

# OSMOSIS



The competition brief calls for a space for all generations to enjoy and interact with respect to existing usage patterns and spatial character. This asks for a design that acknowledges the young's need for excitement, and the old's need for passive recreations while encouraging deeper exchanges of mutual benefit between age groups. We believe the dichotomic desires of generations to be divided vs. to be united and to change vs. to conserve may be best resolved through a combination of zones, semipermeable "membranes" and pathways that empower interactions to happen according to an individual's will, Osmosis.

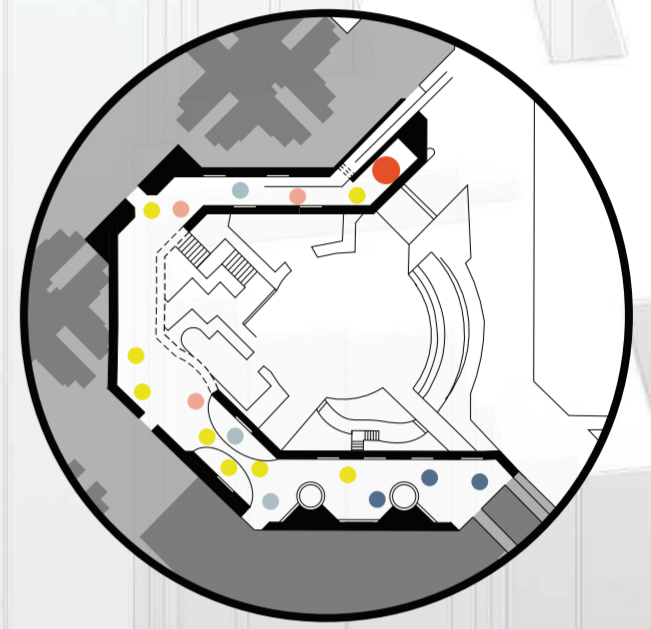
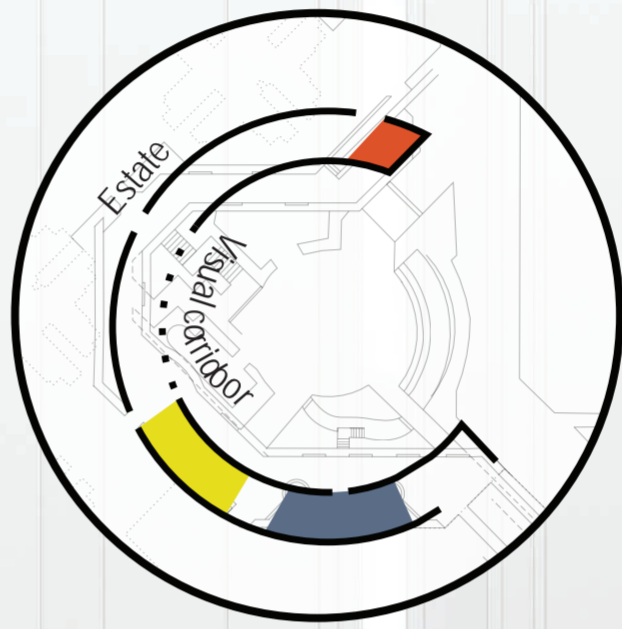
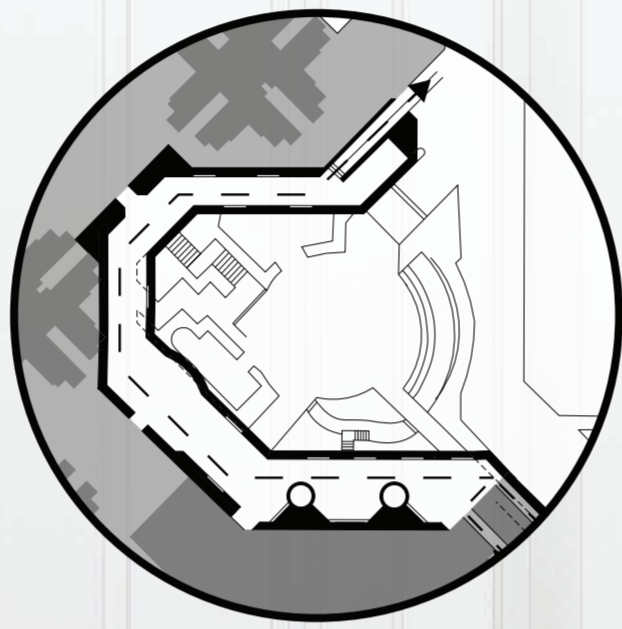
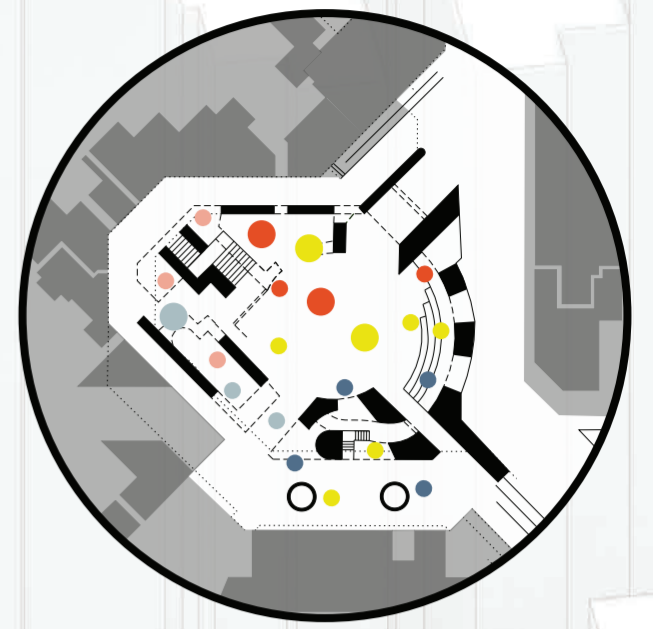
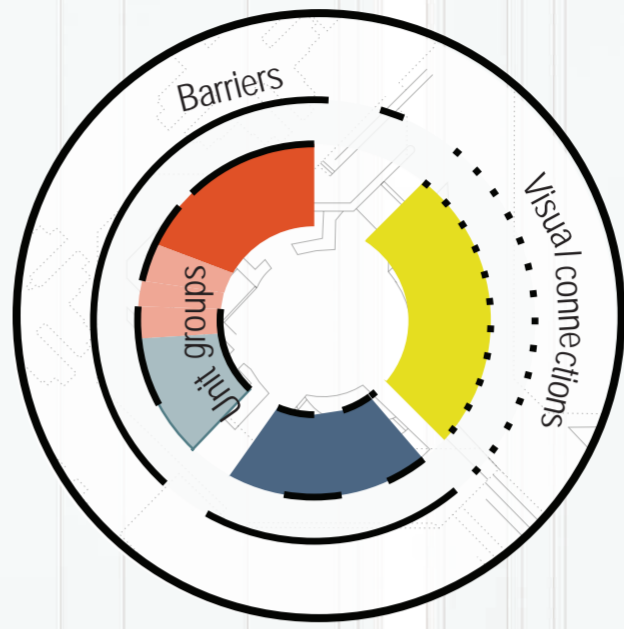
**Phase 1**  
Community design:  
finalise zoning  
Construct new grades

**Phase 2**  
Construct  
equipment,  
planters and  
mounts

**Phase 4**  
Monitor IoT performance  
Modular play arrangements  
Inspection and maintenance

**Phase 3**  
Co-design sensory  
garden and  
refurbish modular  
playscape

## PHASES

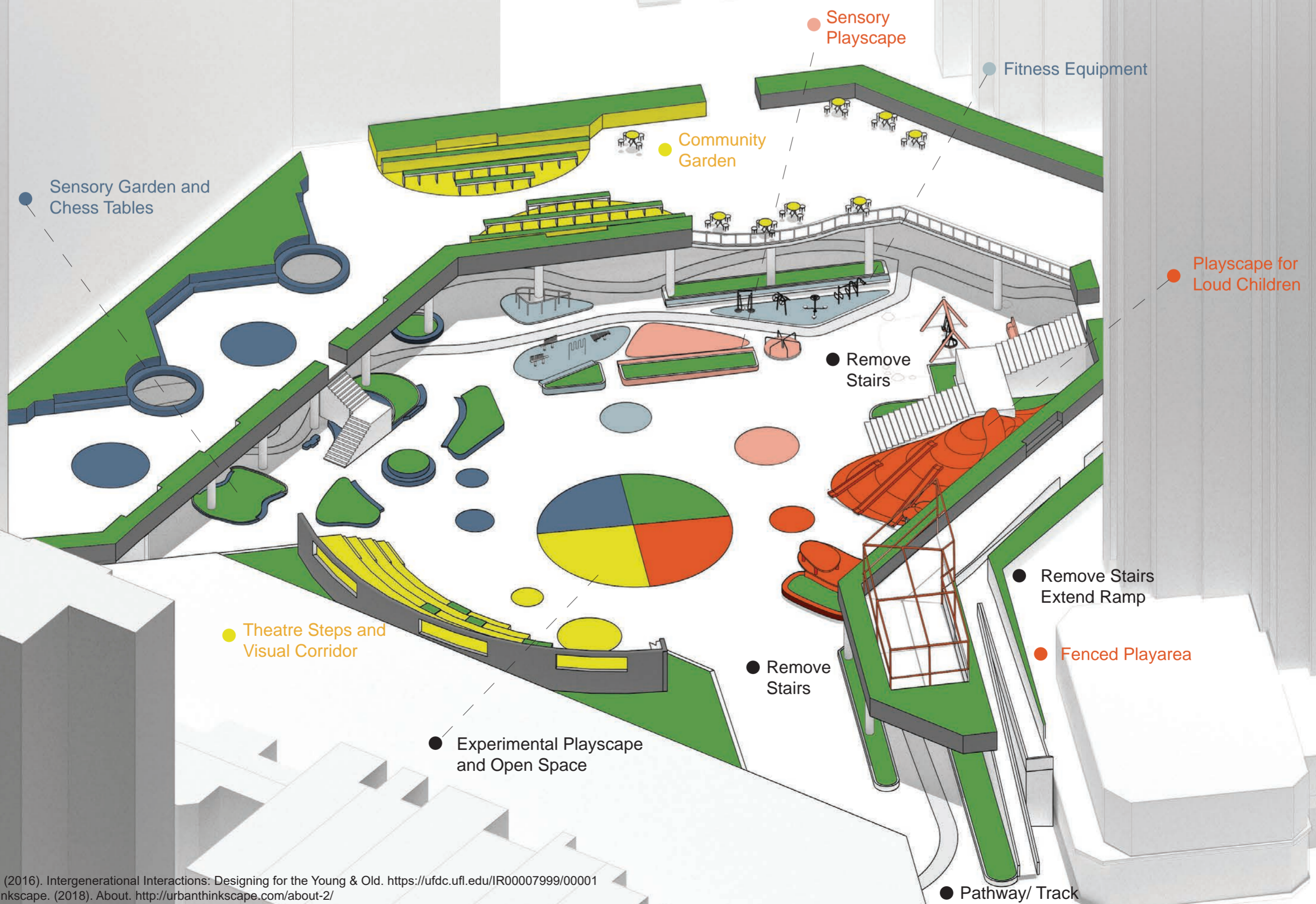


## EXISTING

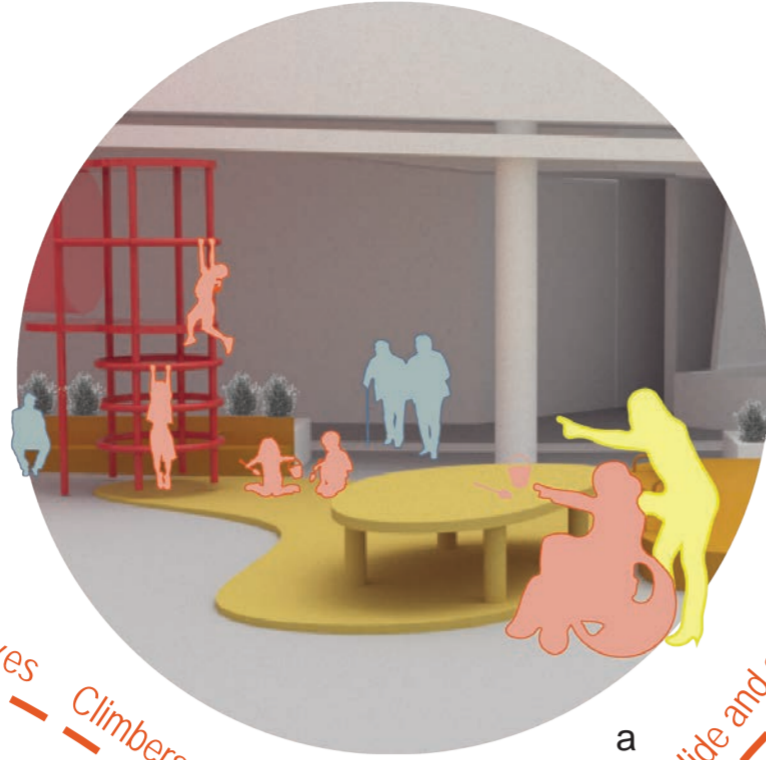
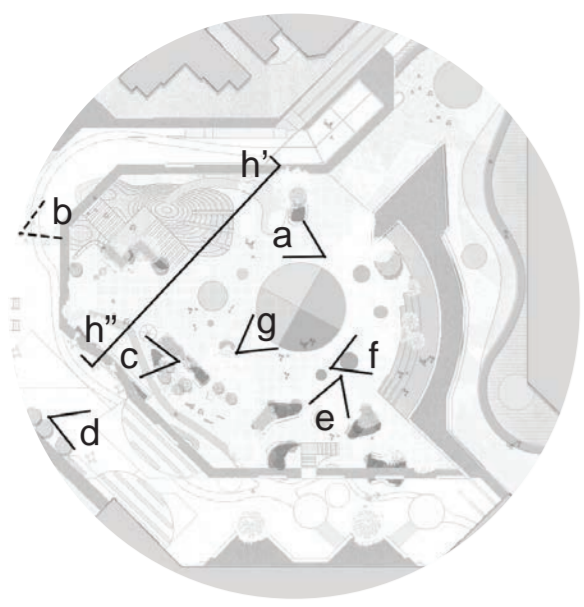
## CONCEPT

## FLOWS

The existing spatial setting has clear usage-based zoning and some suggested that these divisions may hinder intergenerational interactions. However, its opposite, unclear zoning or removal of all "barriers" unnecessarily equal to more age-group interactions. Instead, intergenerational contacts cannot be forced and individuals often have territorial needs (Reyes, S., 2016). Therefore, the proposed framework, Osmosis that builds upon its scientific meaning of "the unforced movement of solvents through a semipermeable membrane", aimed to maintain the age-specific retreat zones while uniting groups that can coexist and truncating barriers between zones.

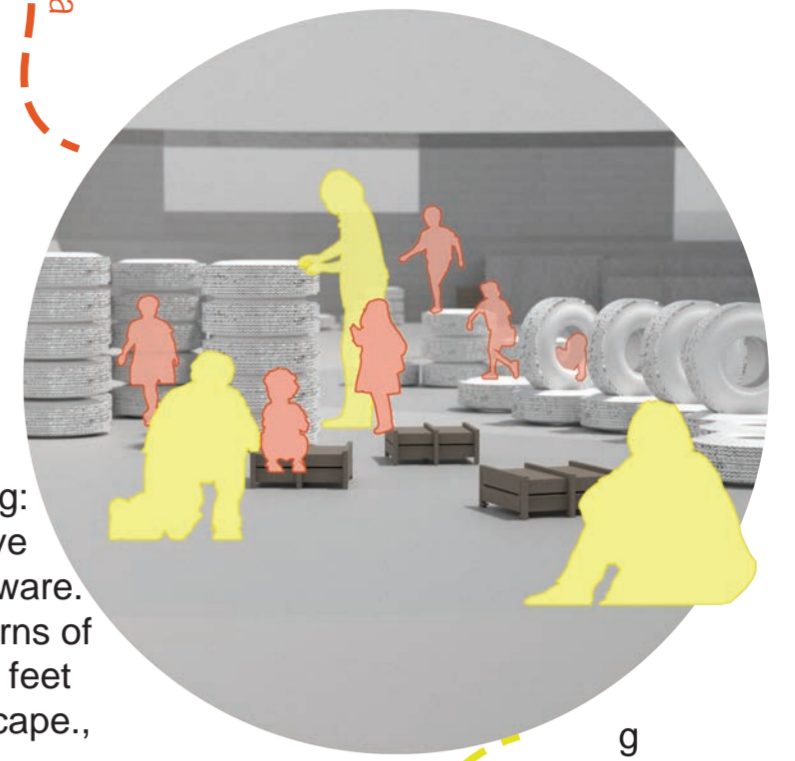


Experimental playscape with storage spaces that enable youngsters to construct their own temporary playscape with the support from communities like the Baptist Kindergarten and Yaumatei Integrated Service for Young People.



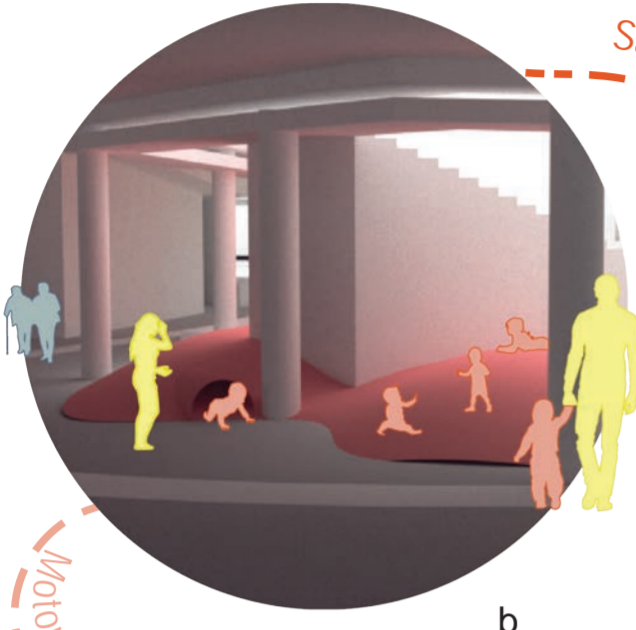
Modular, self-constructed play area

IOT in Playful learning: Incorporating cognitive training into the hardware. E.g. Alternating patterns of the common jumping feet game (Urban Thinkscape., 2018) with a monitor.



Guidance

Sandboxes Climbers Slides Playful learning Hide and seek



Motor sensory

Gradual terrains Tunnels

IOT in Sensory Stimulation: Interactive auditory play equipment, sensory walls co-created by residents.

Strength

Balance

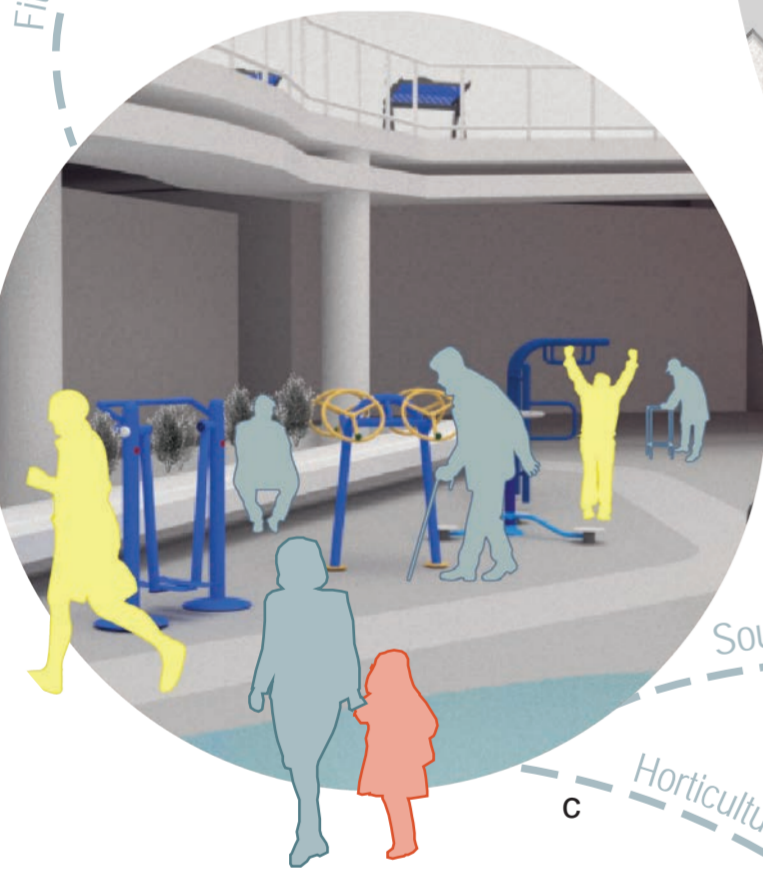
Fitness equipment



Parents

Shaded seating area

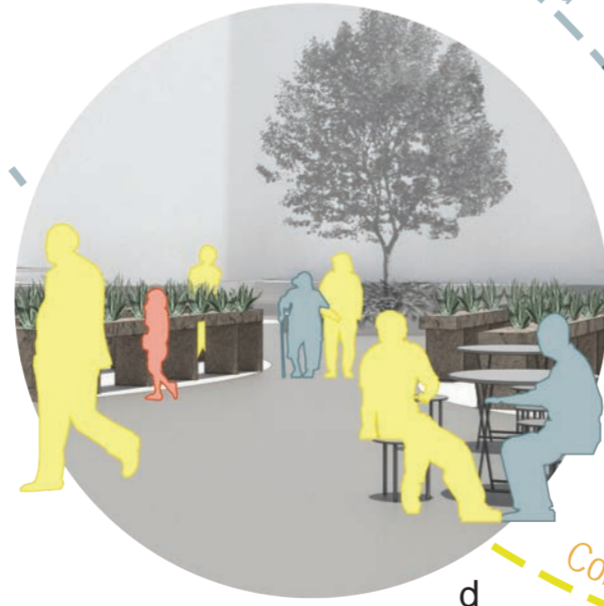
Chitchat



Sound playscape Touch Textured Wall and Ground

Horticultural Therapy

The opportunities of adopting the Internet of Things (IOT) will connect the hardwares with users more intimately. Understanding the issues of maintenance and users' perceptions, we aimed to start by involving more IOT in loud children and sensory areas that gamify the hardscape and stimulate senses.

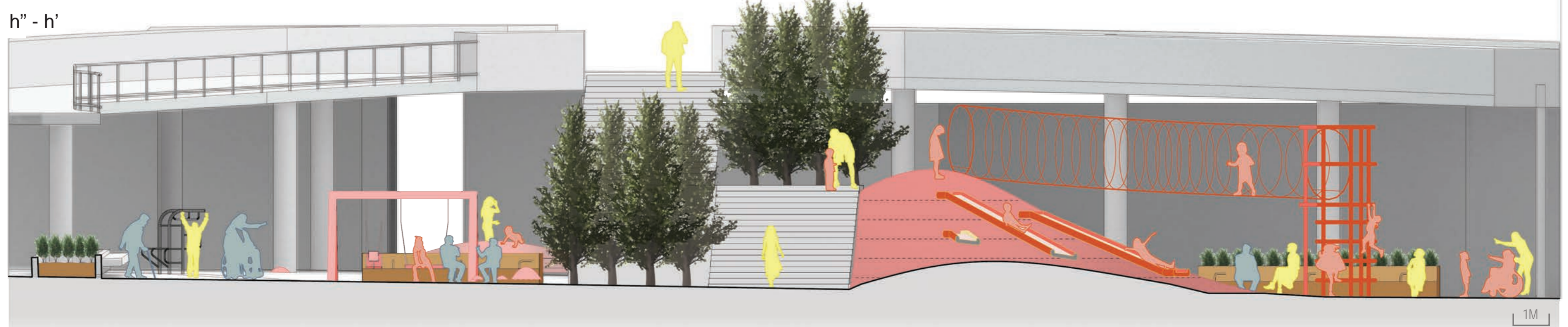


Sensory garden

Retreat

Chess games

Community Garden Movable tables Authority



1M