

# RENEWAL WITH ARRIVAL

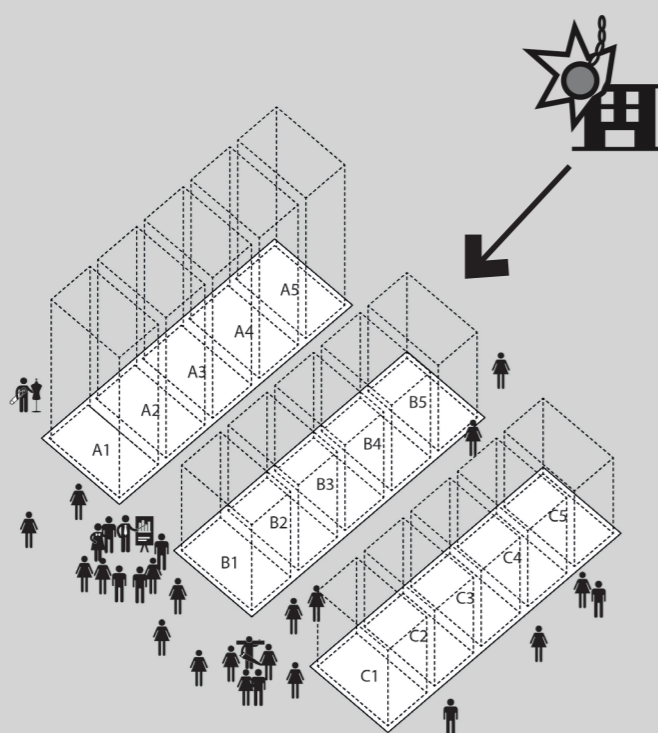
## A MANUAL FOR A DESIGN GAME

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WITH PROPERTY-LED URBAN RENEWAL, SHAM SHUI PO IS A MIGRANT NEIGHBORHOOD WITH LESS AND LESS SUPPORTING EFFECTS ON ITS RESIDENTS. WITH THE GOAL OF THIS PROJECTS TO CALL FOR A PARTICIPATORY PLANNING AND DESIGN, THIS POSTER INDICATES HOW TO ORGANIZE A DESIGN GAME, WHICH IS THE KEY METHOD FOR PARTICIPATION. IT ALSO SHOWS HOW THIS METHOD CAN LEADS TO THE SPATIAL ALTERNATIVE AND DIVERSITY.

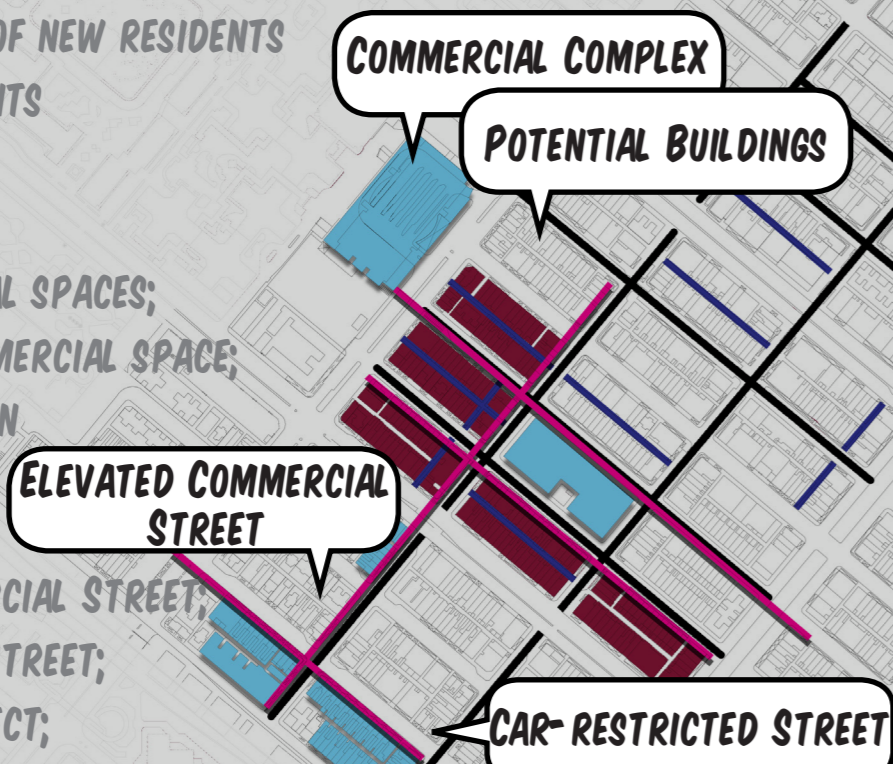
### STEP 1: SIMPLE PROBLEM !!

- WHAT SCALE ???  
NEIGHBORHOOD
- WHERE ???  
SHAM SHUI PO MARKET NEIGHBORHOOD
- EXPECTED RESULTS ???  
WHERE WILL THE TYPOLOGIES BE PLACED AND COMPOSED WITH EACH OTHER IN SHAM SHUI PO MARKET NEIGHBORHOOD?



### STEP 2. PROJECT BACKGROUND

- GOAL ???  
BALANCING NEED OF NEW RESIDENTS AND MIGRANT RESIDENTS
- STRATEGY ???  
MIXING RESIDENTIAL SPACES; CONSECUTIVE COMMERCIAL SPACE; BETTER PEDESTRIAN
- TYPOLOGY ???  
ELEVATED COMMERCIAL STREET; CAR-RESTRICTED STREET; CO-HOUSING PROJECT; COMMERCIAL BACKSTREET

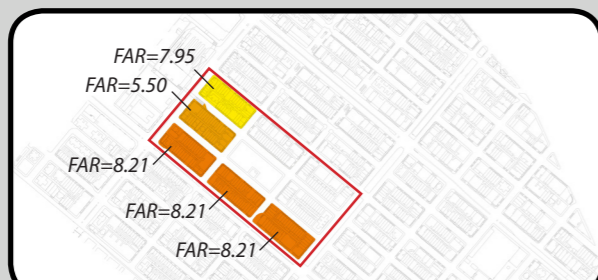
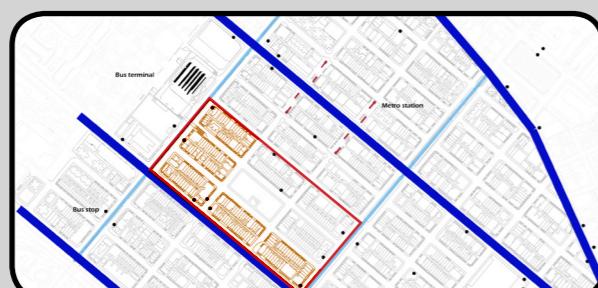
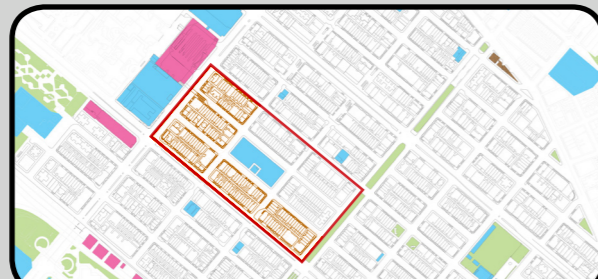


#### PUBLIC SERVICE & LAND USE

#### COMMERCIAL ENVIRONMENT

#### INFRASTRUCTURE

#### CURRENT DENSITY



### STEP 3: INTRODUCTION DOCUMENT

### STEP 4. PARTICIPANT ENGAGEMENT



REPRESENTATIVE OF TENANTS' GROUP

/ CREDIT: AFFORDABLE HOUSING (+); AFFORDABLE COMMERCIAL SPACES (+); OLD BUILDINGS (-)



CHAIRMAN OF URBAN PLANNING DEPARTMENT (UPD)

/ CREDIT: SPATIAL QUALITY IN PUBLIC SPACES (TRAFFIC, BUILT ENVIRONMENT, THE AREA OF PARK) (+)



PROPERTY DEVELOPER

/ CREDIT: VALUE OF PROPERTY (+), SPATIAL QUALITY (RESIDENTIAL SPACE) (+); PERIOD OF THE PROJECT (-)



REPRESENTATIVE OF PROPERTY OWNER

/ CREDIT: PROPERTY VALUE INCREASE (+); MONETARY COMPENSATION (+); PERIOD OF RELOCATION (-)

### STEP 5. GAME SCHEME

INTRODUCTION (15 MIN)

BRAINSTORM -- WHERE PROJECTS? (15 MIN)  
INDEPENDENTLY PLACE PROJECTS ON THE MAP

REVIEW 1 (30 MIN)  
PRESENTING THE PLAN AND PRINCIPLE OF YOUR DESIGN

DEBATE (60 MIN)  
NEGOTIATE BLOCK BY BLOCK AND FIND THE COMPROMISE.

REVIEW 2 (20 MIN)  
EVALUATE THE FINAL RESULT RESPECTIVELY.

### STEP 6. TYPOLOGY & TOOLS



### STEP 7: GAME RECORDING

QUESTION PARTICIPANT	RESIDENTIAL ISSUE		COMMERCIAL ISSUE		PUBLIC SPACES	
	RELOCATE?	MIGRANTS SECTOR?	PRE-SERVED?	OLD SHOPS?	PUBLIC FACILITY?	PUBLIC SPACE?
TENANTS' GROUP	AFFORDABLE	NEAR METRO	STREET	NEAR METRO	GREEN SPACES	MIXED
GOVERNMENT	HIGH-DENSITY	NEAR EXISTING	MARKET	NEAR METRO	GREEN SPACES	NEAR EXISTING
PROPERTY DEVELOPER	LESS SPACE	LOWER PRICE	STREET	INNER BLOCK	GREEN SPACES	NEAR METRO
PROPERTY OWNER	VALUABLE	NEAR METRO	STREET	NEAR METRO	GREEN SPACES	MIXED
CONSENSUS	???	???	???	???	???	???

### PLANNING & DESIGN

