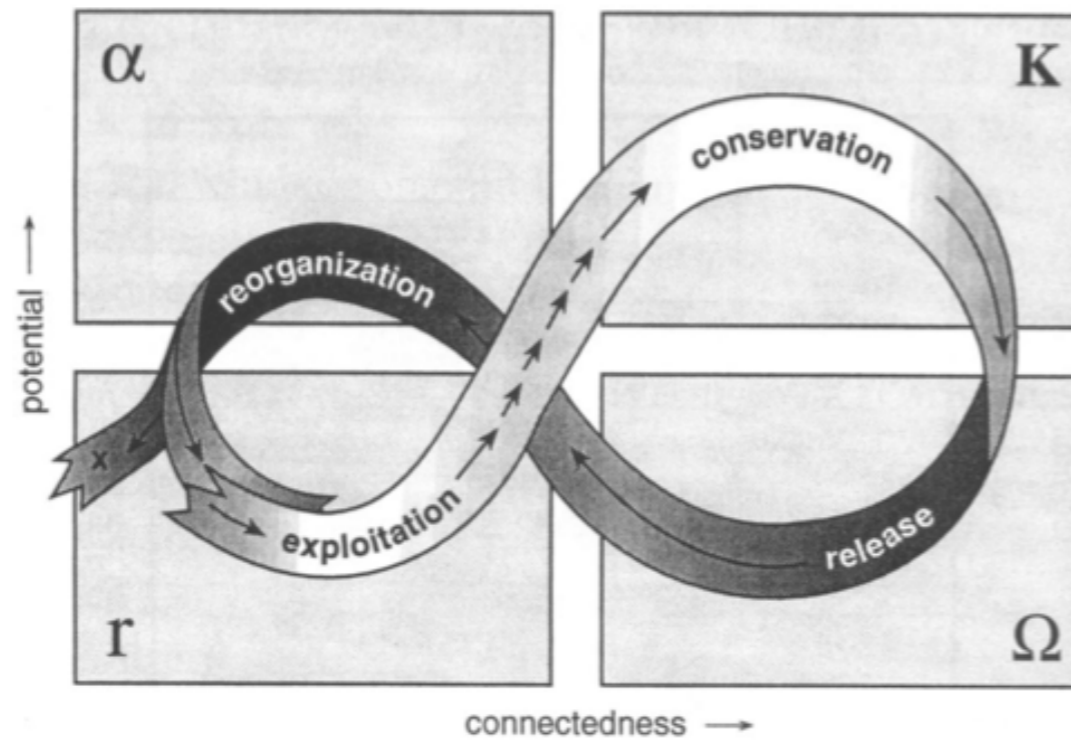


STIMULATE UTILIZATION AND SOCIAL INTERACTION IN PHYSICAL PUBLIC SPACE
THROUGH THE IMPLEMENTATION OF DIGITAL TECHNOLOGY

Ziyi Guo
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Delft University of Technology, Department of Urbanism
Oct, 2017

- A. Motivation
- B. Problems
- C. Thesis definition
- D. Analysis
- E. Approach
- F. Conclusion
- G. Reflection



Complexity of Economic, Ecological, and Social Systems, Holling

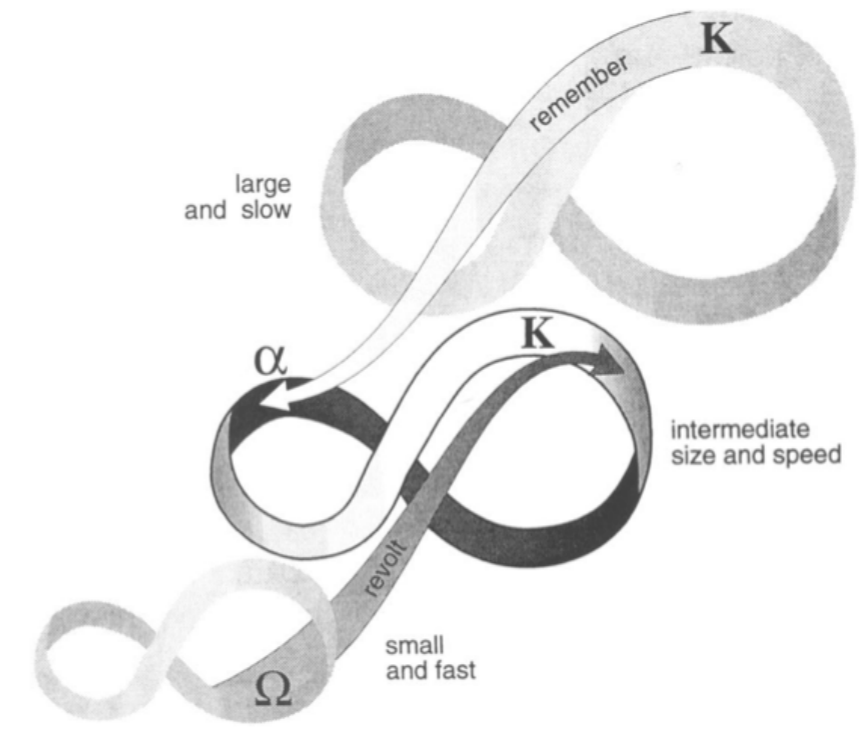


Fig. 3:
Source: *Understanding Complexity of Economic, Ecological, and Social Systems*, C. S. Holling

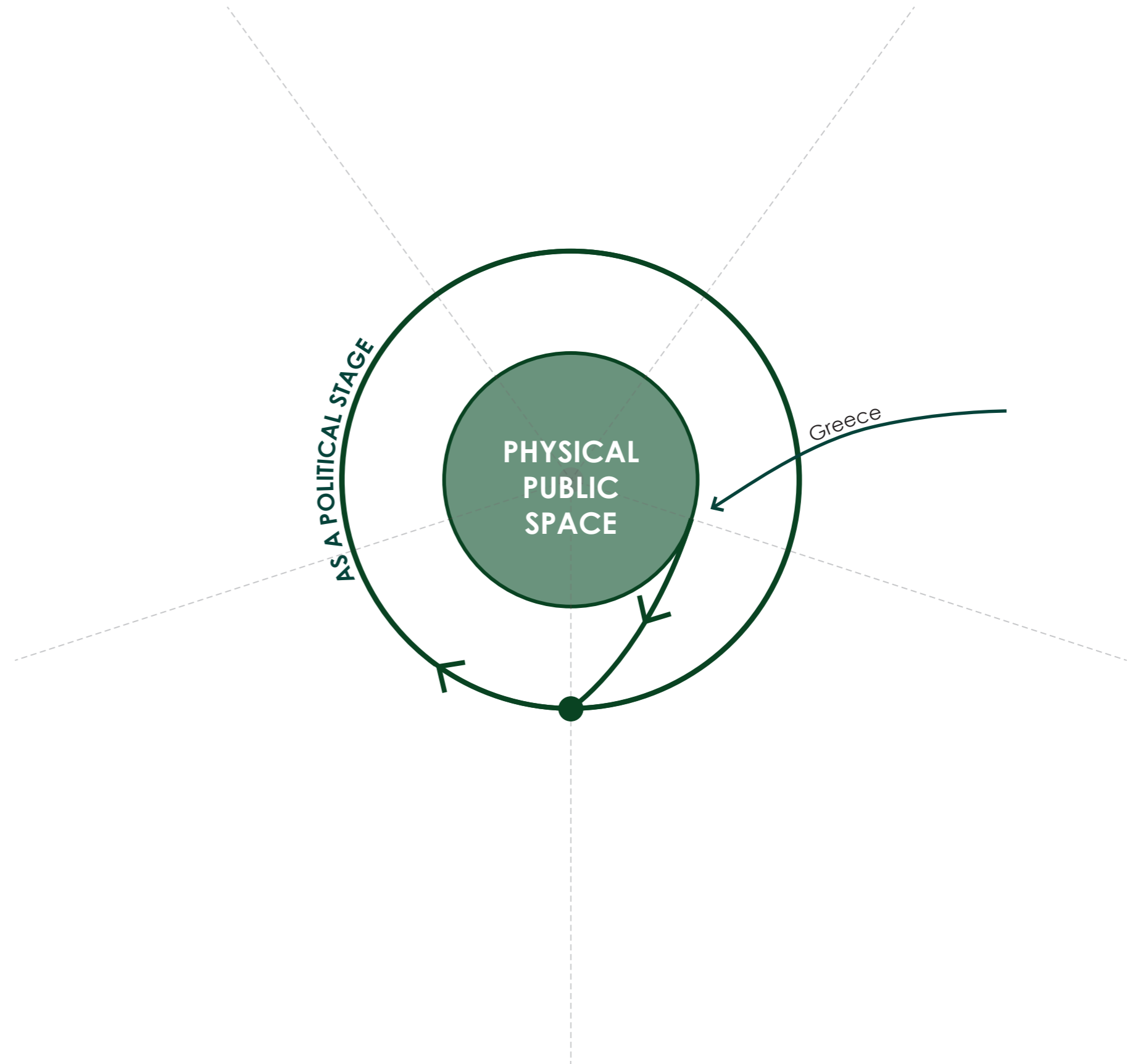
THE COMPLEXITY OF PUBLIC SPACE DEVELOPING SYSTEM

Political stage



1800s -1900s

Greece



<http://afa.americananthro.org/wp-content/uploads/2016/02/Picture2.jpg>

THE COMPLEXITY OF PUBLIC SPACE DEVELOPING SYSTEM

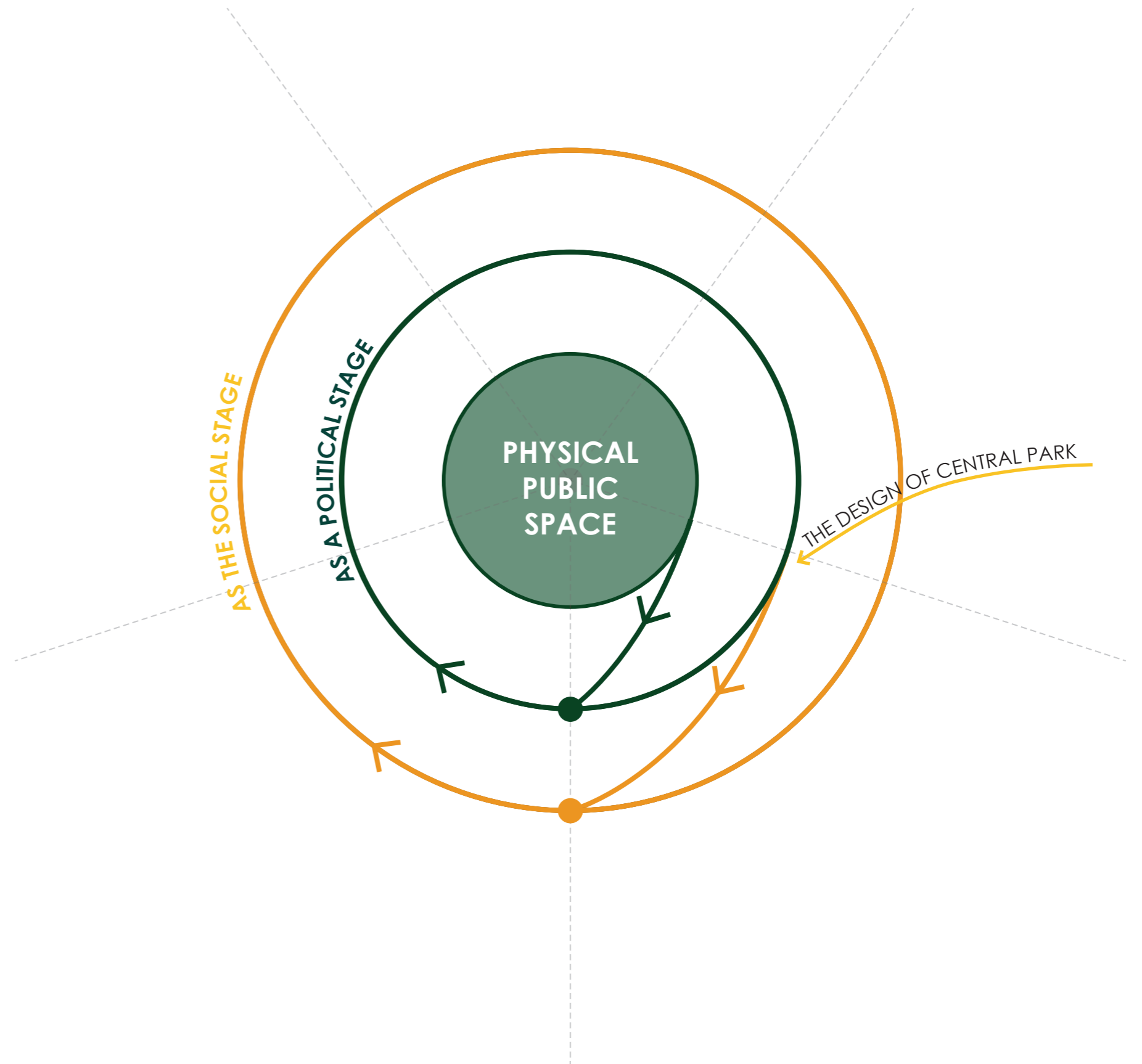
Social stage



Since 1870s

The design of Central park in New York, Olmsted

<https://www.google.nl/url?sa=i&rct=j&q=&esrc=s&source=images&cd=&cad=rja&uact=8&ved=0ahUKEwjf3v-a79PWAhWIZVAKHS-dkAjoQjRwlBw&url=https%3A%2F%2Fwww.nycgo.com%2Fphoto-galleries%2Fcentral-park-photos&psig=AOv-Vaw2vumMeLx0g0FqnlmtvNRtx&ust=1507099985722853>



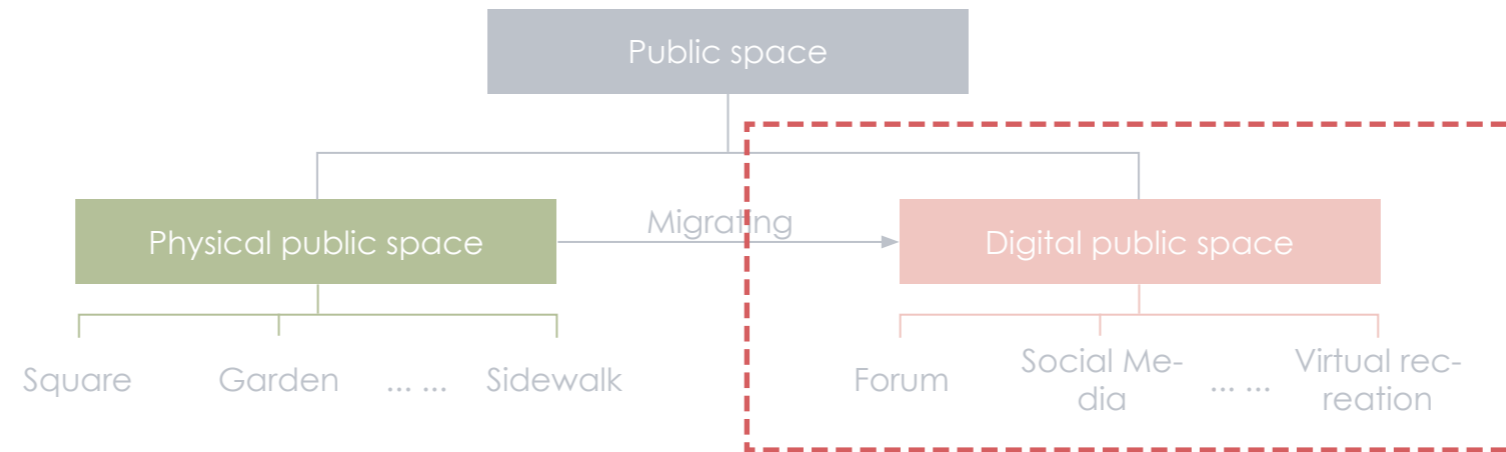
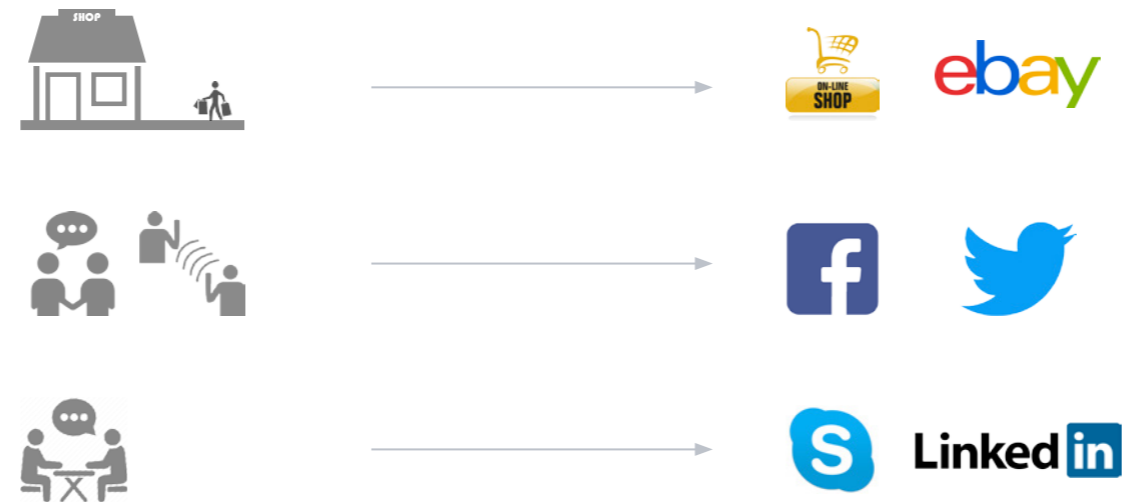
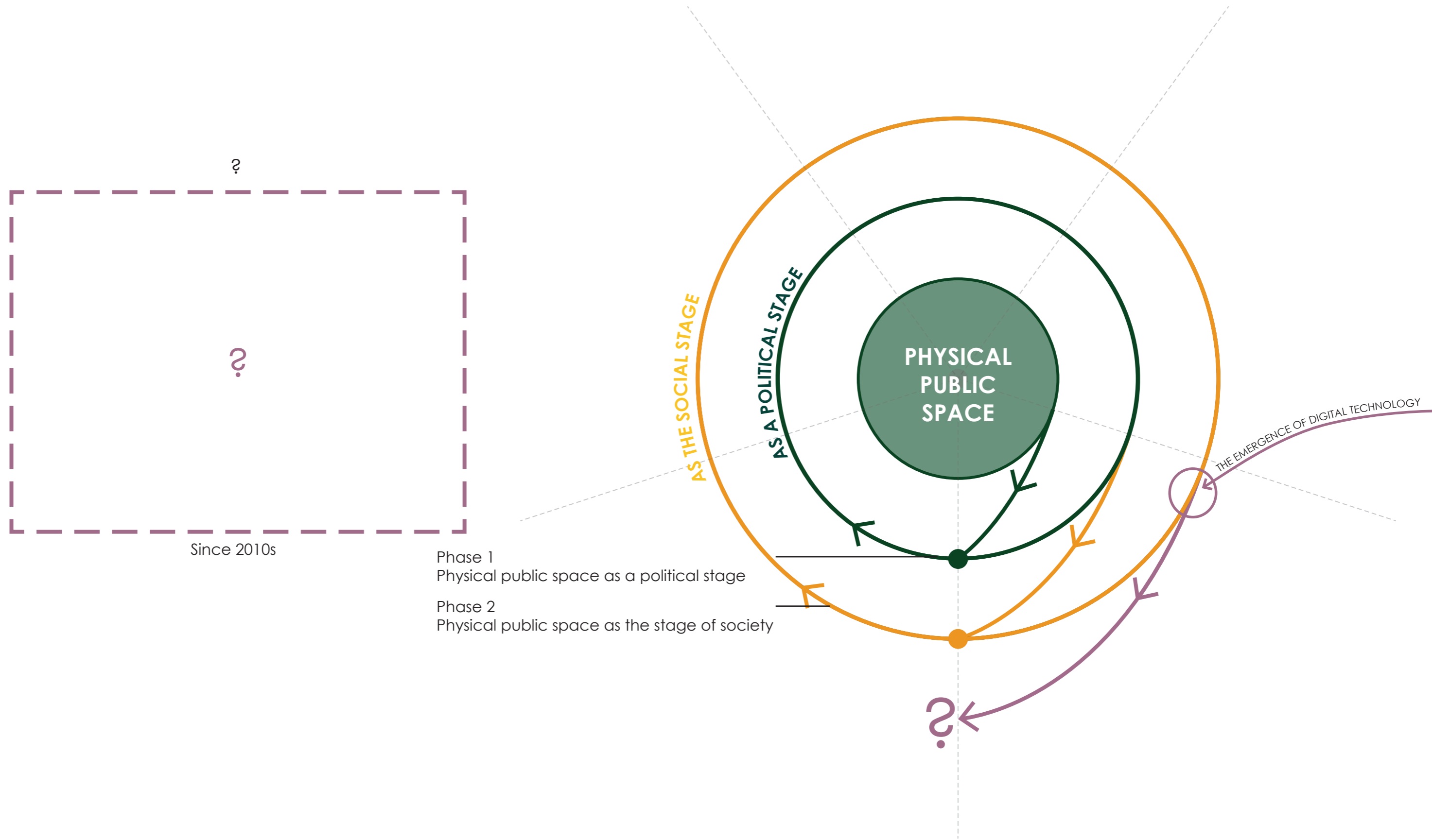


Fig. 3:
Source: <http://www.vcg.com>



THE COMPLEXITY OF PUBLIC SPACE DEVELOPING SYSTEM



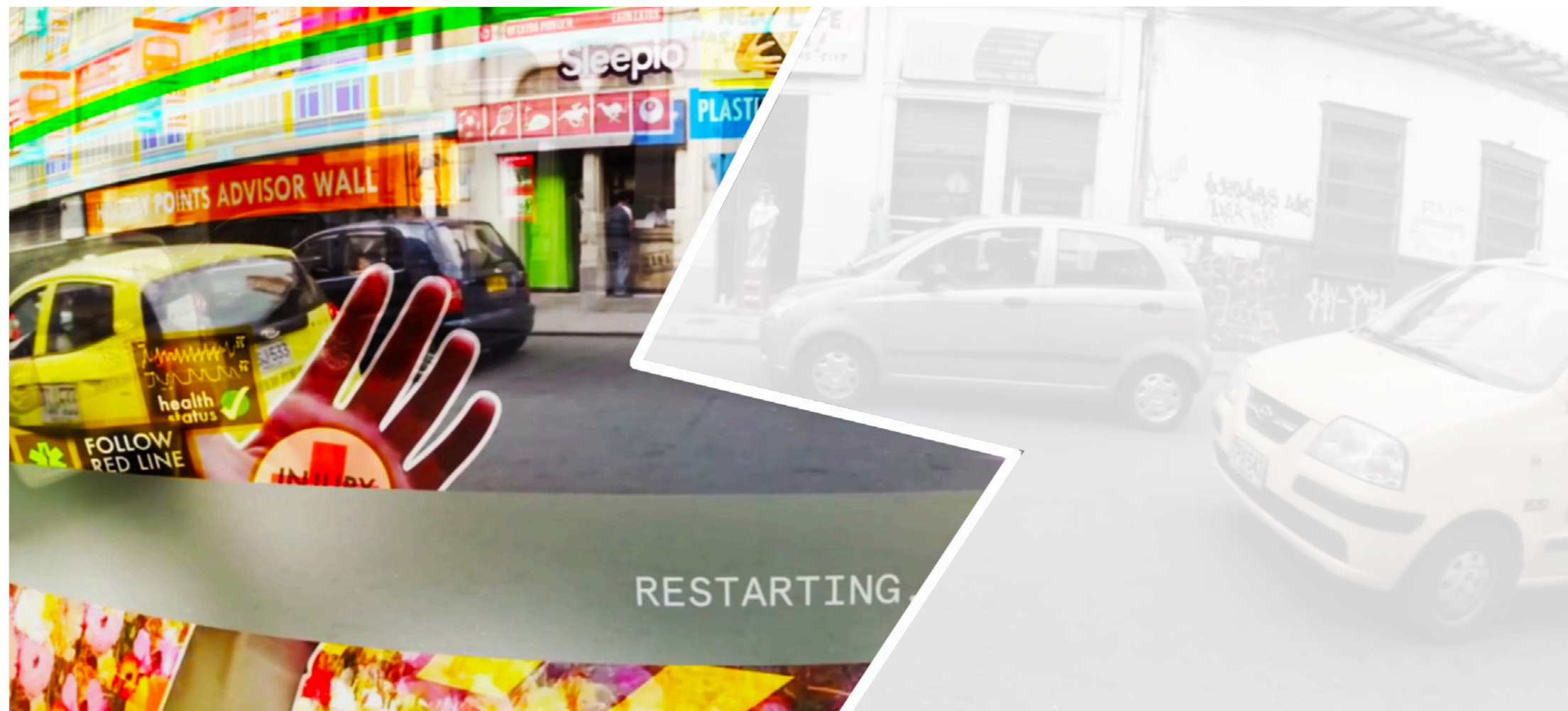
STATEMENT OF MOTIVATION

What will be the future of our physical public space in the new era?



STATEMENT OF MOTIVATION

What will be the future of our physical public space in the new era?

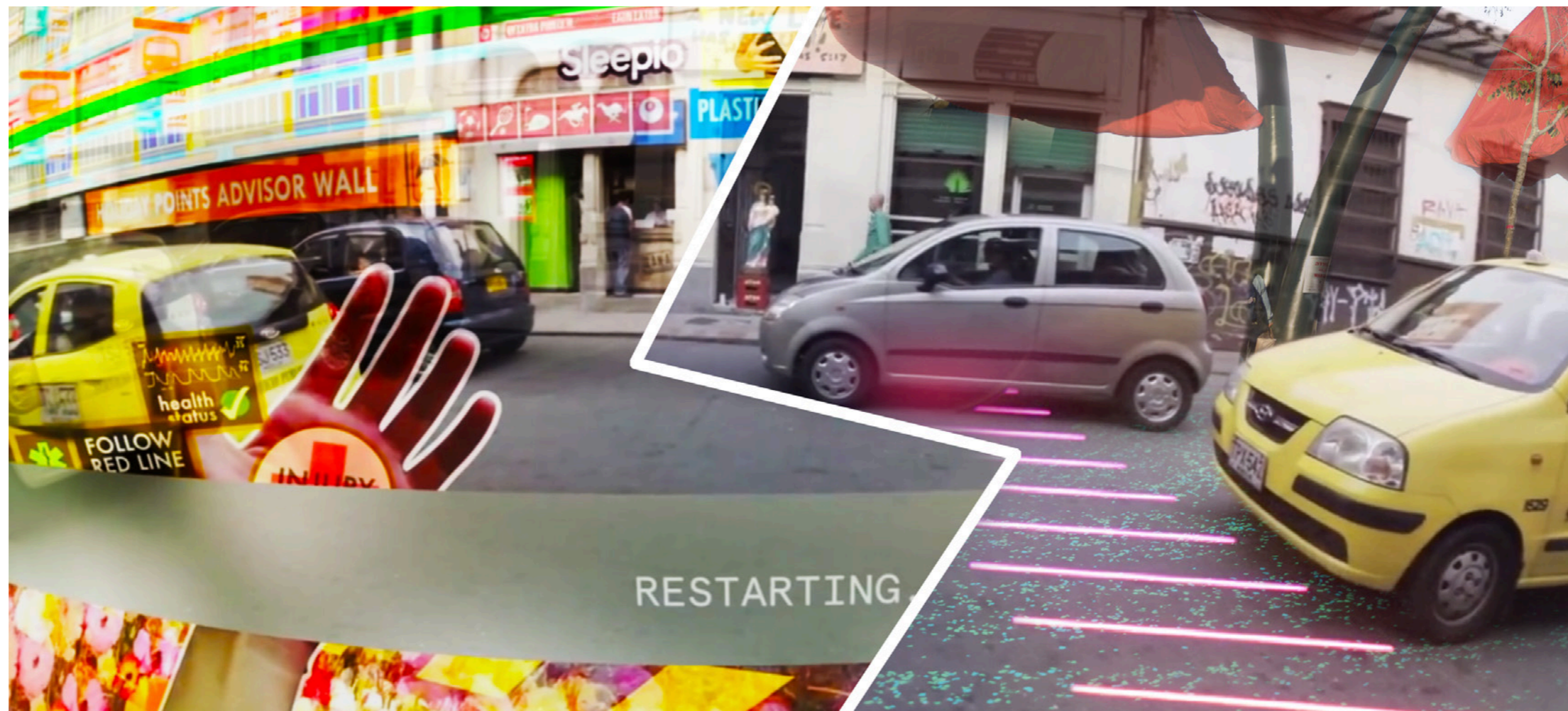


Is the Internet going to replace physical public spaces?

STATEMENT OF MOTIVATION

What will be the future of our physical public space in the new era?

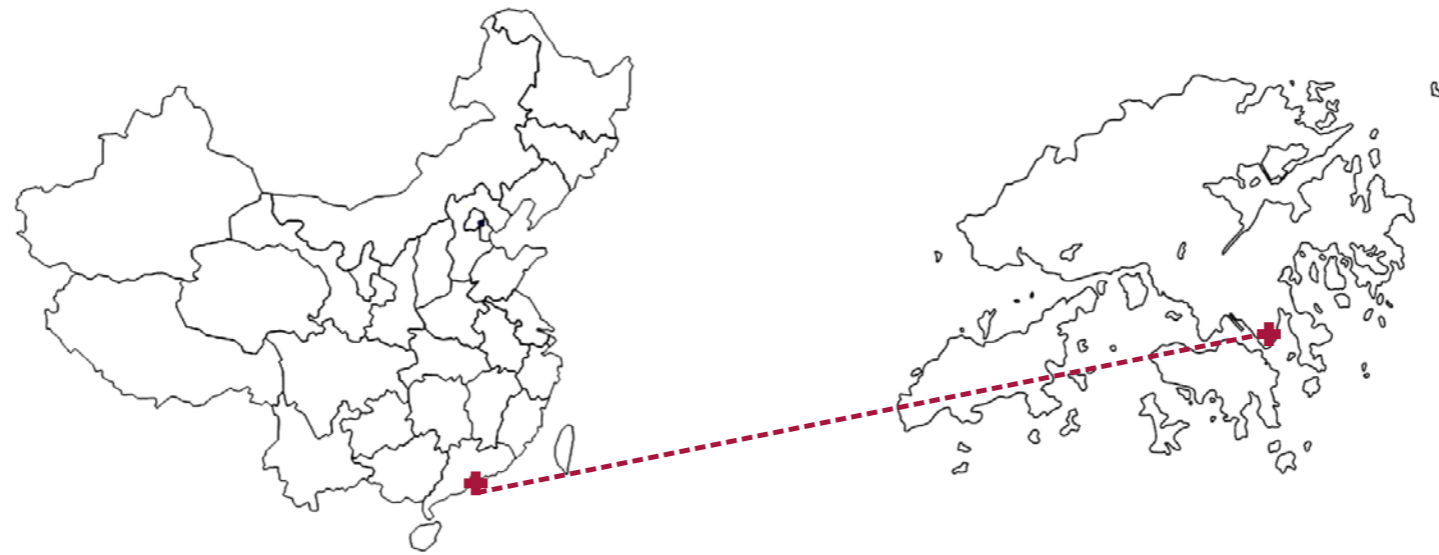
Is there a way that the digital and physical could come together and change how we design and use physical spaces?



Is the Internet going to replace physical public spaces?

Project Location: Hong Kong

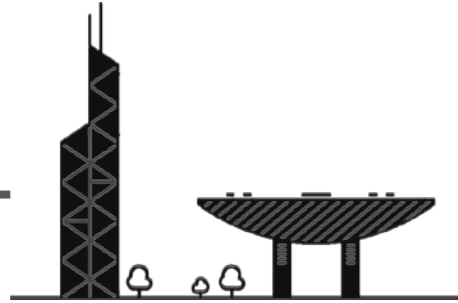
香港



PROBLEMS

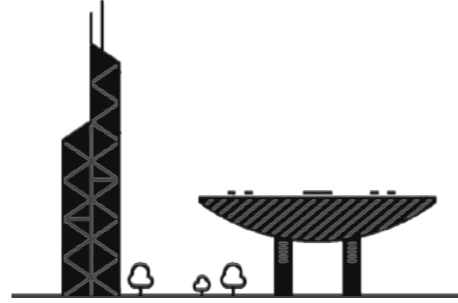
#1#

The disappearing Hong Kong



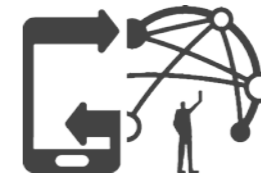
#2#

Mismatching in the existing physical public spaces in Hong Kong



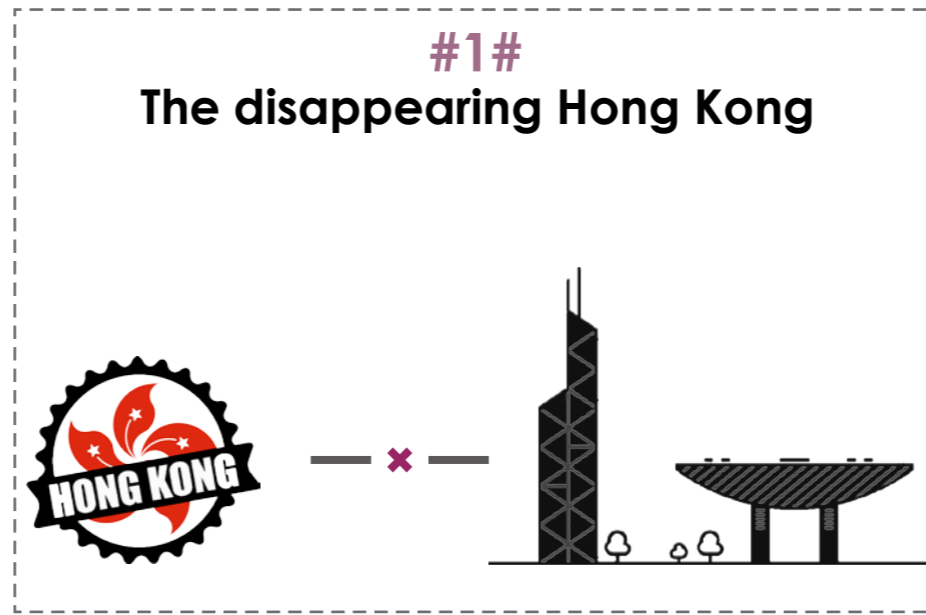
#3#

The Ubiquitous Digital Technology : Digitalized society in the Digital Era

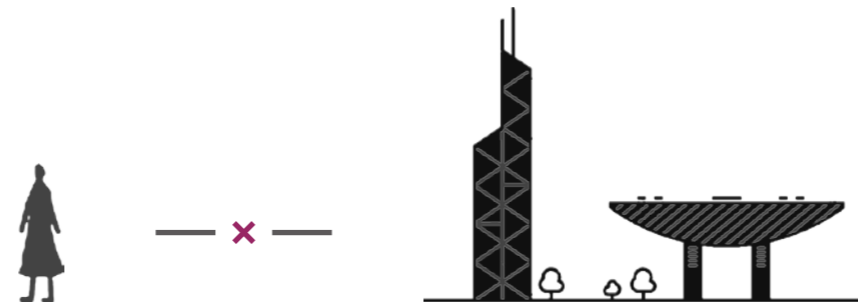


Establish





#2# Mismatching in the existing physical public spaces in Hong Kong



PUBLIC & PRIVATE



DESIGN & USE



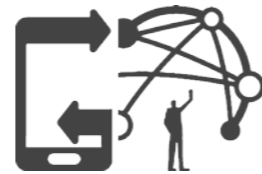
SUPPLY & DEMAND

Hongkongers enjoy less than half as much open space than citizens of other Asian cities – study

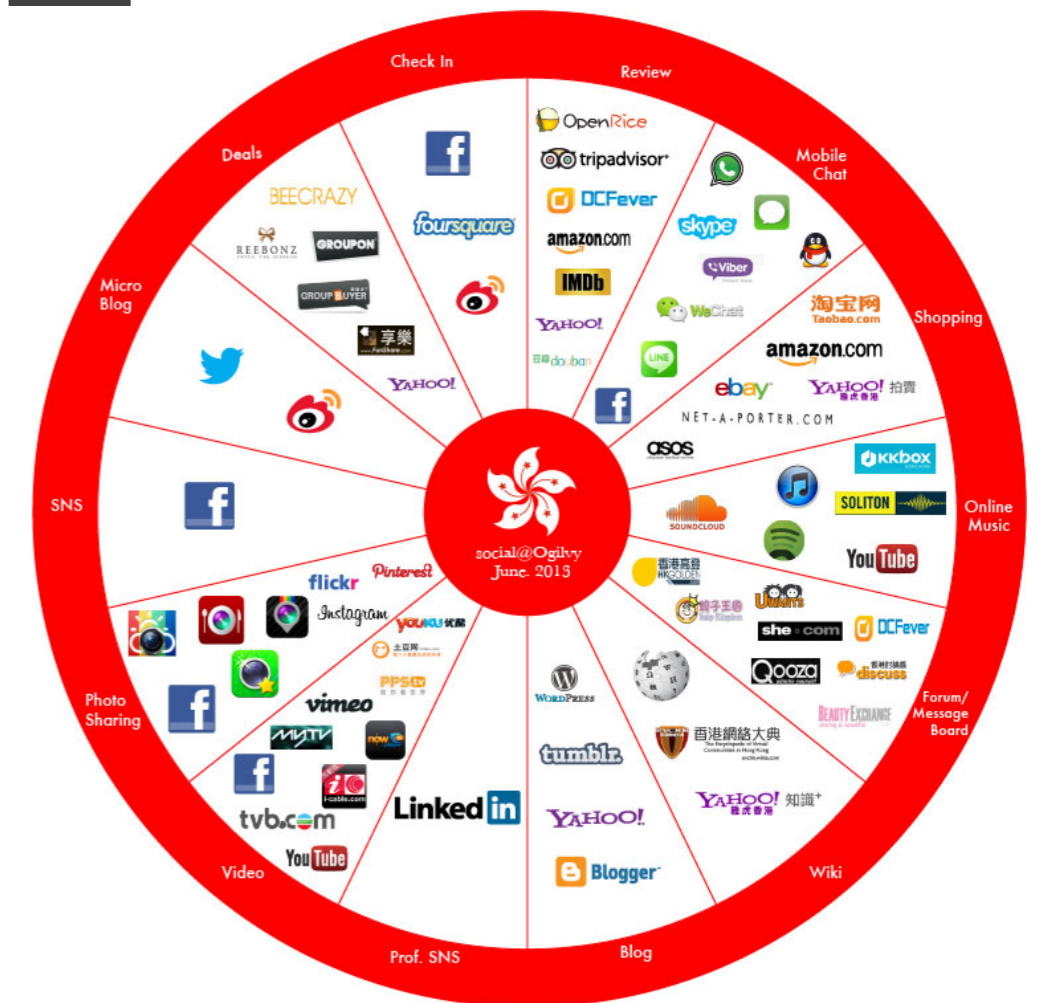
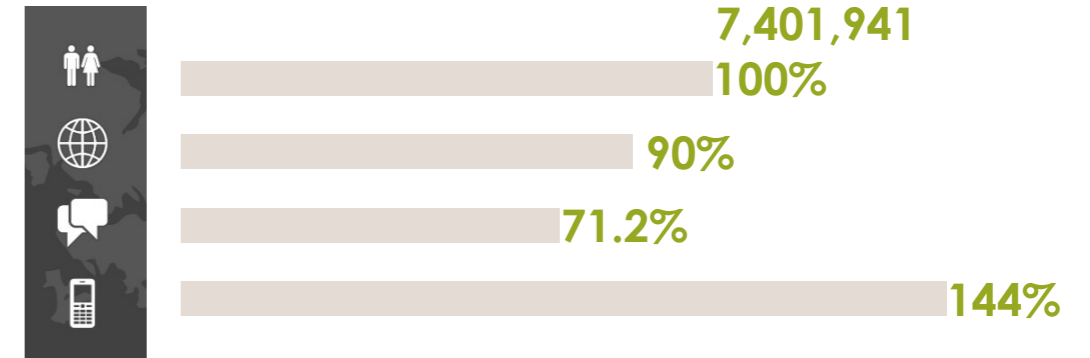
"The use of public spaces has become an increasingly hot topic in Hong Kong. Although there's only a small amount public spaces in Hong Kong, their main problem is not the lack of open spaces, but rather they were not planned, designed and created to fulfil local needs."

-Lai-Chong Au

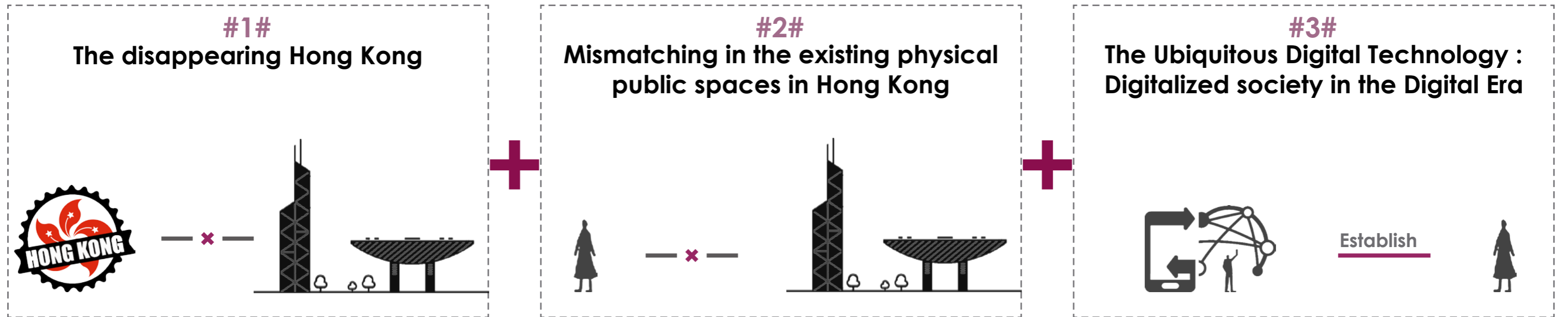
#3# **DIGITALIZED SOCIETY** in the Digital Era: The **UBIQUITOUS** Digital Technology



Establish

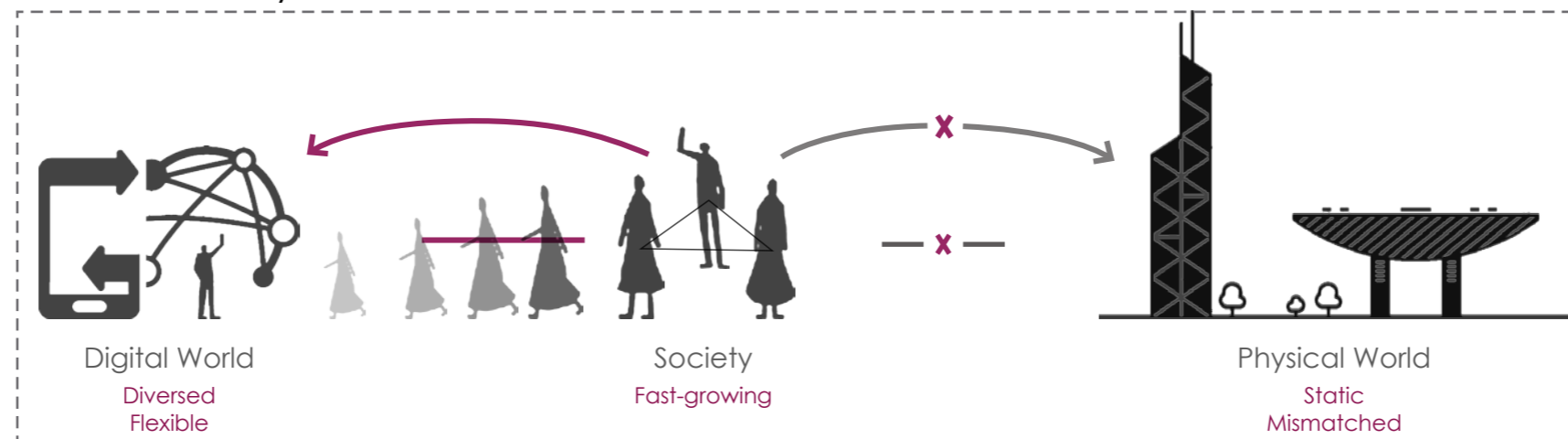


PROBLEMS



Problem Statement:

Migration and Digitization of Social Community and Interaction in Hong Kong's Digitalized Society



PROBLEM STATEMENT

Social Relationships in Hong Kong are getting worse

Social Relationships in Hong Kong are getting worse

TOP 10 MOST CONNECTED POPULATIONS WORLDWIDE

GfK Connected Consumer Index score 2016 (forecast)



Source: GfK Connected Consumer Index - The index measures how much consumers in each country connect with other people or content or technology, across 11 different device types (smartphone, tablet, mobile PC, desktop PC, wearables, smart TV, TV set-top box, videogame console, e-Reader, connected car and smart home). © GfK 2016

VS

十個市場的分數排名如下:



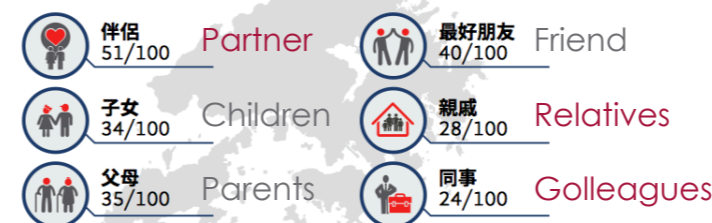
各市場的2016年保誠人際關係指數得分



依據：亞洲地區全部5,241名受訪者

香港的人際關係得分

各種人際關係所滿足的關係需要的加權比例



依據：香港的全部受訪者(n=500)

P.15

香港人 人際關係愈來愈差



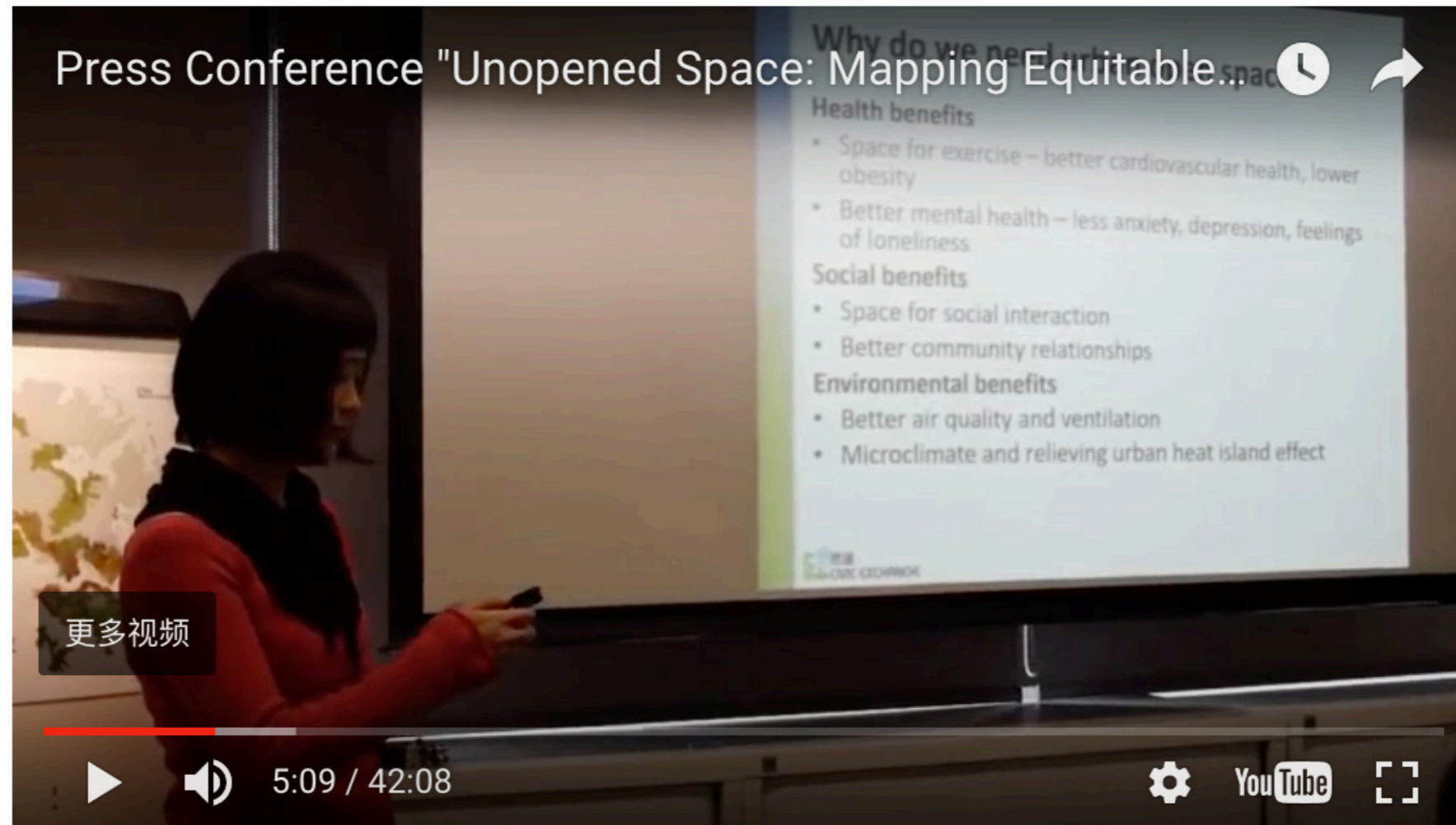
2007年03月30日 [Social media icons]

【大紀元綜合報導】一項調查發現，香港人的人際關係愈來愈差，傾向討厭別人的市民多了，寬恕別人的反而減少。學者指出，經濟轉好，港人反而更加不開心。

城市大學應用社會科學本月中訪問了600多名市民，調查發現有60%人都傾向容易討厭他人，較去年調查上升4個百分點。近40%人在最近1個月內曾與人衝突，較去年同期升6個百分點。只有32%受訪者願意與別人修補關係，比率較去年下降12個百分點，顯示人際關係欠佳。

調查又發現，港人最令人討厭的事情，就是不懂得尊重別人、講是非和推卸責任的人。另外，市民最普遍與人發生衝突的原因，是家庭及生活瑣事，其餘的是工作、價值觀及金錢問題等。

負責調查的城大應用社會科學系副教授黃成榮認為，雖然經濟好轉，但港人生活壓力仍然好大，休息時間少，導致人際關係欠佳。建議市民面對人際衝突時，應停下來想想有甚麼辦法可達致雙贏，亦應學習寬恕別人，這樣才可以令社會更加和諧。◇



The necessity of PHYSICAL PUBLIC SPACE?

Health benefits:

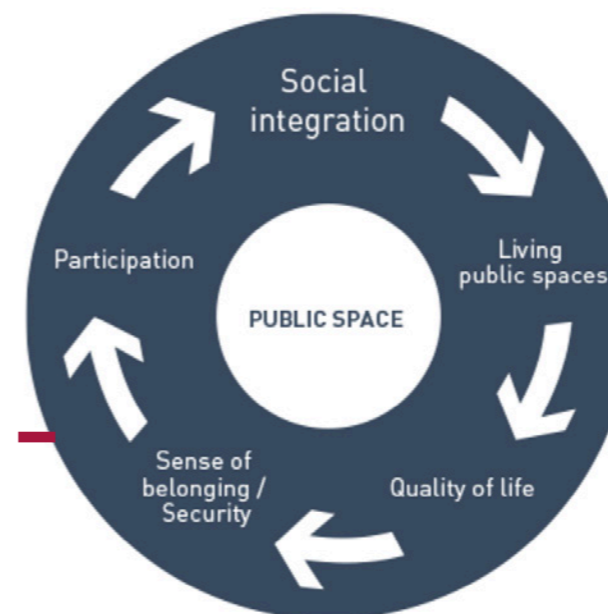
- Space for exercise - better cardiovascular health, lower obesity
- Better mental health - less anxiety, depression, feelings of loneliness

Social benefits:

- Space for social interaction
- Better community relationships

Environmental benefits:

- Better air quality and ventilation
- Microclimate and relieving urban heat island effect



The Public Space Cycle

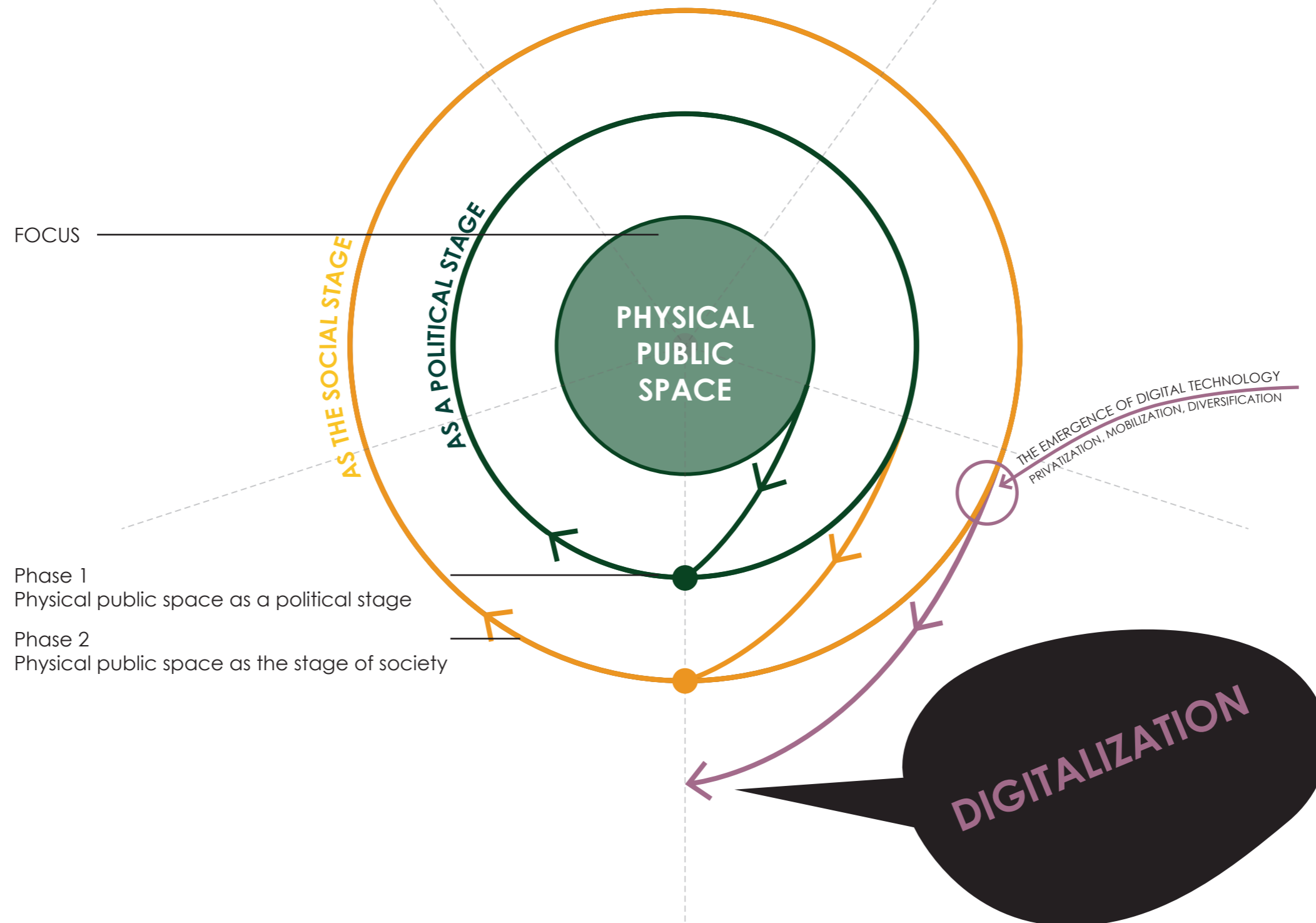
Unopened Space: Mapping Equitable Availability of Open Space in Hong Kong

<http://www.burri.world/en/content/public-space>

Hypothesis

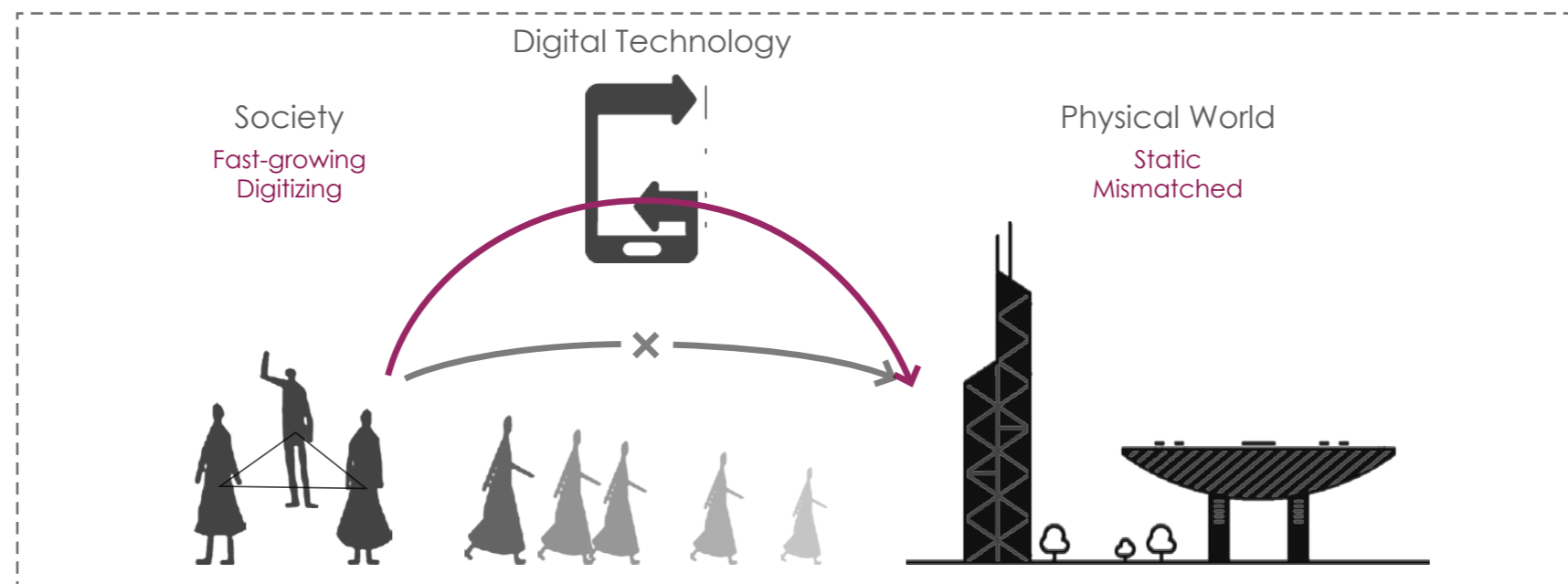
DIGITALIZATION!

TO FIND NEW WAYS THAT THE DIGITAL AND PHYSICAL COULD COME TOGETHER.



Research Question

Can Urban Design bridge the gap between fast-growing digitizing urban society and the static dimension of physical public space in Hong Kong through the implementation of Digital Technology?

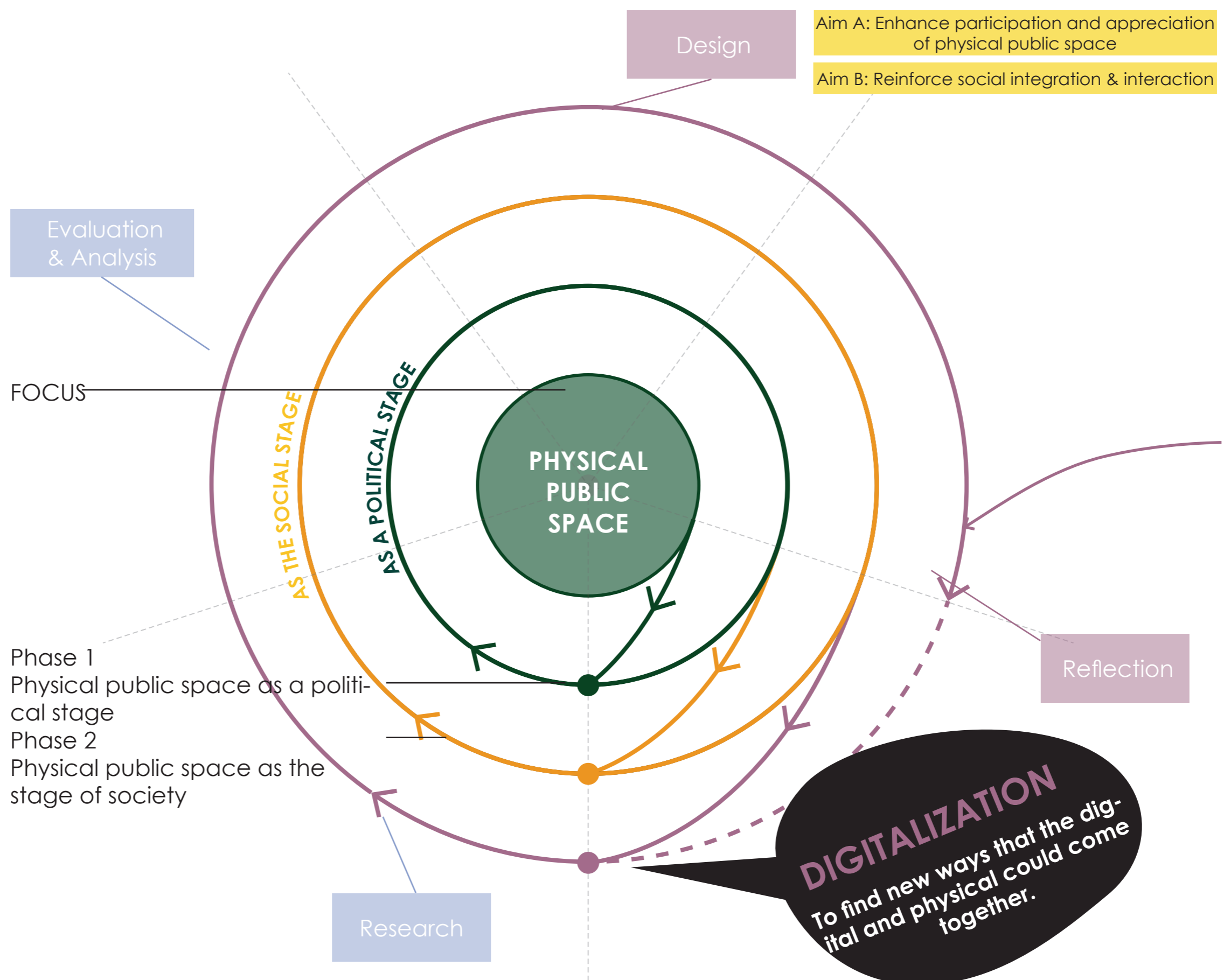


Aims:

A. To figure out a possibility that spatial design approach and digital technology can coexist and cooperate, which enhances both citizens' participation to public life and their appreciation of physical public spaces;

B. To create dynamic public spaces through taking the advantage of digital technology, which thus reinforce the social integration and interaction between different users of public space.

Theoretical Framework



Design

- Aim A: Enhance participation and appreciation of physical public space
- Aim B: Reinforce social integration & interaction

Evaluation & Analysis

FOCUS

AS THE SOCIAL STAGE

AS A POLITICAL STAGE

PHYSICAL PUBLIC SPACE

- Phase 1
Physical public space as a political stage
- Phase 2
Physical public space as the stage of society

Reflection

Research

DIGITALIZATION
To find new ways that the digital and physical could come together.

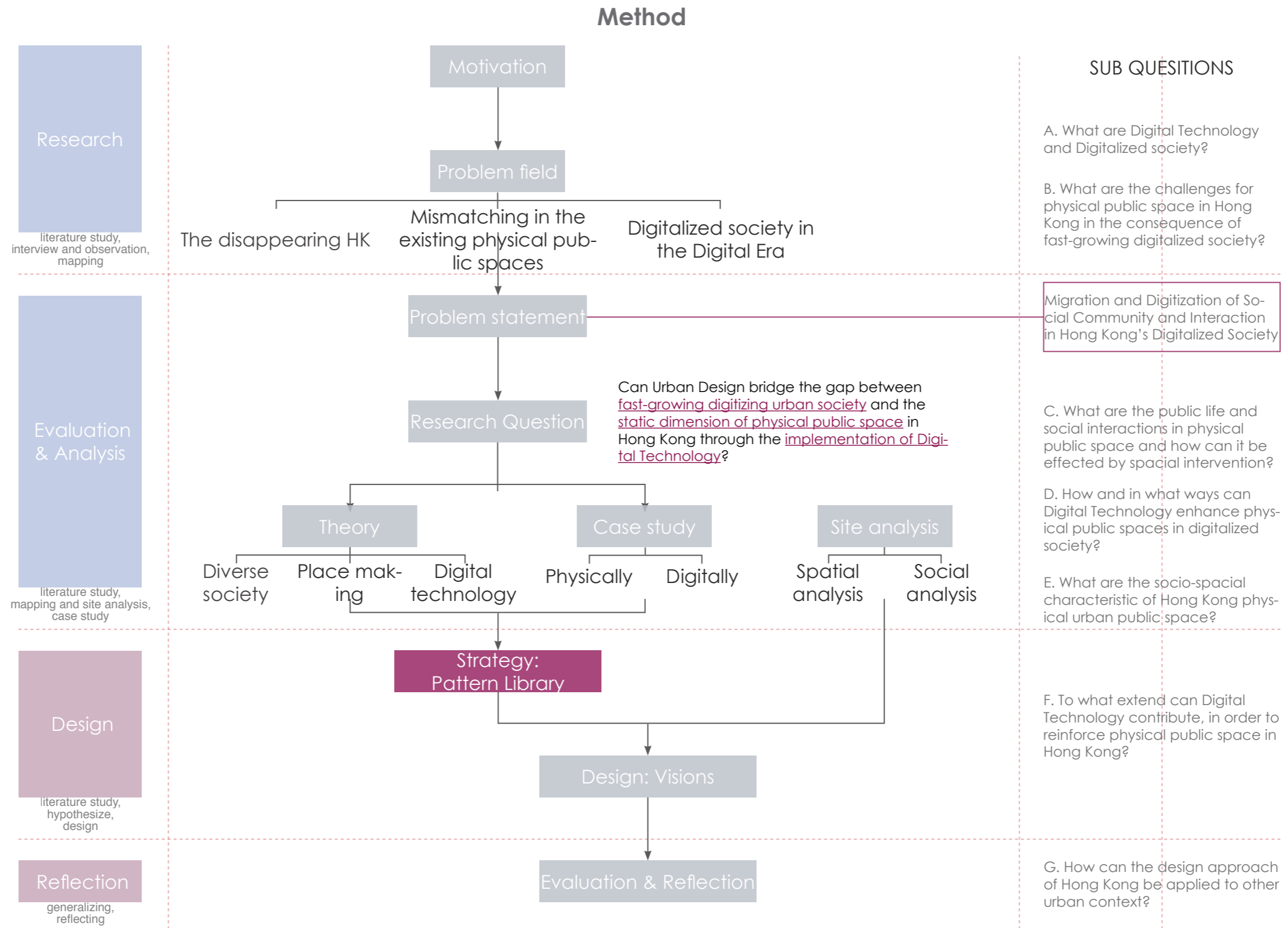
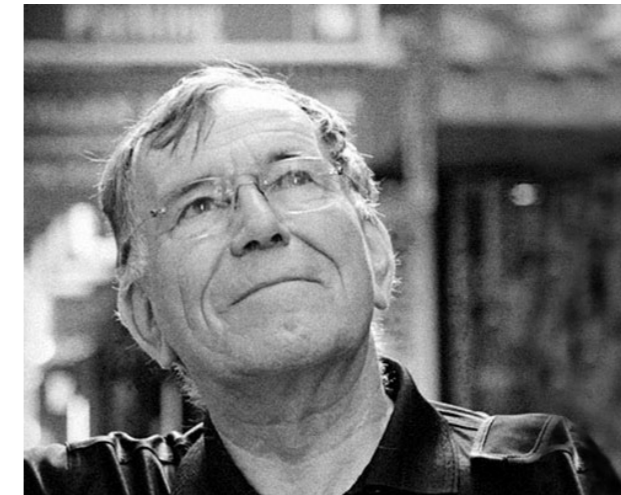
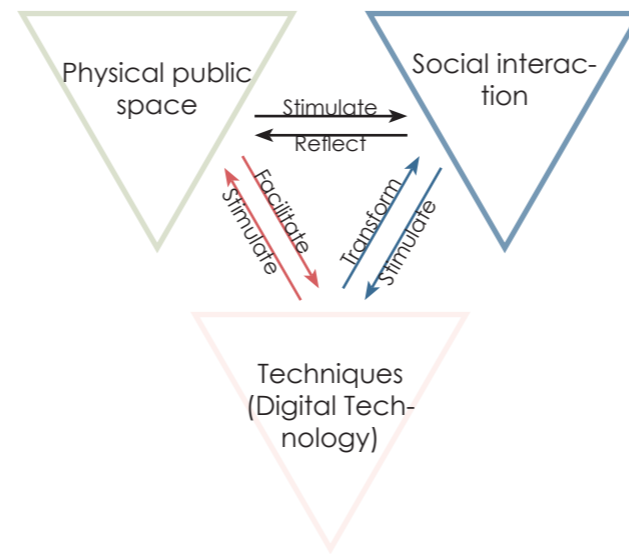
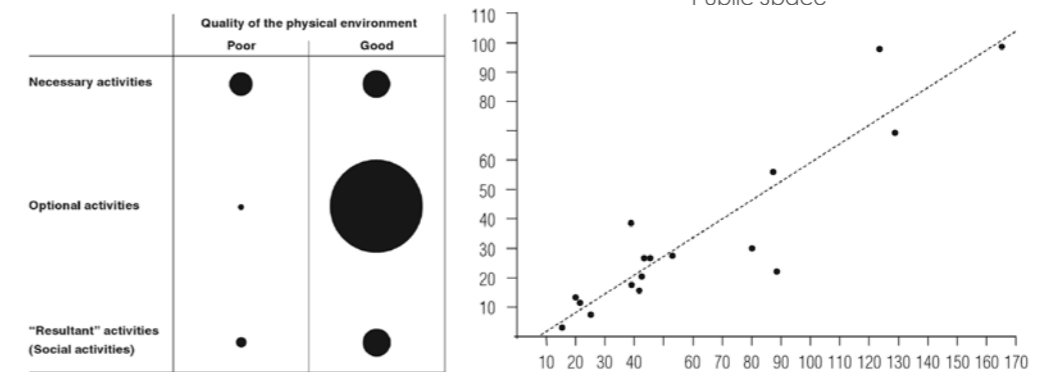


Fig. 13: Research framework
Made by author

Relation & Organization



Jan Gehl
Fig. 16 From Jan Gehl's book 'Life Between Buildings: Using Public Space'



"The internet, which by then will have entered not only into our lives, but also into our bodies. The so-called "internet of everything"



Carlo Ratti
Professor of the Practice, Senseable City Lab, Department of Urban Studies and Planning, MIT



Christian Licoppe
Professor in Sociology of Information and Communication Technologies



Ralph Schroeder
Professor in Social Science of the Internet at the Oxford Internet Institute

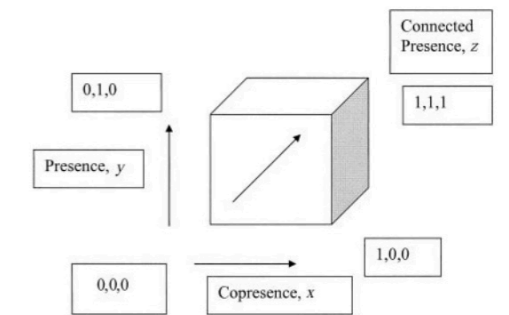
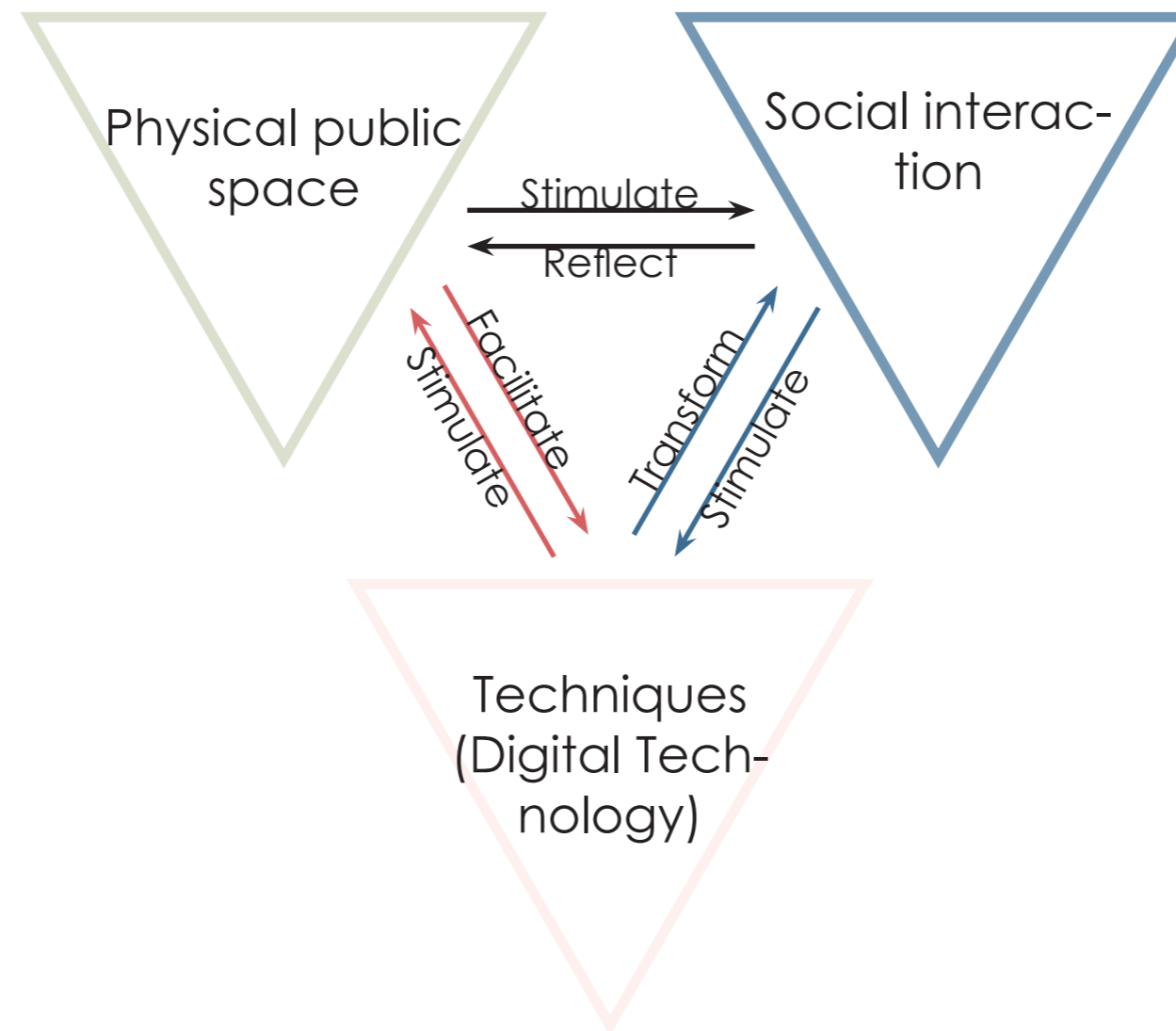
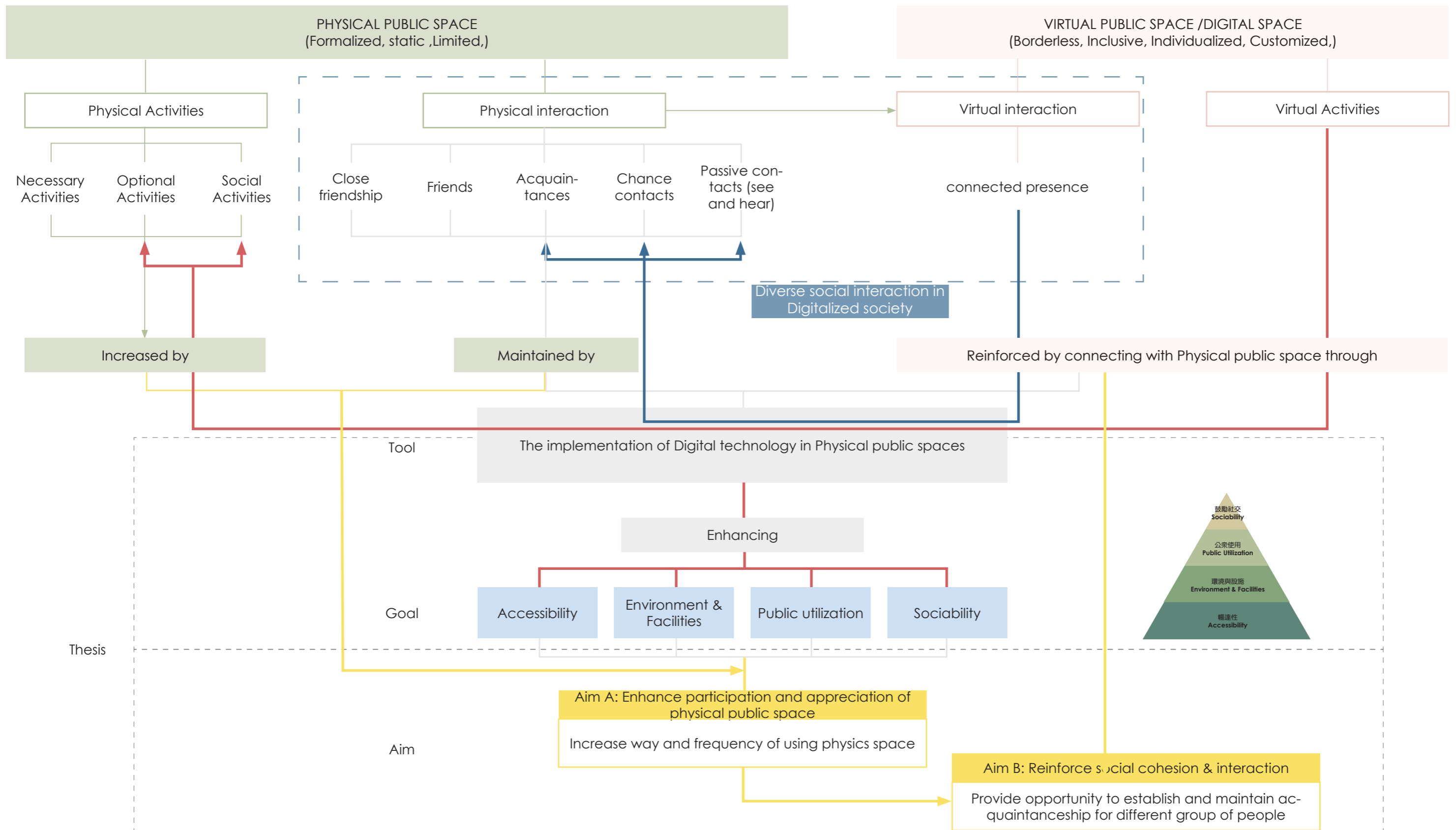


Figure 1. The connected presence cube.

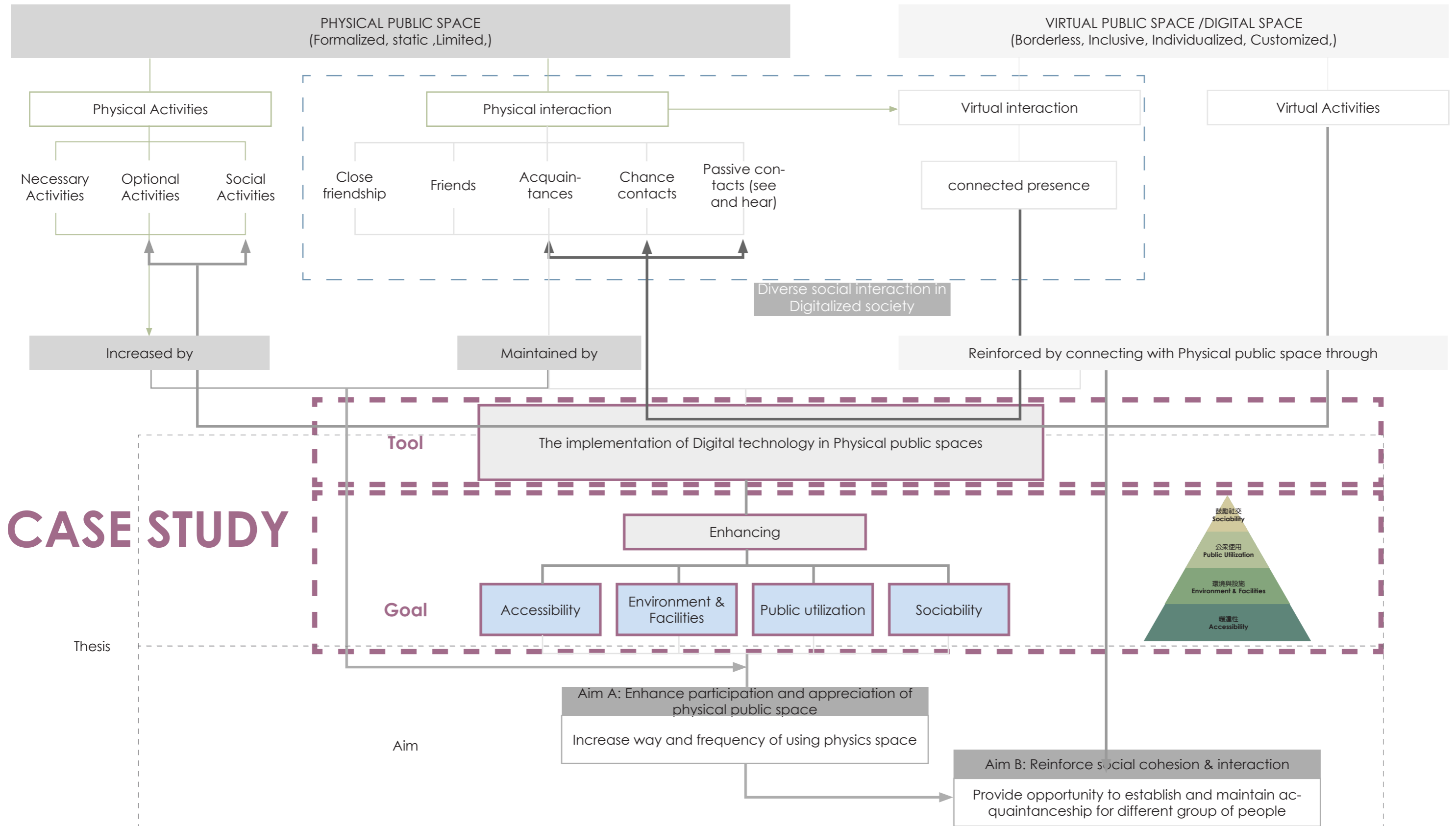
Relation & Organization



Theoretical Framework



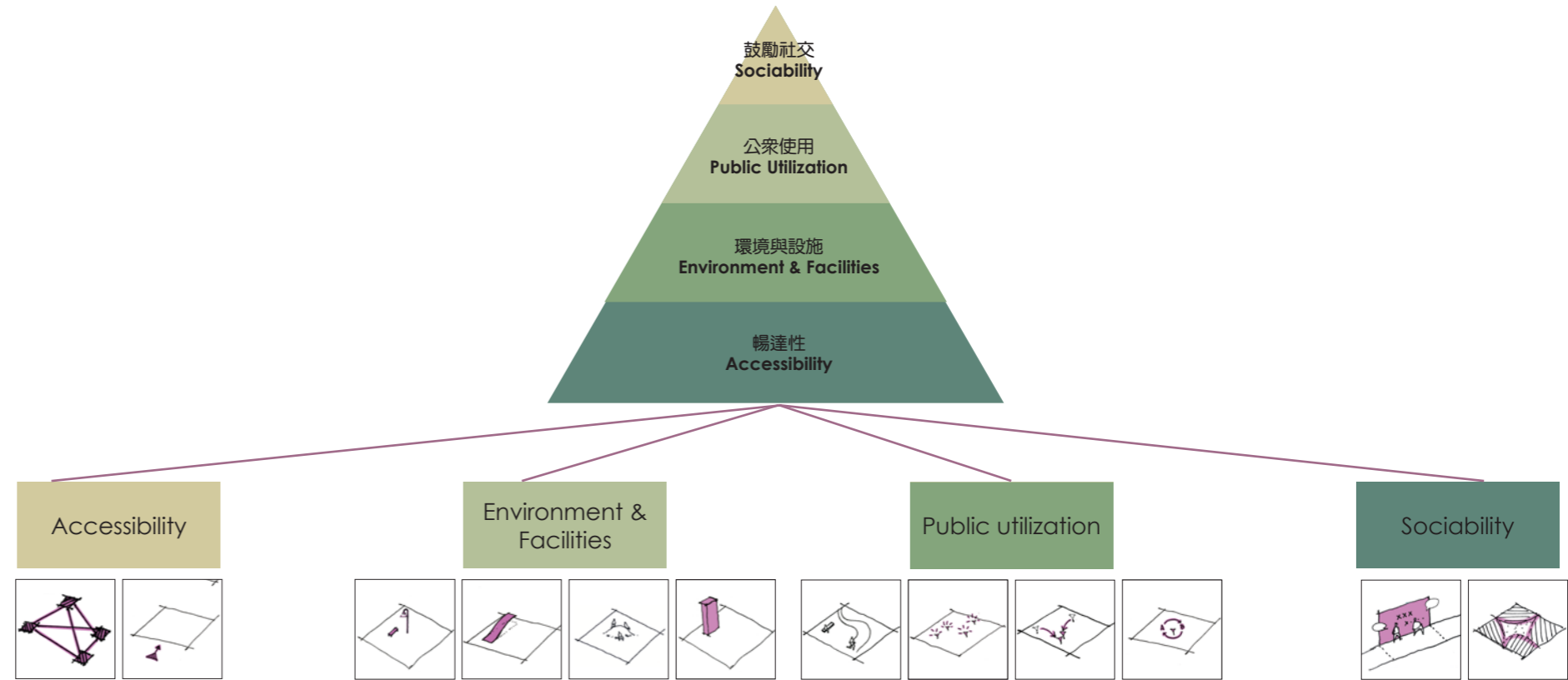
Theoretical Framework



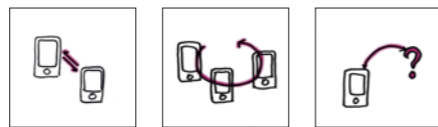
Method

Ideal Standard/ Goal/

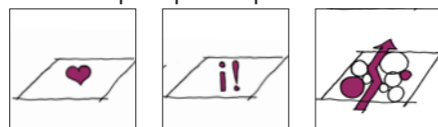
Tool



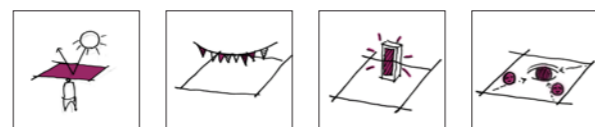
PEOPLE & PEOPLE
Create network between people



PEOPLE & PLACE
Add an information layer between people & place



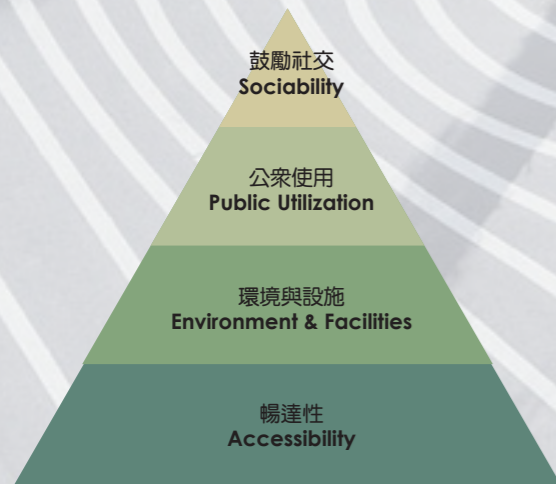
PEOPLE & ENVIRONMENT
Controllable & interactive installations



INFORMATION TRANSFER BETWEEN

Patterns

#Digital technology#



Accessibility



Make connections

VISION FOR PARKS AND PUBLIC SPACE, MIAMI, US



Guidance & entrance

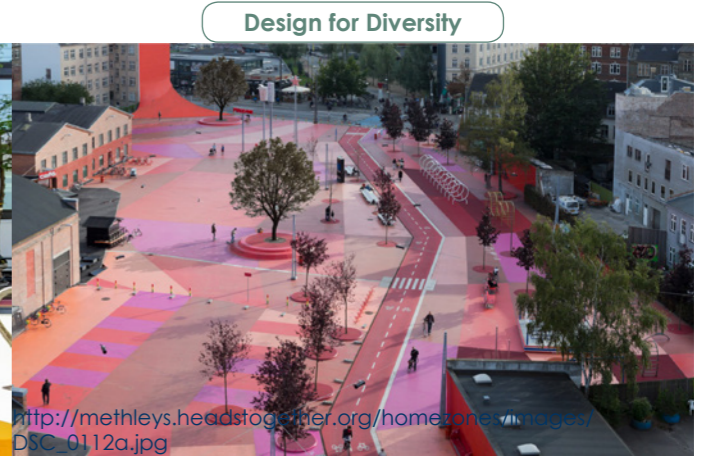
OLD MARKET SQUARE, NOTTINGHAM

Sociability



Design for Sharing

YALP FONO



Design for Diversity

THE METHLEYS HOME ZONE LAUNCH

Environment & Facilities



Safety & Comfort

OPEN SPACE IN HAFENCITY, HAMBURG GERMANY



Create identity

STREETScape (COMPETITION)

Public utilization



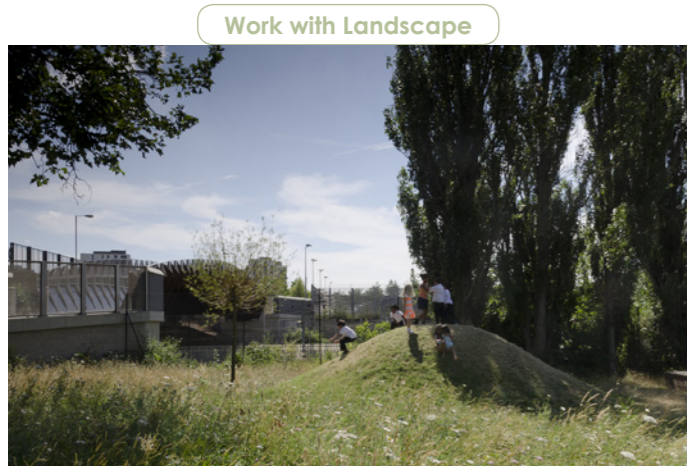
Design for daily activities

STREETScape (COMPETITION)



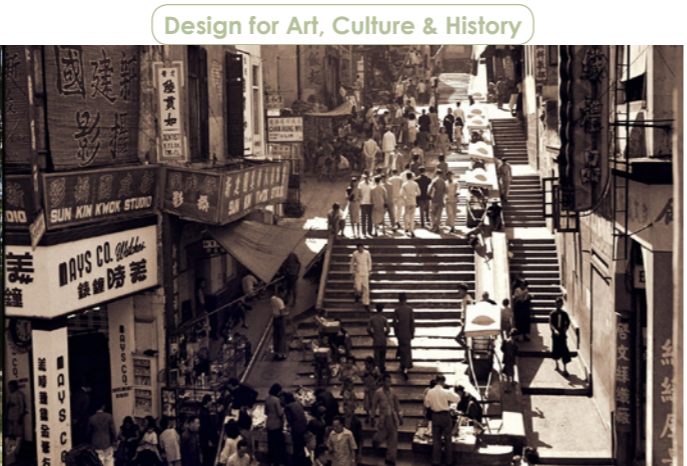
Entertainment & Event

THE METHLEYS HOME ZONE LAUNCH



Work with Landscape

DRAPERS FIELD



Design for Art, Culture & History

STAIR CULTURE IN HONG KONG



Multipul Temporal & Spacial scales

MOVABLE FURNITURE AND PUBLIC VITALITY

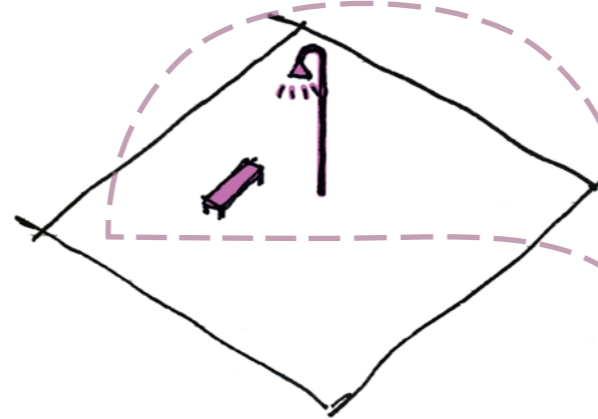


Mixed uses and forms

LE INFINITE POSSIBILITÀ DELLE PIAZZE D'ACQUA

Environment & Facilities

Safety & Comfort



OPEN SPACE IN HAFENCITY, HAMBURG GERMANY

FINDING THE DIGITAL TOOL TO ACHIEVE THE GOAL

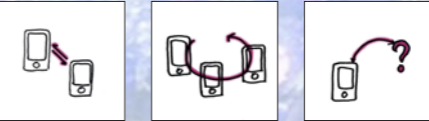
#Digital technology#

Digital technology is A TYPE OF TRANSFER that involves breaking a message or form of communication BETWEEN TWO MACHINES down into binary code.



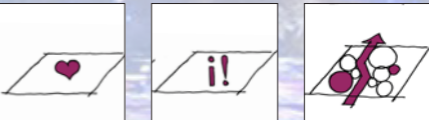
PEOPLE & PEOPLE

Create network between people



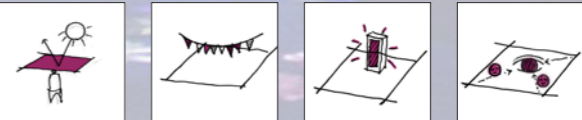
PEOPLE & PLACE

Add an information layer between people & place



PEOPLE & ENVIRONMENT

Controllable & interactive installations



Information transfer between PEOPLE & PEOPLE

Add layer of Digital information between people & people

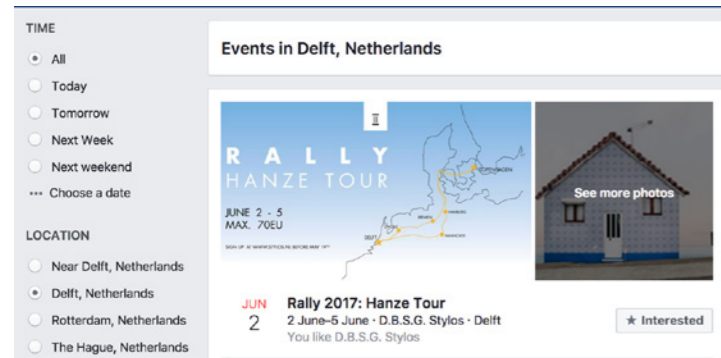
Between familiars



Between communities

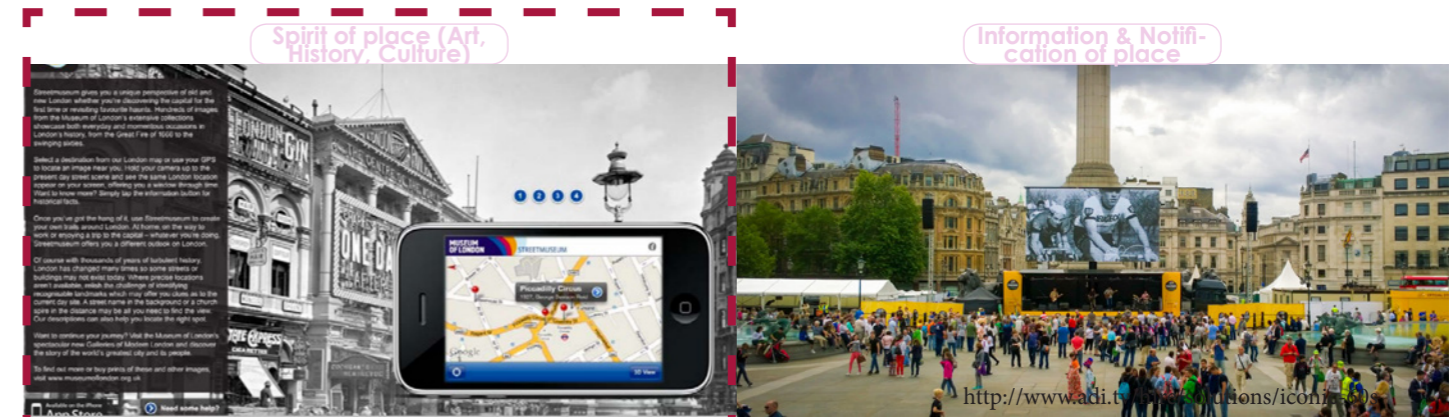


Between strangers



Information transfer between People and Place

Add layer of Digital information between people and place



Experience of place



Information transfer between PEOPLE & ENVIRONMENT

Self-controlled physical installations

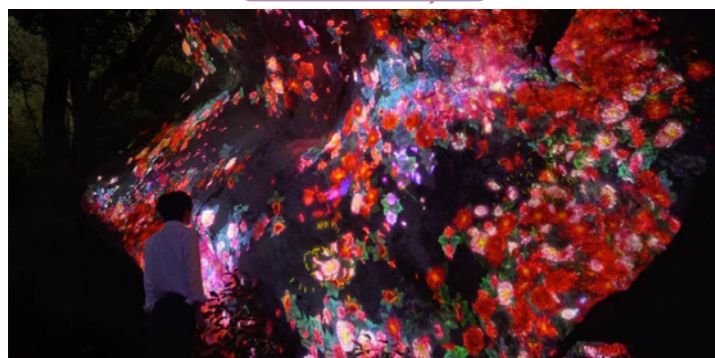
Comfortableness of environment



Beauty & Enjoyment of environment



Identity (Art History and Culture)



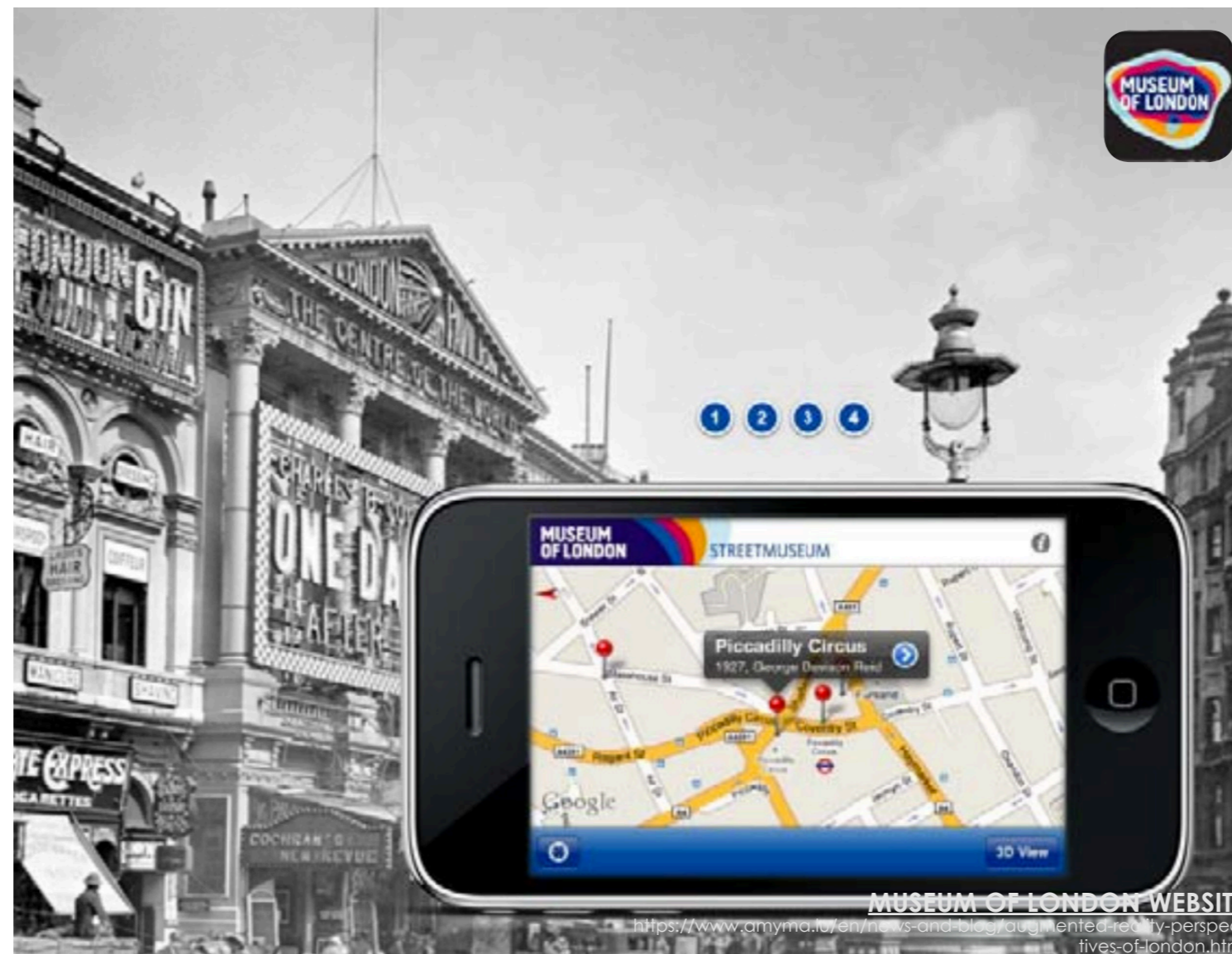
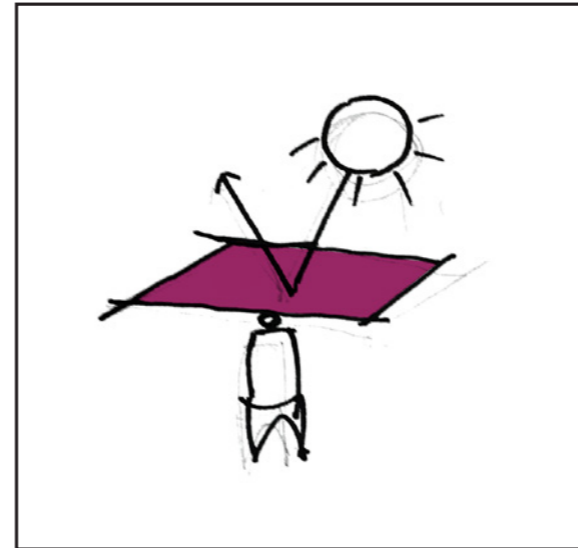
Feeling and perception of environment



Information transfer between People and Place

Add layer of Digital information

For Art and Culture

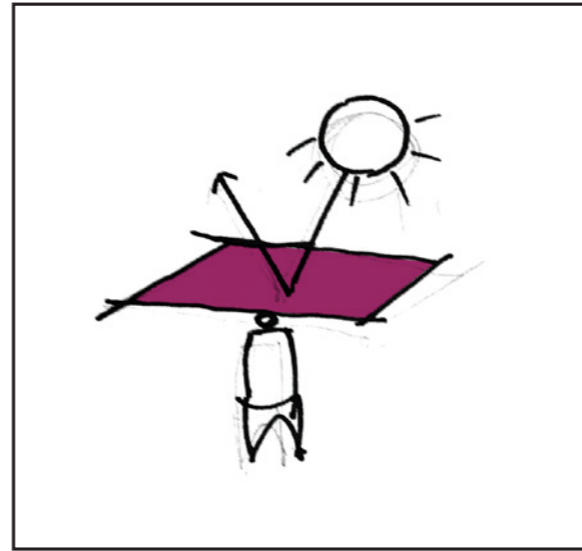


This application was developed for tourism in various cities across the world. It allows users to experience the story of a soldier (written as historic fiction) at the physical location of the story, providing a historical narrative of the site. The project overlays digital narratives over physical place, which enhance the meaning and understanding of heritage and the cultural significance of place. And the participants also proved that they had a better understanding of the place and its history as the result of the experience.

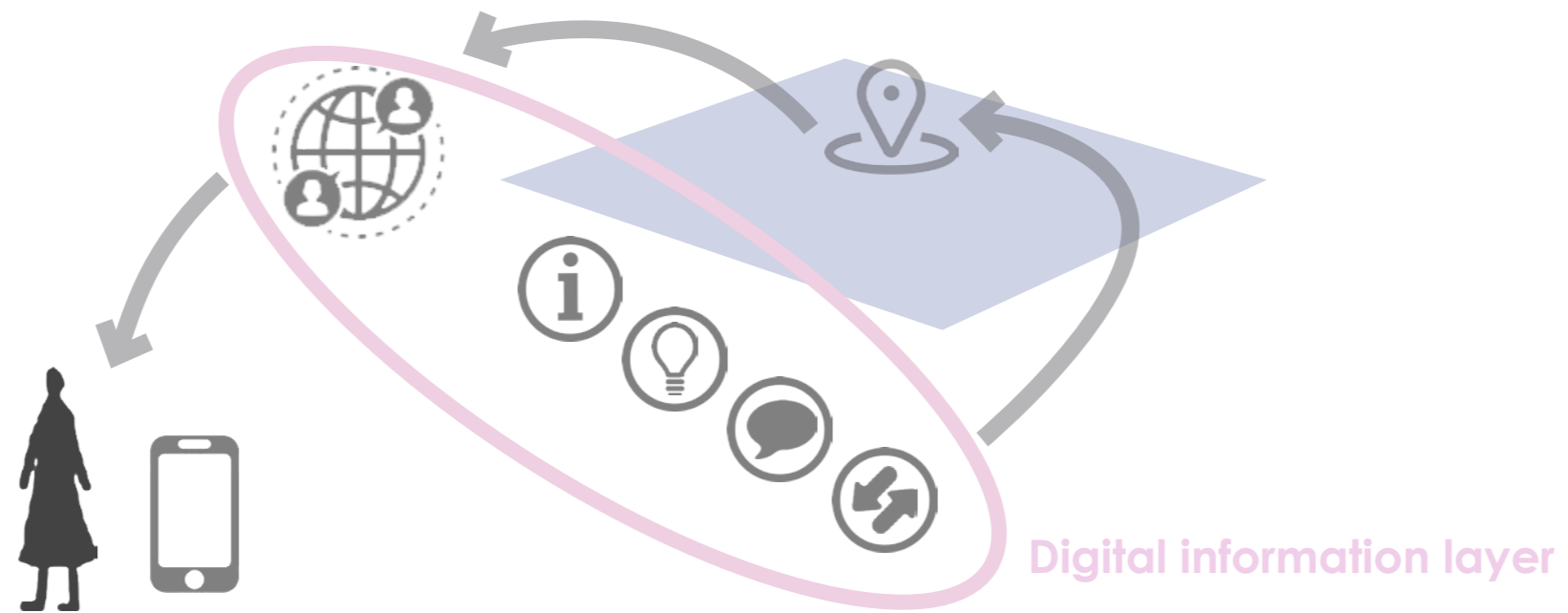
Information transfer between People and Place

Add layer of Digital information

For Art and Culture



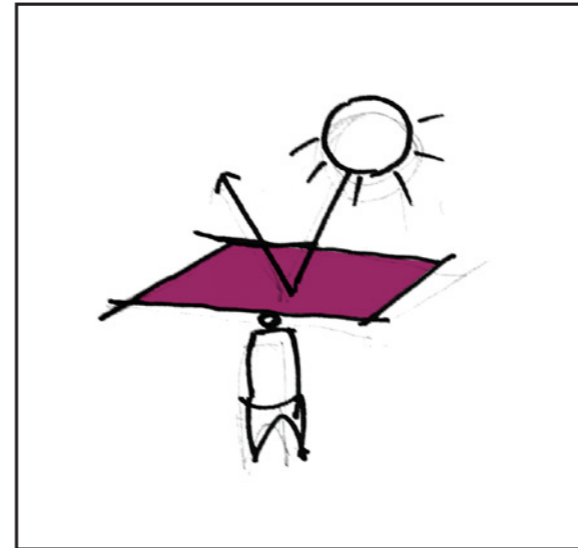
Interaction with people & space



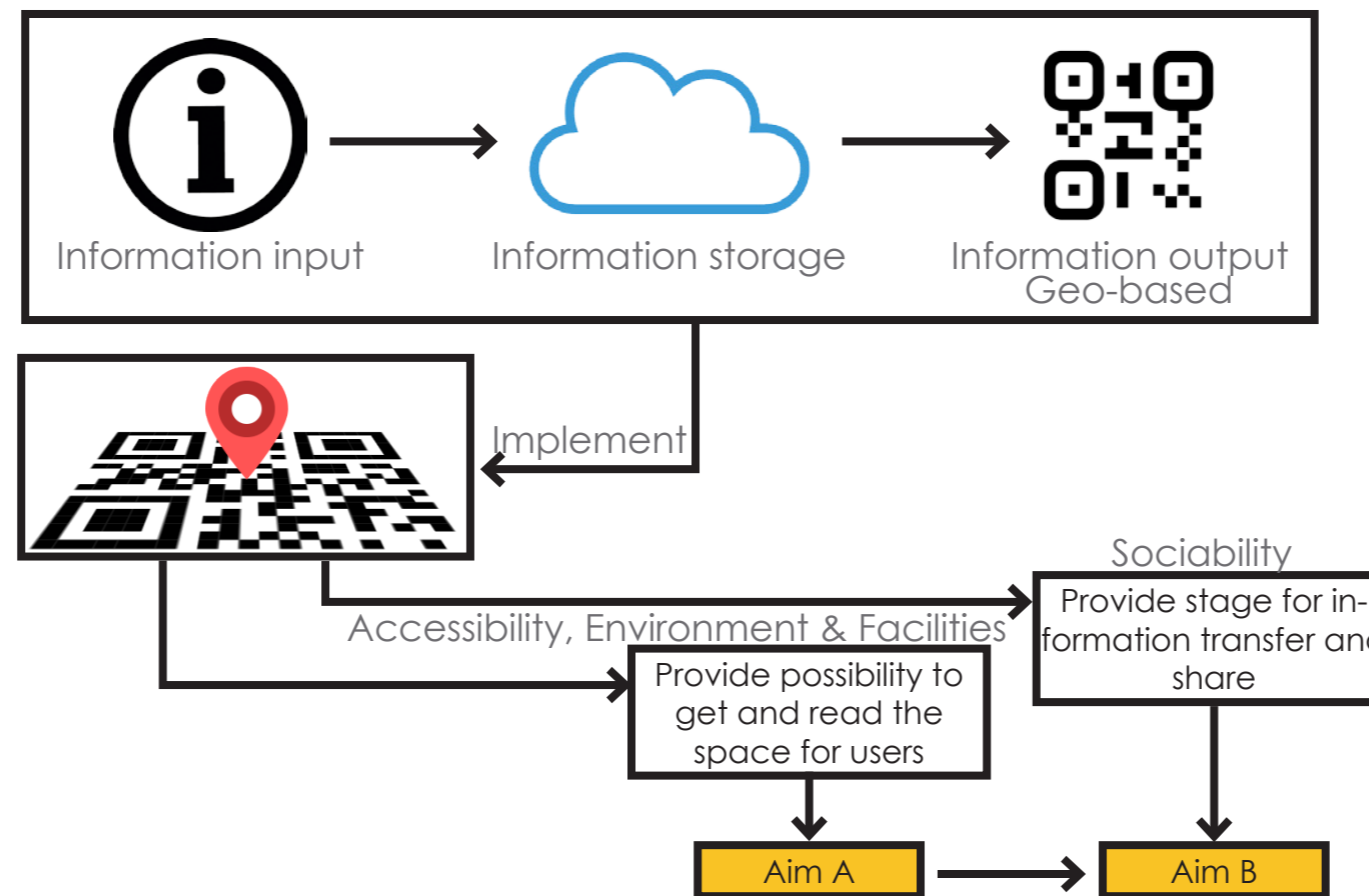
Information transfer between People and Place

Add layer of Digital information

For Art and Culture



Running mode



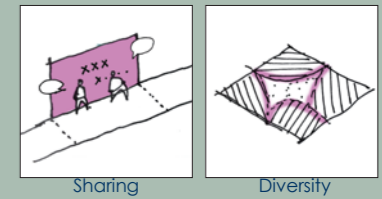
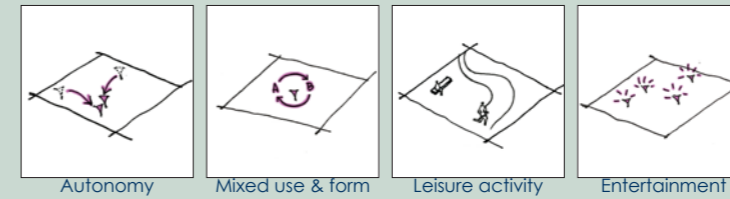
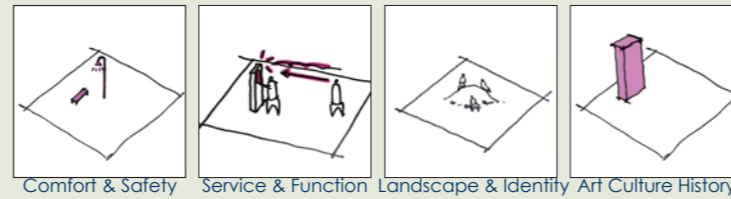
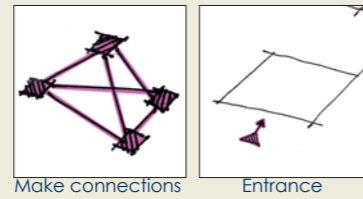
Patterns

Accessibility

Environment & Facilities

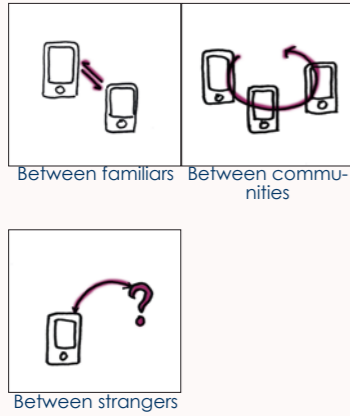
Public utilizations

Sociability



Digital installations

PEOPLE AND PEOPLE



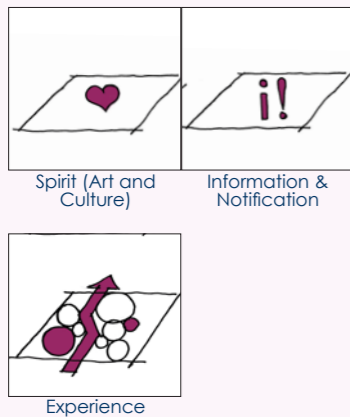
Enhance the accessibility of physical public space by spreading notification and information to the existing social relations

-

Create more possibilities for people in groups to use physical public space.

Provide a platform for citizens to communicate with familiars, communities or strangers, which could bring and extend the digital social relation into physical spaces.

PEOPLE AND PLACE



Creating information layer could help with the navigation, as well as giving informatic characteristic to specific space, that could thus makes it easier for people to get to or use.

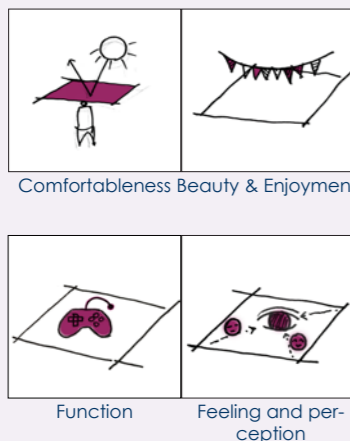
Creating information layer help to present the culture, history or even vision of physical public spaces, which could not be seen by users directly, as well as forming and emphasizing its identity.

Help people to get to the space, read the space, understand the space and use the space well.

Creating information platform to emphasize layer could help with the navigation, as well as giving informatics characteristic to specific space, that could thus makes it easier for people to get to or use.

Physical installations

PEOPLE AND ENVIRONMENT



Help with emphasize the entrance of physical public space, make it more **NOTICABLE** and **RECOGNIZABLE**, as well as **WELCOME**.

Improving the experience of an environment and the image of physical public space through implementing interactive installations, which could react and response to the situation at the present, including weather, time or users' movement and activities.

Allows variation and transformation for the static physical spatial form and facility regarding to different weather, time or users' movement and activities.

Manual controlled physical installations allows the entrance of physical public space be more flexible regarding to the location and form, thus to enhance the accessibility.

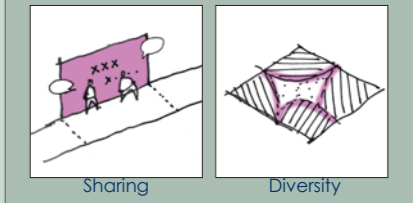
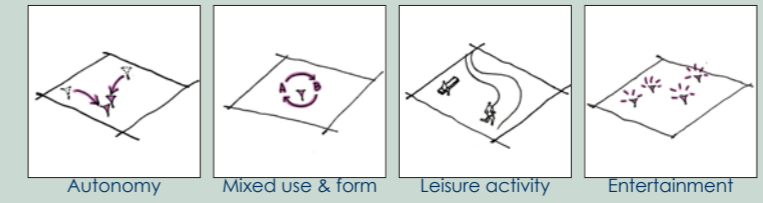
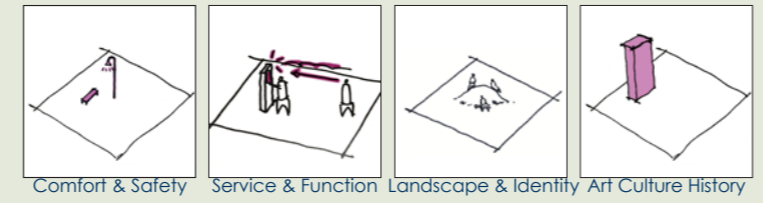
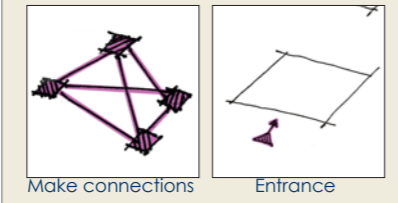
Patterns

Accessibility

Environment & Facilities

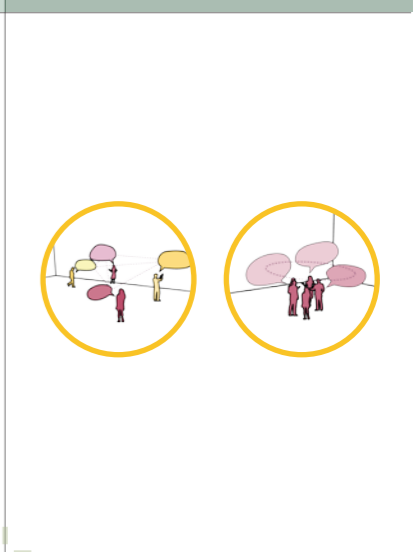
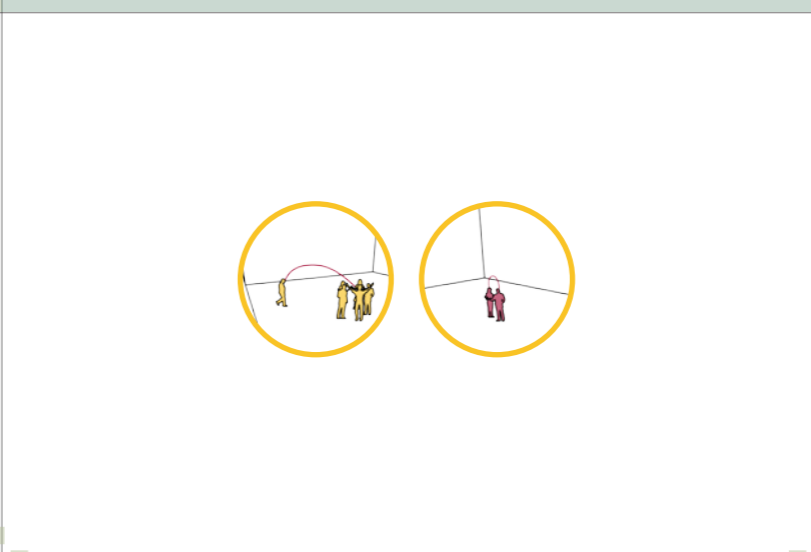
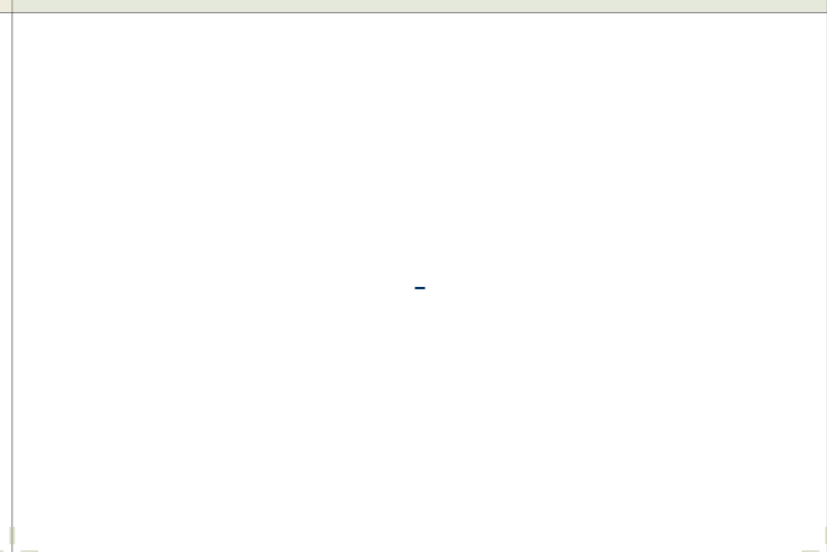
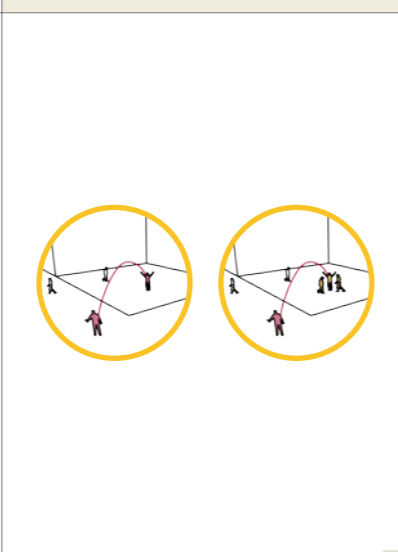
Public utilizations

Sociability



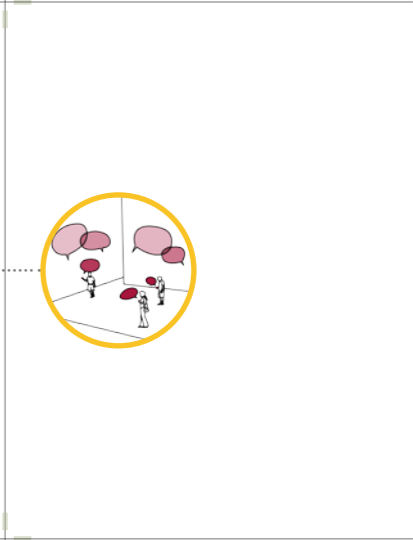
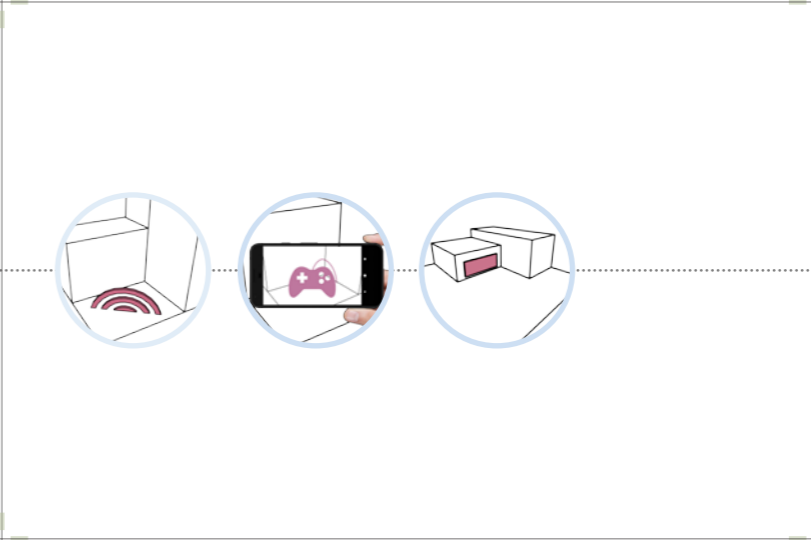
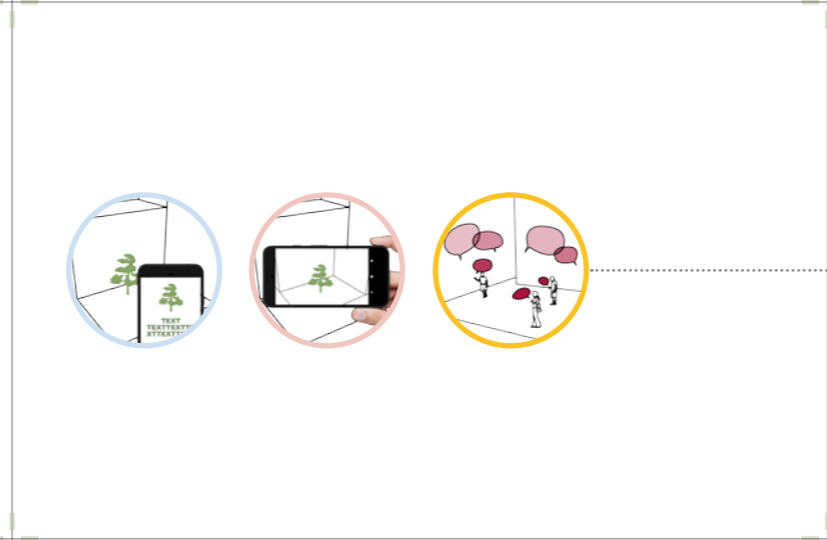
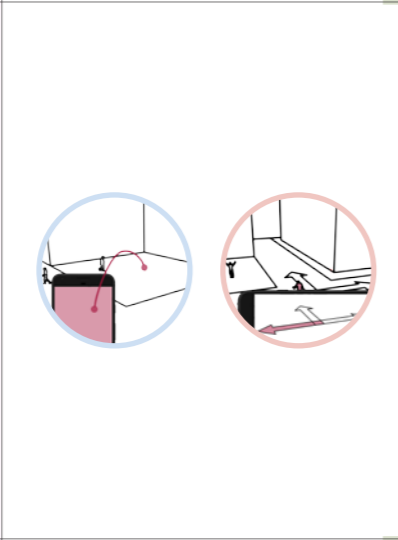
Digital installations

PEOPLE AND PEOPLE



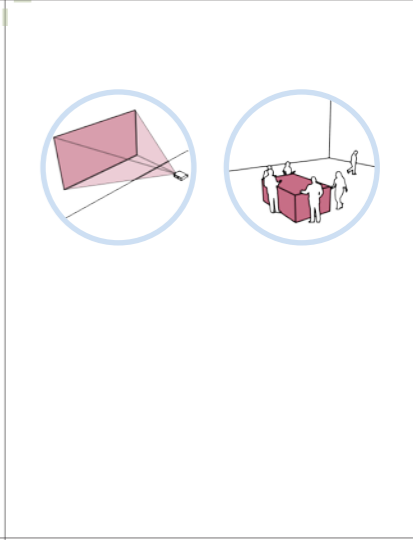
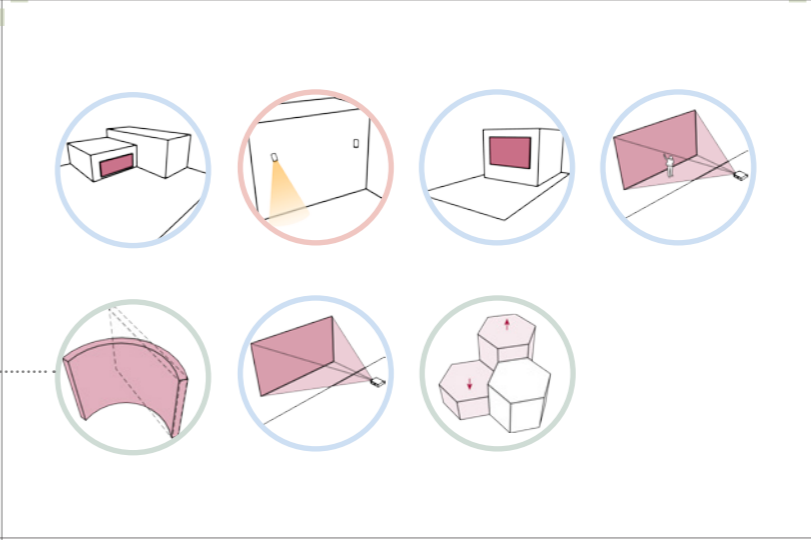
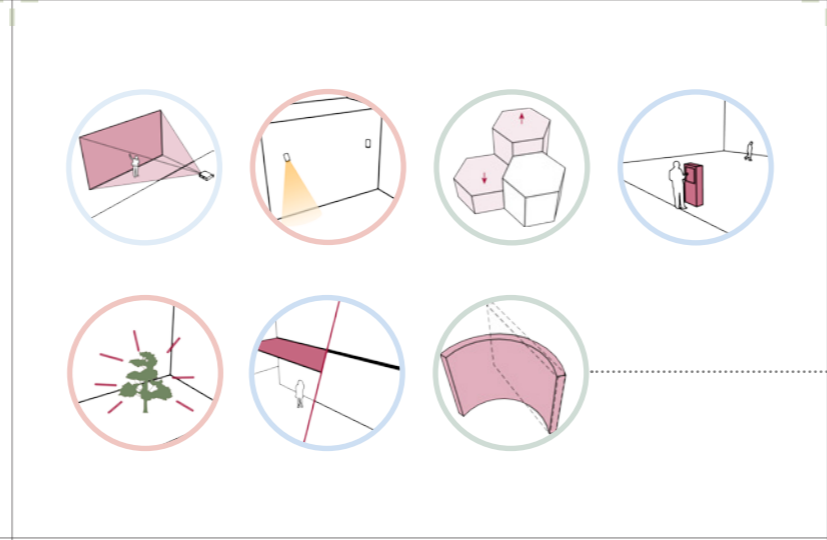
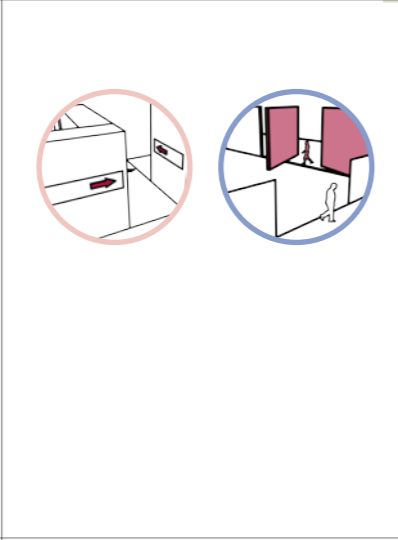
Digital installations

PEOPLE AND PLACE



Physical installations

PEOPLE AND ENVIRONMENT



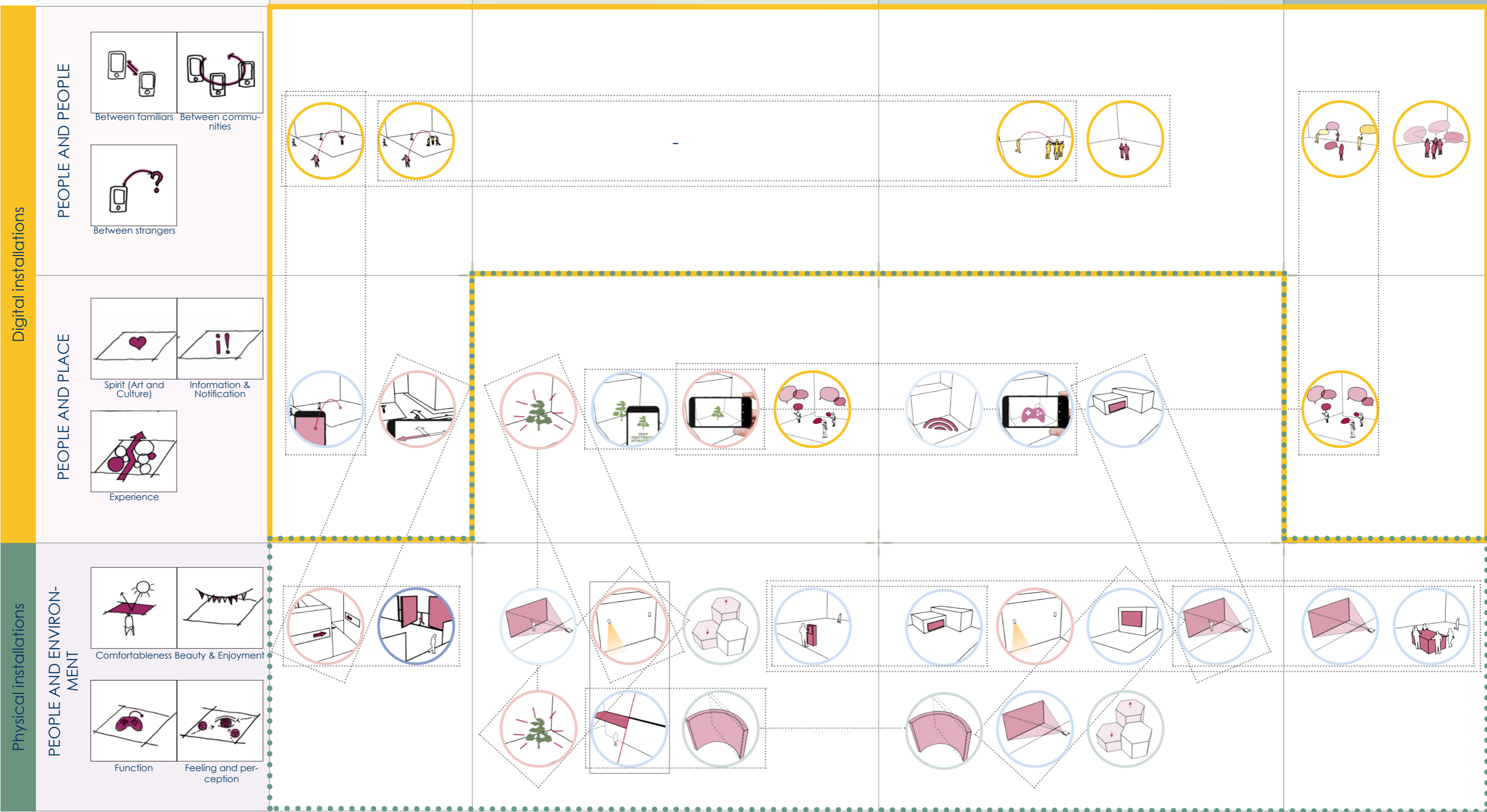
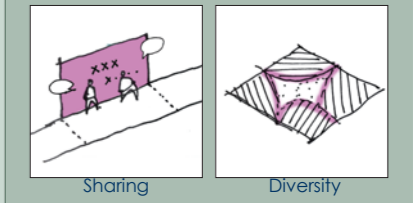
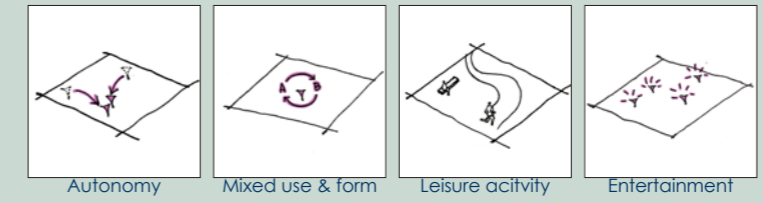
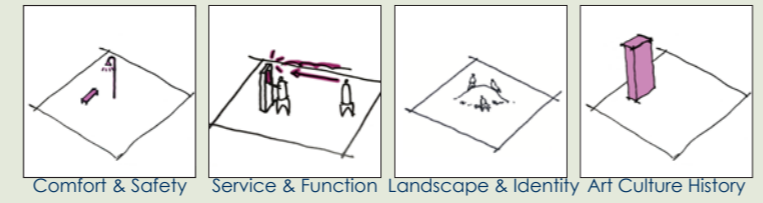
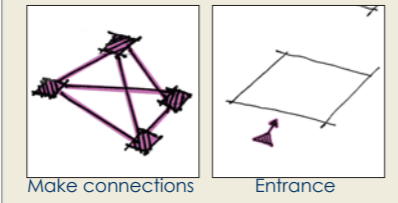
Patterns

Accessibility

Environment & Facilities

Public utilizations

Sociability



Hong Kong's society

Key words: *Historic, Crowded, Shopping Paradise, multi-cultural and diversified*



HISTORICAL



CROWD



SHOPPING PARADISE

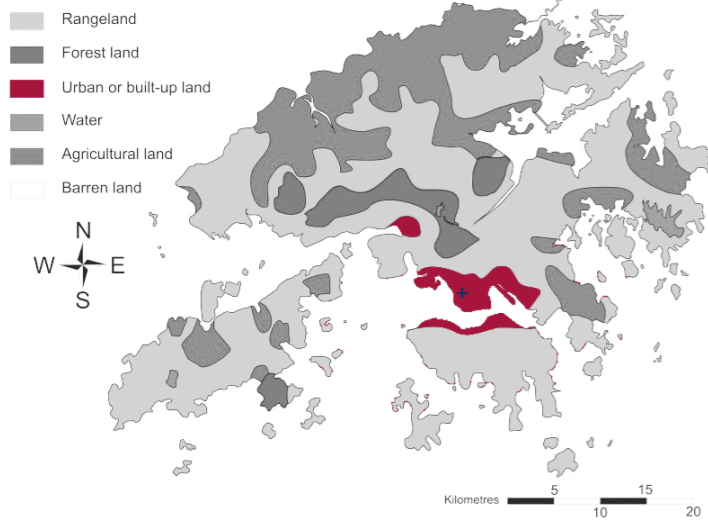


MULTI-CULTURAL AND DIVERSED

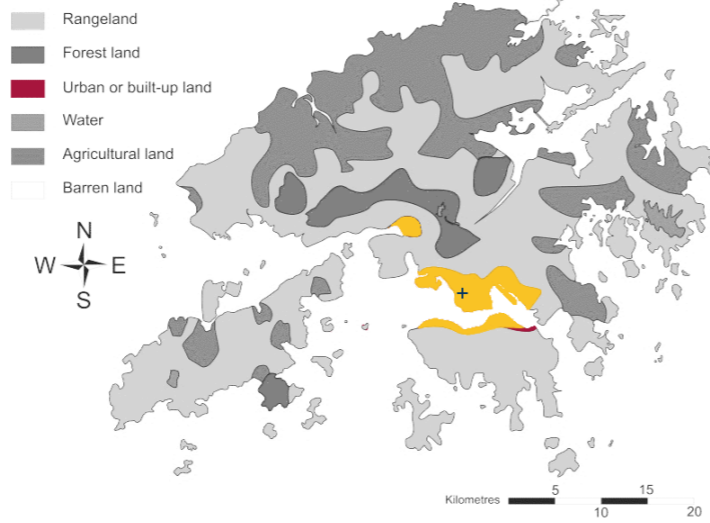
Site choose

“HISTORICAL”

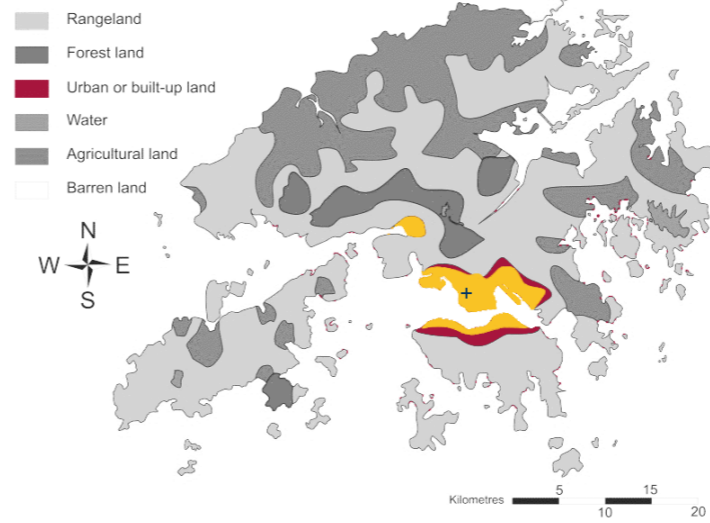
1940 Hong Kong Land Use Map



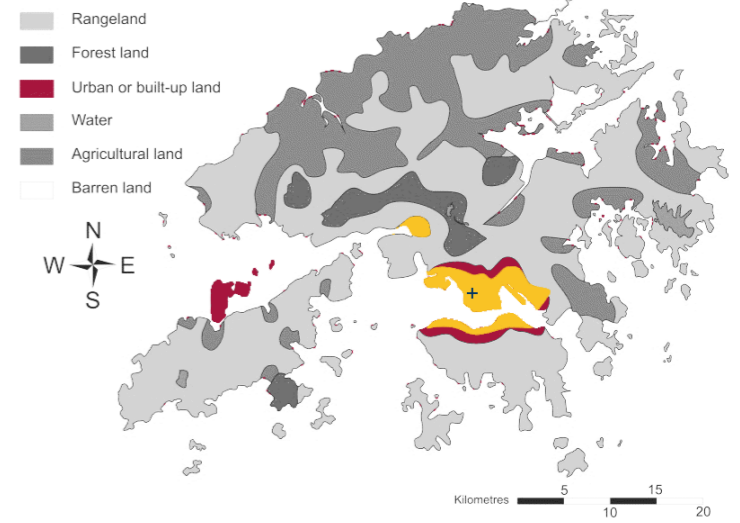
1950 Hong Kong Land Use Map



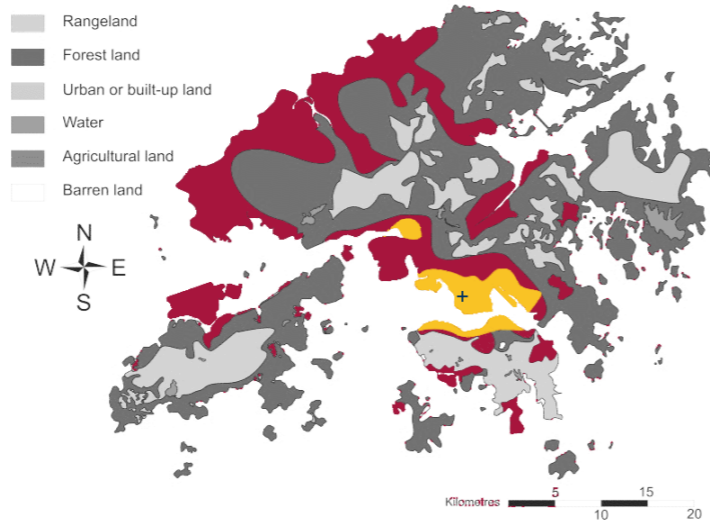
1960 Hong Kong Land Use Map



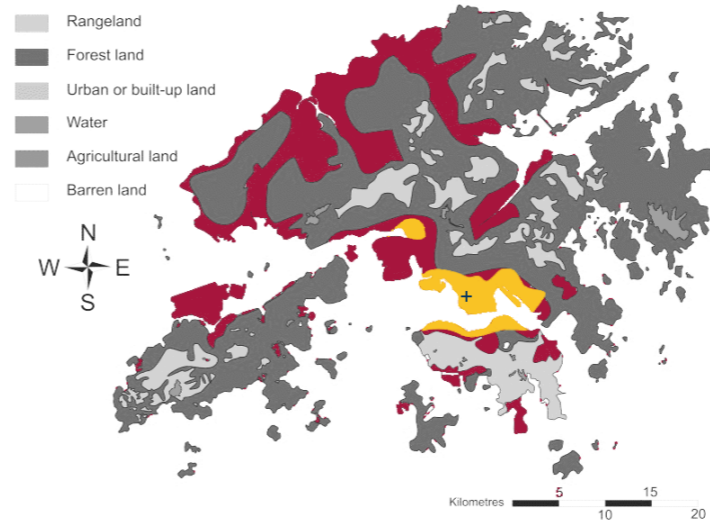
1970 Hong Kong Land Use Map



1980 Hong Kong Land Use Map



1990 Hong Kong Land Use Map



2000 Hong Kong Land Use Map

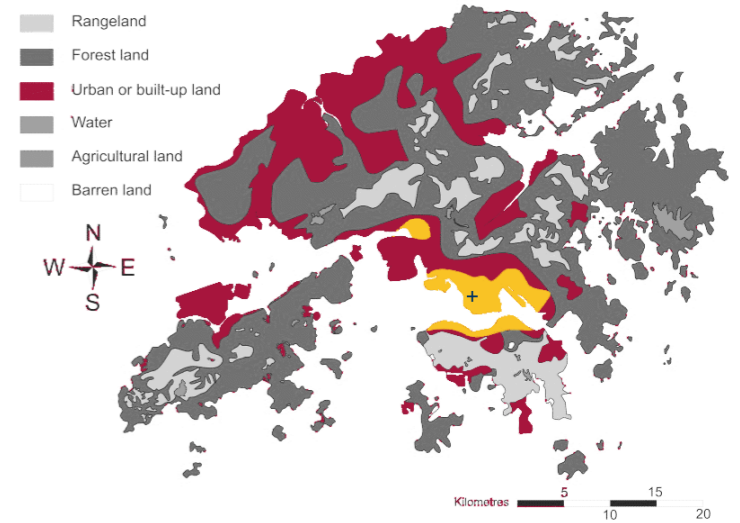
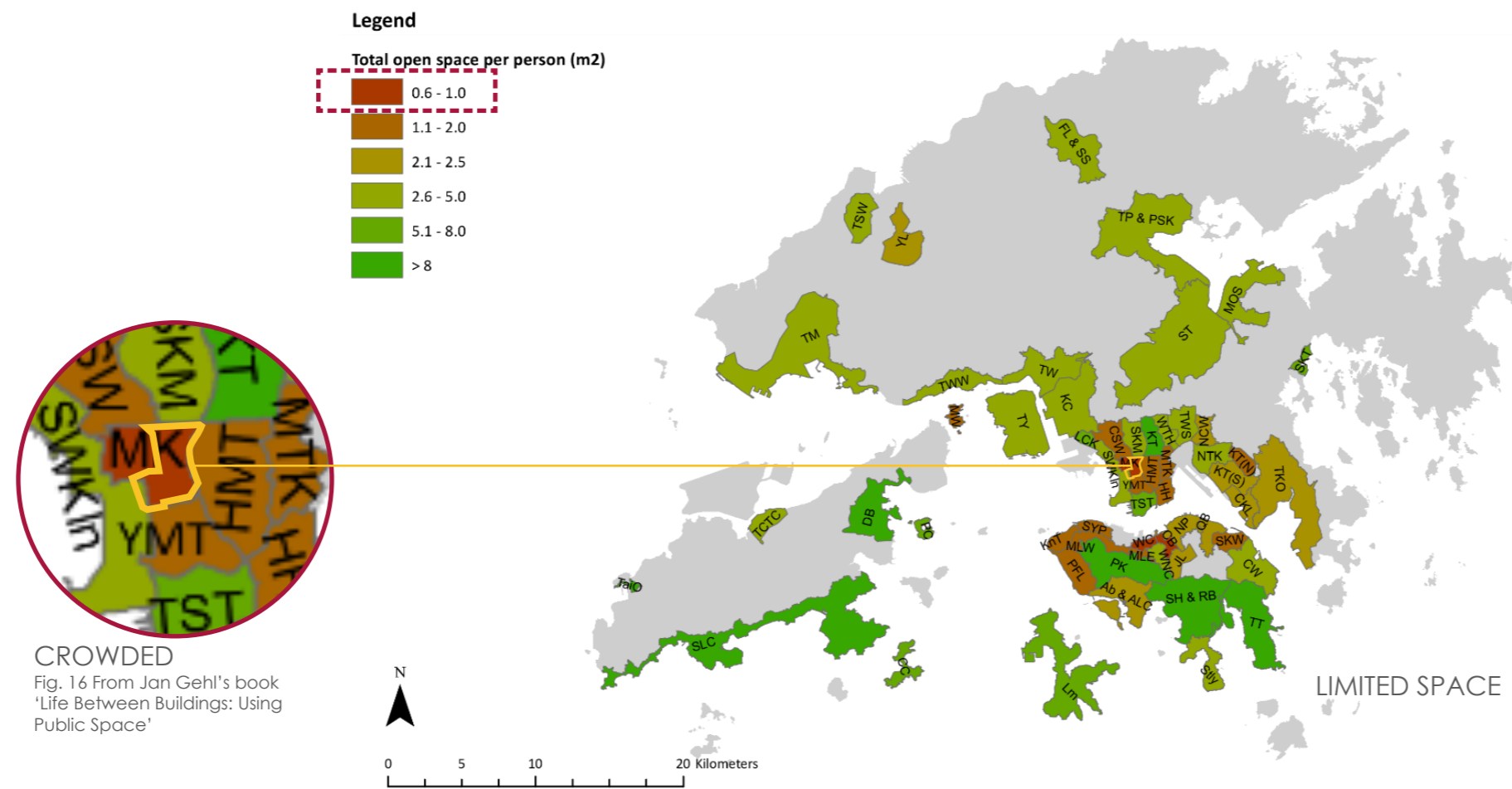


Fig. 16 From Jan Gehl's book 'Life Between Buildings: Using Public Space'

OLDEST

Site choose
"CROWD"

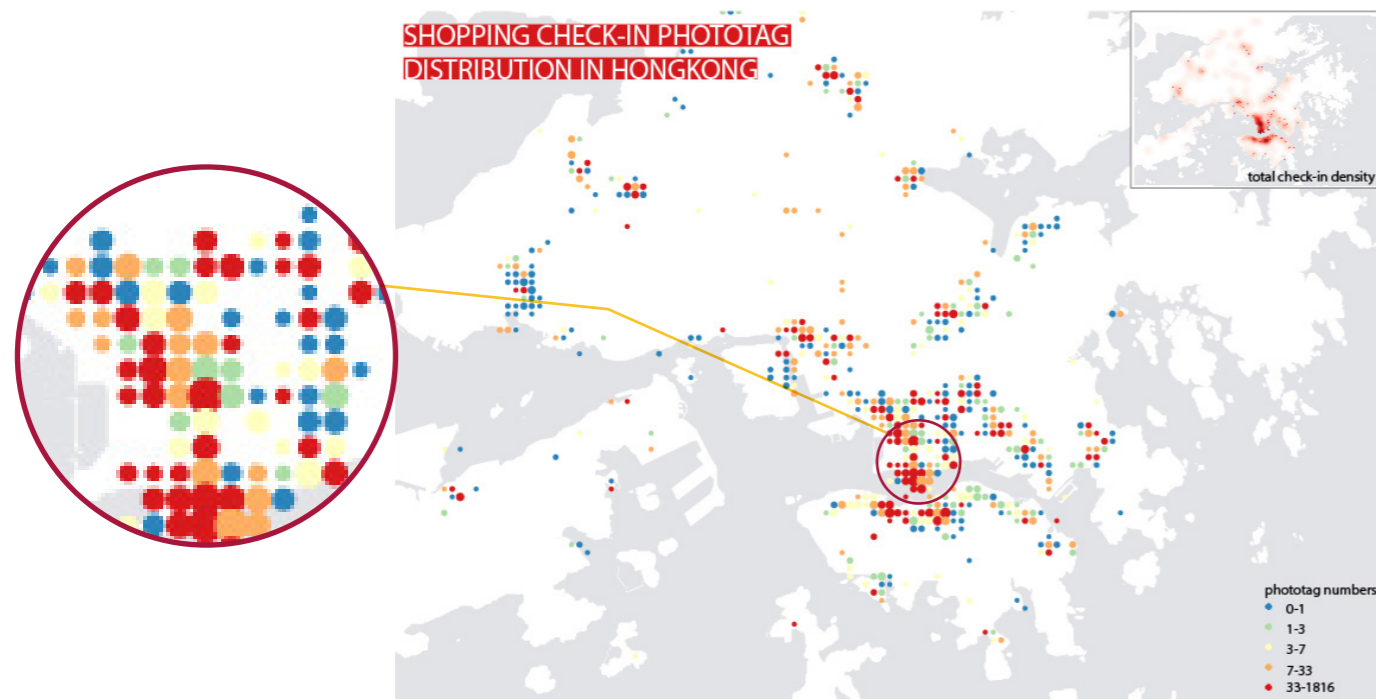
Map H: Total Open Space per Person (2012)



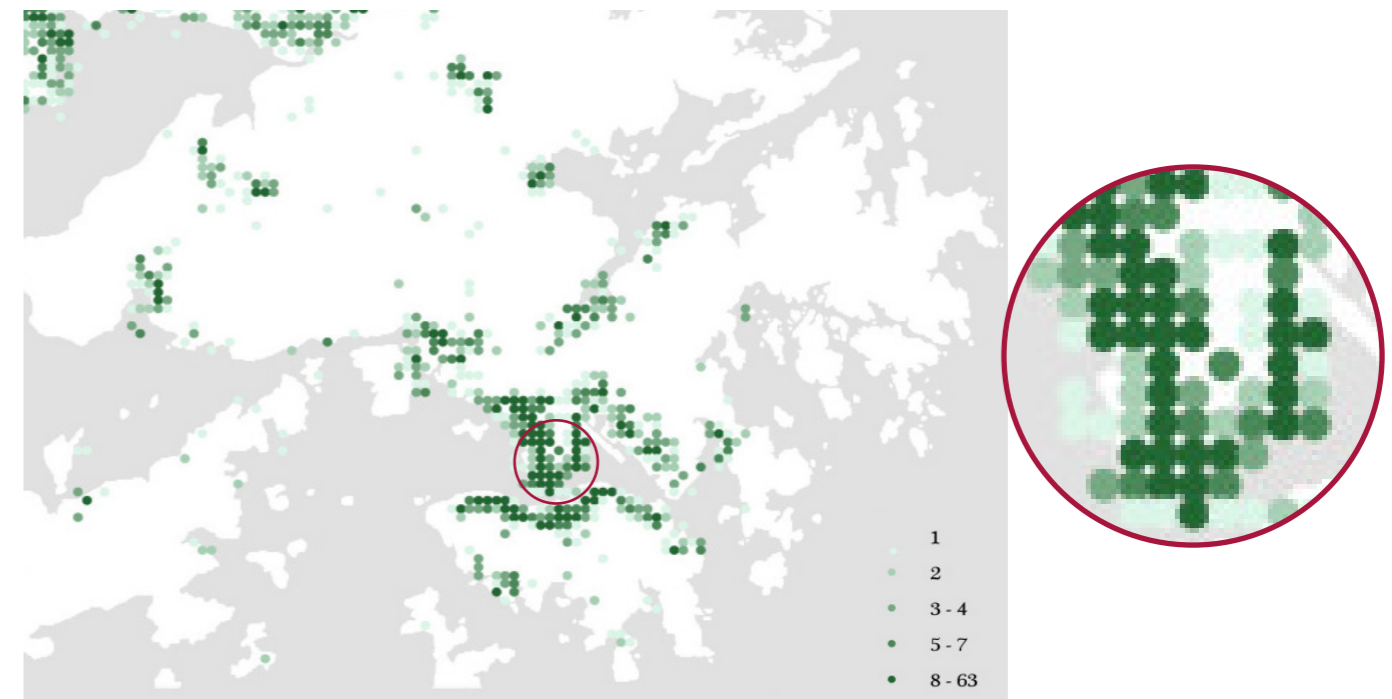
Site choose

“SHOPPING PARADISE”

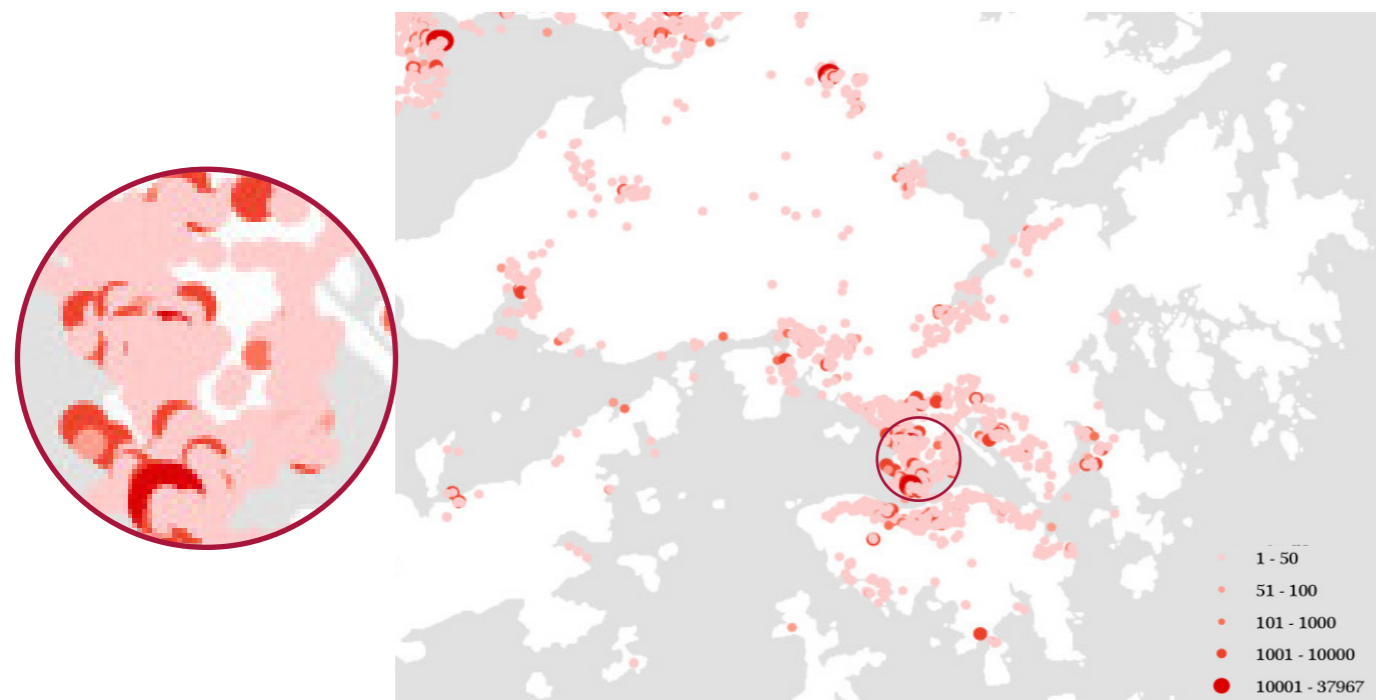
Shopping check-in phototag distribution



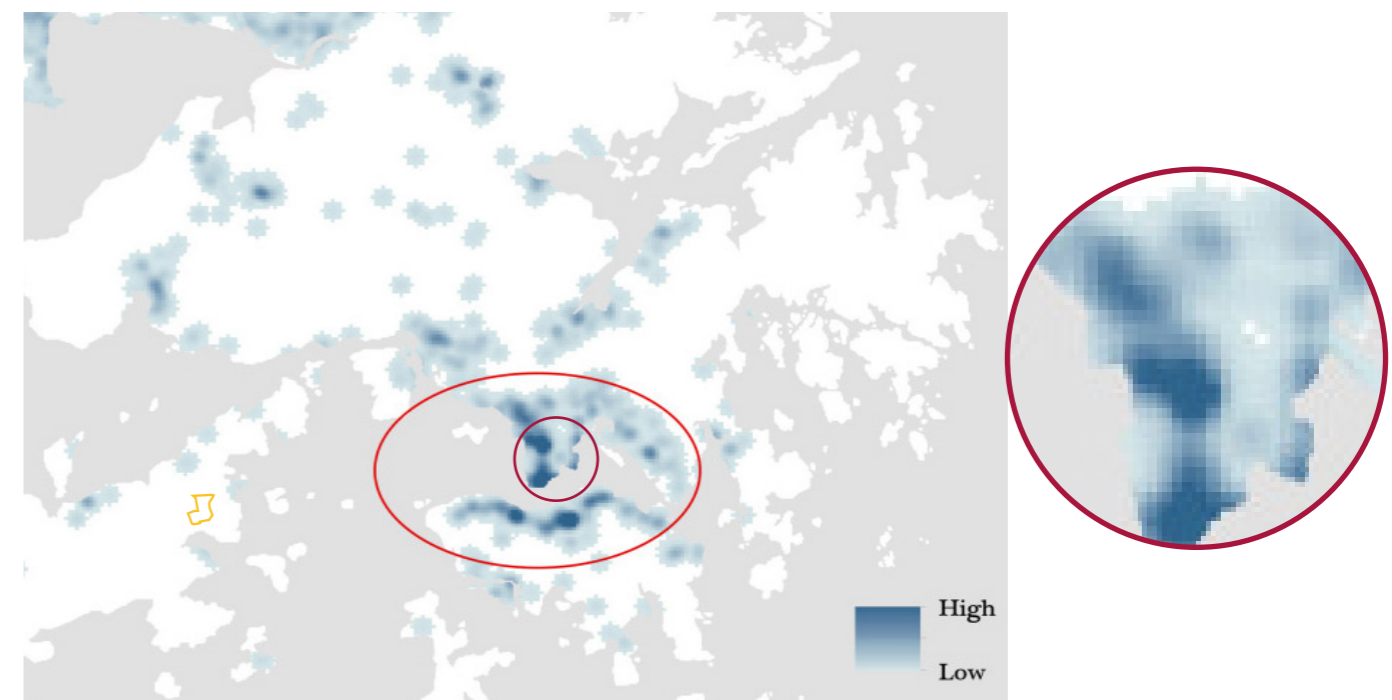
Distribution of shops



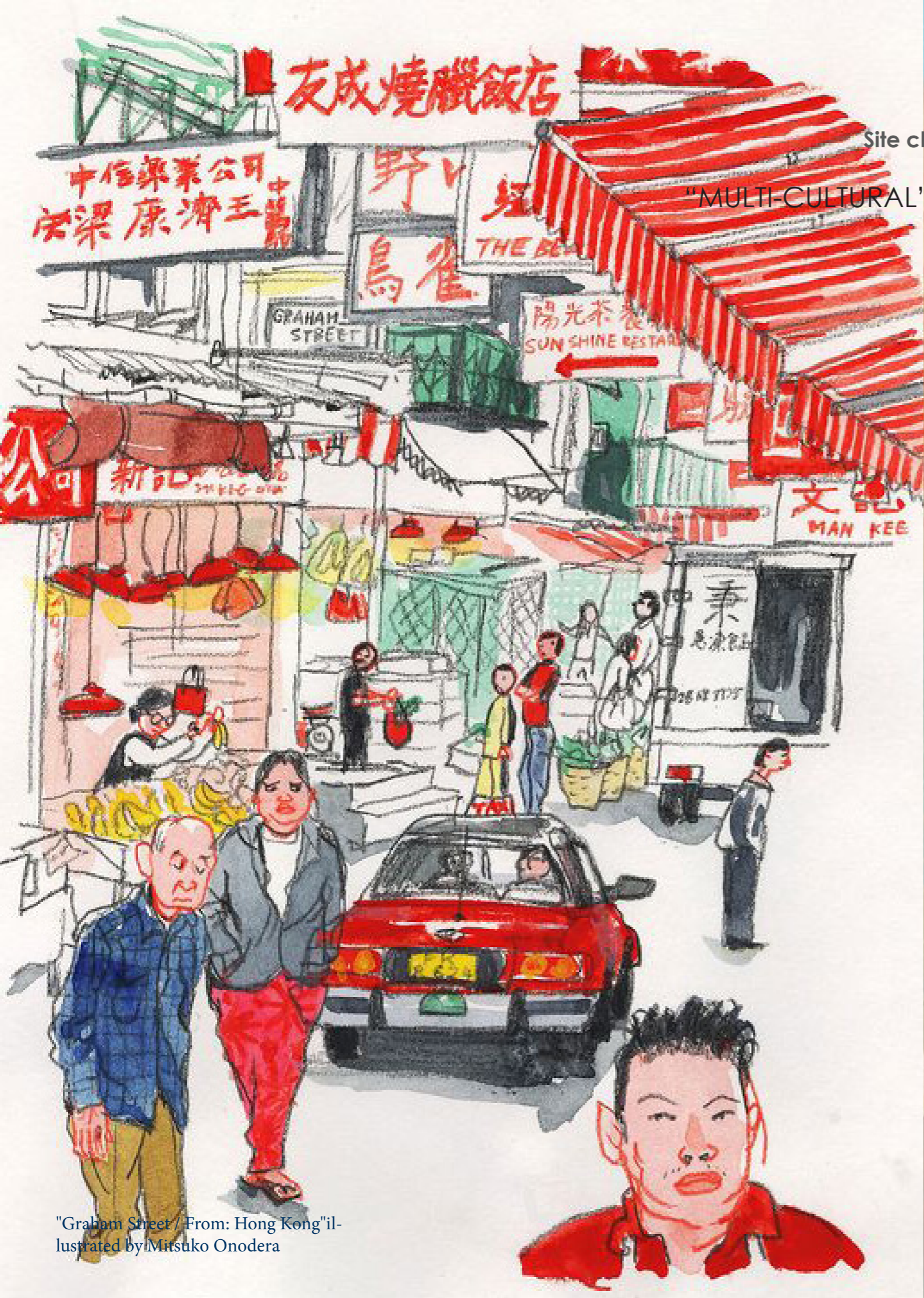
Popularity of shops



Commercial cores



0 5 10Miles
2011 Source: https://commons.wikimedia.org/wiki/File:Density_of_Hong_Kong_by_Districts.svg



Site choose

"MULTI-CULTURAL" AND "DIVERSED"

"Graham Street / From: Hong Kong"il-
lustrated by Mitsuko Onodera

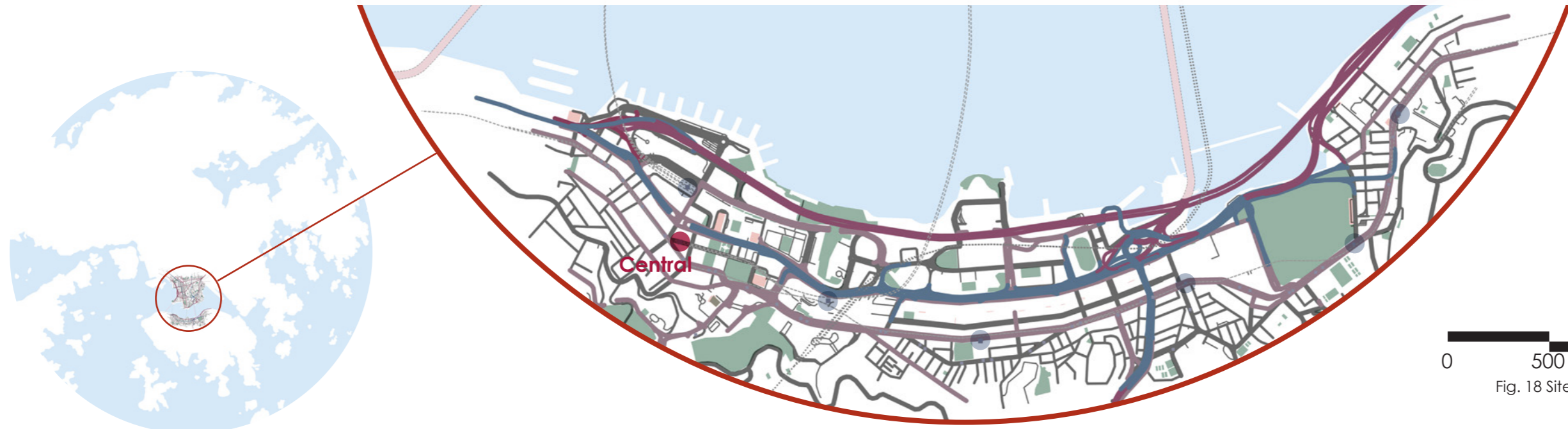


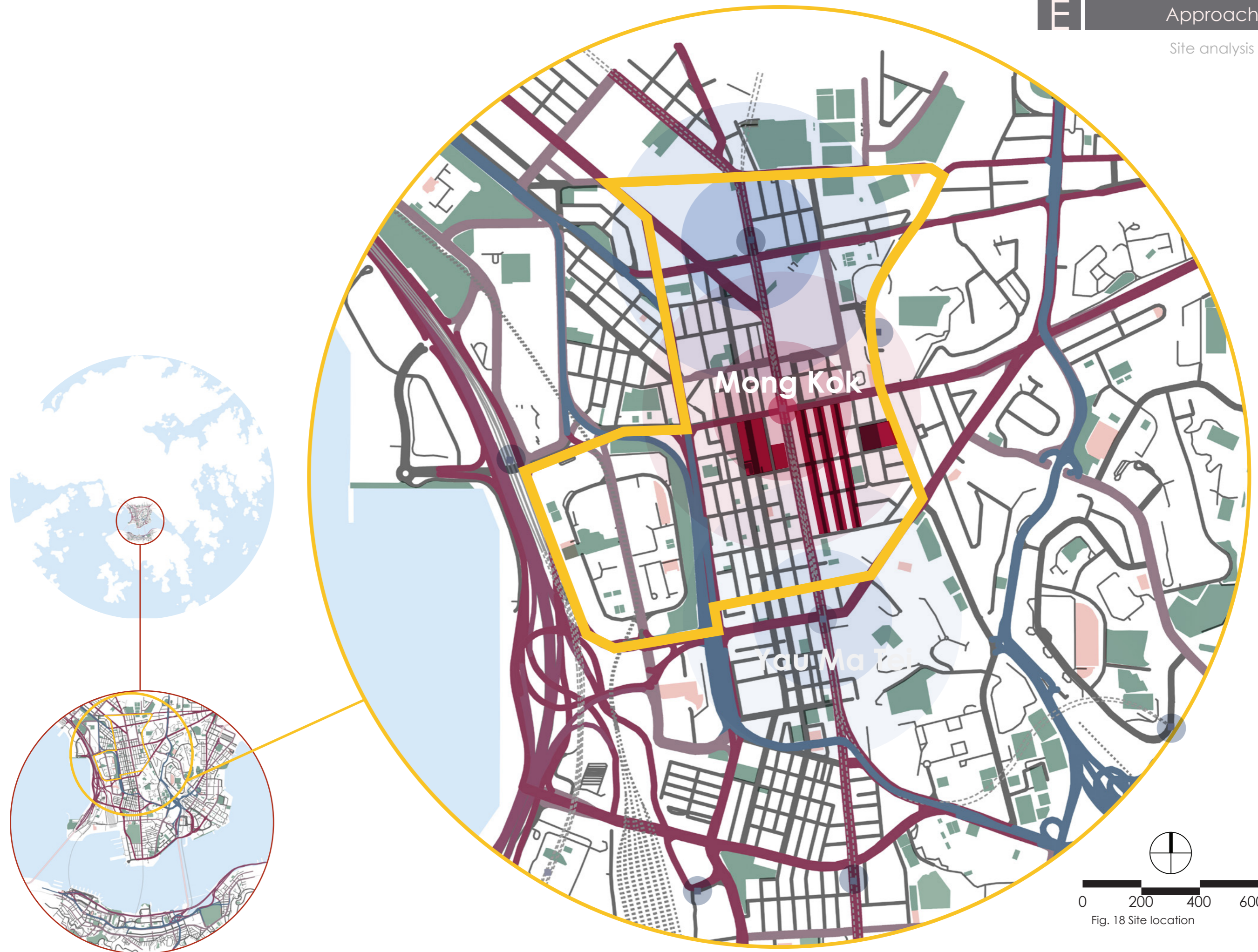
Hong Kong (British Crown Colony)
#tourism #poster (1957) <http://www.hongkongbuzz.com>



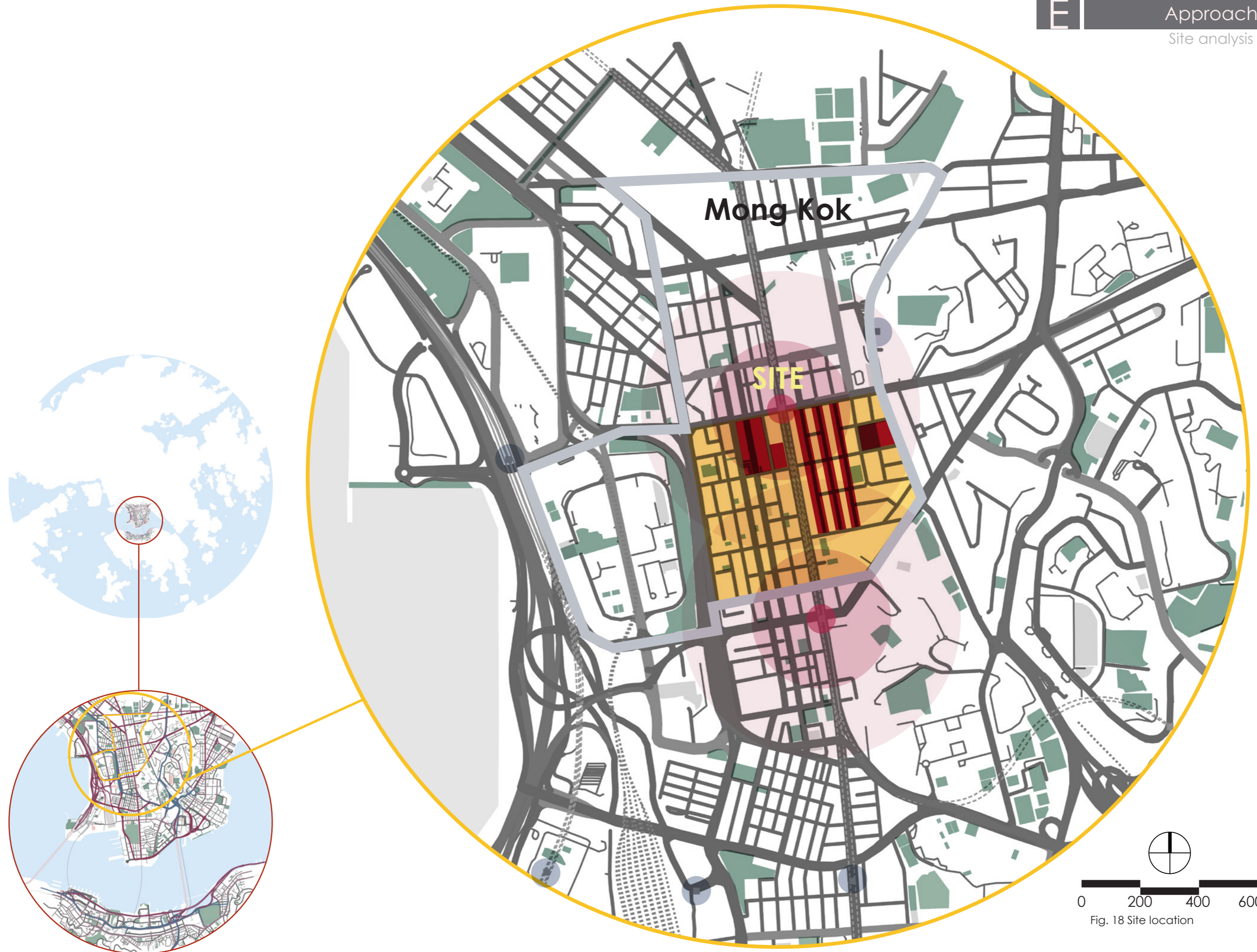


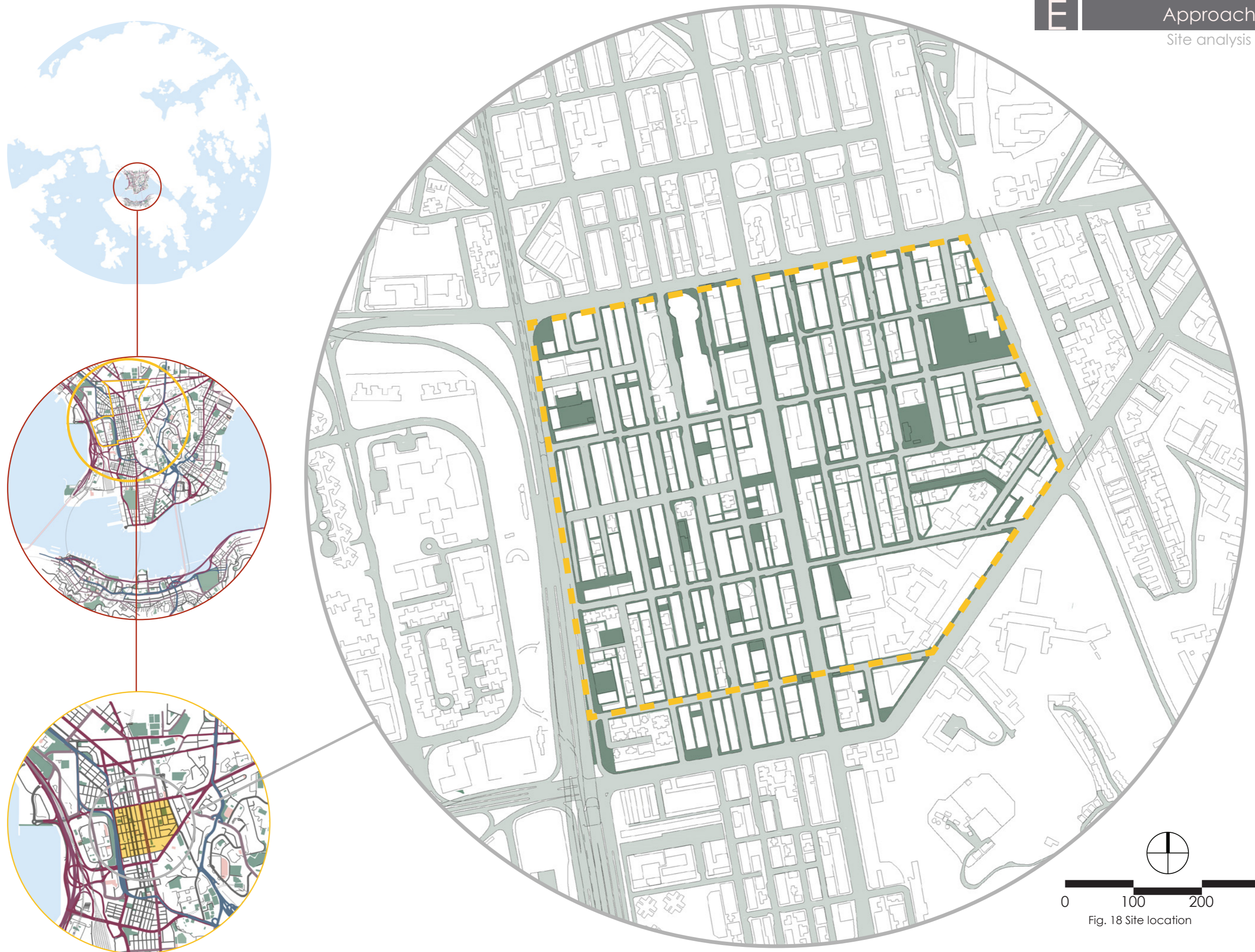
Mong Kok





0 200 400 600m
Fig. 18 Site location





0 100 200 300m
Fig. 18 Site location

Public space network

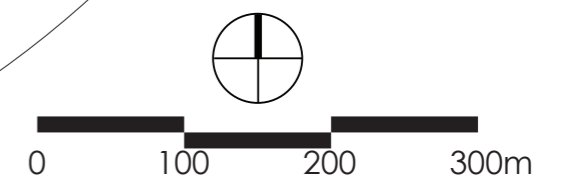
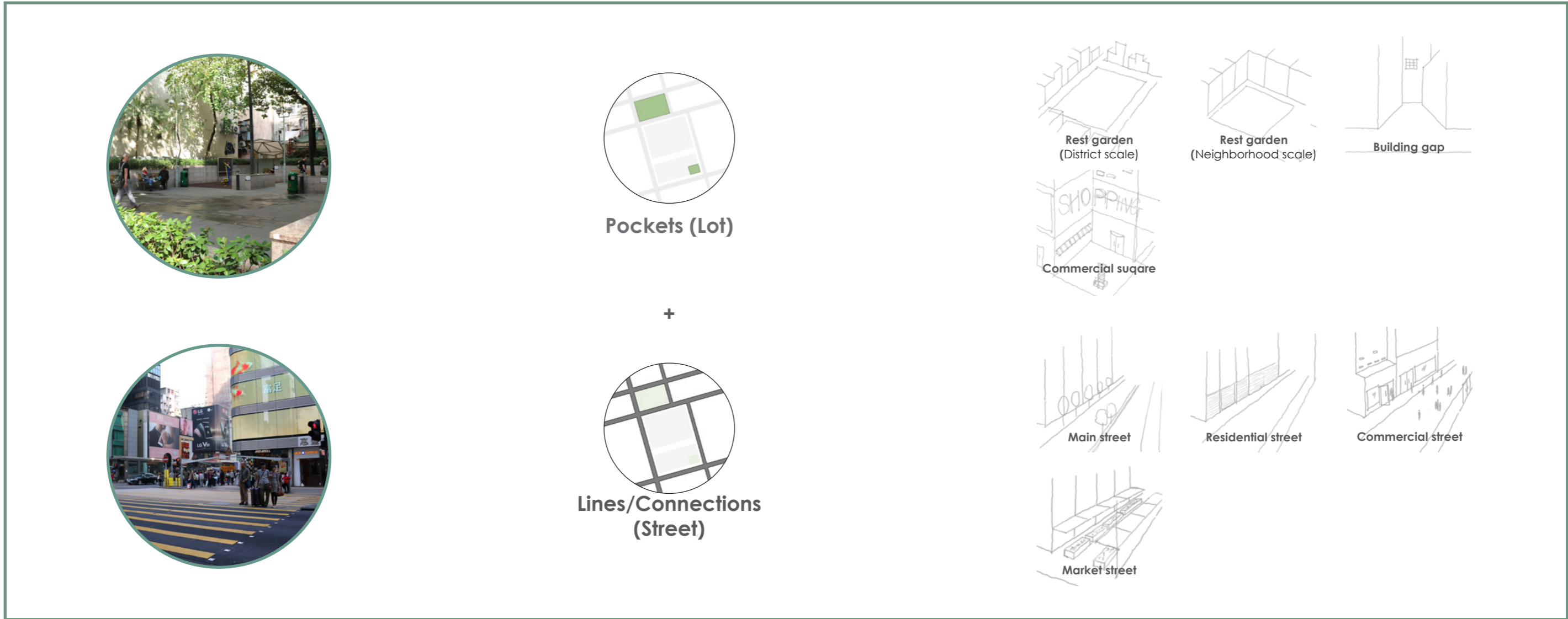


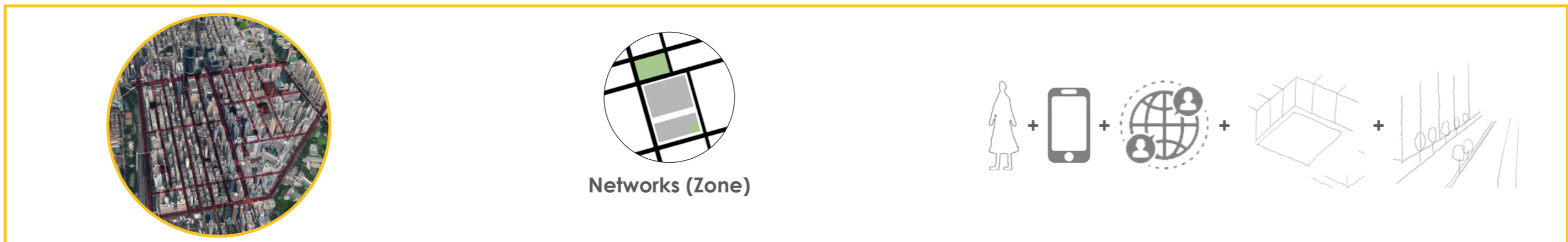
Fig. 18 Site location

Level

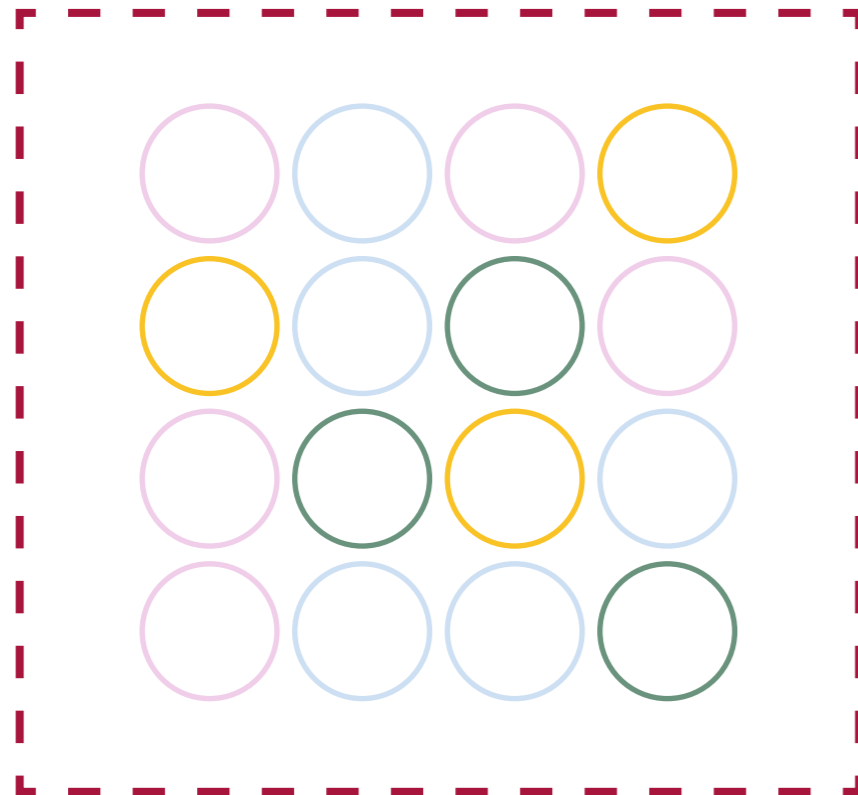
Contents



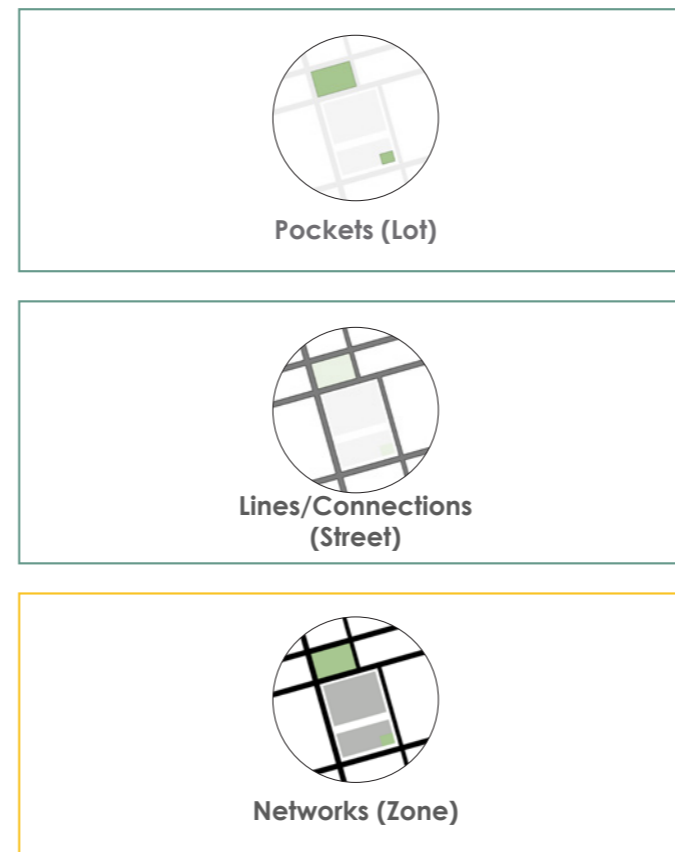
||



Design patterns



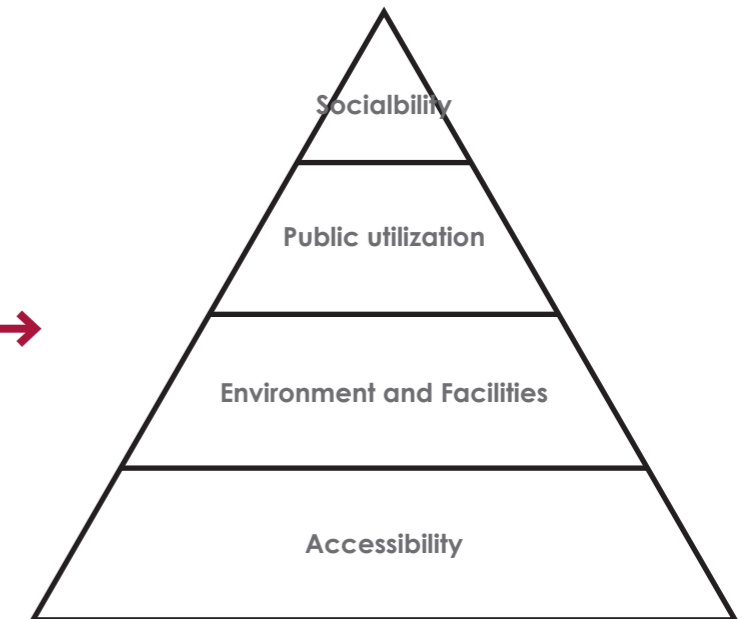
Different Levels of physical public spaces



+



Aim & Standard



Level

Contents

Aims



Pockets (Lot)

FOR STAYING



Rest garden
(District scale)



Rest garden
(Neighborhood scale)



Building gap



Commercial square

- EFFECTIVE use of space,
- Improve ENVIRONMENTAL QUALITY,
- Promote DIVERSE social activities and public life,
- Stimulating urban social interaction and driving urban vitality.



Lines/Connections (Street)

FOR MOVING



Main street



Residential street



Commercial street



Market street

- NON/ TEMPORARY STOP
- GUIDING FLOW of people
- CONNECT pockets, public & private, form network
- Act as an DAILY LIFE Extension

||



Networks (Zone)



- Establish COHERENT and COMPREHENSIVE urban public space structure, thus to enhance PARTICIPATION and APPRECIATION of urban public space
- Create a COHESIVE urban public space system, thus to reinforce SOCIAL INTEGRATION and INTERACTION

Pocket spaces-Recreation area & Rest garden

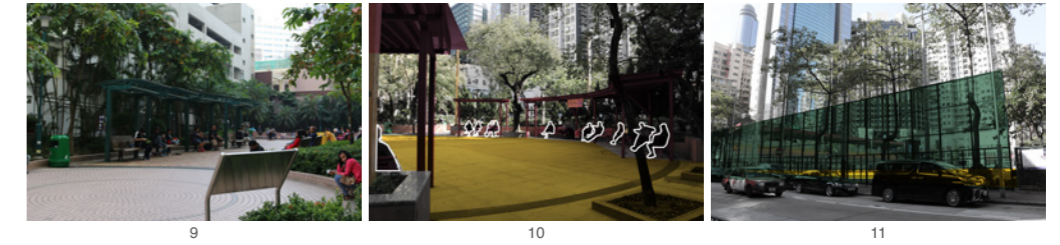


Fig. 23 Service condition of existing public spaces

Pocket spaces-Building gaps



Fig. 18 Site location





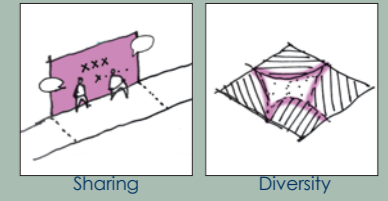
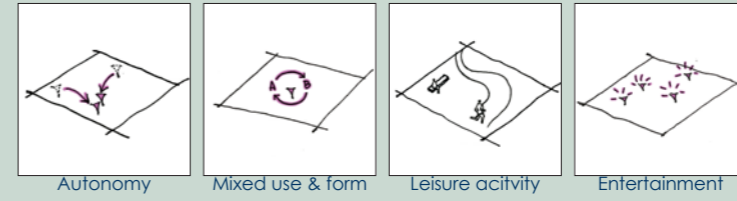
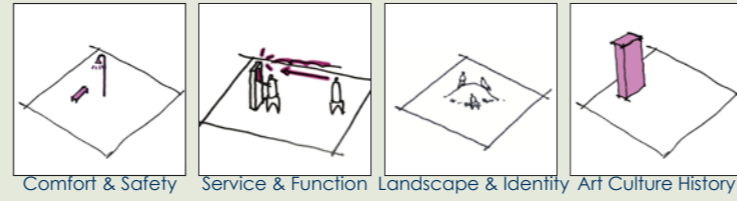
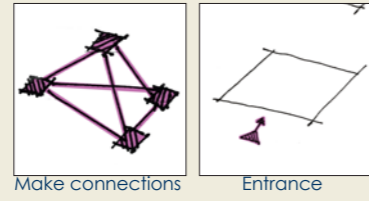


Accessibility

Environment & Facilities

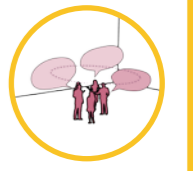
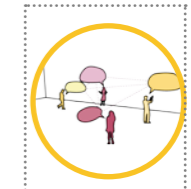
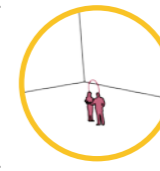
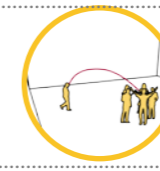
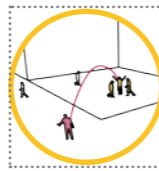
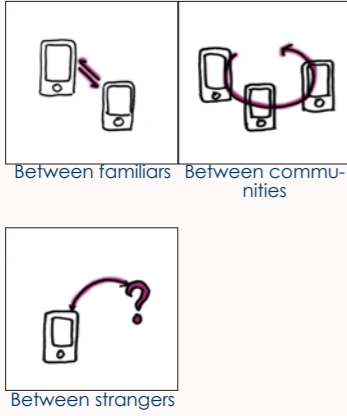
Public utilizations

Sociability

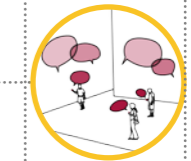
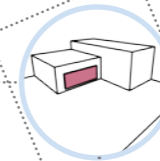
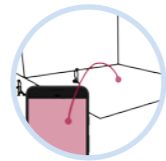
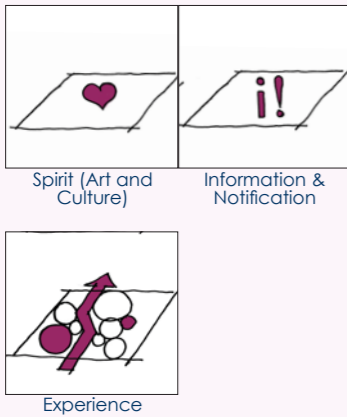


Digital installations

PEOPLE AND PEOPLE

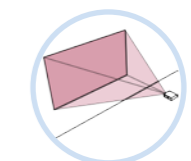
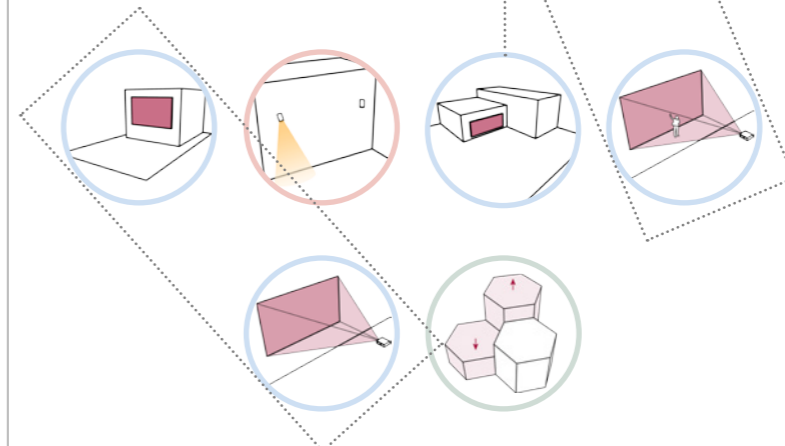
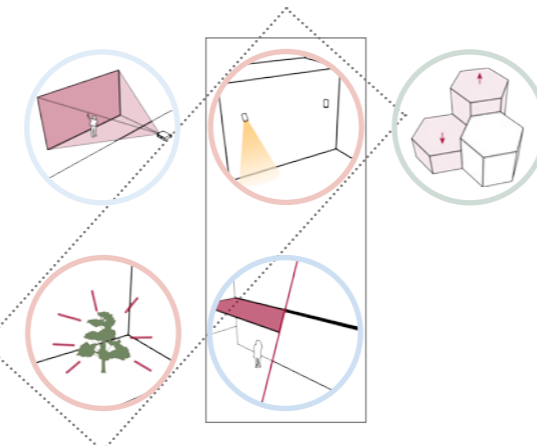
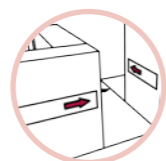
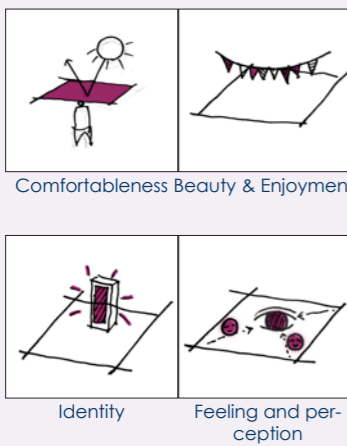


PEOPLE AND PLACE

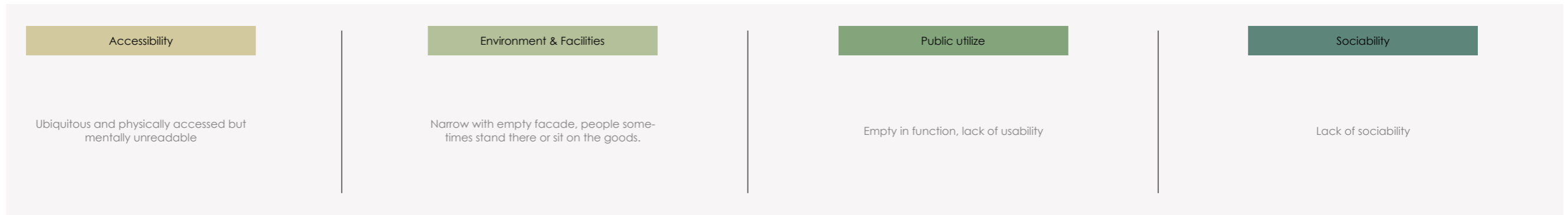


Physical installations

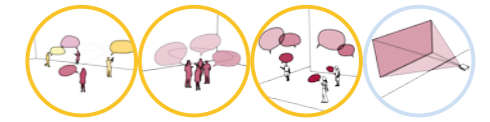
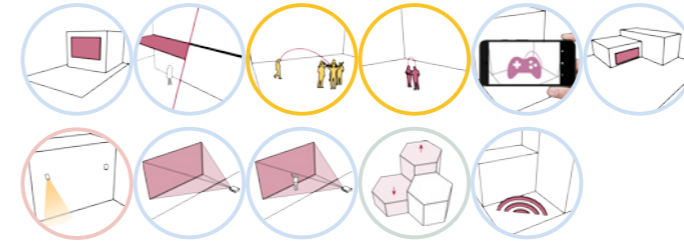
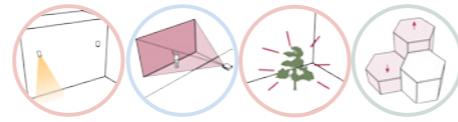
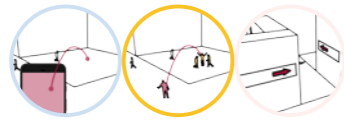
PEOPLE AND ENVIRONMENT



Existing and possibilities



Existing and possibilities



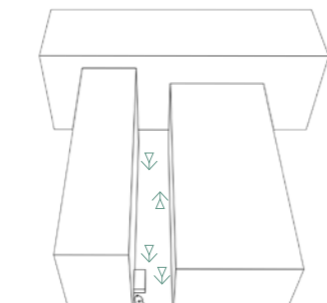
People

Community, Stranger

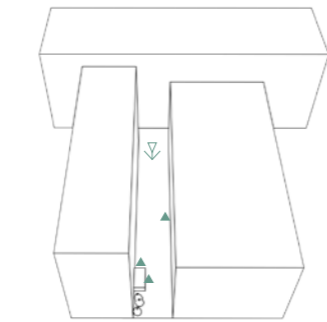
▲ Short stay (Community, Strangers)



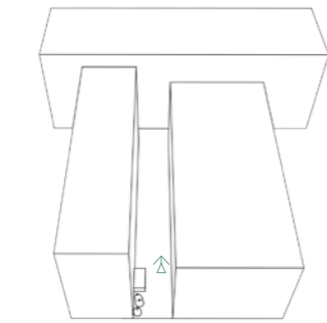
▲ Pass by (Community, Strangers)



7:00am - 9:30am,
18:00pm - 20:00pm



9:30am - 18:00pm



20:00pm - 7:00am

Place

Left over space

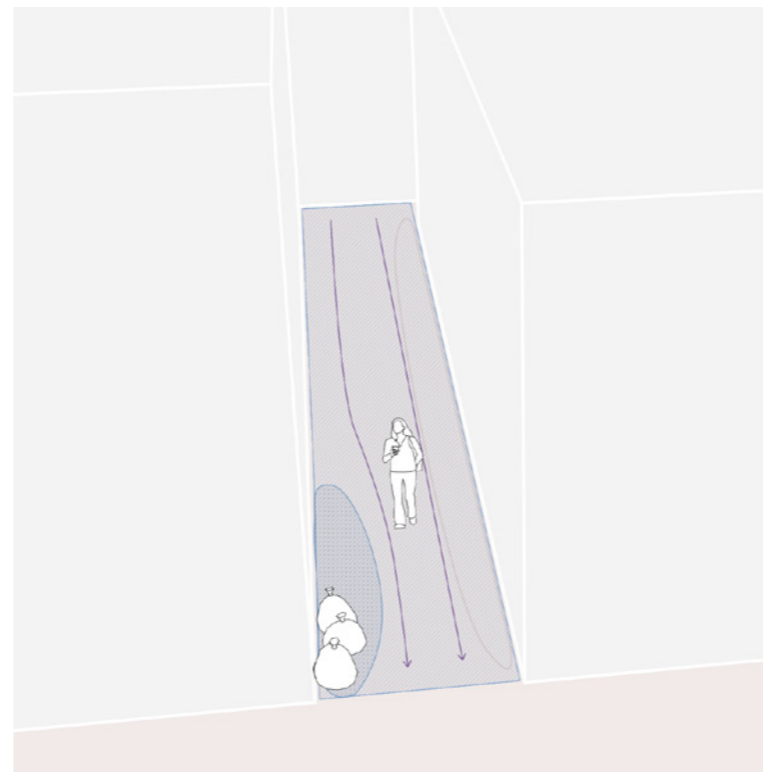
Empty on experience

Environment

Narrow

Closed, deep and private

Lack of function

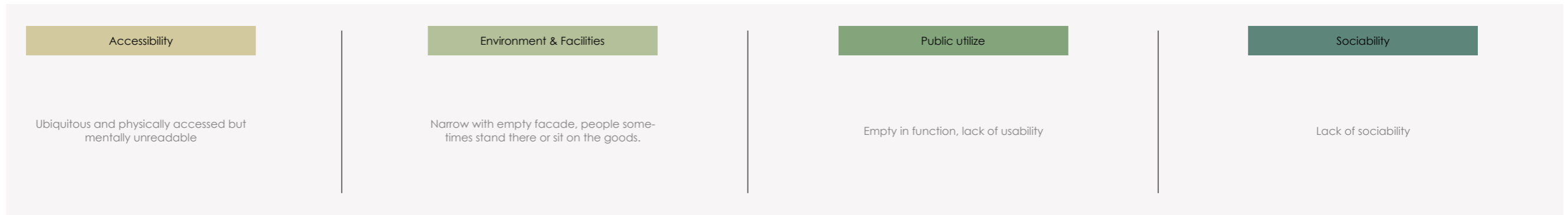


Scale Street/block District
Household Urban

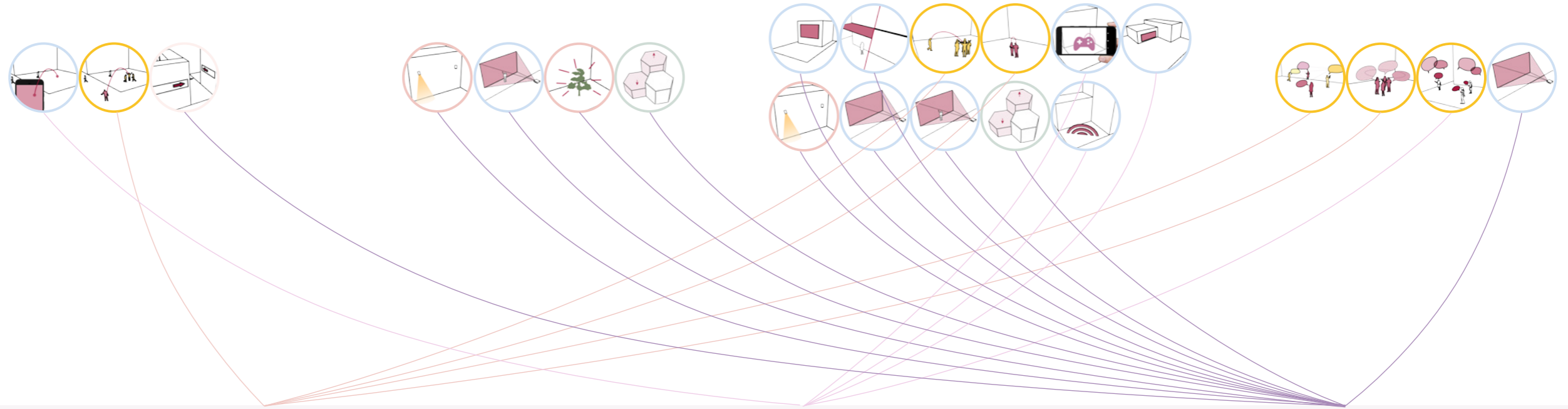
Flow of people Small Large

Publicness Private Public

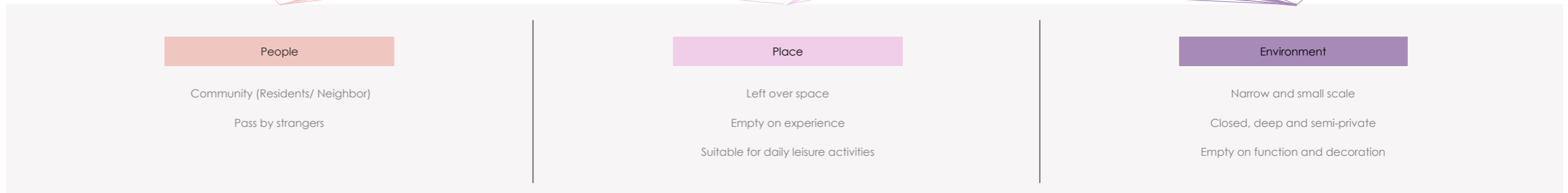
Existing and possibilities



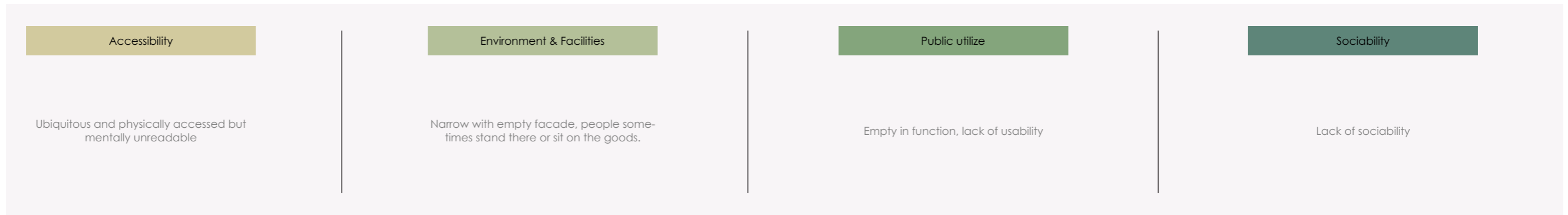
Existing and possibilities



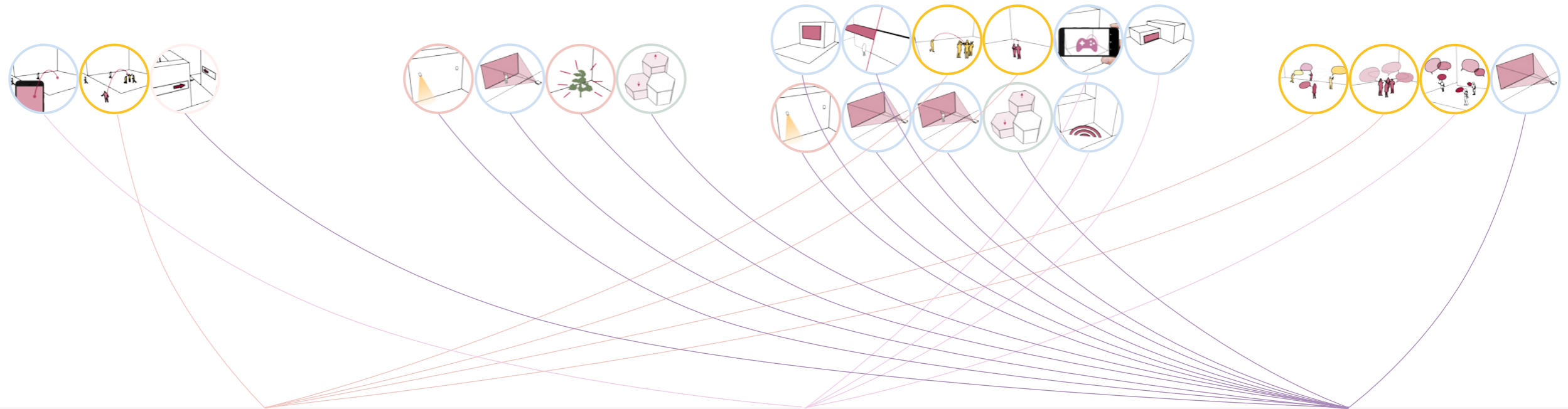
Potential tools



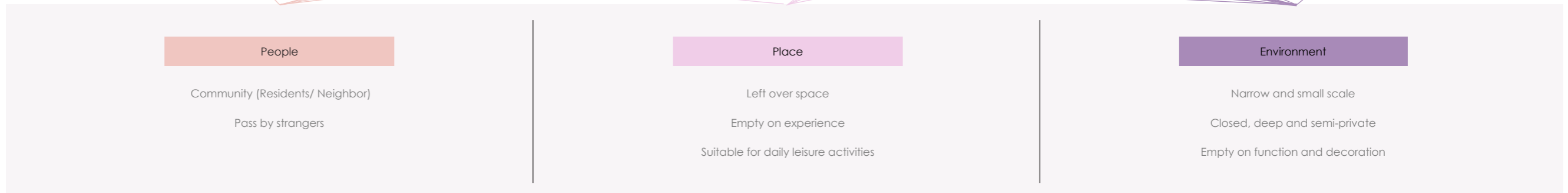
Existing and possibilities



Existing and possibilities



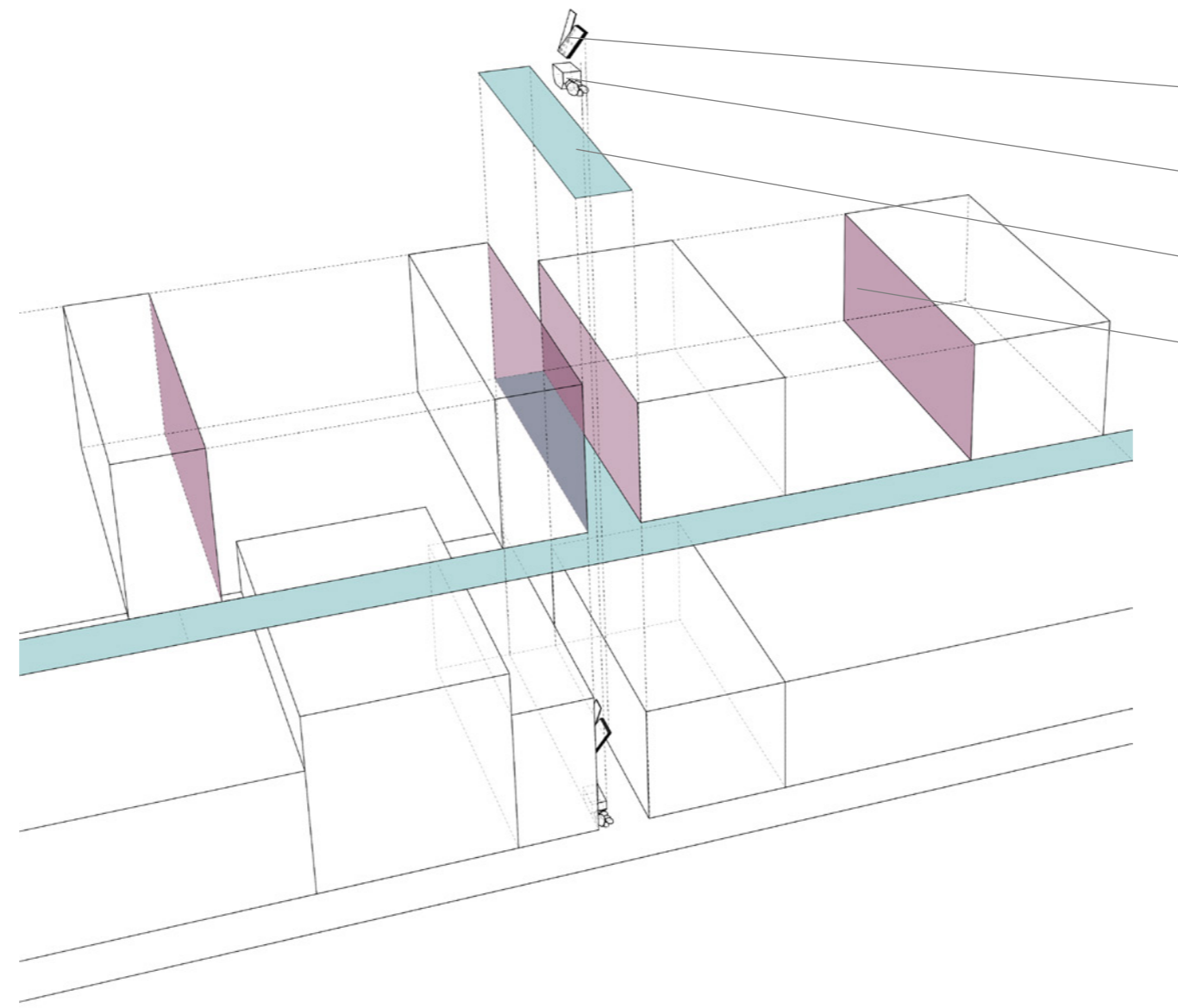
Potential tools



Outcomes



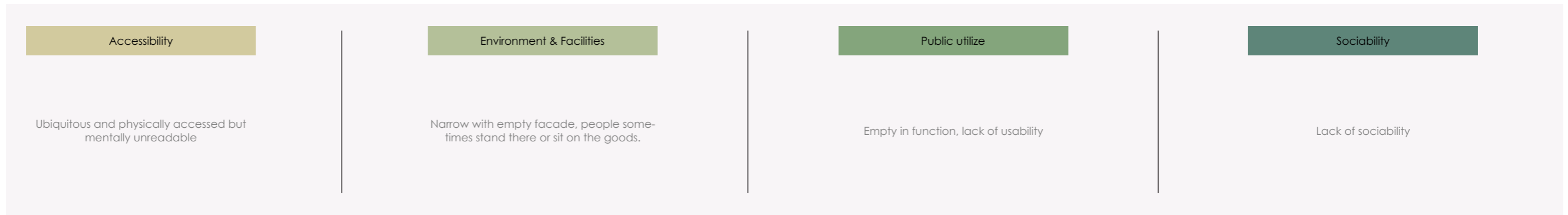
**Pockets (Lot)
Building gap**



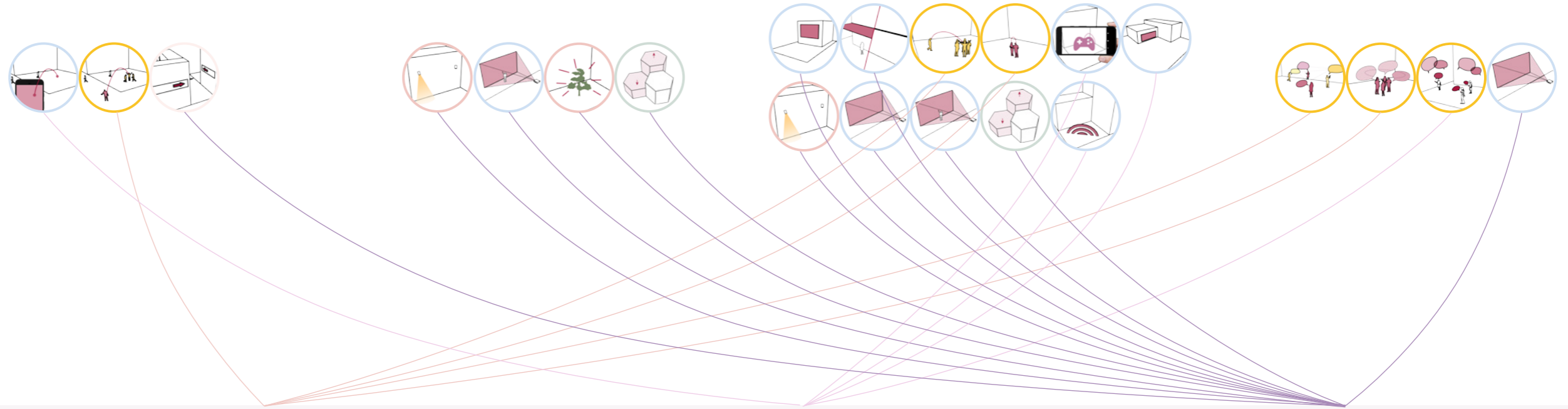
Objects

- Garbage
- Useless goods
- Ground floor
- Empty Building facade

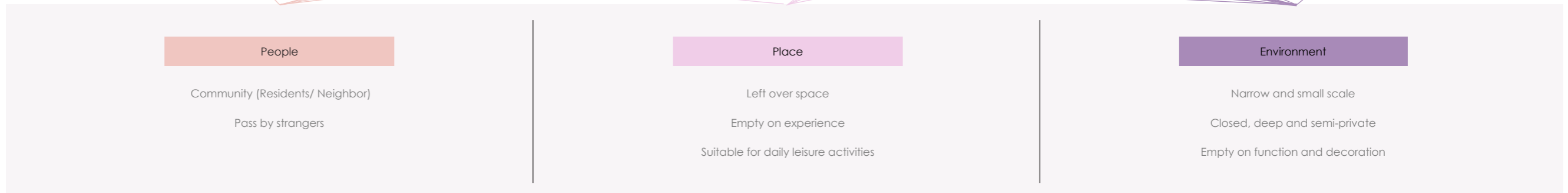
Existing and possibilities



Existing and possibilities



Potential tools



Outcomes

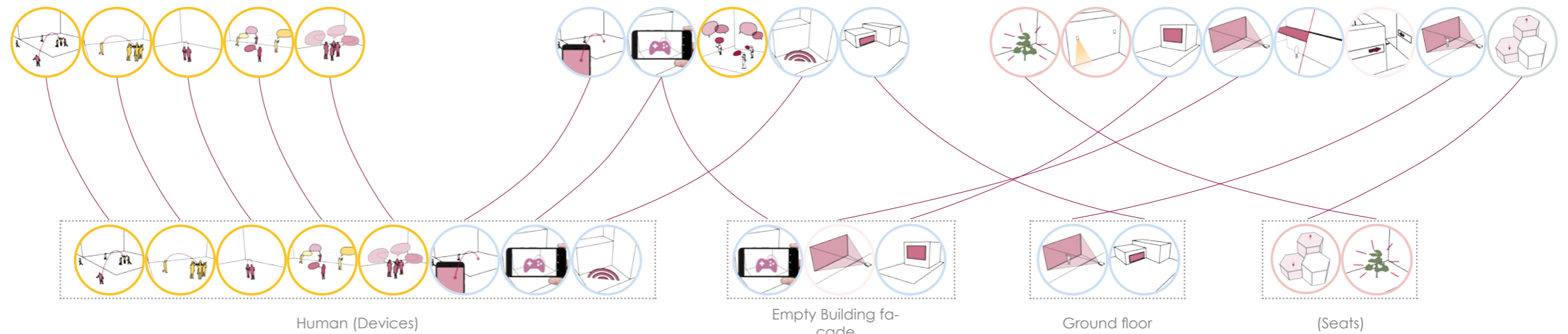
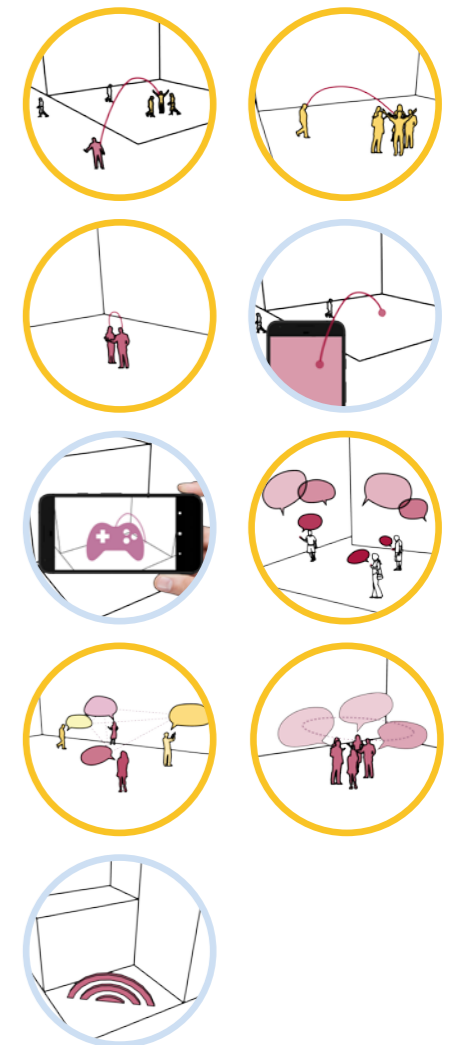
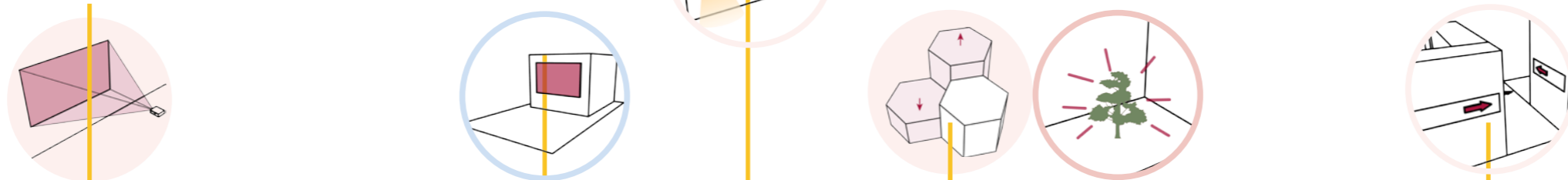
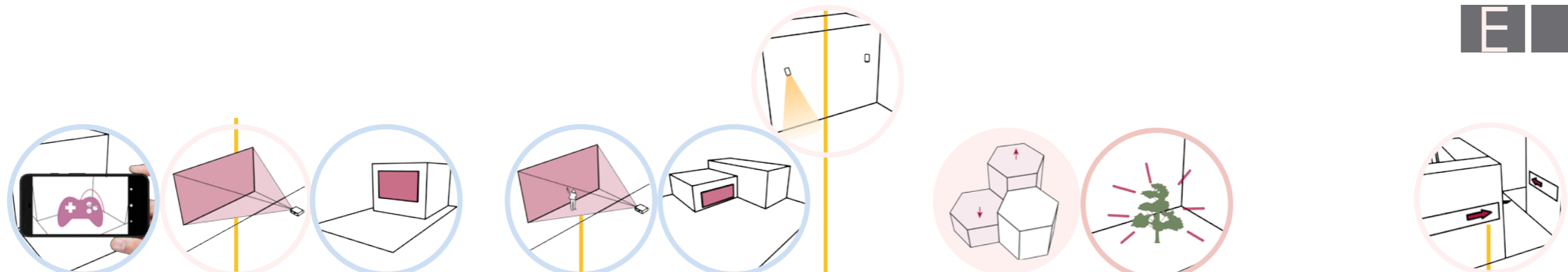


Fig. 72 Design process
Resource: Author



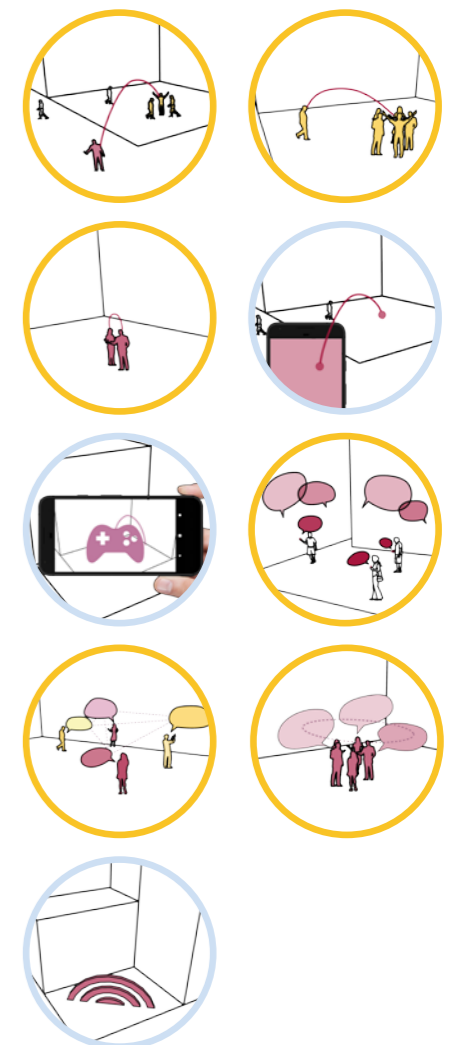




Haha this is interesting!

Any one needs a second-hand chair? Contact me!

SHALL WE GO FOR A MOVIE THIS WEEKEND?
Good job!



Level

Contents

Aims



Pockets (Lot)

FOR STAYING



Rest garden
(District scale)



Rest garden
(Neighborhood scale)



Building gap



Commercial square

- EFFECTIVE use of space,
- Improve ENVIRONMENTAL QUALITY,
- Promote DIVERSE social activities and public life,
- Stimulating urban social interaction and driving urban vitality.

+



Lines/Connections (Street)

FOR MOVING



Main street



Residential street



Commercial street



Market street

- NON/ TEMPORARY STOP
- GUIDING FLOW of people
- CONNECT pockets, public & private, form network
- Act as an DAILY LIFE Extension

||



Networks (Zone)



- Establish COHERENT and COMPREHENSIVE urban public space structure, thus to enhance PARTICIPATION and APPRECIATION of urban public space
- Create a COHESIVE urban public space system, thus to reinforce SOCIAL INTEGRATION and INTERACTION

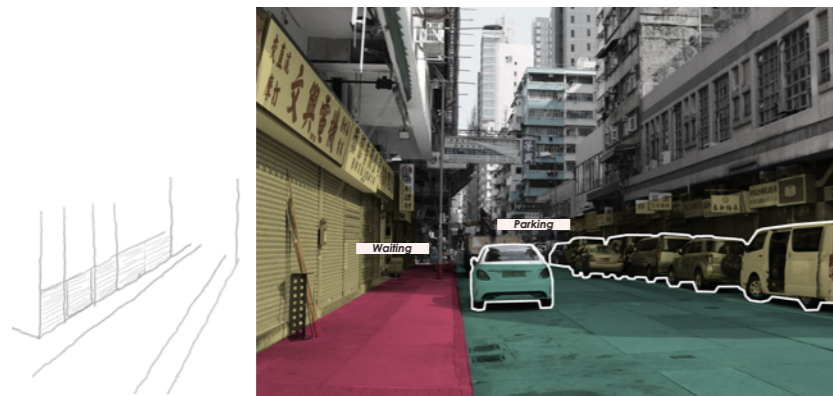
Lines analysis - Streets



Market street



Main street



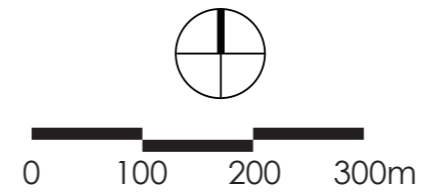
Residential street



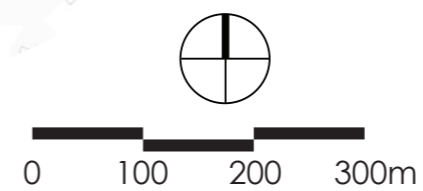
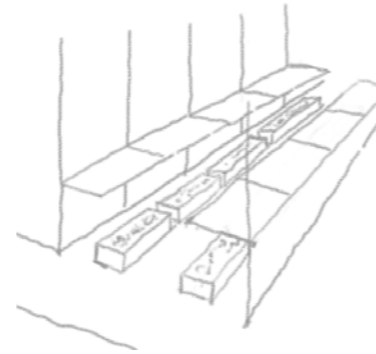
Commercial street



Site location



Market street





Accessibility

Environment & Facilities

Public utilizations

Sociability

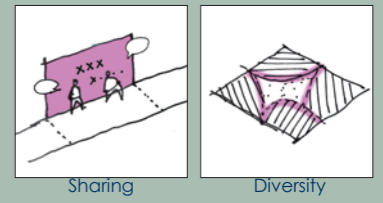
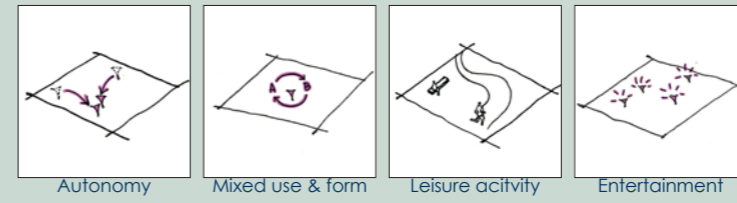
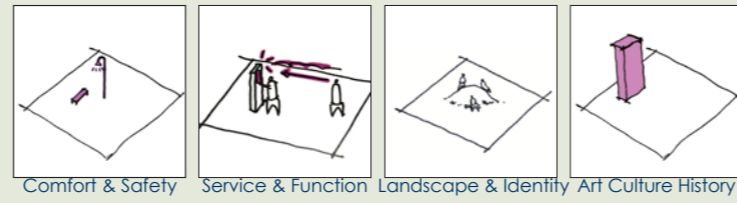
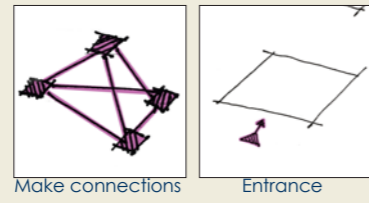


Accessibility

Environment & Facilities

Public utilizations

Sociability

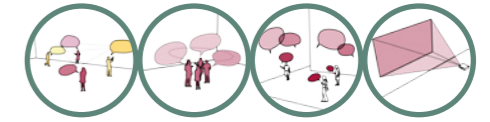
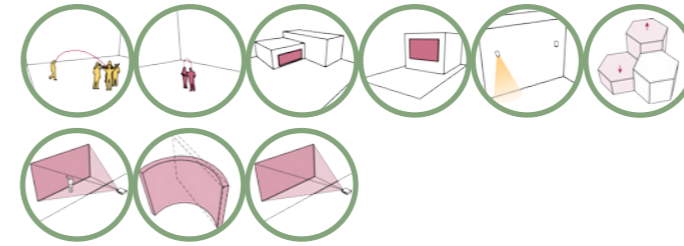
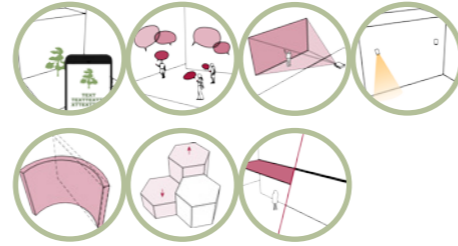
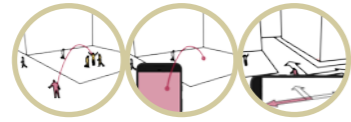


Digital installations	<p>PEOPLE AND PEOPLE</p>		-			
	<p>PEOPLE AND PLACE</p>					
	<p>PEOPLE AND ENVIRONMENT</p>					

Existing and possibilities

Accessibility	Environment & Facilities	Public utilize	Sociability
Ubiquitous and physically accessed but mentally unreadable	Narrow with empty facade, people sometimes stand there or sit on the goods.	Empty in function, lack of usability	Lack of sociability

Existing and possibilities



People

Community, Stranger

Market Seller (Community)



Customer (Community, Stranger)



Residents (Community, Stranger)



Place

Large movement

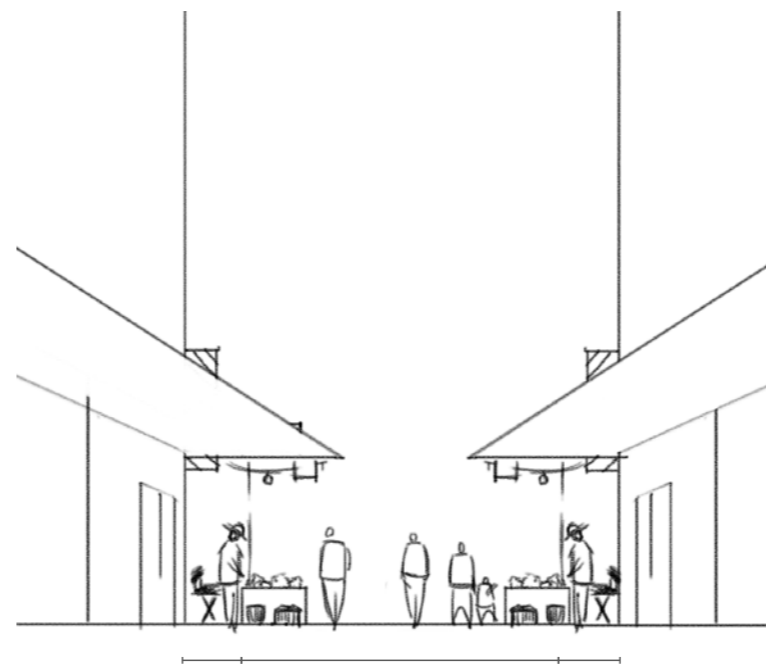
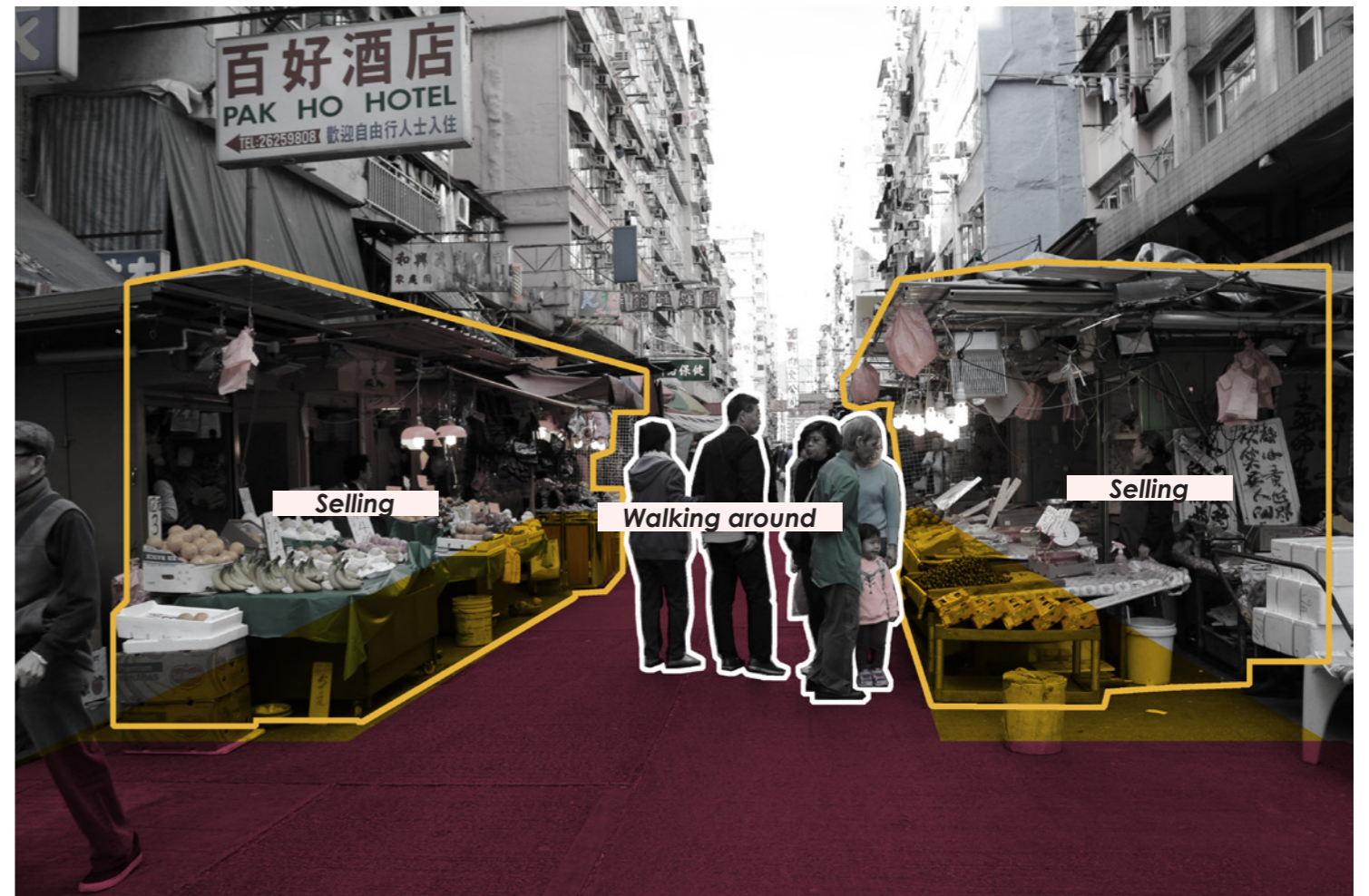
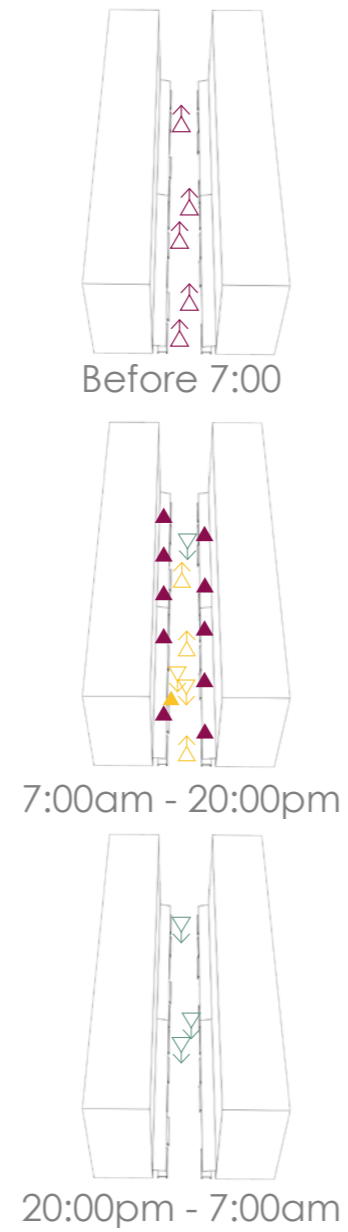
Noise and Dazzling

Environment

Narrow

Busy

Crowded

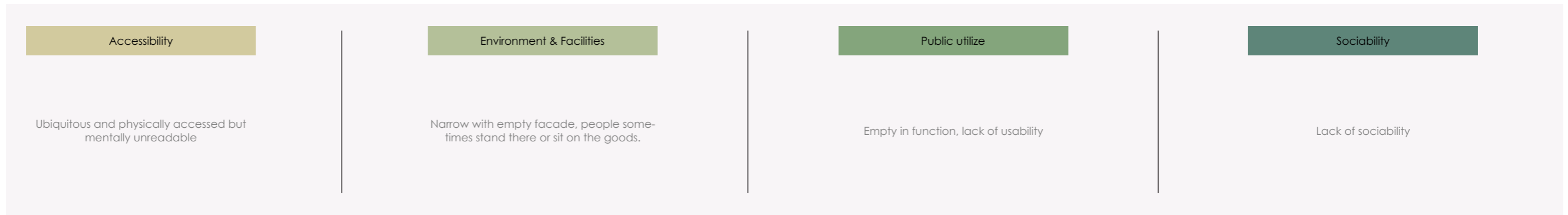


Scale Street/block District
Household Urban

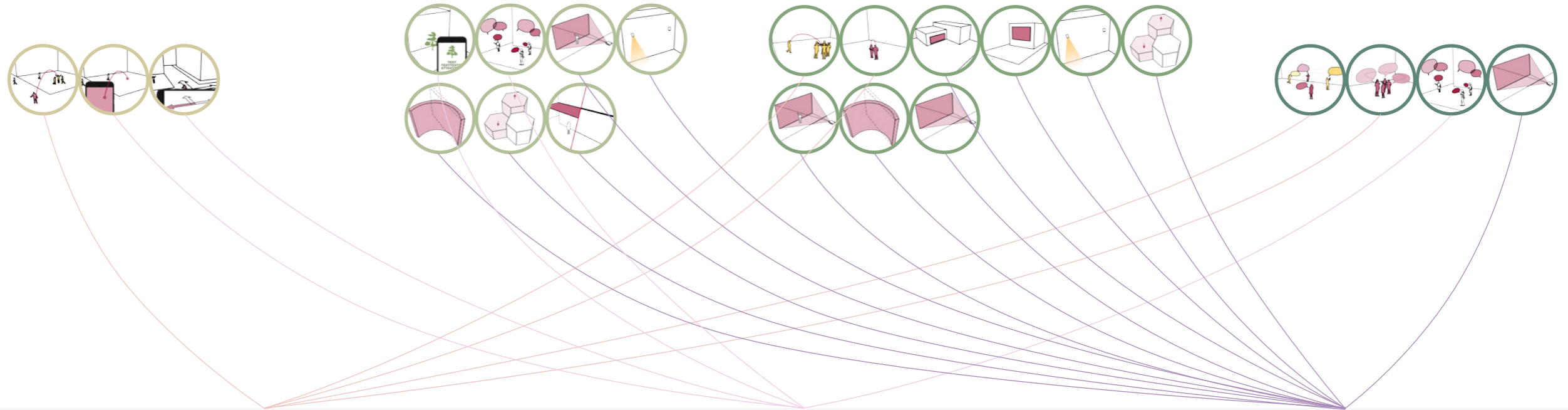
Flow of people Small Large

Publicness Private Public

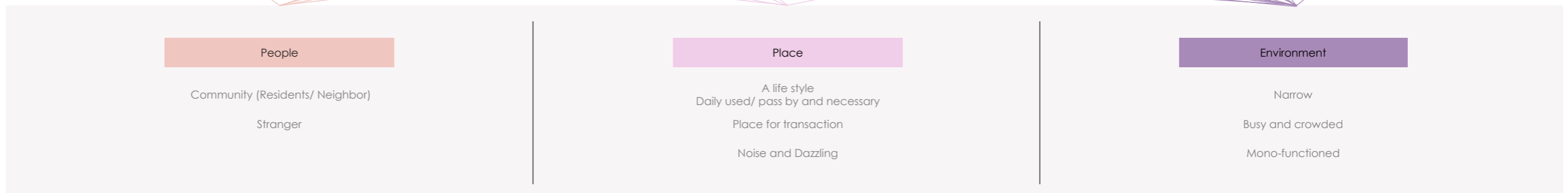
Existing and possibilities



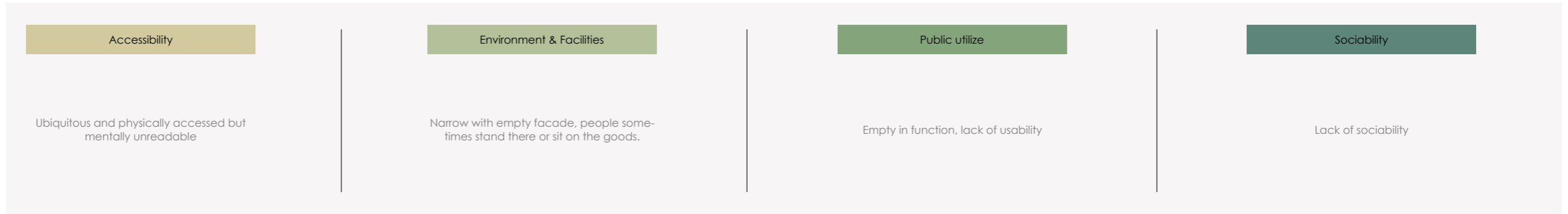
Existing and possibilities



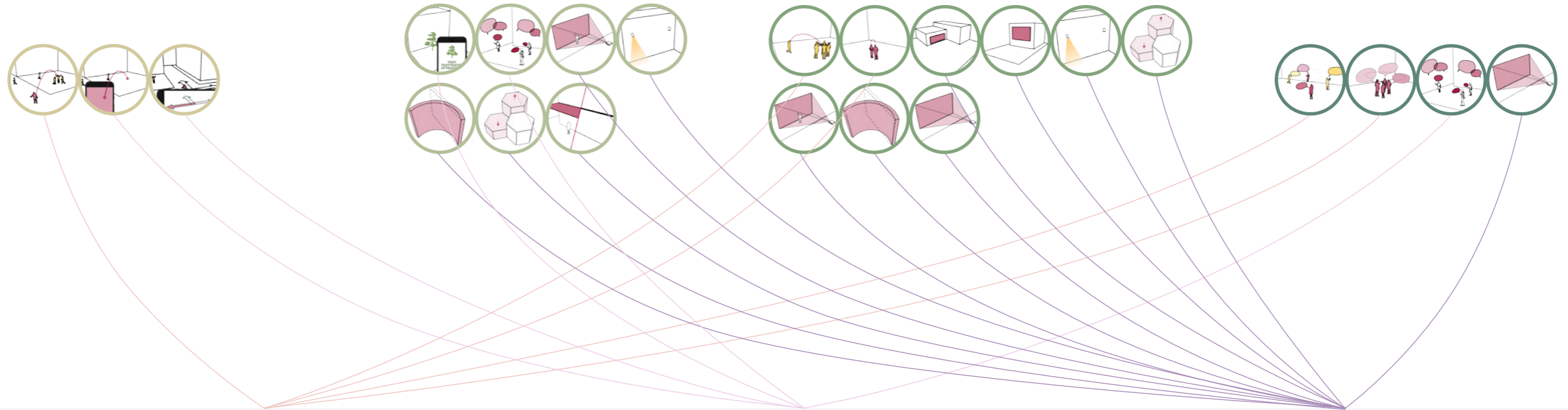
Potential tools



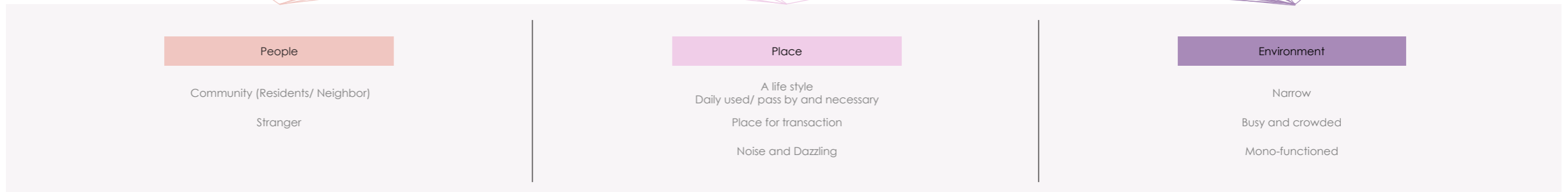
Existing and possibilities



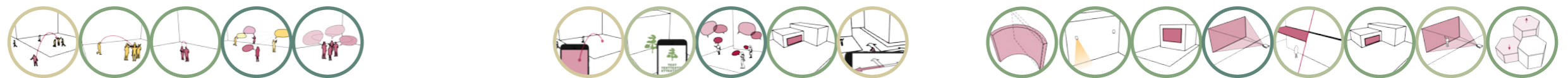
Existing and possibilities



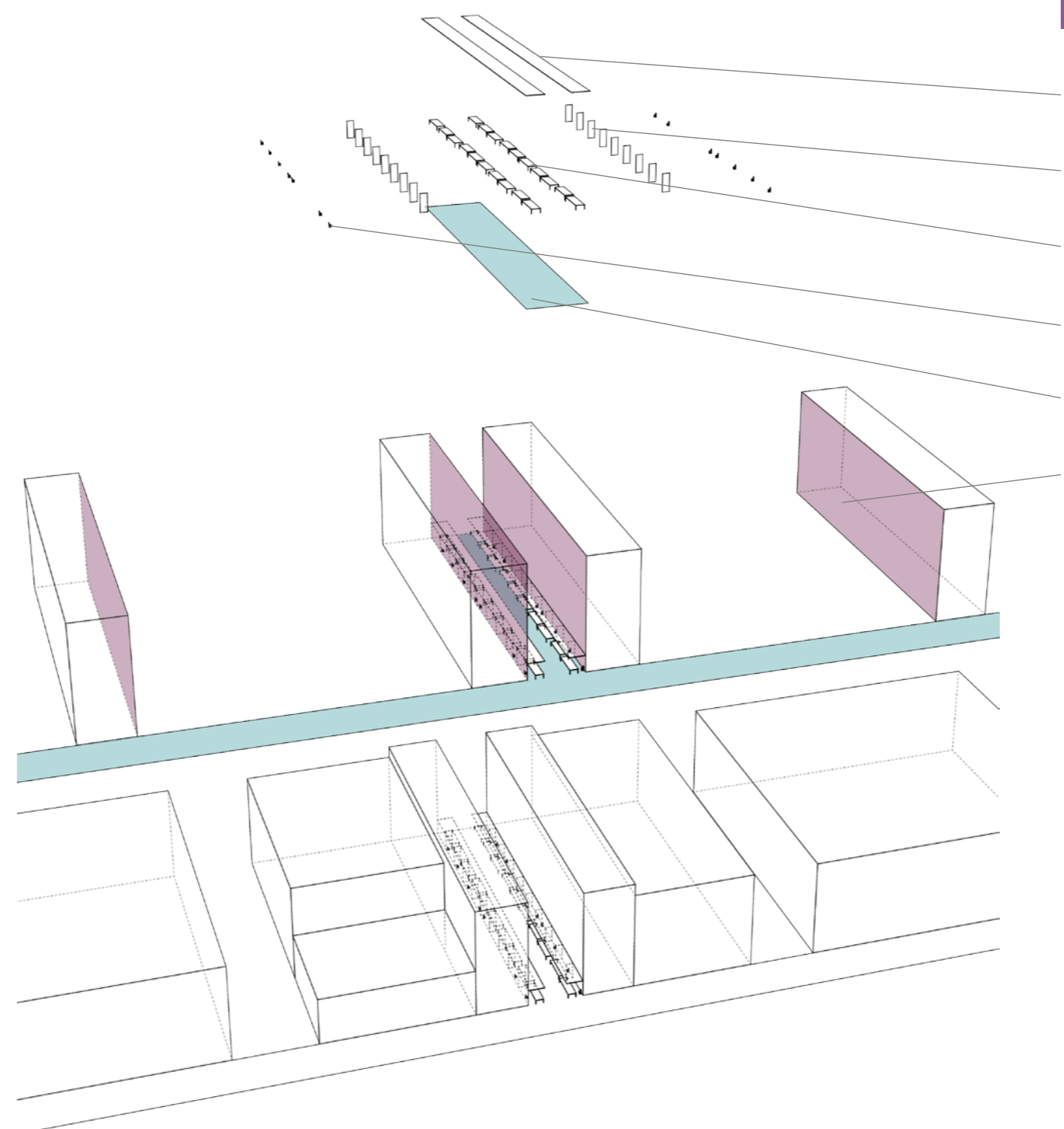
Potential tools



Outcomes



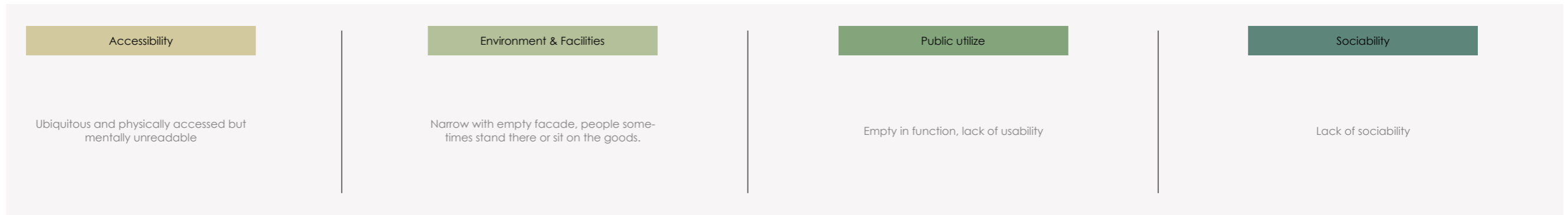
**Lines/Connections
(Market Street)**



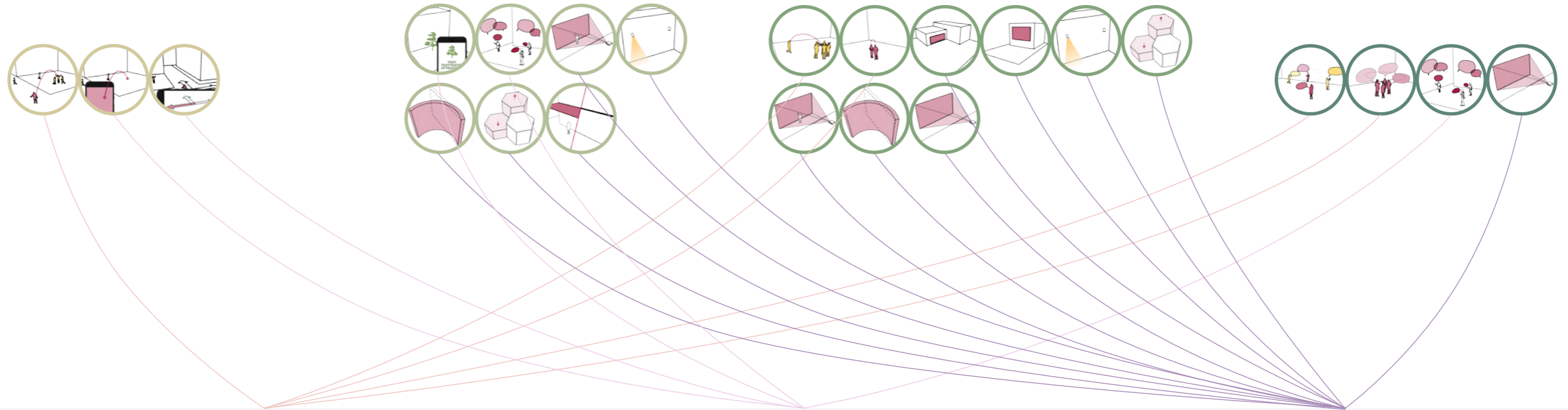
Objects

- Shelter
- Clapboard
- Table
- Chair
- Ground floor
- Building facade

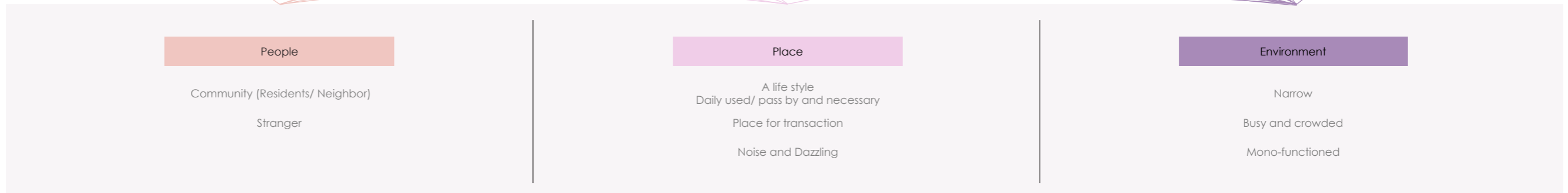
Existing and possibilities



Existing and possibilities



Potential tools



Outcomes

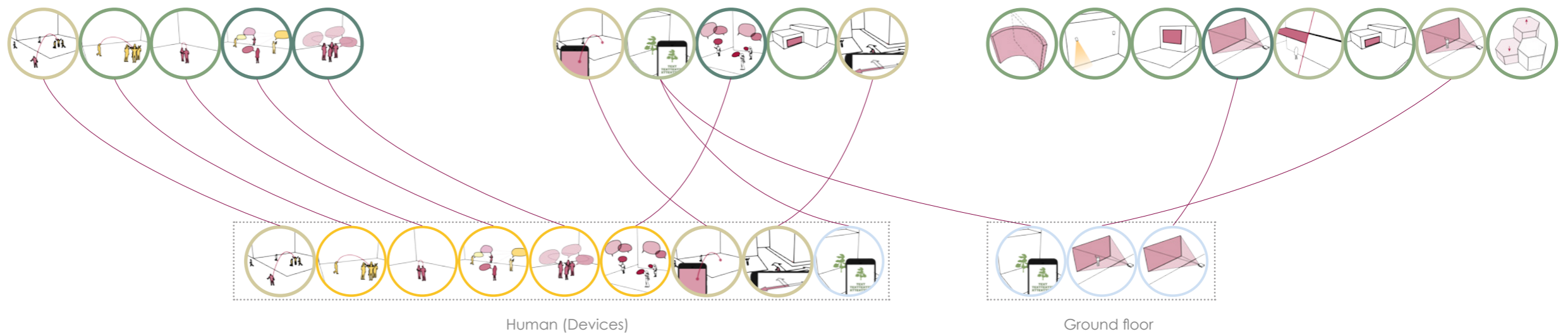
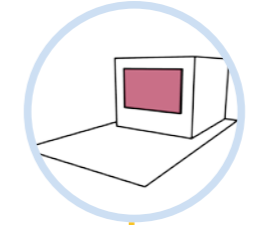
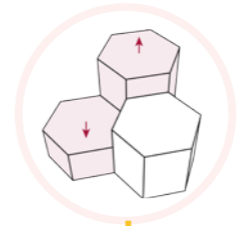
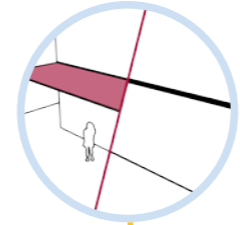
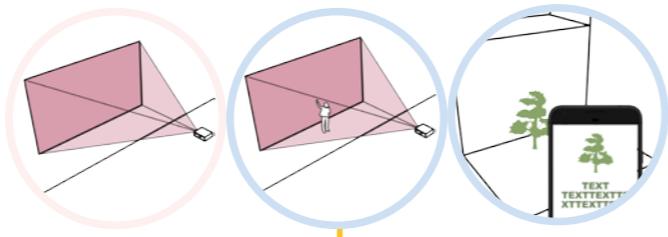
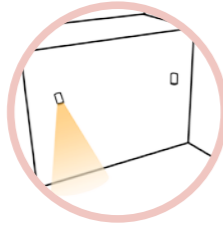


Fig. 72 Design process
Resource: Author





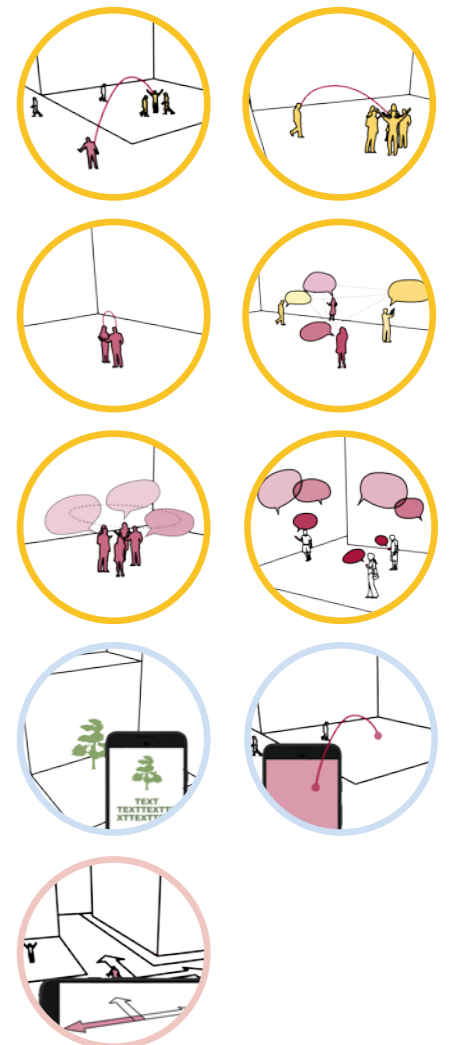
This cherry looks nice!
How much is it?

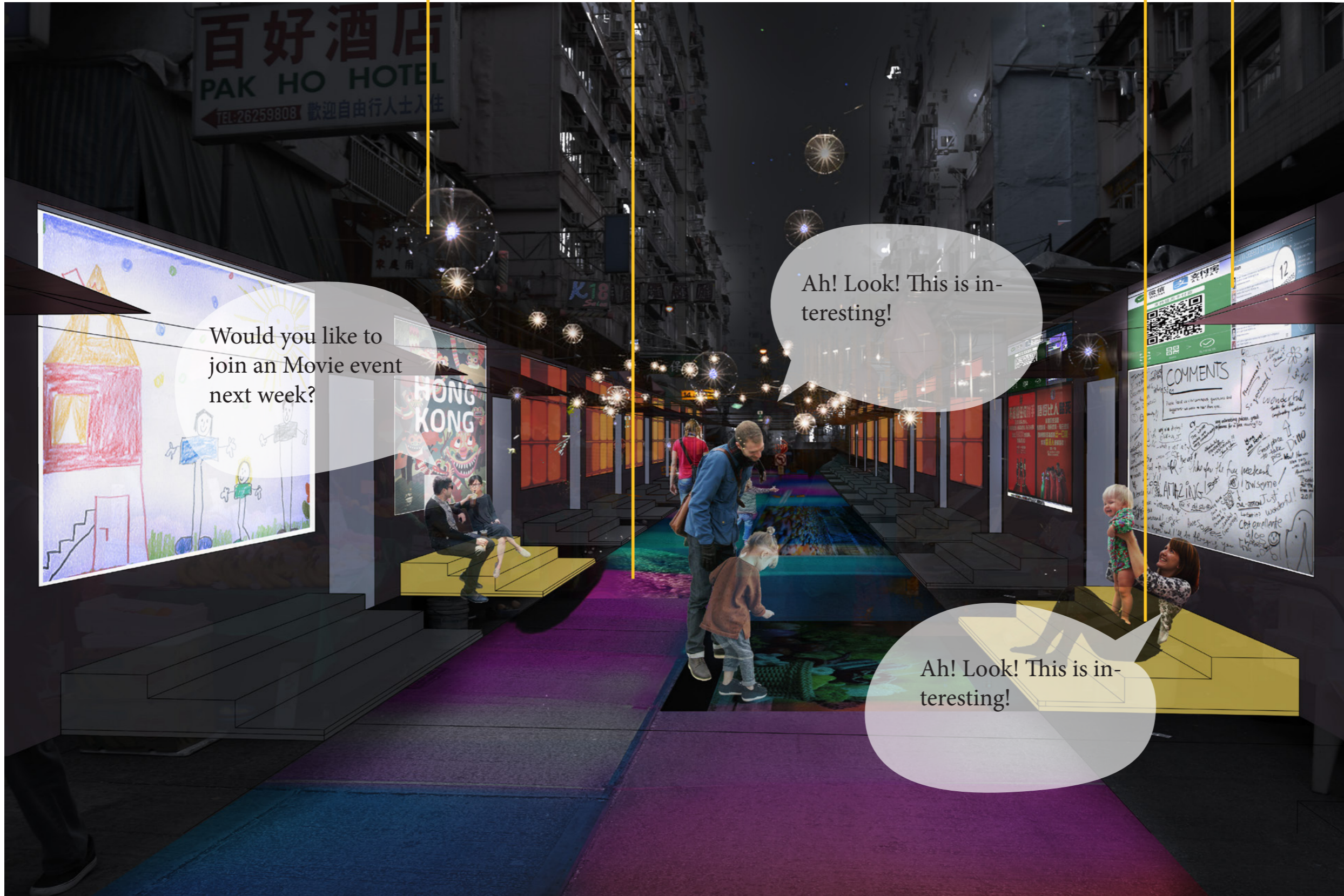
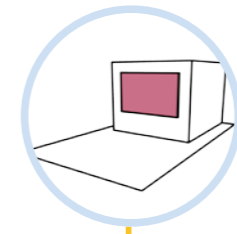
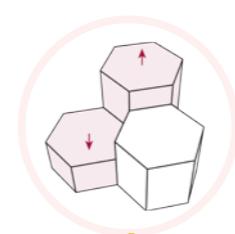
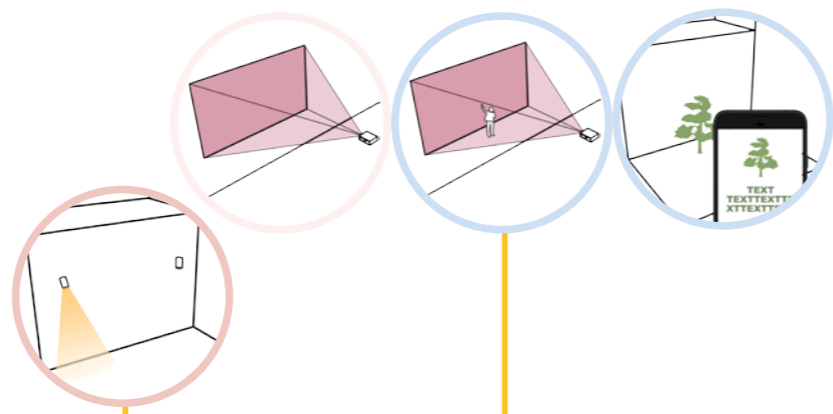
“They have the best apple!
Try it!”

Yes agree!

Really?! I'll buy it next
time!

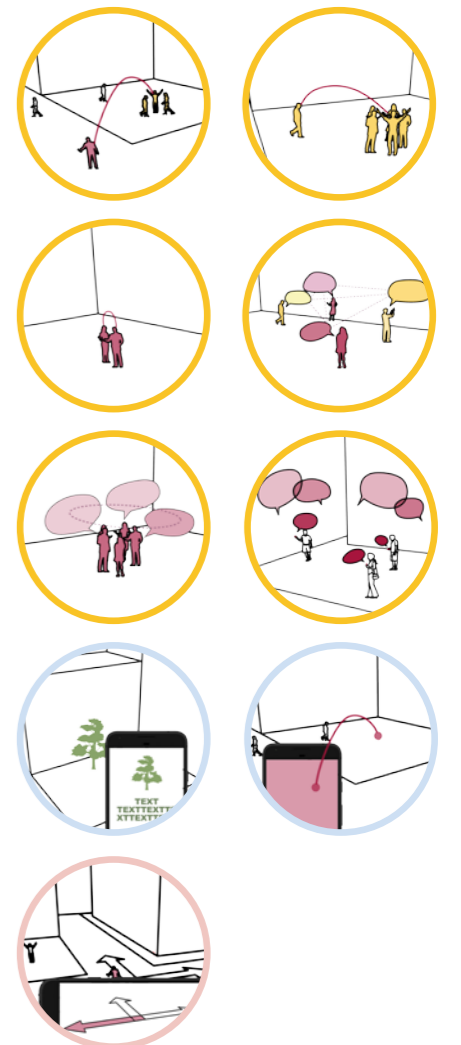
Hi! How are you!
















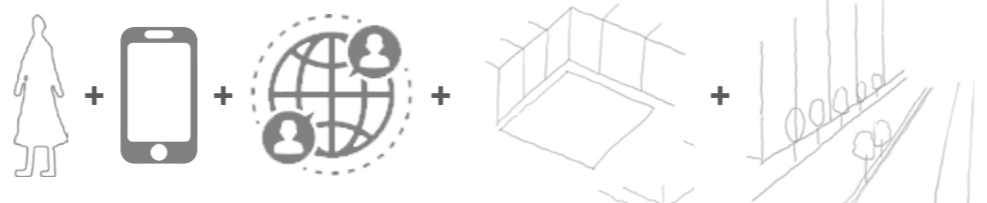
Ah! Look! This is interesting!

Ah! Look! This is interesting!



Level	Contents	Aims
 <p>Pockets (Lot) FOR STAYING</p>	 <p>Rest garden (District scale)</p>  <p>Rest garden (Neighborhood scale)</p>  <p>Building gap</p>  <p>Commercial square</p>	<ul style="list-style-type: none"> - EFFECTIVE use of space, - Improve ENVIRONMENTAL QUALITY, - Promote DIVERSE social activities and public life, - Stimulating urban social interaction and driving urban vitality.
+		
 <p>Lines (Street) FOR MOVING</p>	 <p>Main street</p>  <p>Residential street</p>  <p>Commercial street</p>  <p>Market street</p>	<ul style="list-style-type: none"> - NON/ TEMPORARY STOP - GUIDING FLOW of people - CONNECT pockets, public & private, form network - Act as an DAILY LIFE Extension

II

 <p>Networks (Zone)</p>		<ul style="list-style-type: none"> - Establish COHERENT and COMPREHENSIVE urban public space structure, thus to enhance PARTICIPATION and APPRECIATION of urban public space - Create a COHESIVE urban public space system, thus to reinforce SOCIAL INTEGRATION and INTERACTION
---	---	--

People



Place: Physical built environment



Networks (Zone)



Fig. 18 Site location

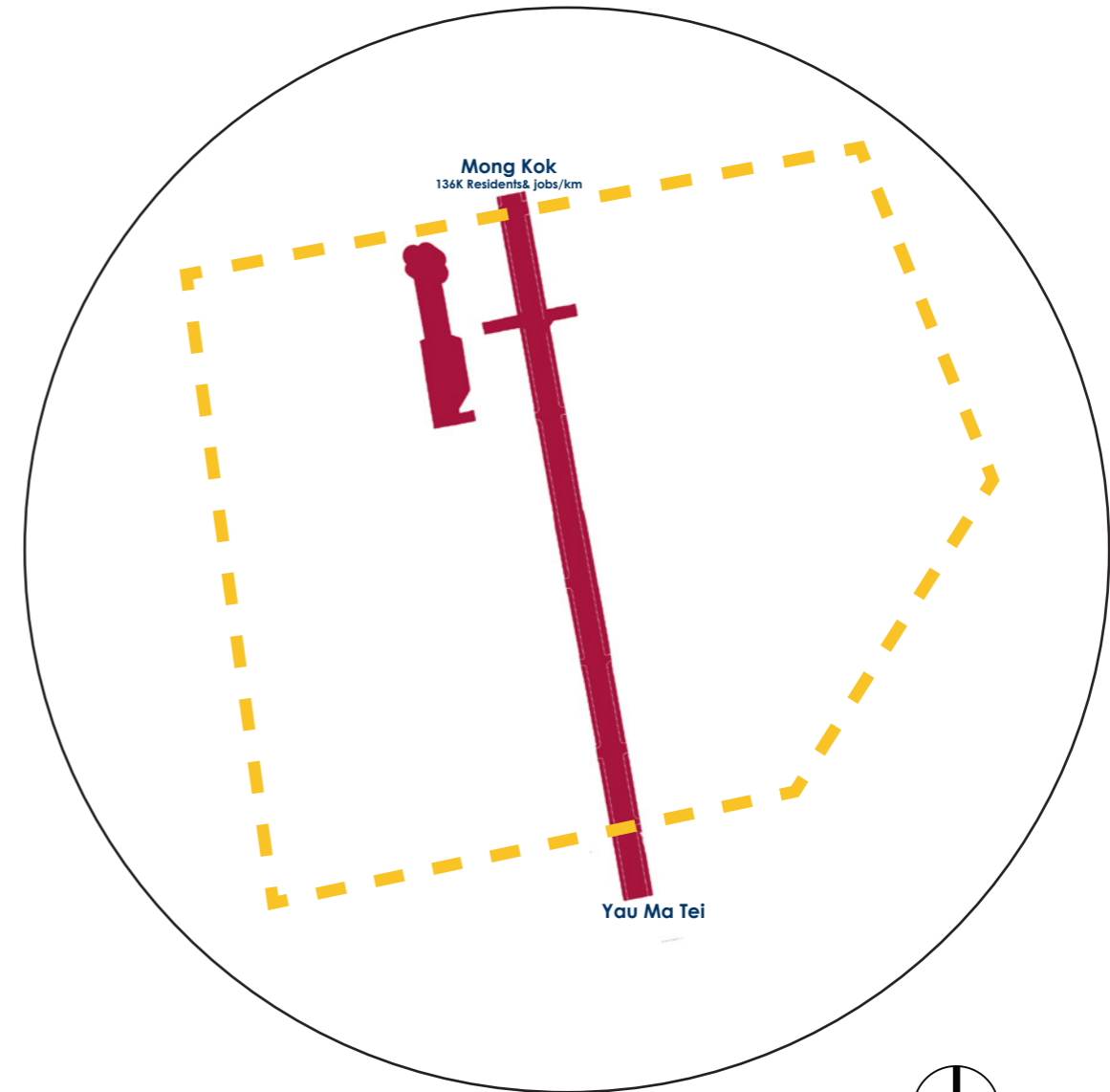
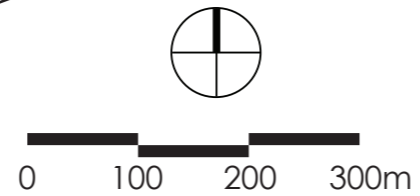
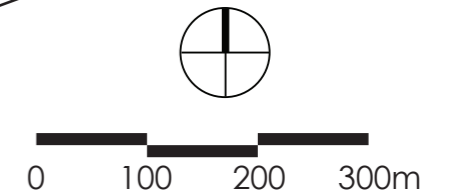


Fig. 18 Site location

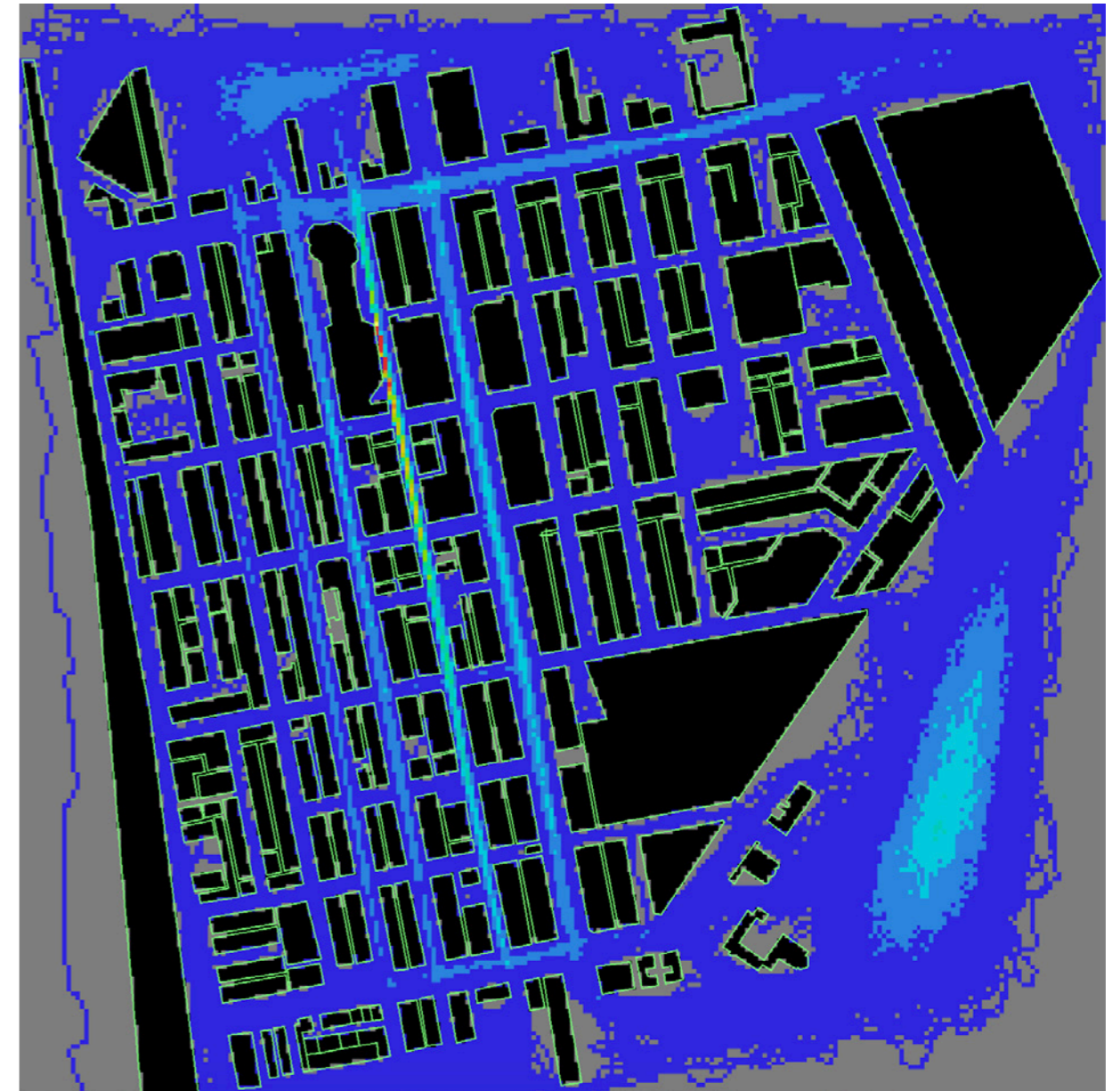


Networks (Zone)

Weak East-West connection



Unbalanced distribution on pedestrian flow



People



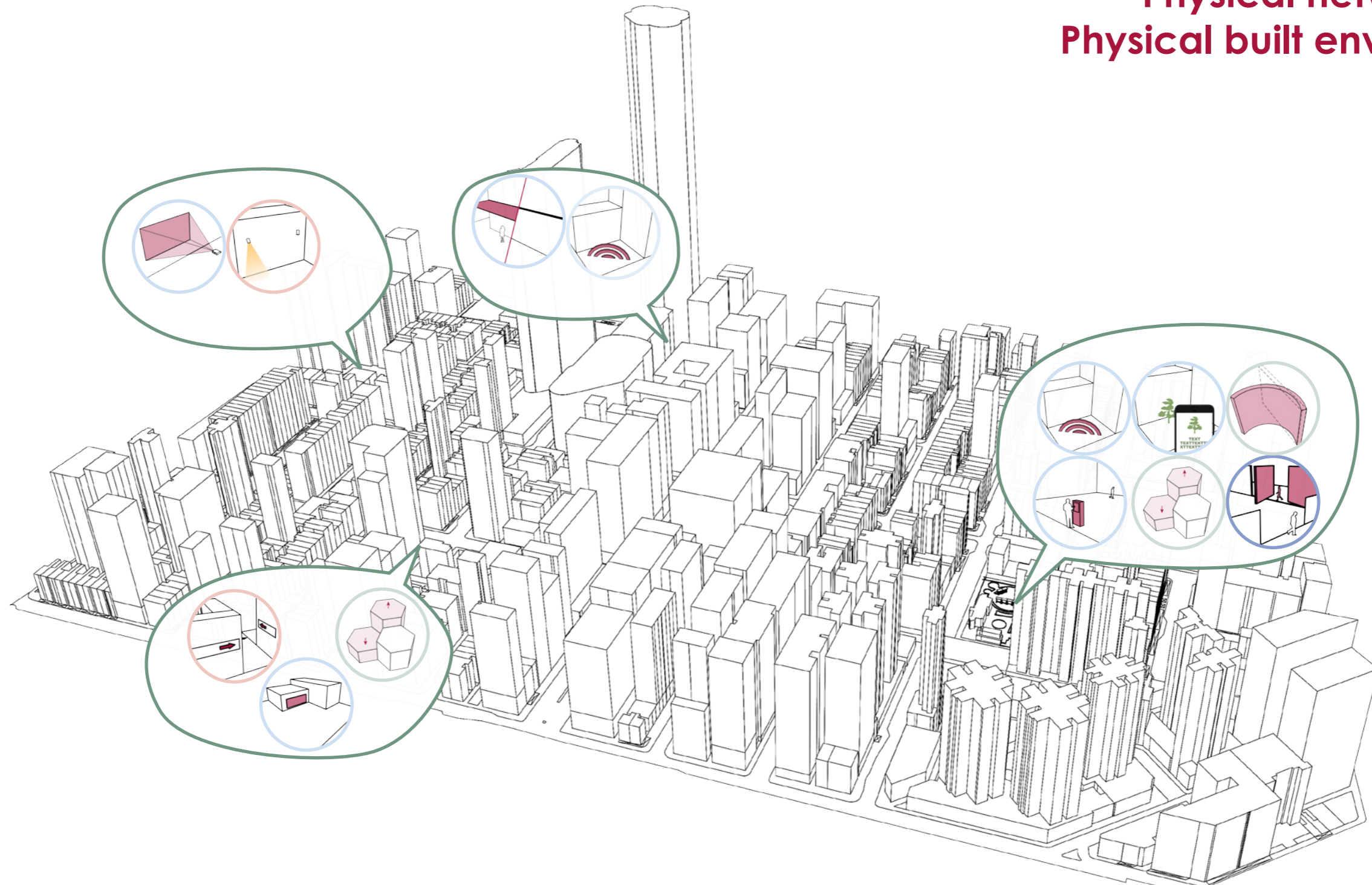
Information transfer through- Digital technology



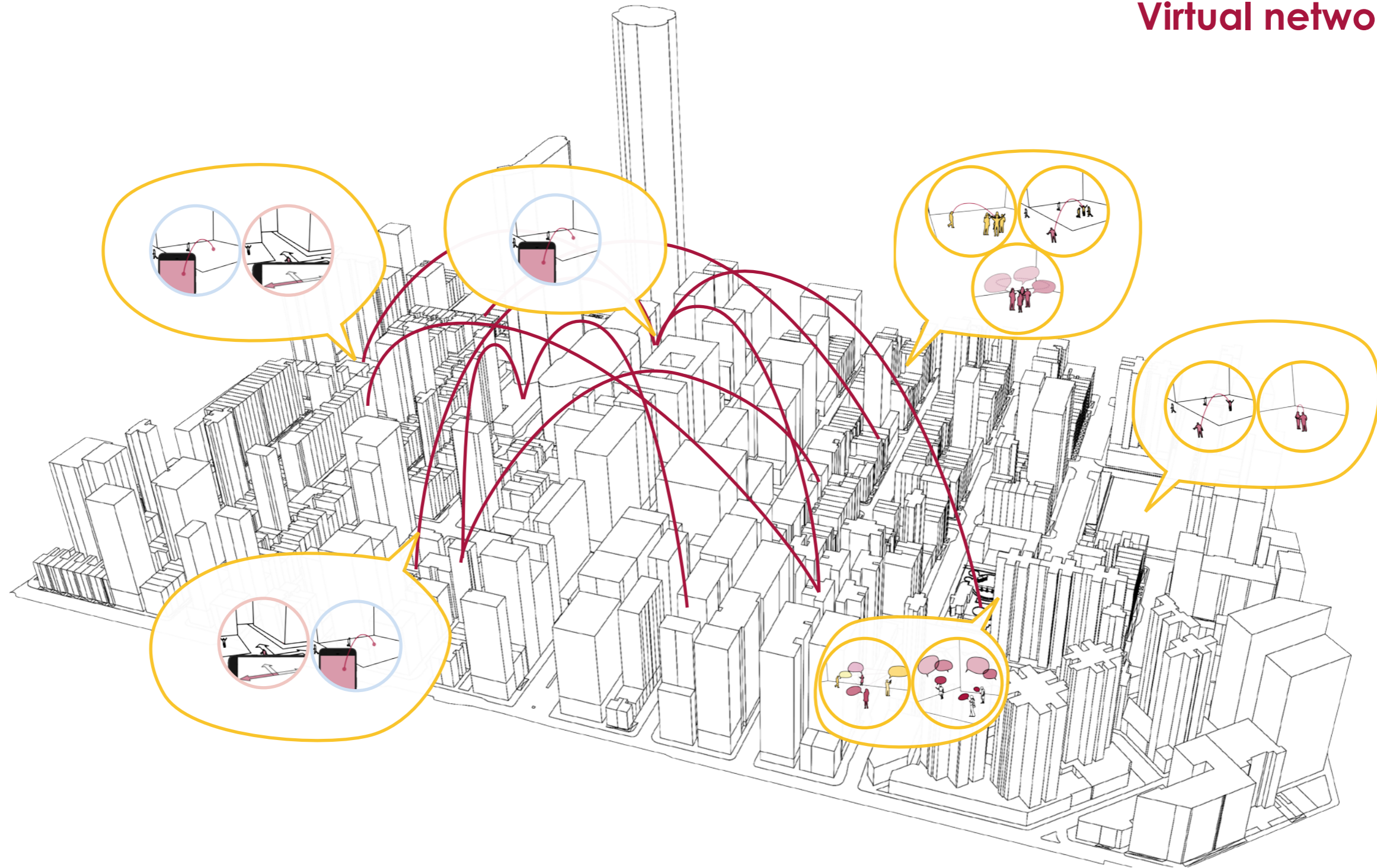
Place: Physical built environment



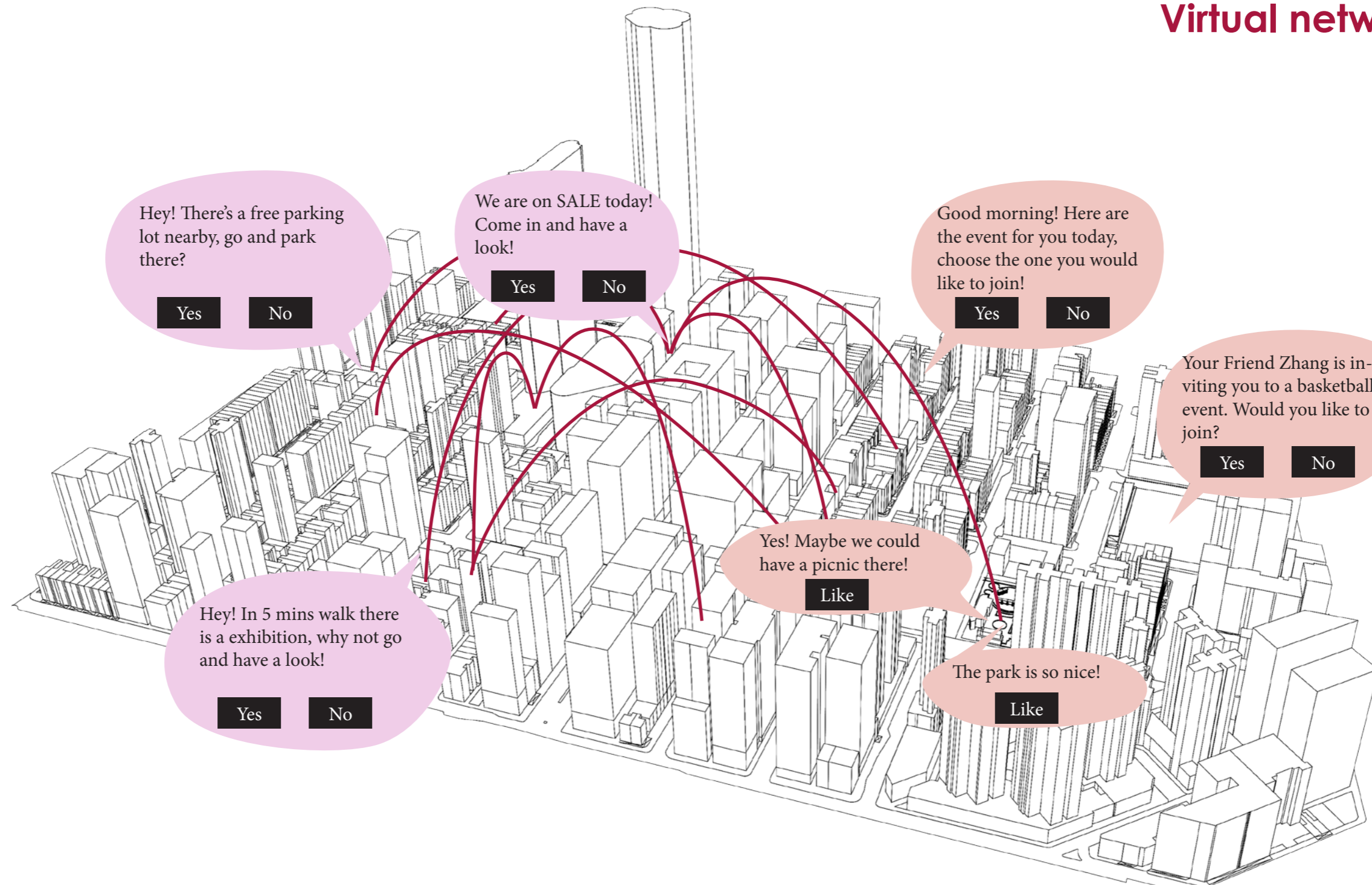
Physical network: Physical built environment



Virtual network:

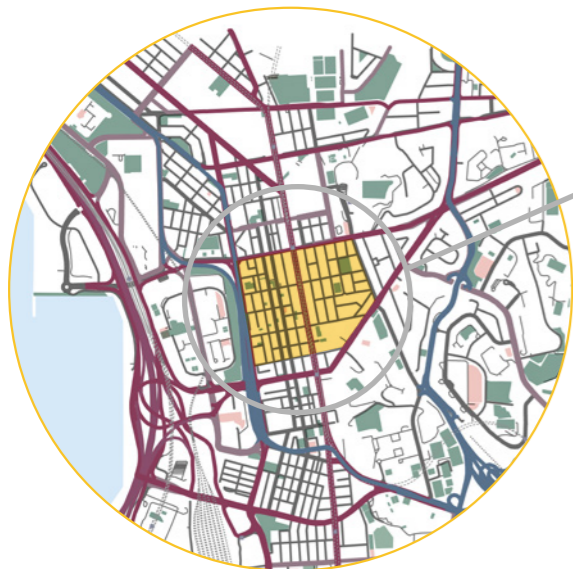


Virtual network:

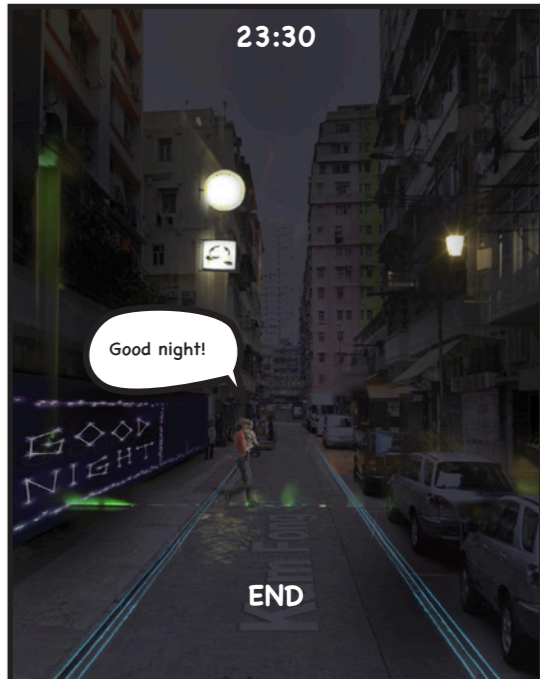




Mr. Wang
Lives in Mong Kok
Works at Sheung Wan



Mr. Wang
Live: Mong Kok
Work: Sheung Wan





8:00





8:10





8:30



"They have the best apple!
Try it!"

Yes agree!

Really?! I'll buy it next
time!

This cherry looks nice!
How much is it?

Hi! How are you!





19:30 PM

Hi! Your friend Zhang is inviting you to a football game! Come and join them?

Yes

No



20:00







21:30



21:35 PM

Hey! Your neighbors are watering their trees in the garden, go and say hello?

Yes

No



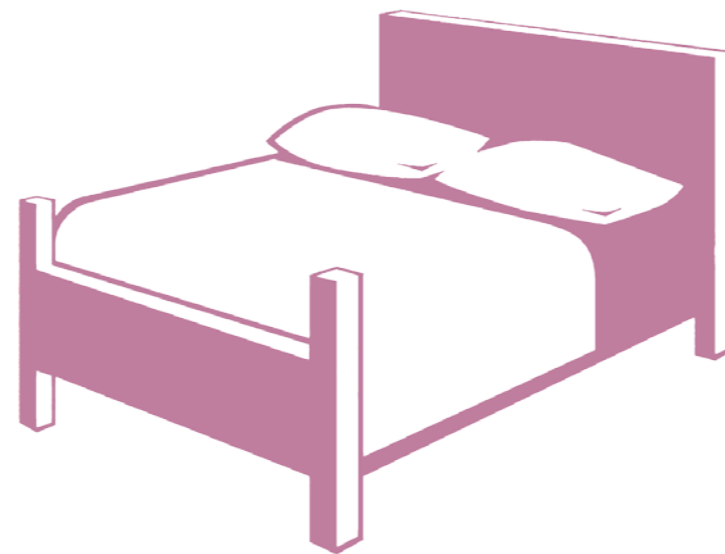
22:00



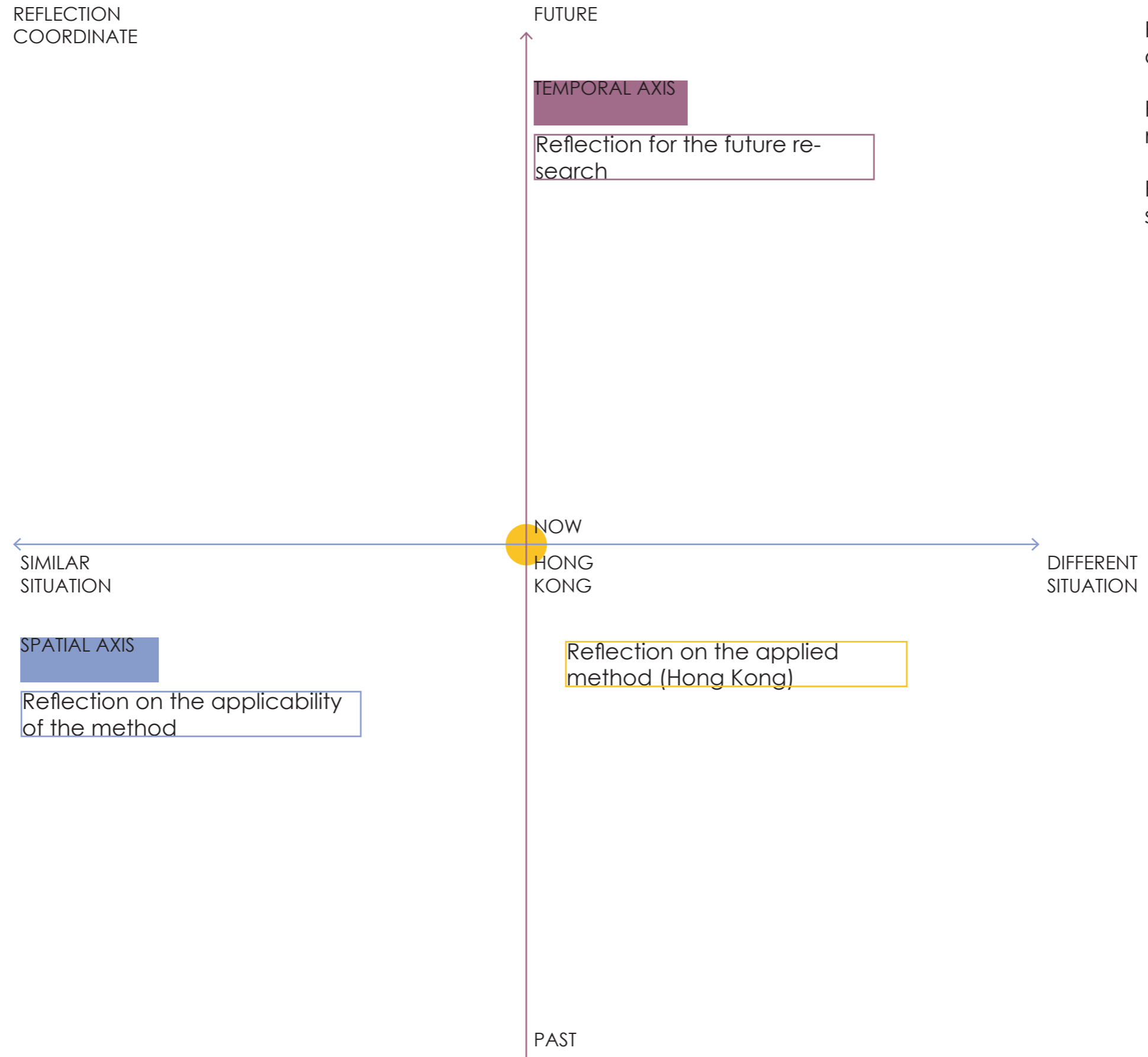


22:30





REFLECTION
COORDINATE



Reflection on the applicability of the method

Reflection on the applied method (Hong Kong)

Reflection for the future re-search

Reflection on the applied method (Hong Kong)

The project embraces the appearing of Digital technology without sacrifice the physical urban environment. It is on one hand, respects the trend of the development of our society (bottom-up), but on the other hand, gives guidelines and restrictions that could avoid the adverse effects (Top-down).

The project gives a new , which allows the physical urban public spaces to become more interesting, attractive and diverse. And the advantage of digital technology could not only help with enlarging our range of visibility, but also provides platform which increases the possibility of interaction and communication with other citizens, neighbors and friends.

Reflection on the applied method (Hong Kong)

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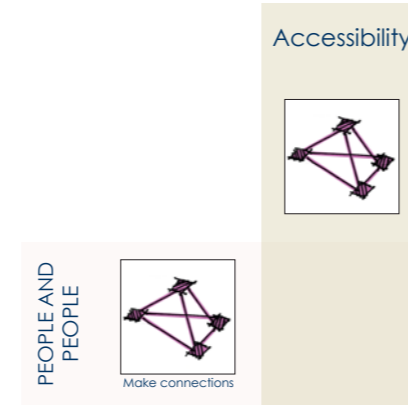
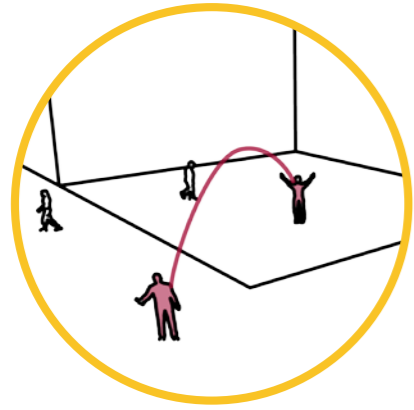
The project gives a new , which allows the physical urban public spaces to become more interesting, attractive and diverse. And the advantage of digital technology could not only help with enlarging our range of visibility, but also provides platform which increases the possibility of interaction and communication with other citizens, neighbors and friends.

Reflection on the applicability of the method

The project starts an discussing on the role of digital technology and physical public space within the new urban context, and use it as the supportive to explore how public space could be transformed spatially, functionally and technically in responding to the changing demanding and expectation.

Although it uses Hong Kong as the example, the conclusion - pattern library and its user guide could also be used as a reference to the research and implementation of other cases. For instance, for the place where has a lower popularization and demand on digital technology, the patterns with a lower level of digitalization might be suitable. Moreover, the categorization could also be re-considering in regarding to the specific situation.

01 Friends connecting

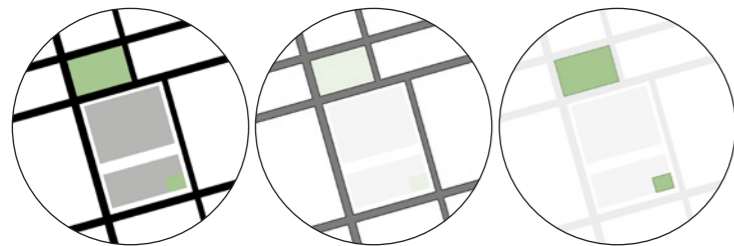


PRINCIPLE:

The friends connecting is mainly based on the personal mobile devices, it allows users to let personal networks of friends know when they were at a physical public space via their mobile devices without seperately calling or messaging.

LEVEL & SCALE:

Level of implementation or the capacity:



Scale of implementation or the capacity:
Household - Street/block - District - Urban scale

Street/block District



PUBLICNESS:



DEGREE OF DIGITALIZATION OF PHYSICAL SPACE:



In order to implement the pattern "Friends connecting", it is necessary to first establish and spread a digital social network. The extensive the social network is, the better the pattern could work.

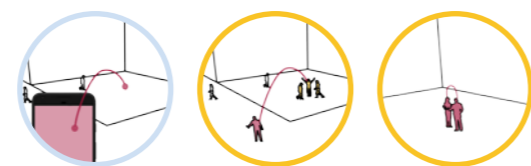
Price:



FUNCTION AND POSSIBLE BENEFITS:

- People could maintain and enlarge their social network in a much more easier way.
- Physical public space could be used more frequently.

POSSIBLE COMPOSITION:



Reflection on the applied method (Hong Kong)

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Although it uses Hong Kong as the example, the conclusion - pattern library and its user guide could also be used as a reference to the research and implementation of other cases. For instance, for the place where has a lower popularization and demand on digital technology, the patterns with a lower level of digitalization might be suitable. Moreover, the catagorization could also be re-considering in regarding to the specific situation.

Reflection on the future research

This project starts with a generous consideration, it could be imagined and expected that the project could further lead to the re-consideration of the relationship of our physical and digital world. And the conclusion and evaluation could be somehow seems as a starter for future researches regarding on different urban context and spatial and technical condition.

