DANDELION
dream

Dandelion as the message of "language of flower", passing and spreading their seed to every breath and length of the world, seeking every possibility to seed and grow, passing and growing and the cycle repeats and shaping the better world.

Dandelion symbolizes long lasting youthful joy and inheriting next generation, carrying spirits, from society to communities, from macro to micro scale. From interaction within games to the dimension of knowledge, adult as the teacher, passing the knowledge and warmth to the next generation.

The forms and layout of planter maximize circulation of flow throughout the site, by estimated size of different user groups bypassing different exit, entrance and destination.

The design approach aims to create interactive playing space for target intergeneration group. aiming to encourage children to discover, explore and stimulate their curiosity. We hope to strengthen the role of adults and elderly as mentors and guides in children's lives and therefore provide an opportunity for interaction between generations through Dandelion Dream. The interaction of the design will conduct from micro to marco level, aims to have the blending design from small group of family to the whole community, providing a feasible but creative, flexible, sustainable solution to prosperous garden.

Design Concept
設計概念

社會 SOCIETY

社區 COMMUNITIES

蒲公英種子
Seed of Dandelion

宏觀 MACRO SCALE

微觀 MIRCO SCALE

1 蒲公英象徵著永續的年輕快樂及傳承
Dandelion symbolizes long lasting youthful joy and inheriting next generation
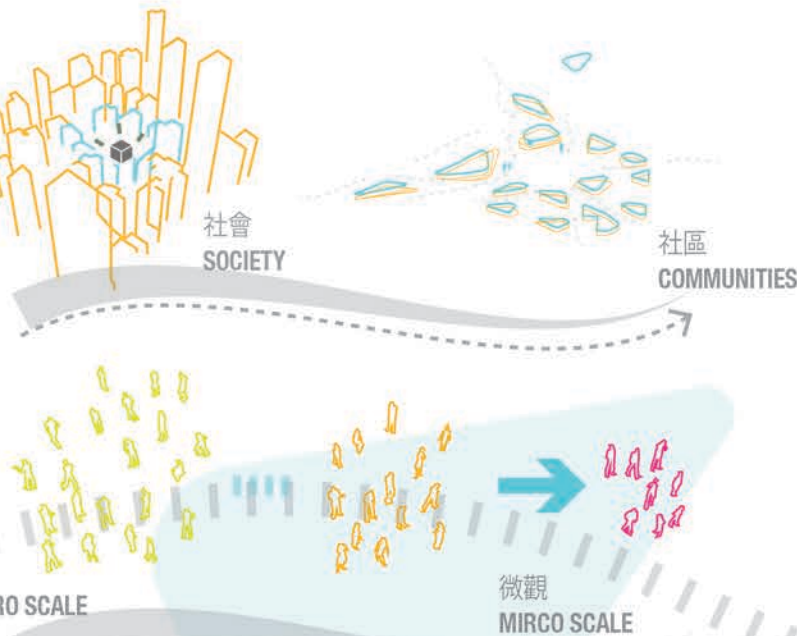
傳承著各種精神 由社會到社區層面, 由宏觀到微觀規模
Carrying and inheriting spirits, from society to communities, from macro to micro scale

由遊戲中的互動至知識上的交流和傳遞
From interaction within games to knowledge interchange and inheritance

2 以遊戲為主要主題
Using games as main idea

鼓勵用者群組以全新的空間體驗探索和互動
Encourage user groups explore and interact as whole new space experience

3 重新設計區域的連接, 形態和開放性, 有利於用戶流程和互動
Redesigning connection of zones, forms and openness favouring user flow and interaction

What's the time, Mr. Wolf?
狐狸先生幾多點

狐狸先生特點種的遊戲遊戲中心會有一個時針裝置。玩家要透過踏單車去控制時針裝置, 以發出信令, 讓指通的玩家知道項目在是幾多秒, 物需要多少步。在12點的時候, 所有玩家需要走到跑的終點, 12點比方向, 最遭到達1點方向的玩家需要成為下一個闖關通道單車駛出指令的角人。

The center of the game device will be designed with many different hour hands. Players need to control the height of the hour hands by riding a bicycle to show the time in his mind and instruct another player to take multiple steps in the running track. At 12 o'clock, all players will fight to the end of the track.

Design Consideration
設計考慮

1 公園範圍陽光太猛
Too much sunlight exposure

公園附近環境樹遮蔭。晴天時陽光比較直接和猛烈, 很多居民反映遮蔭不足。
Not much shelters and shading for surrounding environment, the sunlight are intense and direct in sunny days, many local residents suggesting insufficient shading nearby.

設計及提供遮蔭於適當位置
Design & provide canopies in proper area

現時公園內或附近環境缺乏遮蔭, 在適當位置設置遮蔭能提供高舒適度, 以防夏天中暑。
Lack of sheltered areas in surrounding environment, providing canopies in place can avoid heatstroking especially in summer.

種植能提供較大樹蔭的樹種
Planting higher shade cast tree species

選擇能提供較大樹蔭和耐熱的樹種。
Choosing higher shade casting, and heat resistance tree species.

2 用者群組抵觸和安全問題
User group conflict & safety issue

現有設施未正確分類和分區, 尤其是在公園入較多的時間會潛在安全問題。
Existing facilities are not grouped and zoned properly, causing potential safety issue especially when there is higher occupancy.

劃分分區並提供提示, 而非單一區域
Creating sub-zones and provide indications instead of all-open zone

使用顏色作分區作明確提示, 確保分區間距適當及清晰。
Practicing colour scheme for zoning and identifying zones, ensuring in between distance of zones are proper and clear.

設計輔助欄杆及微坡道處理
Design railing support and gentle ramp treatments

減少樓梯作高低差的處理, 從而提供更安全更通順的路徑。
Increasing walkability and safety by reducing steps as level difference treatment on site, with appropriate interval of railings.

3 居民反映保留羅馬廣場
Residents suggest keeping the open plaza

居民希望保留現時的羅馬廣場設施, 鑒於它的功能性及多元用途。
Residents hope to keep the open plaza with its current design, due to its functionality and flexibility for multi-purpose events.

分割成更多元化空間, 多功能的廣場
Splitting into more dynamic spaces, multi-function plaza

改善及美化現有的廣場設計, 以提供更多功能, 更多元化的空間。
Improving and beautifying exsiting design of plaza, providing a more spatial dynamic, multi-functional plaza.

設計及提供遮蔭於適當位置
Design & provide canopies in proper area

提供遮蔭能讓廣場增舒適度及活動多元化。
Providing canopies can make staying in the plaza comfortable and encourage dynamic activities and programs.

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Visualization
效果圖

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應用通用設計, 及設置"不明"物件探索自定用途
Applying universal designs into facilities, creating "unkno wn" object to be explored.

通用設計的應用能使用者探索及設計讓需要自定設施用途。
Applying universal design to facilities making users feeling more free to explore and customize usages.

以顏色分區, 並加上園境設計, 令四季環境更生動
Zoning with colour, plus landscape design promoting seasonal dynamicity.

跟隨樹種四季的花期作園境設計, 使景色隨著季節轉變。
Designing landscape according to fruiting and flowering periods of plant species, creating seasonal dynamic change of scene.

欠缺幫助社區發展的可持續性
Lack of sustainablity for further development

5 ?

現有公園暫無考慮到社區性的可持續發展及長期發展潛力。
Community sustainability and potential further development are not yet considered in current design.

設計藝術走廊供社區定期舉辦活動
Event corridor for communities to hold variety of events from time to time
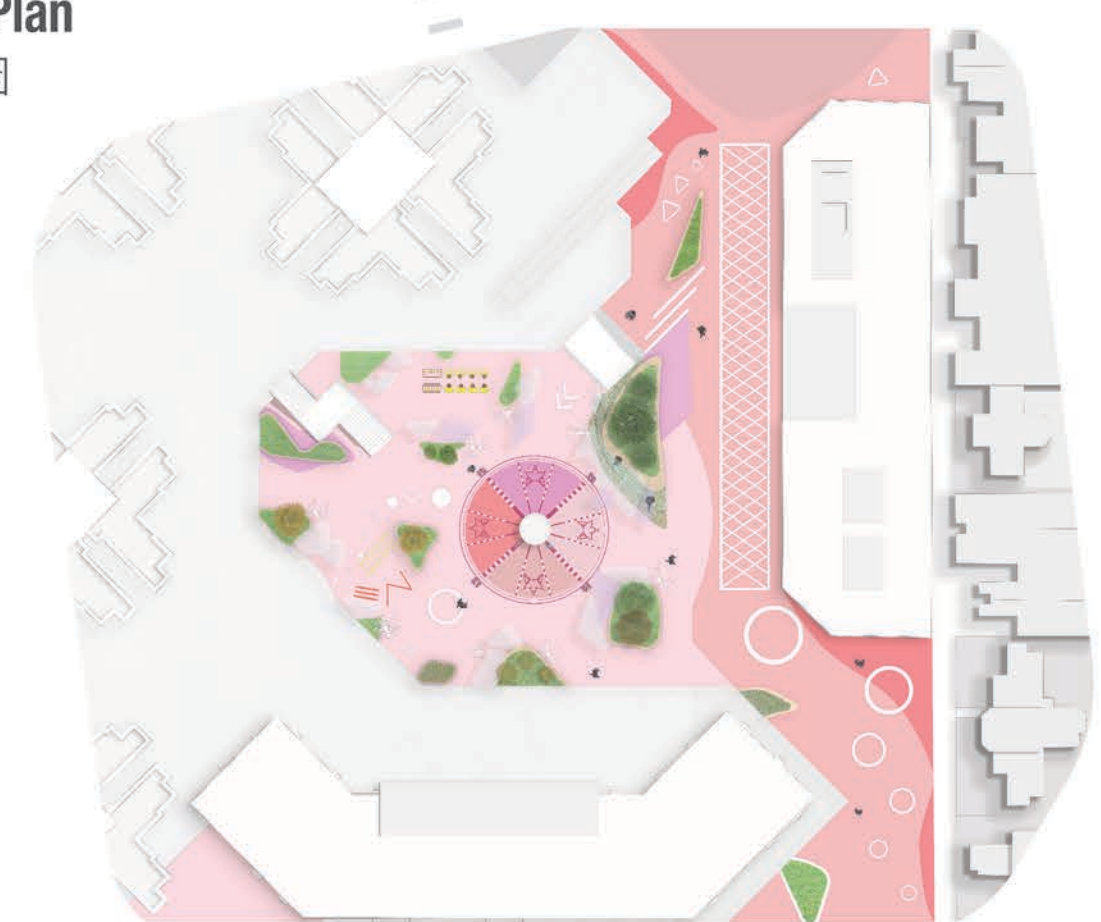
參考了外國的行人專用區設計, 把通道設計成藝術走廊, 令各社區團體能參與其中。
Referencing pedestrianization in foreign case study, design event corridor can provide place for varies community groups to involve.

多元開放空間能作彈性用途, 如流動圖書館
Multi-purpose open spaces can facilitate varies flexible usage, e.g. pop-up library

開放式的多元空間能跟隨不同時間和需求, 靈活改變用途。
Multi-purpose and dynamic open spaces can be changed flexibly according to time and needs.

Site Plan
平面圖

1:1000 @ A2 approx.

Seasonal Change
四季變化

園境設計 - 四季環境變化
Landscape design - Seasonal dynamicity

跟隨樹種四季的花期作園境設計, 使景色隨著季節轉變。
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喬木 Tree	Tabebuia rosea 紅花風鈴木	
喬木 Tree	Liquidambar formosana 楓香	
喬木 Tree	Peltophorum tonkinense 盾柱木	
灌木 Shrub	Plumbago auriculata 藍雪花	
攀緣植物 Vine/ Climber	Bougainvillea 九重葛	

Zoning
分區

Reference
參考例子