



SD4001 Cooperative Project

Project: Designing Intergenerational Play Space in Kowloon Park

TEAM:

5	2	4	3
<i>Product Design</i>	<i>Social Design</i>	<i>Environment & Interior D</i>	<i>Communication Design</i>

Tutor: Tulio Maximo

Client: Jockey Club Design Institute for Social Innovation

Background

This project aims to bring people from different generations and abilities together through playing. Outdoor space is more important than ever in supporting double-ageing (the ageing of the population and building stock). Playing is an effective way to promote ageing-in-place (安老有所). Intergenerational Play Space is a user-centric design that enables users of all ages to play and interact with one another. It increases the public's utilisation and enjoyment of public space and encourages "creative play".

The working site is the Fitness Trail in the iconic Kowloon Park. Jockey Club Design Institute for Social Innovation is looking for creative but feasible ideas to improve Kowloon Park Fitness Trail focusing on intergenerational play space solutions.

The challenge:

- Understand the community's need to enable more considerate public space management and design.
- Integrate play equipment designed for users of different age into one area.
- Using multi-purpose, age-neutral designs that encourage creative play, promote intergenerational interaction and more efficient use of space
- Encourage intergenerational interaction with equipment that combines functions of elderly fitness with children play
- Make use of unique spatial characteristics
- Make use of available technology

Expected outcomes

- Equipment design
- Trail design
- Report design (including a proof of concept)
- Feasible solutions proposal (including technical drawing with process and material specification)
- Mock-Ups for Intergenerational play solutions
- Experimenting mock-ups with users between different age and ability

Project Schedule

Week	Stage/Activities	Outcomes
W1 Tue 3 Sept	INTRODUCTION >Subject briefing and project intro by tutors >First team meeting	>Set the project environment and expectations >Understand team member capabilities >Create WhatsApp group >Divide Responsibilities
W1 Fri 6 Sep 2018	INTRODUCTION >Client Briefing >Client Q&A	> Familiarize with context > Familiarize with existing information >Initiate market research >Prepare field research
W2 Tue 10/09	DISCOVER >Market research (existing solutions, process and materials) >Site visit (Kowloon park/ Tuen Mun Park/ Discovery Park playground) > Field research (user survey/interview)	> Field Observation > invite users to co-creation workshop
W2 Fri 13/09	DISCOVER >Market research sum up (internal presentation) >(Invite playground supplier industry) >Discipline-specific tutorials	>Market Research >Market research internal presentation
W3 Tue 17/09	IDEATE >Planning and conducting a brainstorm (within students group)	>Internal brainstorm section >Pool of ideas
W3 Fri 20/09	IDEATE >Co-Creation workshop (inviting users and stakeholders for a co-creation section) >Selecting concepts	>Co design section >Internal concept selection

W4 Tue 24/09	IDEATE >Developing selected concepts Discipline-specific tutorials	Developed concepts
W4 Fri 27/09	IDEATE >Developing selected concepts Discipline-specific tutorials	Developed concepts
W5 Tue 1/10	IDEATE >Developing selected concepts >Prepare interim presentation	>Develop/mock up idea >Decide group to prepare interim presentation/report and to develop solution (3D)
W5 Fri 4/10	Interim presentation to client	>Presentation of concepts/materials/process >Client select concepts
W6 Tue 8/10	DEVELOP >Developing Mock-ups >Discipline-specific tutorials	>Mock ups
W6 Fri 11/10	DEVELOP >Developing Mock-ups >Plan an usability test >Discipline-specific tutorials	>Mock ups >usability test plan
W7 Tue 15/10	DEVELOP >Usability test workshop	>stakeholder feedback
W7 Fri 18/10	DEVELOP >Develop final Mock ups/prototypes based on usability test feedback >Discipline-specific tutorials	>Mock ups/prototype
W8 Tue 22/10	DEVELOP > Develop final Mock Up/ prototype > Technical specification >Discipline-specific tutorials	>Mock ups/prototype >Technical specification
W8 Fri 25/10	DEVELOPMENT >Conclude final Mock Up/ prototype >Conclude technical specification >work on report and final presentation >Discipline-specific tutorials	>Presentation draft >Report draft
W9 Tue 29/10	>work on report and final presentation >Discipline-specific tutorials	>Presentation draft >Report draft
W9 Fri 1/11	Final presentation to client	

WEEK
10
4-8/11

Design report due by 17:00

Conclude report

Criteria For Evaluation

Mandatories/ Criteria for Evaluation (See design rubric below)

The design you use for the fitness trail will be evaluated based on the following criteria:

- **Product Design**
- **Social Design**
- **Environment and Interior Design**
- **Communication Design**

BUDGET:

The project will be funded by the LCSD.

TIMINGS:

Adhere to the due dates above to ensure you meet the project requirements.

	Developing (1-2) Group demonstrates evidence of initial and/or inconsistent understanding of concepts, skills, and/or processes within the standard.	Approaching (3-4) Group demonstrates, with some consistency, evidence of partial understanding of concepts, skills, and/or processes within the standard.	Meeting (5-6) Group demonstrates evidence of thorough and consistent understanding of concepts, skills, and/or processes within the standard.	Exceeding (7) Group demonstrates the ability to transfer concepts, skills, and/or processes beyond the standard.
Product Design	☐ Does not integrate technology into the design ☐ Does not utilize space efficiently ☐ Product design is limited to single user ☐ Product does not meet the specifications of the design criteria	☐ Integrates some technology but not fluidly ☐ Enables mostly efficient use of space ☐ Some product design is multi-functional ☐ Product mostly meets the specifications of design criteria	☐ Makes good use of available integrated technology ☐ Enables efficient use of space ☐ Multi- functional product design ☐ Product meets specifications of the design criteria	

Social Design	☐ Design only fits one kind of user ☐ Does little to combine functions of elderly fitness with children play	☐ Mostly encourages multi-purpose, age- neutral, creative play but with some elements missing ☐ Mostly encourages intergenerational interaction and combines some functions of elderly fitness with children play	☐ Encourages multi-purpose, age- neutral, creative play ☐ Encourages intergenerational interaction and seamlessly combines functions of elderly fitness with children play	
Environment and Interior Design	☐ Makes little use of spatial characteristics ☐ Design does not fit nicely within the environment of Kowloon Park ☐ Design does not enhance the quality of fitness and disrupts aesthetics	☐ Makes some use of spatial characteristics ☐ Design integrates partially within the environment of Kowloon Park ☐ Design enhances quality of fitness but disrupts some aesthetics	☐ Makes good use of spatial characteristics ☐ Design integrates nicely within the environment of Kowloon Park ☐ Design enhances quality of fitness without disrupting current aesthetics	
Communication Design	☐ No theme for park with major problems in cohesion of design ☐ Design not built with relevant user (s) in mind ☐ Not attuned to user needs and very little background information acquired and presented	☐ Theme for park is somewhat evident with some problems with cohesion ☐ Design somewhat built around users' needs ☐ User needs and mostly relevant background information acquired and presented	☐ Theme for park is evident and simple ☐ Design clearly built around users' needs ☐ User needs and relevant background information acquired and presented	