RENEWAL WITH ARRIVAL
A MANUAL FOR A DESIGN GAME
BY XIAOLIN LI (4605445), TU Delft, 2017-2018

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 project 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 lead 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 spaces; Better pedestrian
- Typology??
  Elevated Commercial Street; Car-restricted Street; Co-housing project; Commercial Backstreet

Step 3: Introduction Document

Step 4: Participant Engagement
Representative of Tenants’ Group
/ Credit: Affordable housing (+); Appropriate commercial spaces (+); Old building (-)

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 spaces (+); 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

Planning & Design by Xiaojun Liu (4605445), TU Delft, 2017-2018