STIMULATE UTILIZATION AND SOCIAL INTERACTION IN PHYSICAL PUBLIC SPACE THROUGH THE IMPLEMENTATION OF DIGITAL TECHNOLOGY
A. Motivation
B. Problems
C. Thesis definition
D. Analysis
E. Approach
F. Conclusion
G. Reflection
Motivation

A

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

Complexity of Economic, Ecological, and Social Systems, Holling
THE COMPLEXITY OF PUBLIC SPACE DEVELOPING SYSTEM

Political stage

1800s - 1900s

Greece

http://afa.americananthro.org/wp-content/uploads/2016/02/Picture2.jpg
Since 1870s

The design of Central park in New York, Olmsted

Motivation

A Public space

Physical public space
- Square
- Garden
- Sidewalk

Migrating

Digital public space
- Forum
- Social Media
- Virtual recreation

Fig. 3: Source: http://www.vcg.com
PHYSICAL
PUBLIC
SPACE

THE COMPLEXITY OF PUBLIC SPACE DEVELOPING SYSTEM

Phase 1
Physical public space as a political stage

Phase 2
Physical public space as the stage of society

Since 2010s
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?
Is the Internet going to replace physical public spaces?

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

STATEMENT OF MOTIVATION

What will be the future of our physical public space in the new era?
Project Location: Hong Kong
#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
#1#
The disappearing Hong Kong
Mismatching in the existing physical public spaces in Hong Kong

"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 fulfill local needs."

-Lai-Chong Au

Hongkongers enjoy less than half as much open space than citizens of other Asian cities – study
#3# DIGITALIZED SOCIETY in the Digital Era: The UBIQUITOUS Digital Technology

Problems

Problem analysis

Establish

7,401,941
100%

90%

71.2%

144%
Problem Statement:
Migration and Digitization of Social Community and Interaction in Hong Kong’s Digitalized Society
Social Relationships in Hong Kong are getting worse

PROBLEM STATEMENT

Social Relationships in Hong Kong are getting worse

TOP 10 MOST CONNECTED POPULATIONS WORLDWIDE

Social Relationships in Hong Kong are getting worse

Hypothesis

 Problems

【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%市民傾向容易討厭他人，較去年調查上升4個百分點。近40%人在最近一個月內曾與人衝突，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樂認為，雖然經濟好轉，但港人生活壓力仍然大，休息時間少，導致人際關係欠佳。建議市民面對人際衝突時，要停下来想想有無解決方法可達致雙贏，亦應學習寬恕別人，這樣才不會令社會更加不和諧。
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

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

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

DIGITALIZATION!

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

FOCUS

Phase 1
Physical public space as a political stage

Phase 2
Physical public space as the stage of society
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

Phase 1
Physical public space as a political stage

Phase 2
Physical public space as the stage of society

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

Aim A: Enhance participation and appreciation of physical public space

Aim B: Reinforce social integration & interaction

FOCUS

AS THE SOCIAL STAGE

AS A POLITICAL STAGE

PHYSICAL PUBLIC SPACE

Evaluation & Analysis

Research

Design

Reflection
Method

Motivation

Problem field

The disappearing HK
Mismatching in the existing physical public spaces
Digitalized society in the Digital Era

Problem statement

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?

Diverse society
Place making
Digital technology
Physically
Digitally

Theory
Case study
Site analysis

Strategy: Pattern Library

Design: Visions

Evaluation & Reflection

SUB QUESTIONS

A. What are Digital Technology and Digitalized society?
B. What are the challenges for physical public space in Hong Kong in the consequence of fast-growing digitalized society?

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

C. What are the public life and social interactions in physical public space and how can it be effected by spacial intervention?
D. How and in what ways can Digital Technology enhance physical public spaces in digitalized society?
E. What are the socio-spacial characteristic of Hong Kong physical urban public space?
F. To what extend can Digital Technology contribute, in order to reinforce physical public space in Hong Kong?
G. How can the design approach of Hong Kong be applied to other urban context?

Fig. 13: Research framework
Made by author
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

"Relation & Organization"
Relation & Organization

Physical public space

Social interaction

Techniques (Digital Technology)

Stimulate
Reflect
Facilitate
Transform
Stimulate
Theoretical Framework

**PHYSICAL PUBLIC SPACE**
(Formalized, static, Limited)

- Physical Activities
  - Necessary Activities
  - Optional Activities
  - Social Activities

- Physical interaction
  - Close friendship
  - Friends
  - Acquaintances
  - Chance contacts
  - Passive contacts (see and hear)

**VIRTUAL PUBLIC SPACE / DIGITAL SPACE**
(Borderless, Inclusive, Individualized, Customized)

- Virtual interaction

- Connected presence

**Goal**
- Accessibility
- Environment & Facilities
- Public utilization
- Sociability

**Enhancing**

**Aim A**
- Enhance participation and appreciation of physical public space
- Increase way and frequency of using physical space

**Aim B**
- Reinforce social cohesion & interaction

Provide opportunity to establish and maintain acquaintanceship for different group of people

**The implementation of Digital technology in Physical public spaces**

- Reinforced by connecting with Physical public space through
- Maintained by
- Increased by

**Tool**
Theoretical Framework

PHYSICAL PUBLIC SPACE
(Formalized, static, Limited,)

Physical Activities

Necessary Activities

Physical interaction

Close friendship

Friends

Acquaintances

Chance contacts

Passive contacts (see and hear)

Virtual interaction

Virtual Activities

VIRTUAL PUBLIC SPACE /DIGITAL SPACE
(Borderless, Inclusive, Individualized, Customized,)

Accessibility

Physical interaction

Virtual interaction

Connected presence

Diverse social interaction in Digitalized society

The implementation of Digital technology in Physical public spaces

Goal

Enhancing

Accessibility

Environment & Facilities

Public utilization

Sociability

CASE STUDY

Goal

Aim

Aim A: Enhance participation and appreciation of physical public space

Increase way and frequency of using physics space

Aim B: Reinforce social cohesion & interaction

Provide opportunity to establish and maintain acquaintance for different group of people

Thesis definition

Theories
#Digital technology#

**Sociability**

**Accessibility**

**Environment & Facilities**

**Public utilization**

**Ideal Standard/Goal/**

**Tool**

PEOPLE & PEOPLE
Create network between people

PEOPLE & PLACE
Add an information layer between people & place

PEOPLE & ENVIRONMENT
Controllable & interactive installations

**Method**

**Patterns**

Analysis
Strategy
RESEARCHING THE STANDARD FOR CREATING IDEAL PHYSICAL PUBLIC SPACE

Environment & Facilities

Accessibility

Public utilization

Sociability
VISION FOR PARKS AND PUBLIC SPACE, MIAMI, US

OLD MARKET SQUARE, NOTTINGHAM

Make connections

Guidance & entrance

Accessibility

Environment & Facilities

Safety & Comfort

Create identity

Design for Art, Culture & History

Design for Sharing

Design for Diversity

Design for daily activities

Entertainment & Event

Public utilization

Accessibility

Environment & Facilities

Safety & Comfort

Create identity

Design for Art, Culture & History

Design for Sharing

Design for Diversity

Design for daily activities

Entertainment & Event

Public utilization

YALP FON

STREETSCAPE (COMPETITION)

THE METHLEYS HOME ZONE LAUNCH

http://methleys.headstogether.org/homezones/images/DSC_0112a.jpg

STREETSCAPE (COMPETITION)

THE METHLEYS HOME ZONE LAUNCH

http://methleys.headstogether.org/homezones/images/DSC_0112a.jpg

MULTIPLE TEMPORAL & SPACIAL SCALES

MIXED USES AND FORMS

MOVABLE FURNITURE AND PUBLIC VITALITY

LE INFINITE POSSIBILITÀ DELLE PIAZZE D’ACQUA

http://methleys.headstogether.org/homezones/images/DSC_0112a.jpg

Analysis

Case studies
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

Finding the digital tool to achieve the goal.
Between strangers

Between familiars

Between communities

Information transfer between PEOPLE & PEOPLE
Add layer of Digital information between people & people

Information transfer between People and Place
Add layer of Digital information between people and place

Information transfer between PEOPLE & ENVIRONMENT
Self-controlled physical installations

Comfotableness of environment

Beauty & Enjoyment of environment

Identity (Art History and Culture)

Feeling and perception of environment

Experience of place

Analysis
Case studies
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

Interaction with people & space

Digital information layer
Information transfer between People and Place
Add layer of Digital Information

Running mode

Information input → Information storage → Information output
Geo-based

Implement

Sociability
Provide stage for information transfer and share

Accessibility, Environment & Facilities
Provide possibility to get and read the space for users

Aim A
Aim B
### Design process

#### Approach

<table>
<thead>
<tr>
<th>People and Place</th>
<th>Environment and Facilites</th>
<th>Public Utilizations</th>
<th>Sociability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Physical Installations</td>
<td>Accessibility</td>
<td>Environment &amp; Facilities</td>
<td>Public Utilizations</td>
</tr>
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<td>Digital Installations</td>
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#### Patterns

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

- 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.

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

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

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

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

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Fig. 55: Theoretical Framework

Source: Author
Generic contextual introduction of Hong Kong

Hong Kong's society

Key words: Historic, Crowded, Shopping Paradise, multi-cultural and diversified
Site choose
"HISTORICAL"

Fig. 16 From Jan Gehl’s book ‘Life Between Buildings: Using Public Space’
Site choose

“CROWD”
Site choose

“SHOPPING PARADISE”

Shopping check-in phototag distribution

Distribution of shops

Popularity of shops

Commercial cores

Site analysis

2011 Source: https://commons.wikimedia.org/wiki/File:Density_of_Hong_Kong_by_Districts.svg
Hong Kong (British Crown Colony) #tourism #poster (1957) http://www.hongkongbuzz.com

"MULTI-CULTURAL" AND "DIVERSED"

"Graham Street" From: Hong Kong illustrated by Misako Onodera
Fig. 18 Site location

Approach
Site analysis
Public space network

Fig. 18 Site location

Site analysis

Approach

NETWORK

LINE

POCKET
<table>
<thead>
<tr>
<th>Level</th>
<th>Contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pockets (Lot)</td>
<td>Rest garden (District scale)</td>
</tr>
<tr>
<td>+</td>
<td>Rest garden (Neighborhood scale)</td>
</tr>
<tr>
<td>Lines/Connections (Street)</td>
<td>Commercial square</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Residential street</td>
</tr>
<tr>
<td></td>
<td>Commercial street</td>
</tr>
<tr>
<td></td>
<td>Market street</td>
</tr>
</tbody>
</table>

II

Networks (Zone)
### Aims

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

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

- 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**

### Contents

<table>
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<tr>
<th>Level</th>
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<tbody>
<tr>
<td>Pockets (Lot)</td>
<td>FOR STAYING</td>
</tr>
<tr>
<td>Lines/Connections (Street)</td>
<td>FOR MOVING</td>
</tr>
<tr>
<td>Networks (Zone)</td>
<td></td>
</tr>
</tbody>
</table>

### Design process

- **Rest garden** (District scale)
- **Rest garden** (Neighborhood scale)
- **Building gap**
- **Commercial square**
- **Commercial street**
- **Residential street**
- **Main street**
- **Residential sheet**
Pocket spaces—Recreation area & Rest garden

Fig. 18 Site location

Fig. 23 Service condition of existing public spaces
Pocket spaces-Building gaps

Fig. 18 Site location
<table>
<thead>
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<th>Environment &amp; Facilities</th>
<th>Public utilizations</th>
<th>Sociability</th>
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Design process

Approach
<table>
<thead>
<tr>
<th>Existing and possibilities</th>
<th>Accessibility</th>
<th>Environment &amp; Facilities</th>
<th>Public utilisation</th>
<th>Sociability</th>
</tr>
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<tbody>
<tr>
<td>Ubiquitous and physically accessed but mentally unreadable</td>
<td>Narrow with empty facade, people sometimes stand there or sit on the goods.</td>
<td>Empty in function, lack of usability</td>
<td>Lack of sociability</td>
<td></td>
</tr>
</tbody>
</table>
Mismatch & Spacial potential

Scale
- Household: Urban
- Flow of people: Small
- Publicness: Private

People
- Community, Stranger

Place
- Left over space
- Empty on experience

Environment
- Narrow
- Closed, deep and private
- Lack of function
<table>
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Existing and possibilities

<table>
<thead>
<tr>
<th>People</th>
<th>Place</th>
<th>Environment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Community (Residents/ Neighbor)</td>
<td>Left over space</td>
<td>Narrow and small scale</td>
</tr>
<tr>
<td>Pass by strangers</td>
<td>Empty on experience</td>
<td>Closed, deep and semi-private</td>
</tr>
<tr>
<td></td>
<td>Suitable for daily leisure activities</td>
<td>Empty on function and decoration</td>
</tr>
</tbody>
</table>
Pockets (Lot)
Building gap

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

Approach
Design process
Existing and possibilities

Accessibility
Ubiquitous and physically accessed but mentally unreadable

Environment & Facilities
Narrow with empty facade, people sometimes stand there or sit on the goods.

Public utilise
Empty in function, lack of usability

Sociability
Lack of sociability

Outcomes

Fig. 72 Design process
Resource: Author
Time to go!

Good morning!
Haha this is interesting!

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

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

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

- Establish COHERENT and COMPREHENSIVE urban public space structure, thus to enhance PARTICIPA-
  TION and APPRECIATION of urban public space
- Create a COHESIVE urban public space system, thus to reinforced SOCIAL INTEGRATION and INTERAC-

Level

Contents

Aims

Pockets (Lot)
FOR STAYING

Rest garden
(District scale)

Rest garden
(Neighborhood scale)

Building gap

Commercial square

Main street

Residential sheet

Commercial sheet

Market street

+ Networks (Zone)
FOR MOVING

Approach
Design process

+ Non Connections
(Street)
FOR MOVING
Lines analysis - Streets

Market street

Main street

Residential street

Commercial street

Site location

0 100 200 300m
<table>
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<tr>
<td>Make connections</td>
<td>Entrance</td>
<td>Conflict &amp; Safety</td>
<td>Service &amp; function</td>
</tr>
<tr>
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<td>Entrance</td>
<td>Comfort &amp; Safety</td>
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<tr>
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<td>Service &amp; function</td>
<td>Landscape &amp; Identity</td>
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</tr>
<tr>
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<td>Landscape &amp; Identity</td>
<td>Art Culture History</td>
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**Digital Installations**

**PEOPLE AND PERSON**

**Digital Installations**

**PEOPLE AND PLACE**

**Physical Installations**

**PEOPLE AND ENVIRONMENT**

**PEOPLE AND COMMUNITY**

**Identity & Perception**

**Beauty & Enjoyment**

**Experience**

**Service & Function**

**Autonomy & Needs use & forms**

**Leisure activity & Entertainment**

**Sharing & Diversity**

**Sociability**

**Accessibility**

**Environment & Facilities**

**Public utilizations**

**Sociability**
Existing and possibilities

Accessibility
Ubiquitous and physically accessed but mentally unreadable

Environment & Facilities
Narrow with empty facade, people sometimes stand there or sit on the goods.

Public utilities
Empty in function, lack of usability

Sociability
Lack of sociability
People
- Community, Stranger
- Market Seller (Community)
- Customer (Community, Stranger)
- Residents (Community, Stranger)

Place

Environment
- Large movement
- Narrow
- Bus, Busy
- Noise and Dazzling
- Crowded

Scale
- Household
- Urban

Flow of people
- Small
- Large

Publicness
- Private
- Public
Place
Daily used/pas by and necessary
Place for transaction
Noise and Dazzling

Accessibility
Ubiquitous and physically accessed but mentally unreadable

Environment & Facilities
Narrow with empty facade, people sometimes stand there or sit on the goods.

Public use
Empty in function, lack of usability

Sociability
Lack of sociability

Existing and possibilities

Potential task

People
Community (Residents/Neighbor)
Stranger

Place

Environment
Narrow
Busy and crowded
Mono-functioned


Accessibility
- Ubiquitous and physically accessed but mentally unreadable

Environment & Facilities
- Narrow with empty facade, people sometimes stand there or sit on the goods.

Public use
- Empty in function, lack of usability

Sociability
- Lack of sociability

Potential task

People
- Community (Residents/Neighbor)
- Stranger

Place
- A lifestyle
  - Daily used/used by and necessary
  - Place for transaction
  - Noise and Dazzling

Environment
- Narrow
- Busy and crowded
- Mono-functioned

Existing and possibilities

Outcomes
Lines/Connections
(Market Street)

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

Approach
Design process
Fig. 72 Design process
Resource: Author
This cherry looks nice! How much is it?

Hi! How are you!

“They have the best apple! Try it!”

Yes agree!

Really?! I’ll buy it next time!
Ah! Look! This is interesting!

Would you like to join an Movie event next week?
- EFFECTIVE use of space,
- Improve ENVIRONMENTAL QUALITY,
- Promote DIVERSE social activities and public life,
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- Create a COHESIVE urban public space system, thus to reinforce SOCIAL INTEGRATION and INTERAC-
  TION
People

Place:
Physical built environment
Networks (Zone)

Fig. 18 Site location

Lines analysis - Streets
Networks (Zone)

Weak East-West connection

Unbalanced distribution on pedestrian flow
People

Place: Physical built environment

Information transfer through-
Digital technology
Physical network: Physical built environment
Virtual network:
Virtual network:

Hey! There’s a free parking lot nearby, go and park there?

We are on SALE today! Come in and have a look!

Hey! In 5 mins walk there is an exhibition, why not go and have a look!

Good morning! Here are the event for you today, choose the one you would like to join!

Your Friend Zhang is inviting you to a basketball event. Would you like to join?

The park is so nice!

Yes! Maybe we could have a picnic there!
Choose a daily routine

Mr. Wang
Lives in Mong Kok
Works at Sheung Wan

Conclusion
Application of patterns
WOO-HOO!

Nice shoot!!!

Dad! What's this?
Would you like to join an movie event next week?

Haha!

Time to go!

Good morning! Have a nice day!

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!

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

No

18:30 PM

Look! What are they doing?!
Hey! It says you are also at the underground passage! Shall we go for a beer?

Shall we go for a beer?

Haha this is interesting!

Good evening! How's your day? How is your tree now?

Well done!

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

Haha this is interesting!

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

Yes

Good night!
Time to go!

Good morning!

8:10

Conclusion

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

Yes  No
Heyy! It says you are also at the under-ground passage! Shall we go for a beer?

Look! What are they doing?!
Conclusion

Application of patterns

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

Haha this is interesting!

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

Yes  No
Good evening! How is your tree now?
Conclusion
Application of patterns
Reflection on the applicability of the method

Reflection on the applied method (Hong Kong)

Reflection for the future research

Reflection on the applied method (Hong Kong)
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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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 catagorization 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:

- Household
- Street/block
- District
- Urban scale

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

**PUBLICNESS:**
- Private
- Public
- Quiet
- Noisy

**DEGREE OF DIGITALIZATION OF PHYSICAL SPACE:**

<table>
<thead>
<tr>
<th>Low</th>
<th>High</th>
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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:**

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<th>Low</th>
<th>High</th>
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</table>

**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:**

- Public
- Private
- Noisy
- Quiet

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**Conclusion**

**Pattern Library & Implementation**

[Image of a website interface showing user engagement features, such as inviting friends, checking in, and connecting location.]
Reflection on the applied method (Hong Kong)

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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.
PHYSICAL PUBLIC SPACE

AS THE COMBINATION OF DIGITAL & PHYSICAL

AS THE SOCIAL STAGE

AS A POLITICAL STAGE

AS A MATERIAL STAGE

AS A TECHNOLOGICAL STAGE
THANK YOU!