floor and providing more space for pedestrians. The booths use a modular structure that allows them to be placed in a new storage space after the market closes, thus avoiding taking up street space

Flexible Space

Now, the space can be used more flexibly. The platform provides the roof interface and lighting for this space, while the ceiling and pillars allow for variety spatial arrangements, such as community, festivals and exhibitions

Residential Access

The original stairs and elevators remain unchanged and are still used by the residents. Next to the corridor, a new staircase and elevator are added for public use.

Mini Resting Point

Those mini rest points break the blockade of the street market on both sides of the building, but also to enhance the experience of the market, increase the communication space of rest and waiting. The trees and grass add comfort to the space, provide a more layered Canopy, and also serve as a drainage for the street

Corridor through Building

The corridor through the building was created in order to connect the two streets to open the market and relieve the traffic pressure from the western Cluster of the site to the east. On the one hand, it increases the walkability of the area; On the other hand, this corridor also increases the publicity of this food shopping center, introducing more passenger flow, and the quality of the space inside the building will get more attention from merchants to attract customers.

SO MANY GANGSTERS...SO LITTLE TIME.
KUNG FU HUSTLE
THE MOOD FOR LOVE
花樣年華
花園茶餐廳
上海坊

發
匿名花店
品
上海坊
Shanghai Restaurant

Integrate Interior Spaces

The establishment of the upper level transportation system connects the existing independent Spaces within the building and provides a more efficient way to move. This strategy connects the shopping mall with the food floor so that the two complement each other. The upper floors also get more foot traffic, which will lead to a redistribution of the functional layout inside

Footbridge

A footbridge with a roof is built to connect the building Spaces on both sides of the street and become part of the transportation system on the above ground. Seats are provided on the bridge floor to welcome pedestrians to stay, while also creating a richer visual exchange

Vertical Connection

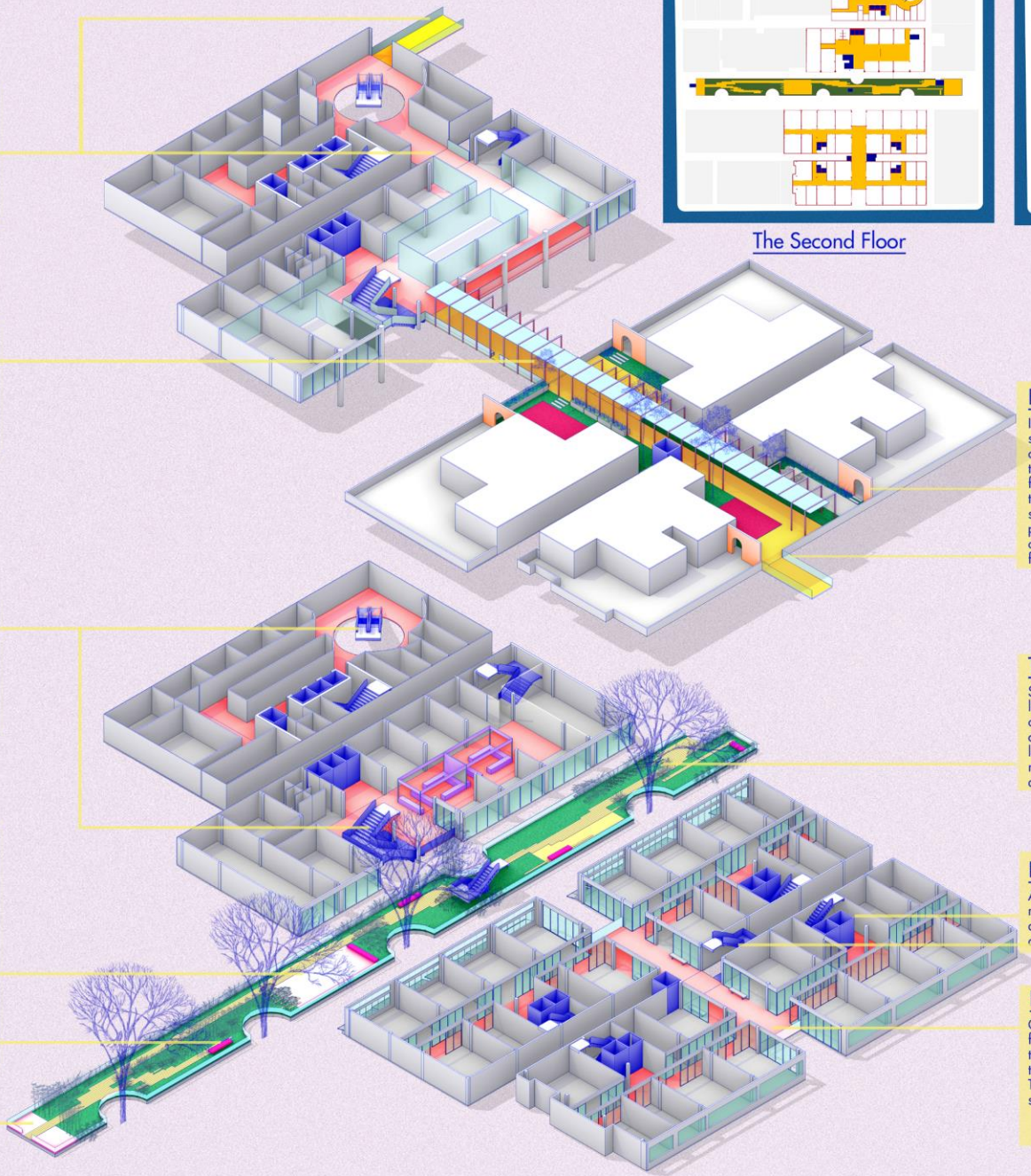
A prominent staircase was created in the mall to provide a new three-dimensional public space system with a more convenient vertical connection to the public. The tough boundary of the shopping center is broken, the publicity is enhanced, and more people are obtained.

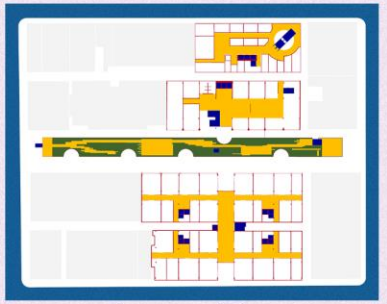
The Platform

To face the demands of more public space, a platform is introduced. It creates a floating green area in the street, also produces a canopy for the ground. The platform. The platform connects the ground level with the above-ground level and has a high visual appeal to guide people to use it.

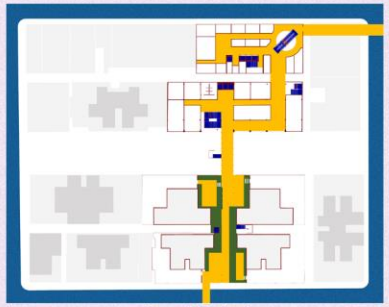
Diverse Mini Spaces

By using different combination of plants and pavements, the platform is divided into five mini spaces, which own diverse atmospheres to suit different demands.The seasonal changes of plants deepen the connection between memory and this space





The Second Floor



The Third Floor

From public to community

In negotiations, residents agreed to release the roof space for public use in exchange for helping to build community space. As a result, public space is restricted to the vicinity of the passageway, and several Spaces for rest and communication are provided. Thanks to the new connection, residents will also use the roof space more frequently, thus making the roof more potential to become a community space, increase the cohesion of the community, and provide more space for residents to move

Trees

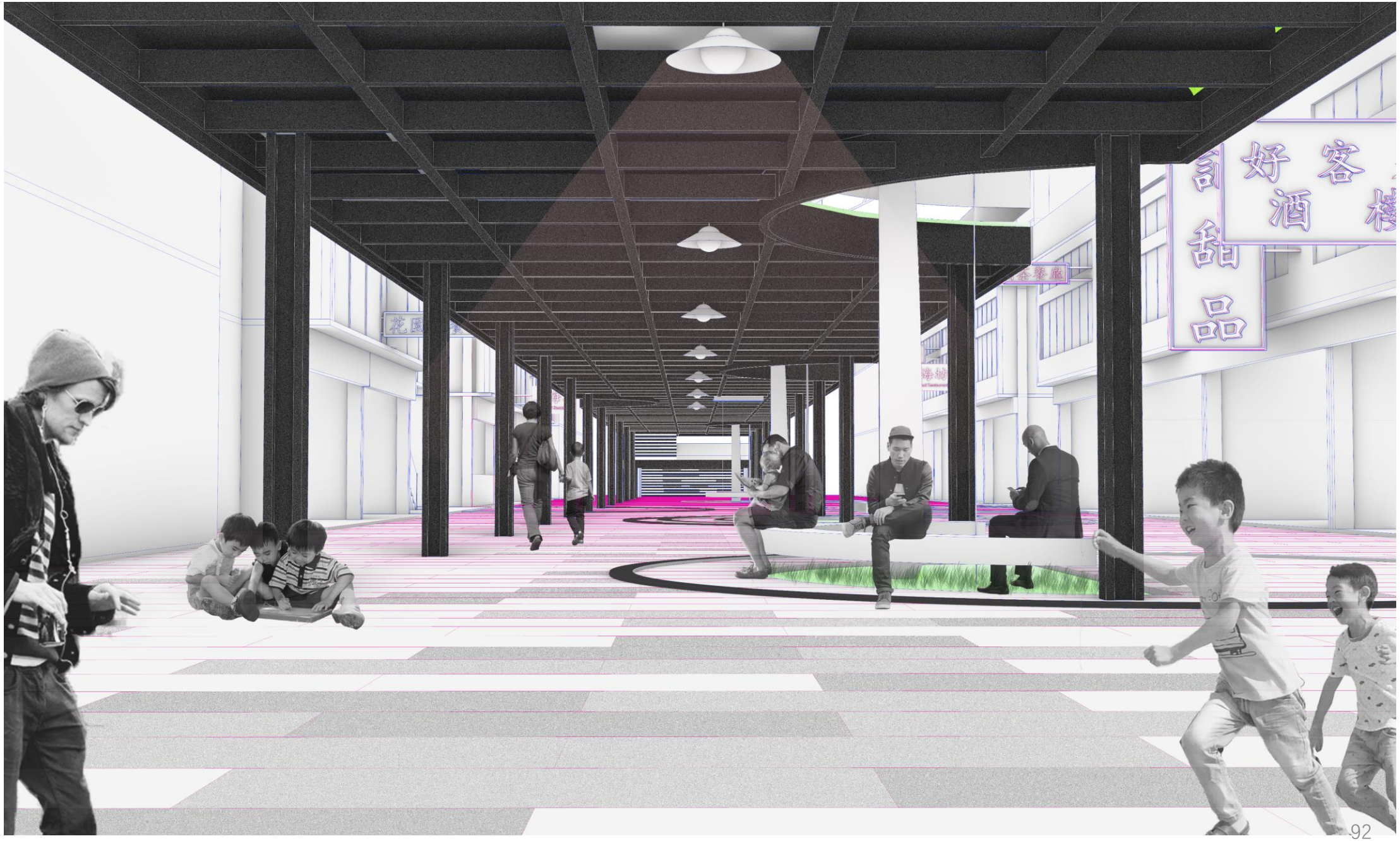
Several holes were cut in the platform to improve the lighting on the ground and to introduce Jacarandas to create space. These trees are used to divide the space of the platform, while also breaking up the linear layout of the ground market and providing space for rest.During the flowering season, jacaranda will create a beautiful street scene

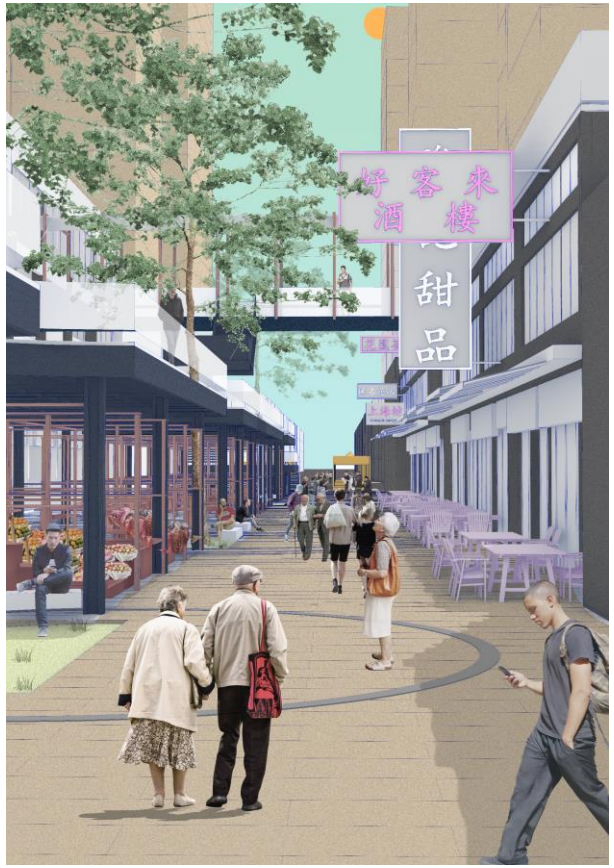
Residents/Public

After transforming the base of the building into a network of connected public Spaces, new staircases and elevators were added for public use, avoiding the disruption of the paths dedicated to residents

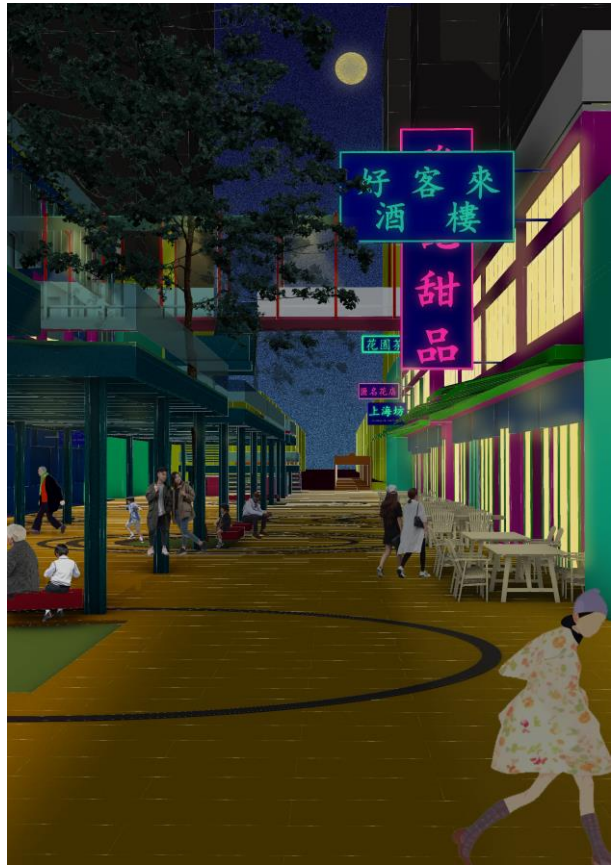
Break Boundary

Connecting the two adjacent buildings, the second floor becomes a whole. This also allows the view through the building's obstruction to reach both streets, thereby reducing the internal closure of the building. This also provides a window into the building's inner space from the exterior.

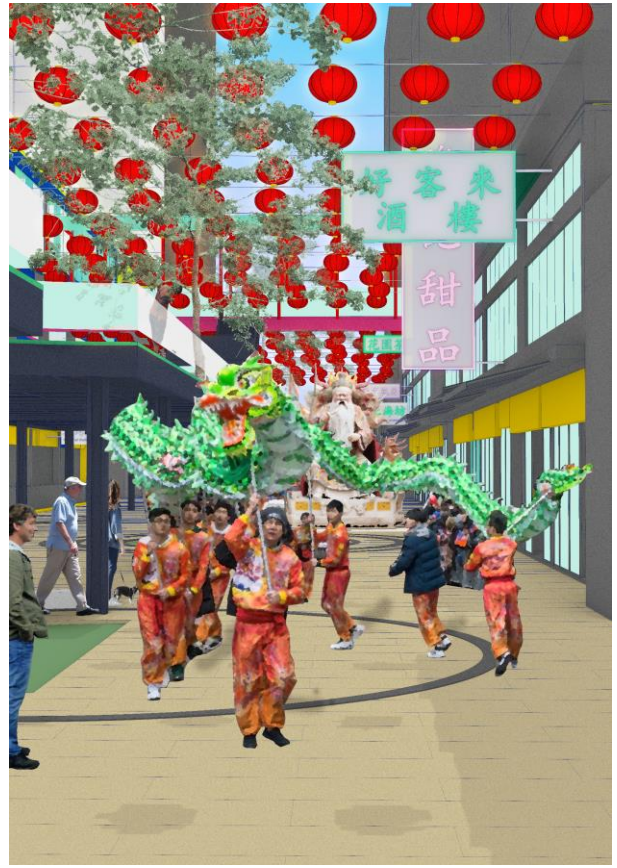

好客
酒
甜品



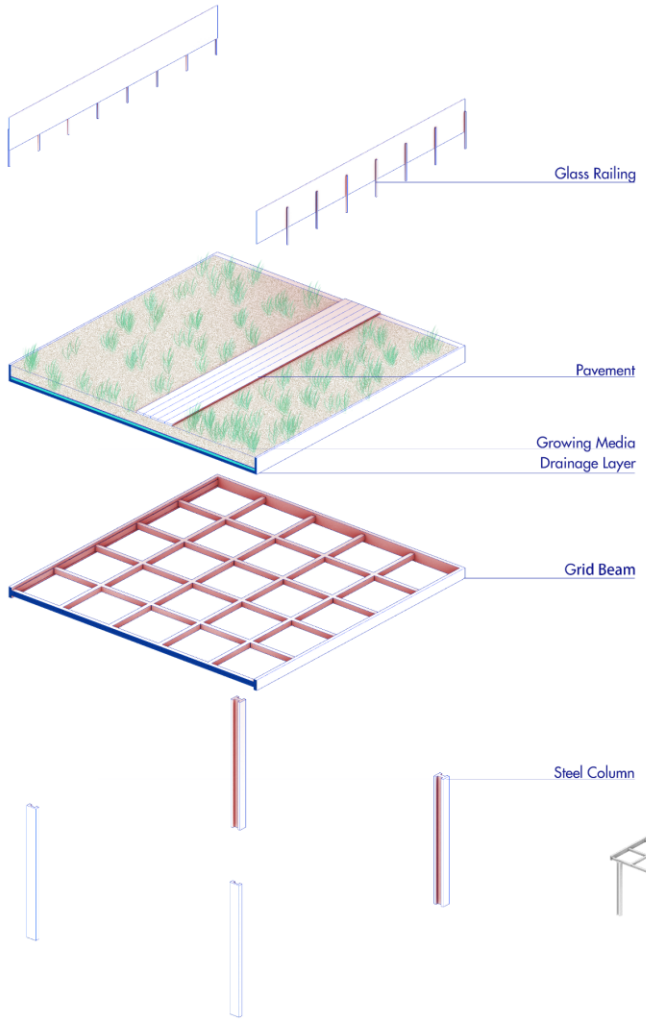
In the Day



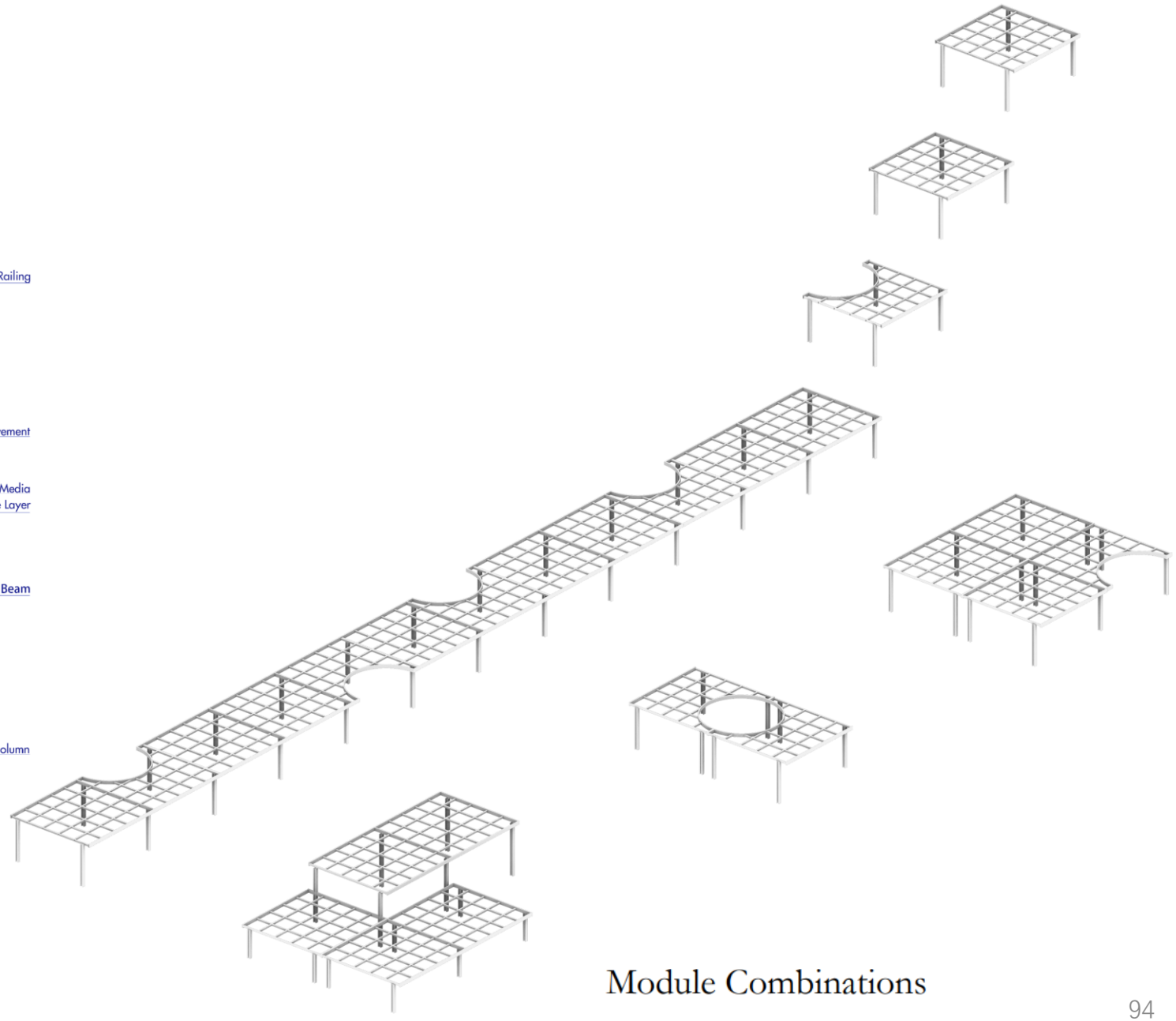
In the Night



In the Festival



The Construction



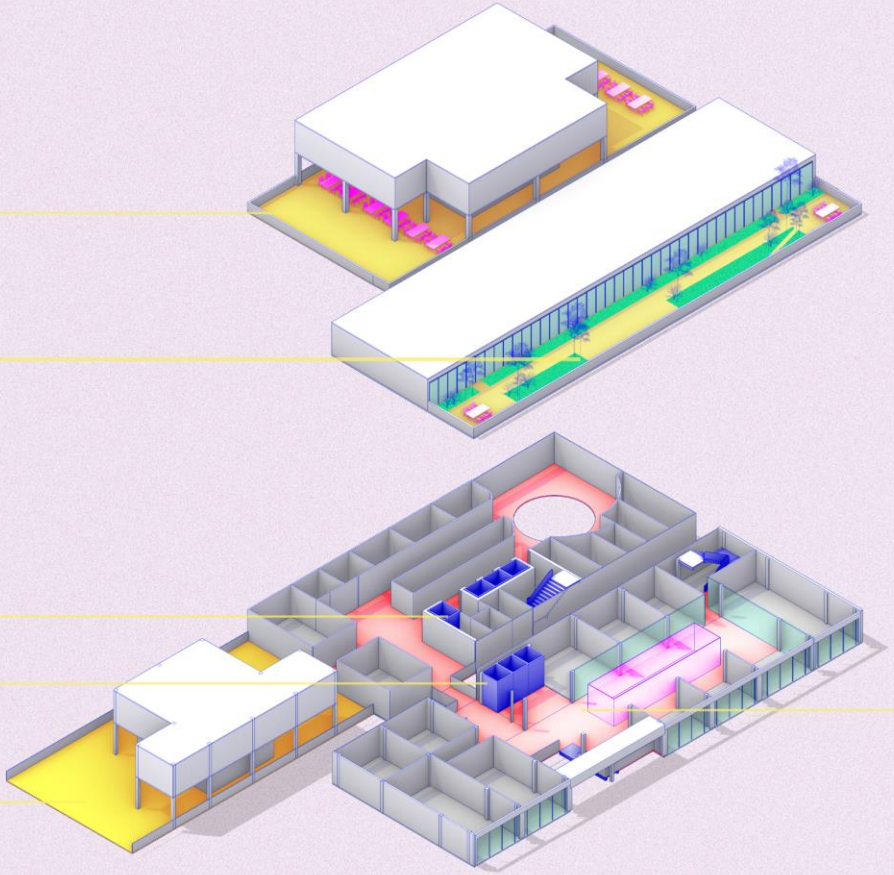
Module Combinations

The Third Floor

Rooftop Spaces

The roof space will be better integrated with the surrounding interior of the building, and parts of the space will be opened up and converted into transitional Spaces for use. The leisure space of the office, as well as the restaurant and cafe located in the fundation part can also be spread into this floor, so as to provide a more comfortable leisure environment for workers. The introduction of plants creates a microclimate for the roof space, improving the air quality in the city, as well as providing additional insulation and reducing cooling source consumption.

The integration and improvement of the roof space not only creates more public space, but also increases the value of the building.

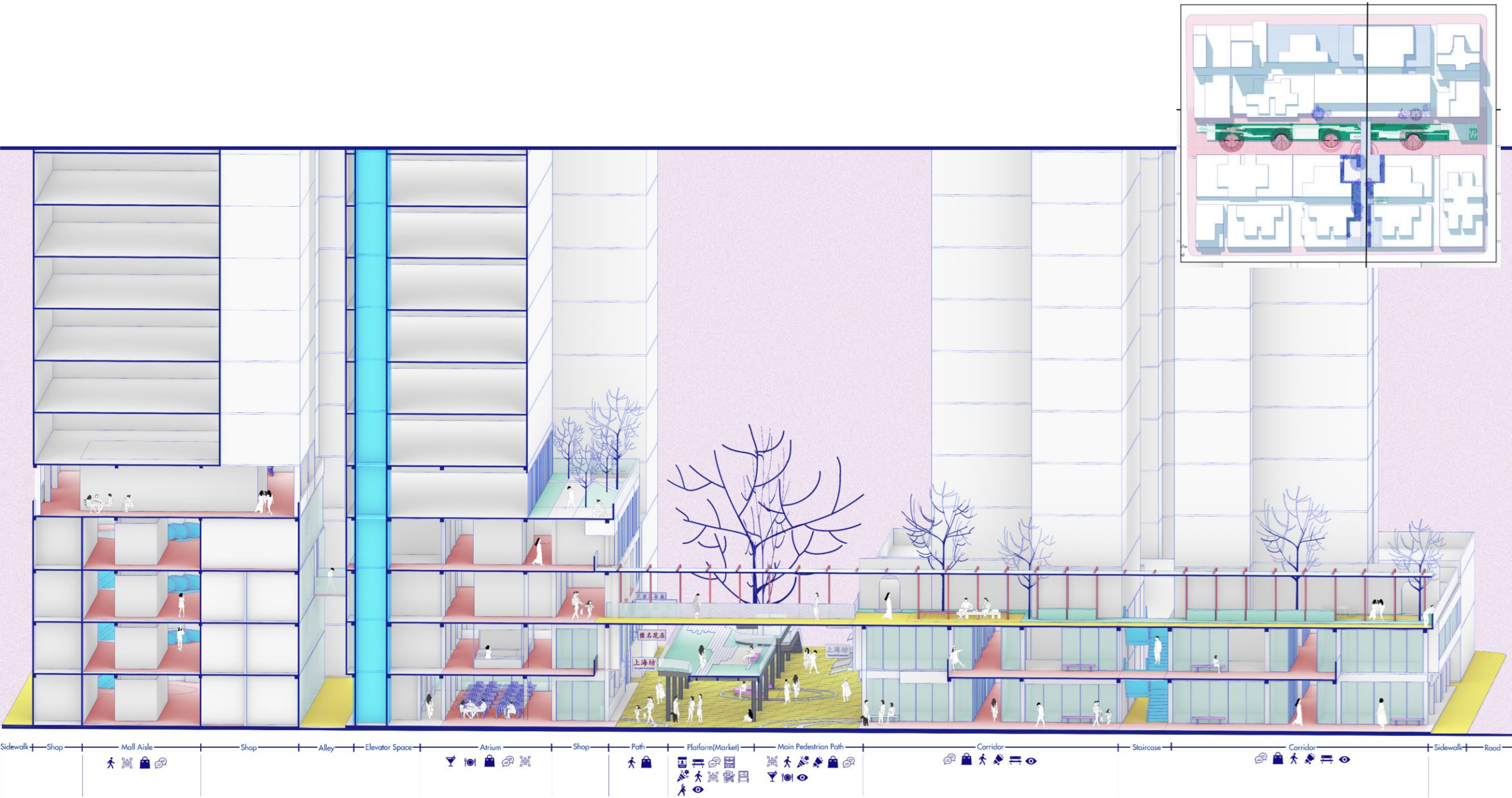


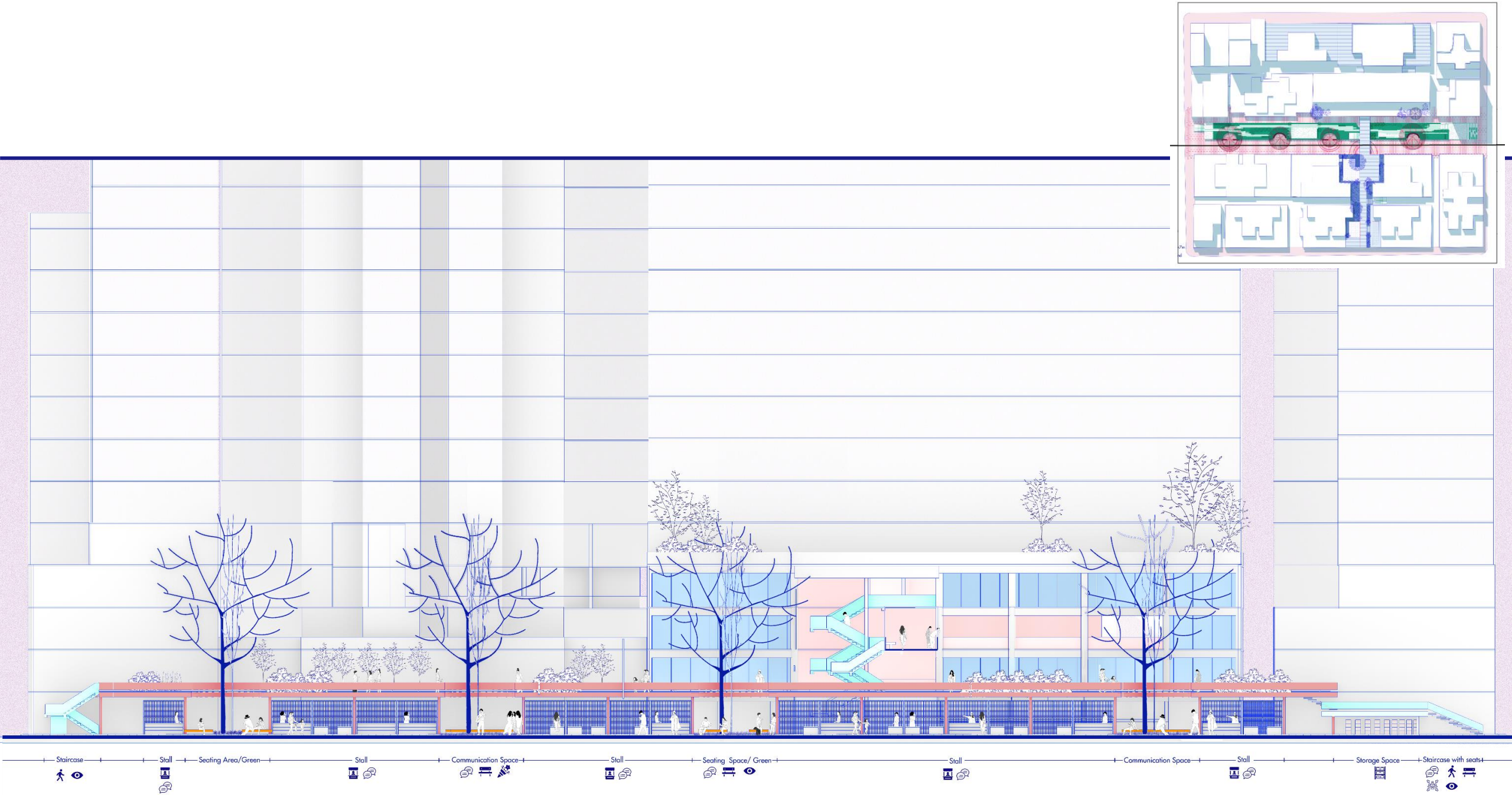
Retain Original Transportation Core

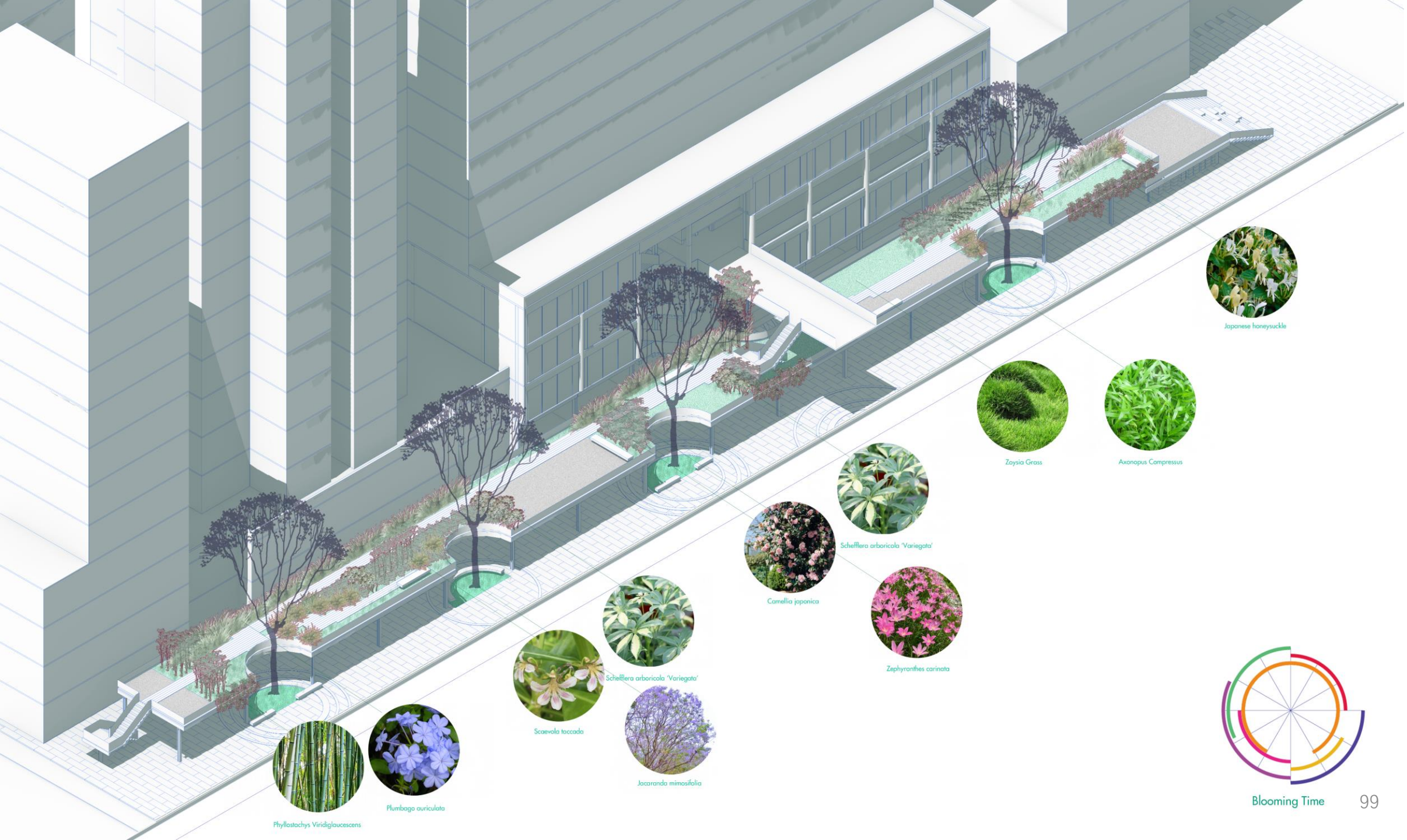
The new spatial system builds on the old building layout and is arranged around the existing vertical transportation core. Because the high-rise of the building is an office building, the elevator is originally mixed with the users of the base, so there is no need to consider the difference between residential and public

Integrate Interial Spaces

Similarly, the interior Spaces on the third floor of the two buildings have been integrated to better serve the workers in the towers, providing them with a more convenient service and experience. The new route also provides workers with a convenient way to take a break in public Spaces.


Sidewalk
Shop
Mall Aisle
Shop
Alley
Elevator Space
Atrium
Shop
Path
Platform(Market)
Main Pedestrian Path
Corridor
Staircase
Corridor
Sidewalk
Road


Staircase
Stall
Seating Area/Green
Stall
Communication Space
Stall
Seating Space/ Green
Stall
Communication Space
Stall
Storage Space
Staircase with seats



Japanese honeysuckle

Zoysia Grass

Axonopus Compressus

Schefflera arboricola 'Variegata'

Camellia japonica

Zephyranthes carinata

Schefflera arboricola 'Variegata'

Scaevola taccada

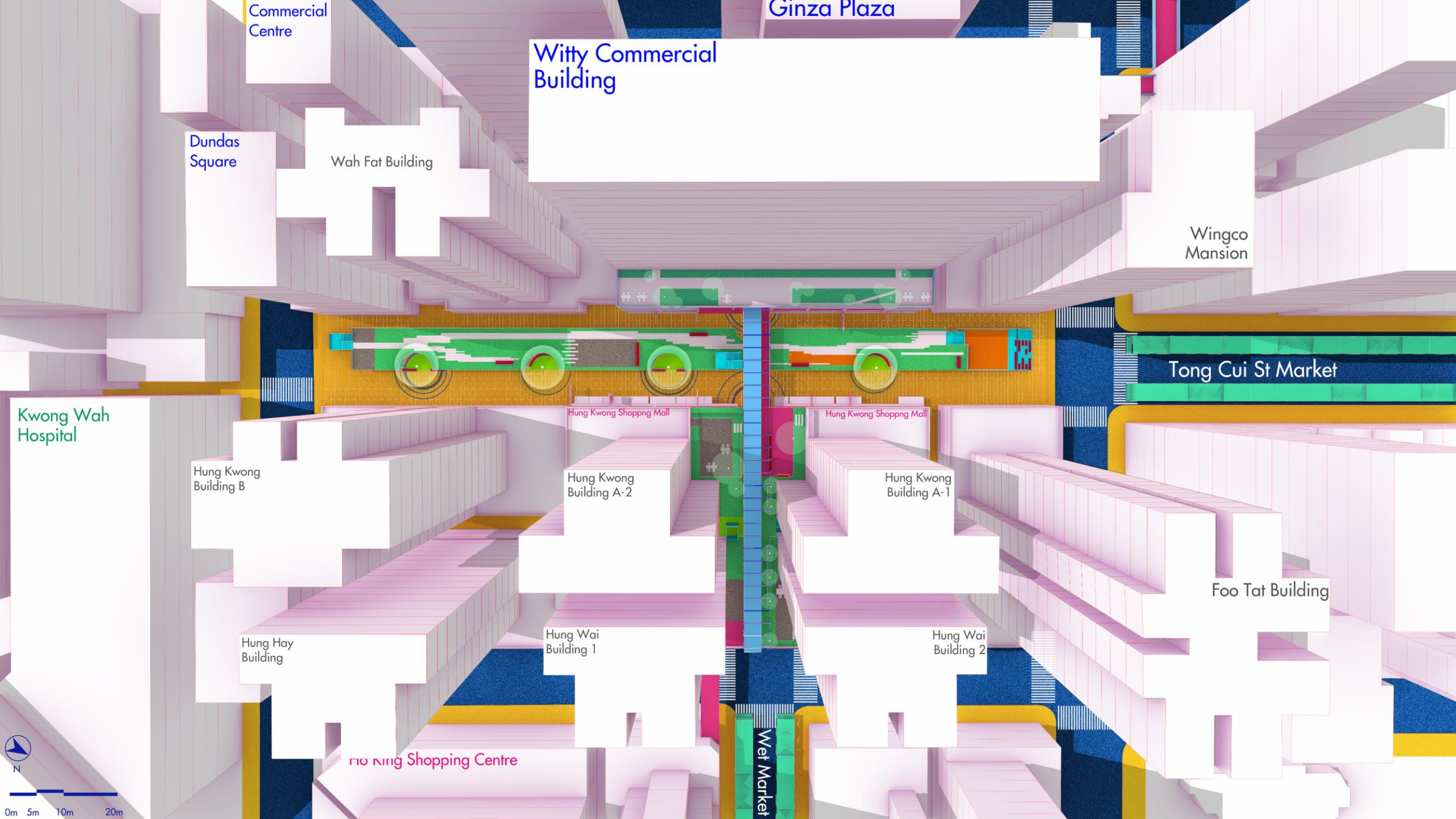
Jacaranda mimosifolia

Plumbago auriculata

Phyllostachys Viridiglaucescens

Blooming Time

發記
發記
好客來
上海灘

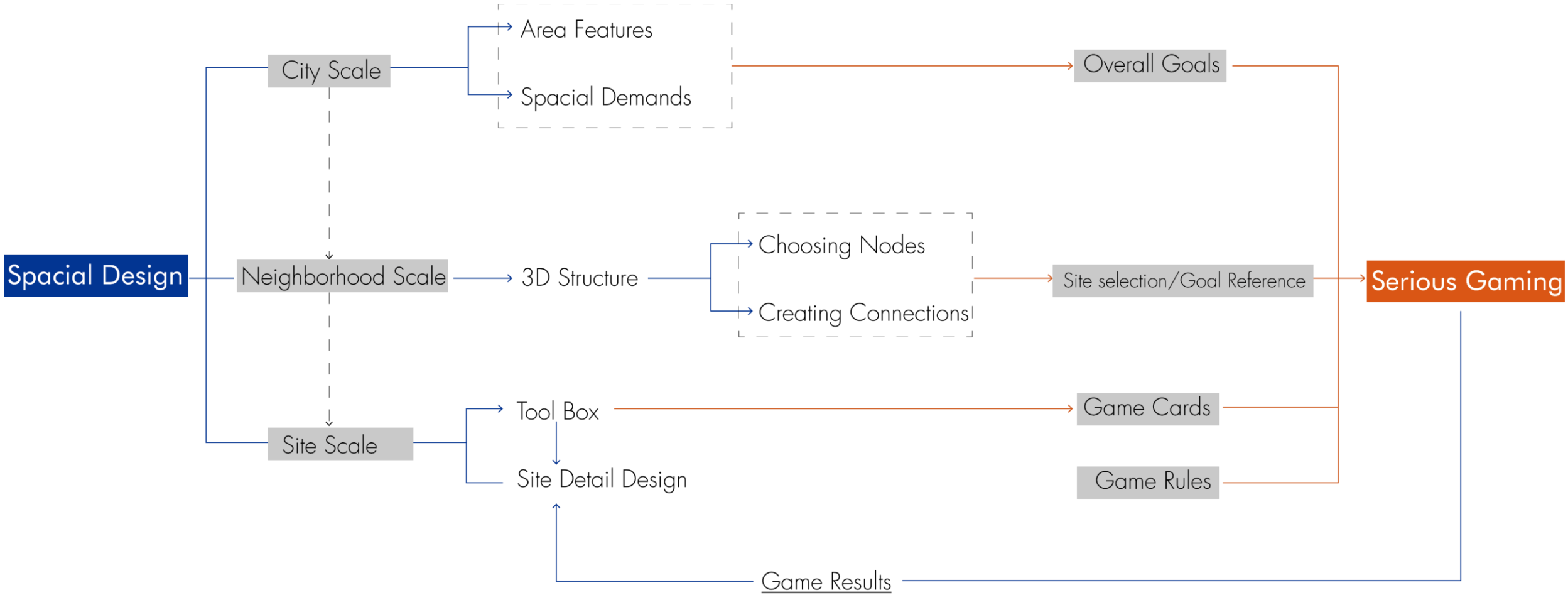

Commercial Centre
Ginza Plaza
Witty Commercial Building
Dundas Square
Wah Fat Building
Wingco Mansion
Tong Cui St Market
Kwong Wah Hospital
Hung Kwong Shoppng Mall
Hung Kwong Shoppng Mall
Hung Kwong Building B
Hung Kwong Building A-2
Hung Kwong Building A-1
Foo Tat Building
Hung Hay Building
Hung Wai Building 1
Hung Wai Building 2
Wet Market
N
0m 5m 10m 20m

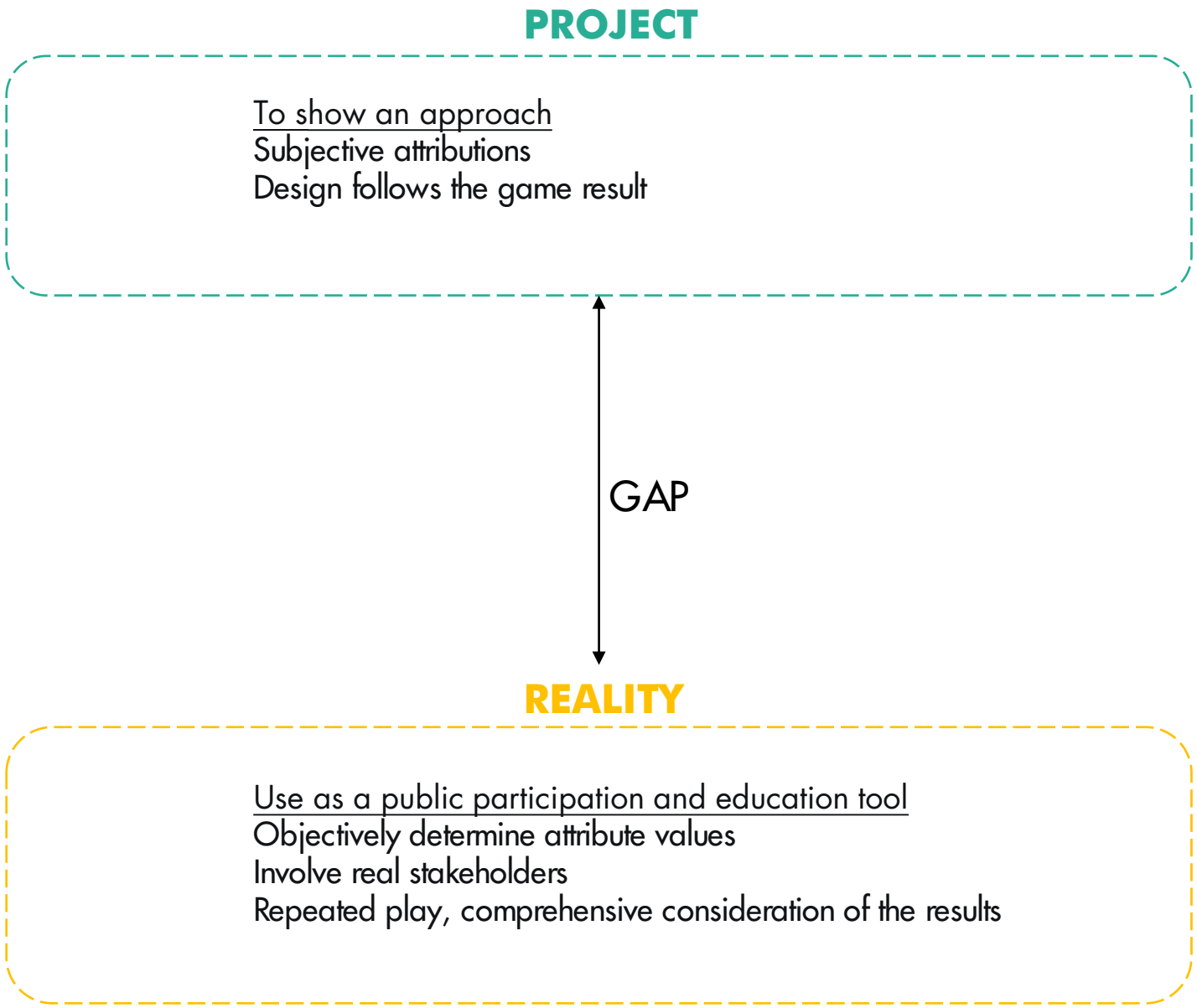
THANKS

谢 谢 聆 听

Revitalizing the Urban Life

Design a three-dimensional public space system by combing top-down and bottom-up approaches through serious gaming in Mong Kok, Hong Kong, China


Spacial Design
City Scale
Neighborhood Scale
Site Scale
Area Features
Spacial Demands
3D Structure
Choosing Nodes
Creating Connections
Tool Box
Site Detail Design
Overall Goals
Site selection/Goal Reference
Game Cards
Game Rules
Serious Gaming
Game Results


PROJECT
To show an approach
Subjective attributions
Design follows the game result
GAP
REALITY
Use as a public participation and education tool
Objectively determine attribute values
Involve real stakeholders
Repeated play, comprehensive consideration of the results

Good features:

Promote transpositional consideration, and identify potential conflicts

Frequent interaction

Game process is interesting

Models are easy to interact with

Better understand the logic of urban space

Suggestion from players

Predict the conflict between different roles, and prepare targeted strategy.

Sit more limitation to Government role, now this role is too friendly to others

Adjustment and segmentation of roles, to make roles' goal more clear. (But will also make the game more complex)

Revenue mechanism: Revenue distribution and reuse (in the early version, the game do have it, but it make the game become too complex)

Some of the Strategy cards are too similar

Arguments about the attributions.

How to involve public participation?

How to promote communication among stakeholders and balance their interests?

How to bridge the gap between top-down and bottom-up approaches?

Serious Gaming

To help citizens understand their living environment, and to help different groups understand each other's demands.

To use the process and results of the game to clarify and better balance the demands of stakeholders.

To combine top-down urban planning with bottom-up urban design

Conclusion

A discussion about top-down and bottom-up

Through serious gaming to give the public more power

A trend of Vertical development and flexible use of space

A possibility of achieving the right to the city