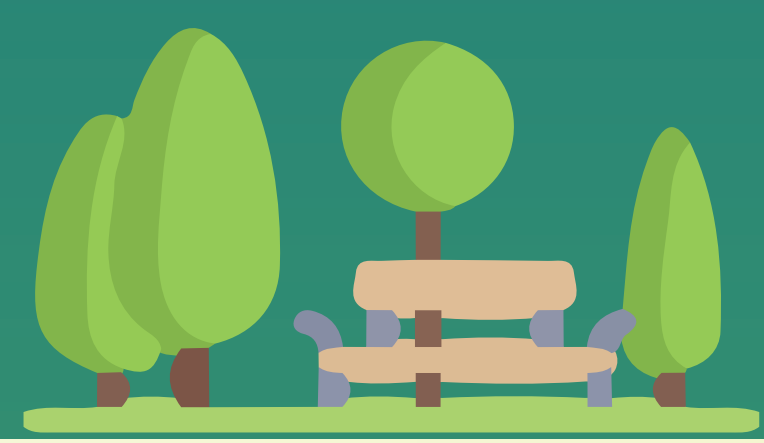


6

跨代共融遊樂空間的 六大設計考慮



Design Considerations for Intergenerational Play Space



從共創團隊構思的設計概念和原型設計中，提取了六個跨代共融遊樂空間的設計考慮。這些設計考慮可以在未來公共空間中使用。

From the design concept and prototypes generated by the co-creation teams, 6 design considerations for Intergenerational Play Space were extracted. These design considerations can be used in future public space design.

1

空間整合 SPATIAL INTEGRATION

將為不同年齡使用者而設計的遊樂設施匯合到一個區域。除去確實的邊界，如用顏色分區取代欄桿。
Integrate play equipment designed for users of different age into one area. Replace hard boundaries with soft boundaries, such as replacing fences with colours.

2

「年齡中性」設計 “AGE-NEUTRAL” DESIGN

採用多用途及「年齡中性」的設計能增加可用設施，促進跨代互動亦能更有效地利用空間。
Using multi-purpose, age-neutral designs will increase the facilities provision, promote intergenerational interaction and more efficient use of space.

3

跨代設施 INTERGENERATIONAL PLAY EQUIPMENT

結合長者健身與兒童玩樂功能，促進跨代互動。
Encourage intergenerational interaction with equipment that combines functions of elderly fitness with children play.

4

善用空間特性 MAKE USE OF UNIQUE SPATIAL CHARACTERISTICS

垂直牆壁可改為黑板之類促進互動的設施，健身徑彎路之間可放置繩網和攀石，以提供更多的互動選擇。
Interactive features such as chalkboards can be integrated into vertical walls, nets and climbing rocks can be placed in the space between a winding trails to offer more options of interaction.

5

善用現有科技 MAKE USE OF AVAILABLE TECHNOLOGY

所有年齡層的使用者都可從電子互動遊戲，健康狀況監測或擴增實境（AR）等技術中受益。
Users of all ages can benefit from technology such as digital interactive games, health tracking or augmented reality (AR).

6

用家為本管理 USER-CENTRIC MANAGEMENT

先了解社區需要，實現更周到的公共空間管理和設計。
Understand the community's need to enable more considerate public space management and design.

