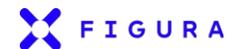


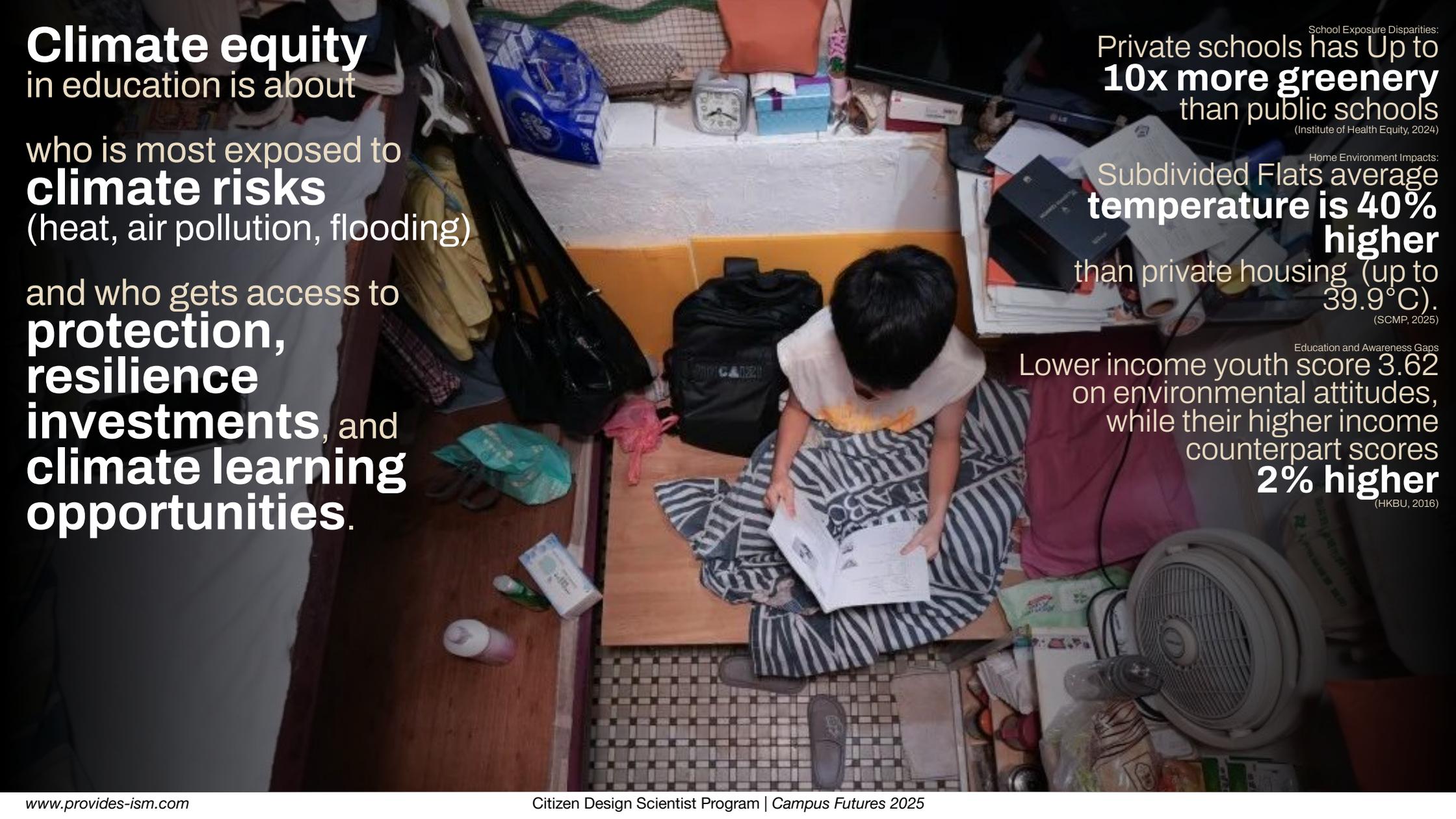
Campus Futures: Co-creating with Social Innovation

# Design Scientists Incubation Program

Youth explores **climate equity** in high-density urban design  
through **biomimicry knowledge** and **biodegradable materials**.

特別鳴謝  
Special thanks



A young girl with dark hair, wearing a white top and a blue and white striped skirt, is sitting on a bed in a cluttered room. She is looking down at an open book she is holding. The room is filled with various items, including a black backpack, a clock, a fan, and many papers and bags scattered around. The lighting is somewhat dim, and the overall atmosphere is one of a crowded, lived-in space.

**Climate equity**  
in education is about

who is most exposed to  
**climate risks**  
(heat, air pollution, flooding)

and who gets access to  
**protection,**  
**resilience**  
**investments,** and  
**climate learning**  
**opportunities.**

School Exposure Disparities:  
Private schools has Up to  
**10x more greenery**  
than public schools  
(Institute of Health Equity, 2024)

Home Environment Impacts:  
Subdivided Flats average  
**temperature is 40% higher**  
than private housing (up to  
39.9°C).  
(SCMP, 2025)

Education and Awareness Gaps  
Lower income youth score 3.62  
on environmental attitudes,  
while their higher income  
counterpart scores  
**2% higher**  
(HKBU, 2016)

# How can we learn from nature to enhance climate equity? 我們如何向大自然學習以促進氣候公平？

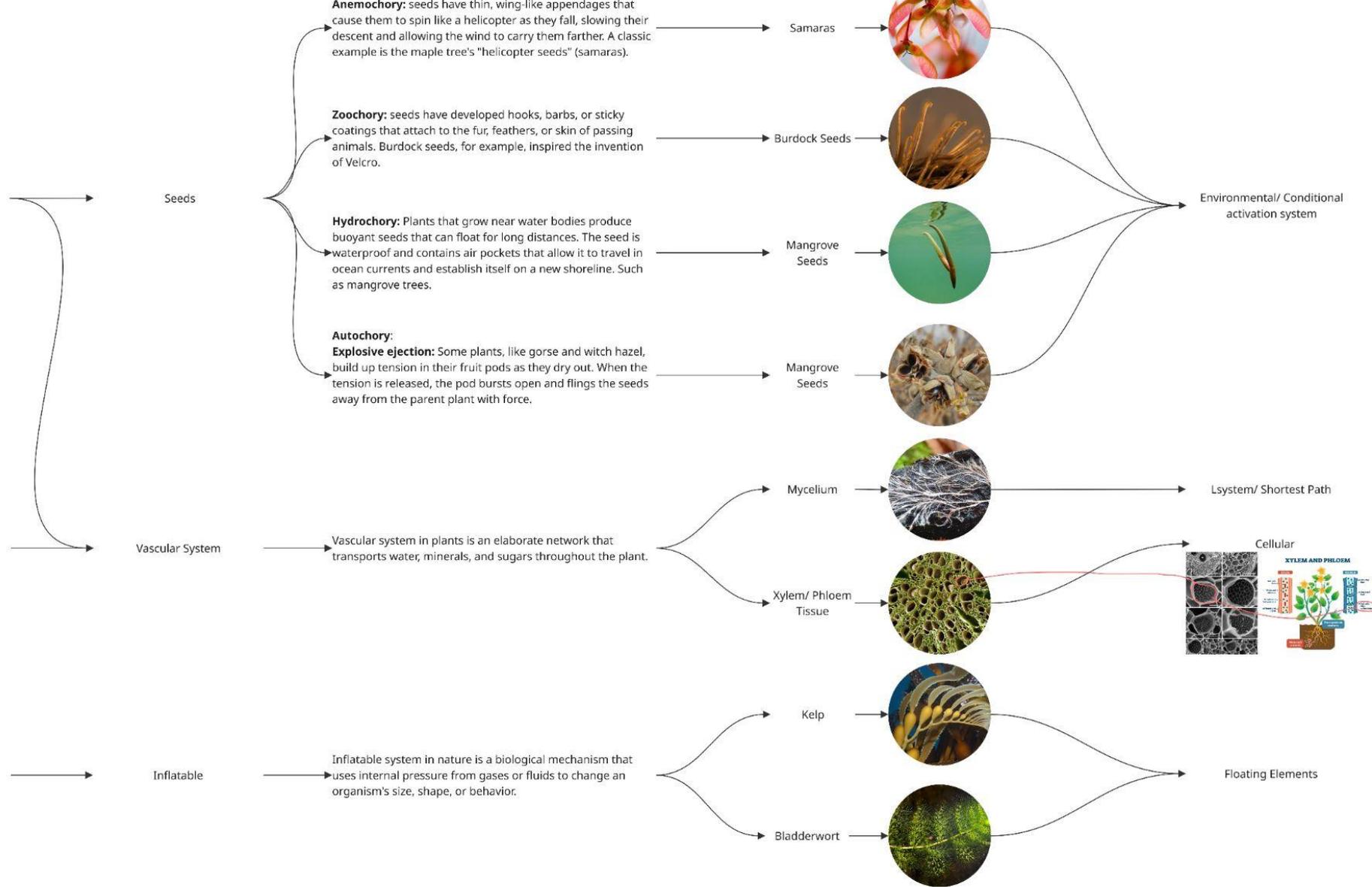
## Three gaps

1. **Nature**: subjects are frequently taught in silos, disconnected from the interdisciplinary problems of real world climatic challenges.
2. **Human**: Students lack empowering pathways to develop and test tangible solutions, often leading to apathy, anxiety, and disengagement.
3. **Environment**: School grounds are often seen as static spaces, not as active sites for experimentation.

## Three objectives

1. To support schools in operationalizing applied STEM education with a flagship, cross-curricular project, integrate:
  - **Biology** (ecosystems, microorganisms),
  - **Design & Technology** (CAD, digital fabrication), and
  - **Geography** (urban environment, sustainability).
2. To evaluate effectiveness of **project-based learning (PBL)** pedagogies in nurturing a next generation of leaders through **ESG in STEM** curricular.
3. To identify **volatile spaces in school campus / district** that are increasingly affected by rising temperatures, and might undermine youth's time to play, exercise, and socialise.





# biomimicr

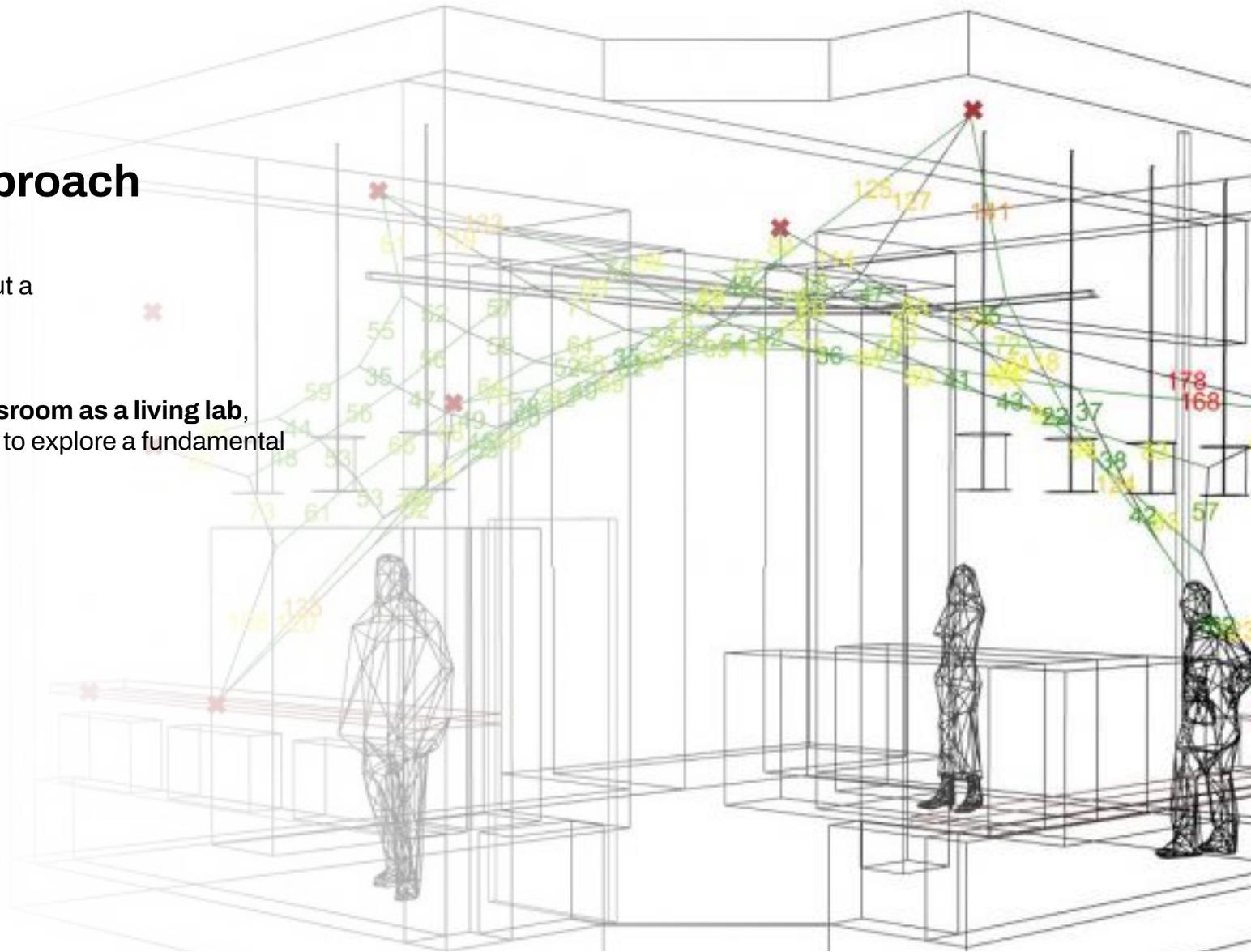
Innovation:

## The Urban Living Lab Approach

We hope to prototype a future where **STEM education** is not an abstract exercise but a **participatory rehearsal** for **ecological recovery**.

This project seeds a new paradigm for the **classroom as a living lab**, transforming school grounds into fertile ground to explore a fundamental synthesis: between **nature's intelligence and human creativity**.

—“The Living Curriculum.”



# PHA

Made **BY** microbes, **FOR** microbes.

We will design a **structure** optimise the benefit for **soil recovery** with polyhydroxyalkanoates (PHA):

- **Biodegradable:**  
PHA is truly biodegradable in soil, freshwater, and marine environments.
- **Biocompatible:**  
It is non-toxic and produced naturally by microbes, making it safe for the soil ecosystem.
- **Tunable Properties:**  
The rate of its degradation can be engineered to match the timeline needed for remediation.

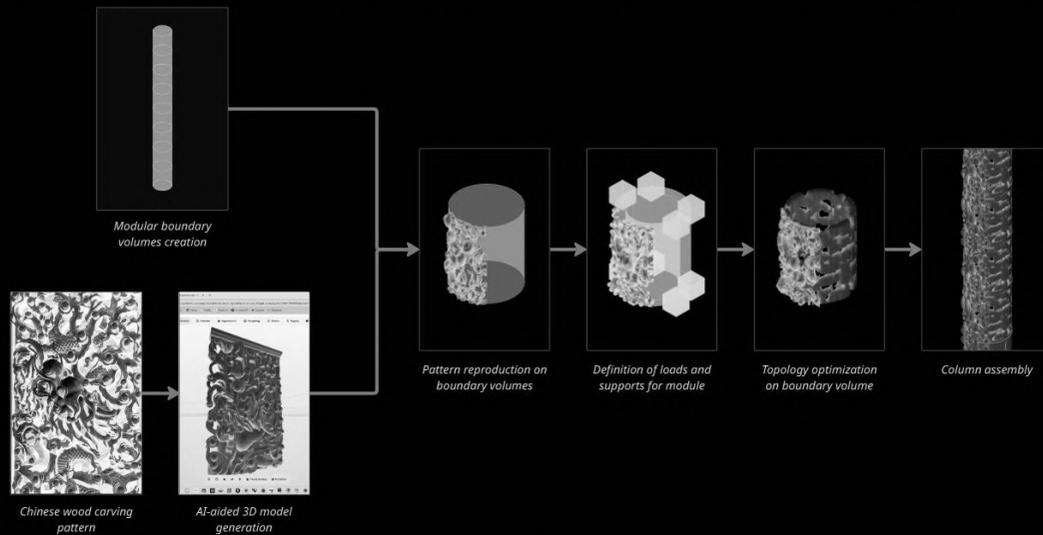
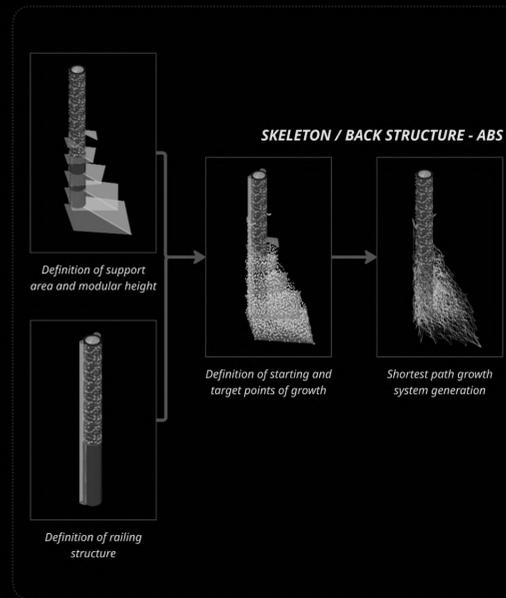
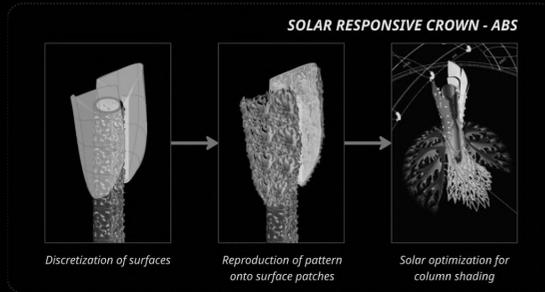
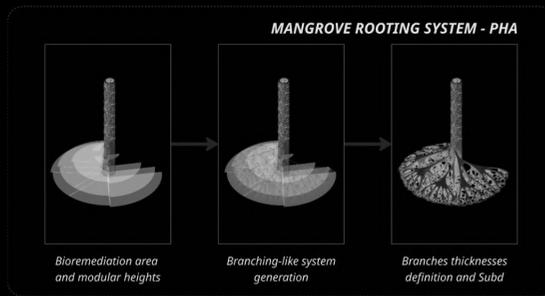


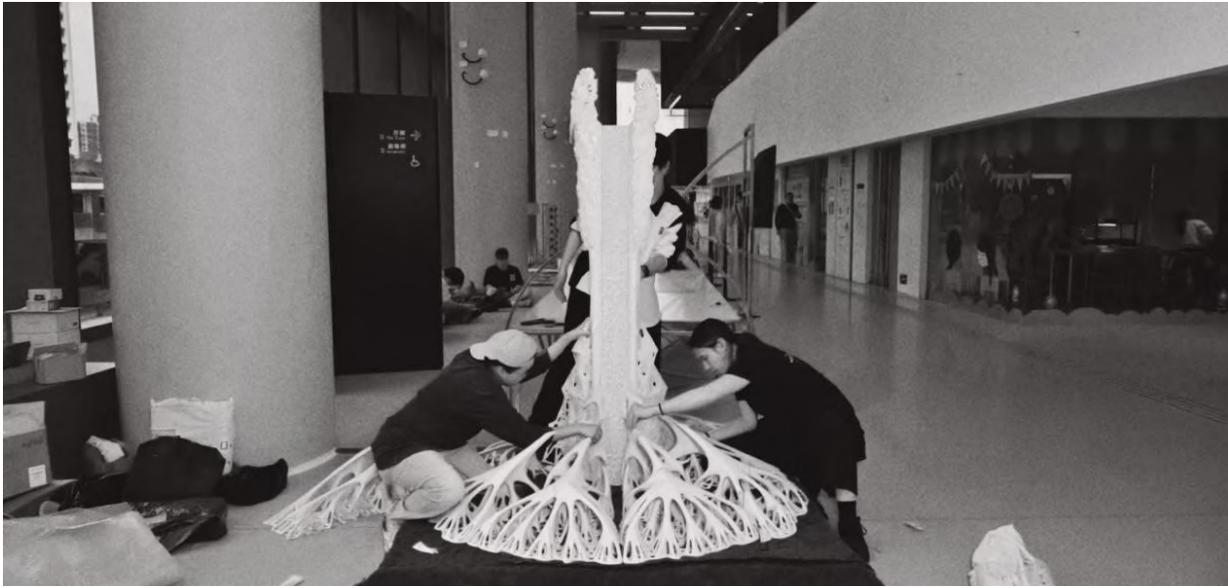
MedPHA



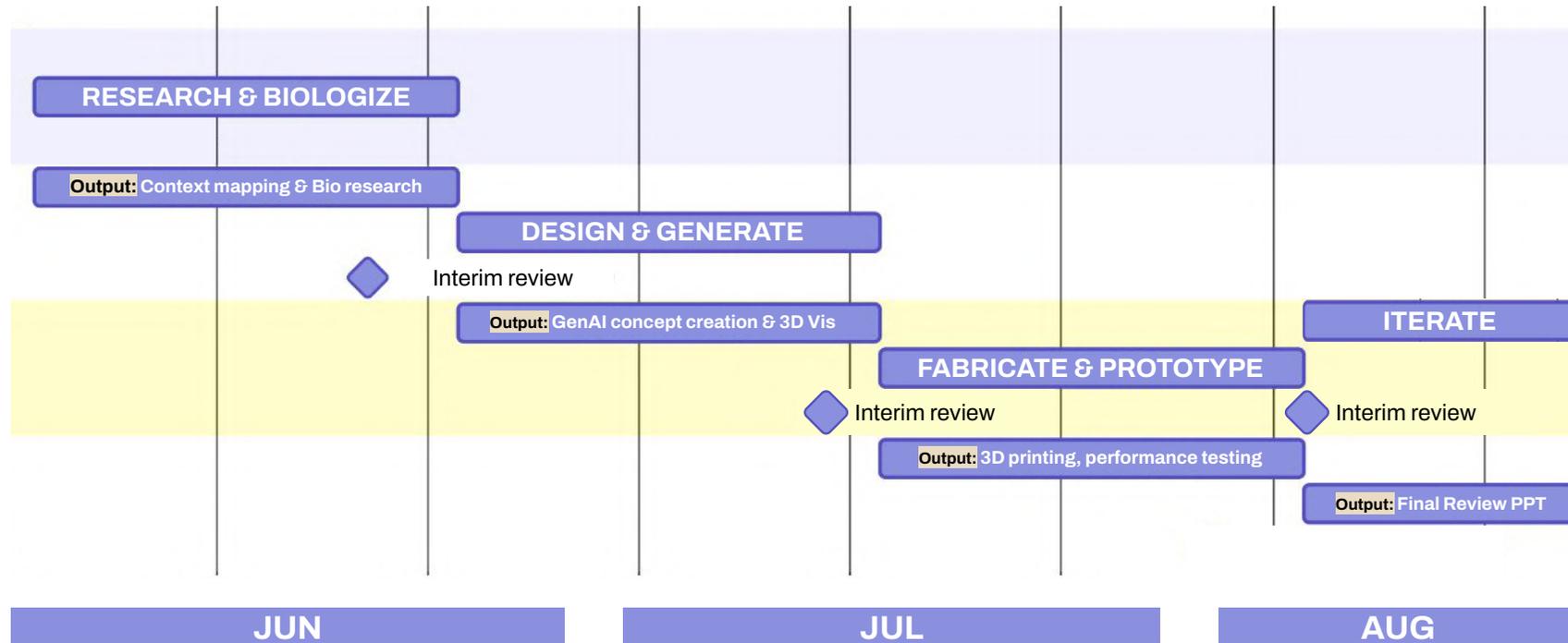
PHA本质为微生物的脂肪







# Timeline



**GOAL 1.**  
Understand  
flooding as a  
land/water  
interface  
design problem



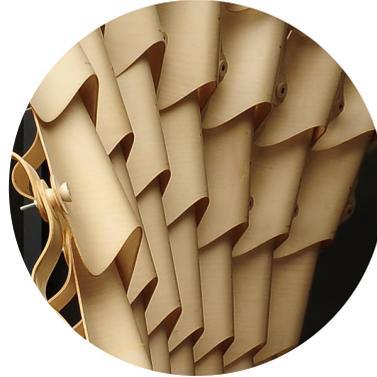
**GOAL 2.**  
Biomimicry =  
learn from  
nature



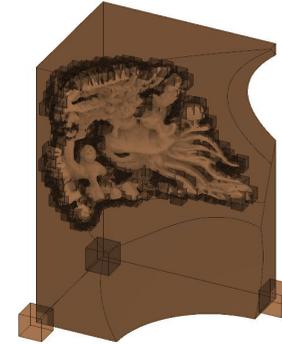
**GOAL 3.**  
Design  
nature-based  
solution



# Goals for each stage



**GOAL 4.**  
Co-designing  
modules with citizens  
using **biomimicry**  
**principles** to embed  
contextual intelligence



**GOAL 5.**  
Adaptive  
modularity using the  
**voxelised**  
**approach**, optimise  
design using **AI and**  
**contextual data**

**GOAL 6.**  
3D print  
modules using  
**biodegradable**  
**material** for  
sustainable production



**GOAL 7.**  
Participatory  
construction with all  
stakeholders



# Target Site

Nai Chung Pebbles Beach  
泥涌石灘



Tseng Tau Pier  
井頭碼頭



Three Fathoms Cove



Nin Wah Rd  
SYMPHONY BAY  
Sa 帝琴灣

NAI CHUNG  
泥涌

Sai Sha Rd

SAI O  
西澳

GO PARK Aqua



UNG  
TAU  
木頭

GO PARK Sai Sha



TSENG TAU  
TSUEN  
井頭村

Three Fathoms Cove  
企嶼下海

KWUN HANG  
官坑

TAI TUNG  
TSUEN  
大洞村

Wu Chau  
烏洲

NGA YIU  
TAU TSUEN  
瓦窰頭村

TAI TUNG  
WO LIU  
大洞禾寮

SAI KENG  
西徑村

Yung Shue O Jetties  
榕樹澳漁排碼頭佰級梯



# 水浸黑点官坑村落雨 变汪洋



Kwun Hang turned into a vast expanse of water after the rain.

# Previous Outcome Example

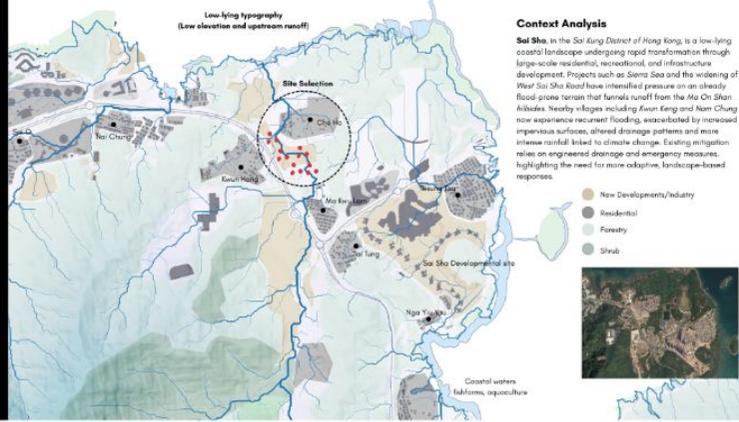
## RE\_ROOT

Contextual Intelligence:  
Biomimicry, AI and the Land-Water Interface

Angeline Sunard, Hollis Hai, Wendy Tan, Fahmeeda Osman  
Mentors: Nabil Agzamov, Carlos Rivera, Prodivis Ng, Jing Chang

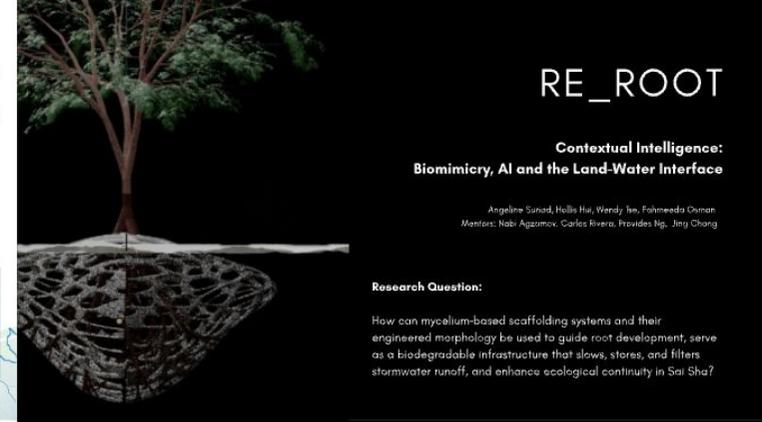
### Research Question:

How can mycelium-based scaffolding systems and their engineered morphology be used to guide root development, serve as a biodegradable infrastructure that slows, stores, and filters stormwater runoff, and enhance ecological continuity in Sai Sha?



### Context Analysis

**Sai Sha**, in the Sai Kung District of Hong Kong, is a low-lying coastal landscape undergoing rapid transformation through large-scale residential, recreational, and infrastructure development. Projects such as Sierra Sea and the widening of West Sai Sha Road have intensified pressure on an already flood-prone terrain that funnels runoff from the Ma On Shan Ashides. Nearby villages including Kwun Keng and Aem Chung now experience recurrent flooding, exacerbated by increased impervious surfaces, altered drainage patterns and more intense rainfall linked to climate change. Existing mitigation relies on engineered drainage and emergency measures, highlighting the need for more adaptive, landscape-based responses.



## RE\_ROOT

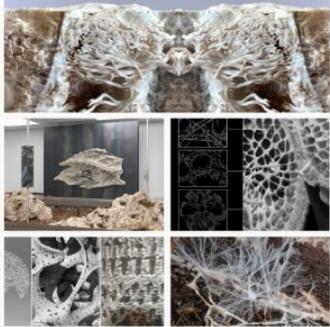
Contextual Intelligence:  
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### Research Question:

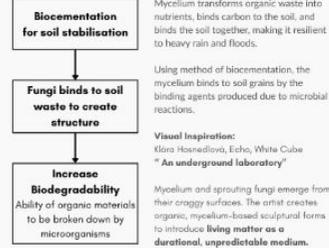
How can mycelium-based scaffolding systems and their engineered morphology be used to guide root development, serve as a biodegradable infrastructure that slows, stores, and filters stormwater runoff, and enhance ecological continuity in Sai Sha?

### Biomimicry Inspiration - Mycelium as a binding agent



### "Living systems thinking" approach

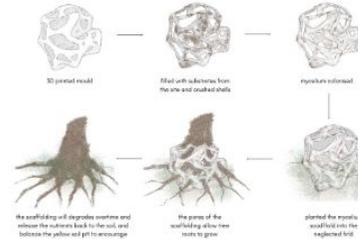
How can we as humans leverage non-human organisms to collaborate within a design and fabrication process?



### Design Sketches project proposal

How might mycelium-based scaffolding be calibrated—through controlled pore gradients and spatial configuration—to direct tree root growth into desired structural formations, producing adaptive, biodegradable infrastructures that attenuate, retain, and filter stormwater runoff in Sai Sha?

As the scaffold naturally decomposes, it enriches degraded farmland with nutrients, while embedded crushed shells and soil amendments gradually neutralize the acidity of the region's yellow soils, supporting long-term soil regeneration and ecological resilience.

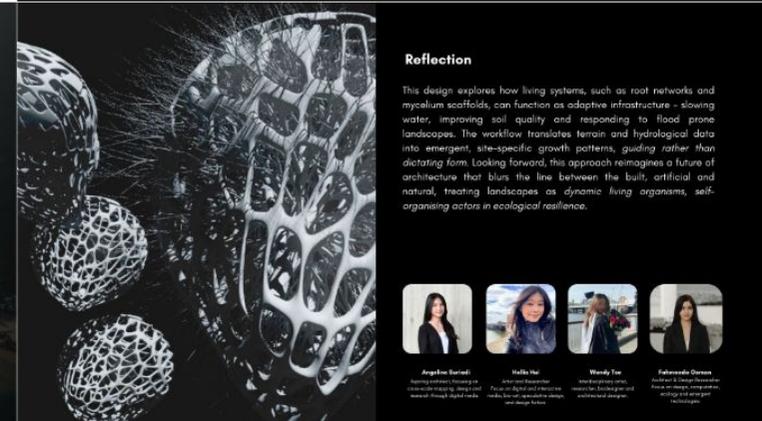
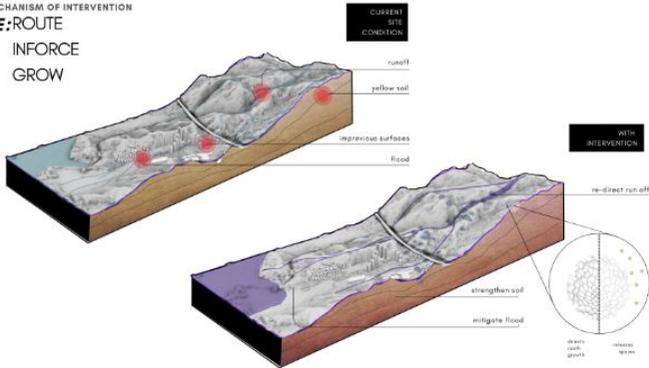


### Design Process & Logic



### MECHANISM OF INTERVENTION

## RE:ROUTE INFORCE GROW



### Reflection

This design explores how living systems, such as root networks and mycelium scaffolds, can function as adaptive infrastructure - slowing water, improving soil quality and responding to flood-prone landscapes. The workflow translates terrain and hydrological data into emergent, site-specific growth patterns, guiding rather than dictating form. Looking forward, this approach reimagines a future of architecture that blurs the line between the built, artificial and natural, treating landscapes as dynamic living organisms, self-organising actors in ecological resilience.



Angeline Sunard: Research design, strategy and conceptual mapping through digital media  
Hollis Hai: Field and Research  
Wendy Tan: Field and Research  
Fahmeeda Osman: Author of design narrative, strategy and user guide

# Idea Example

**Rooting structure**  
guided by  
biodegradable material  
to help relieve soil  
erosion.



**Interlay artificial and natural structure** to reinforce steep hills while promoting vegetation growth.



**Flood resilient**  
structure that helps  
ocean creature to  
rehabitat the area (e.g.  
oyster that can help  
clean water).



# Takeaways 4 Students

## 3 Tangible

- **Portfolio** for university application.
- **Prototype** with 3D print and biodegradable material.
- **Exhibition** to showcase outcome.

## 3 Intangible

- **Skills** integration: TECH, STEM, soft skills + design thinking.
- **Competition** experience: chance to win a STEM+Design award!
- **Network** from our Star Speakers and licensed professionals to diversify career insight.



# Previous Mentors & Judges

## RESEARCH MENTORS



**Dr. Felix Leung**

Environmental Scientist



**Provides Ng**

Lecturer, digital designer, PhD researcher.



**Elizaveta DORRER**

PhD, Architect, Analyst



**Tifa**

Architect, educator, PhD researcher.

## PROFESSIONAL ARCHITECT & DESIGN MENTORS



**Esther Chan**

Registered Architect (ARB, HKIA)



**Larissa Leung**

Registered Architect.



**Carson Leung**

UK registered architect and researcher



**Tracy Wong**

Social Communication Practitioner | Design Strategist |

## STAR GUEST MENTORS



**Prof. Leung Wing Mo**

Prof. Leung Wing Mo is the Former Assistant Director of the Hong Kong Observatory; Adjunct professor at the Physics Department of CUHK; and the Chairman of the Guangdong Nuclear Safety Consultative Committee. Prof. Leung is the first professional meteorologist in Hong Kong to host TV weather programmes, including the



**Prof. Wong Kam Sing**

KS was the Secretary for the Environment of Hong Kong SAR Government in '12-22. During his ten-year tenure as the "environment minister", KS initiated various sustainability policy blueprints, leading HK towards carbon neutrality before 2050. In 2024, KS published the book Hong Kong Stories in the Journey towards Carbon Neutrality. KS has



**Dr Wendy LEE Woon Ming**

Dr Wendy Lee brings extensive management expertise and a proven track record in the development and application of cross-regional innovative technologies, promoting digital education, nurturing talent, and improving technology accessibility. Committed to fostering the integration of technology with industry, Dr Lee is the

## GUEST INSTRUCTOR



**Nabi Agzamov**

PhD Researcher, Architect, GIS Digital Cartographer



**Jing Chang**

Architect, Computational Designer



**Yaoyao Meng**

Robotics Specialist & Material Research



**Carlos Rivera Salaverry**

Advanced Digital Designer, Architect.



**Weihao Yin**

Architect, Engineer, Researcher





Digital Common(s)  
數碼共同體

# Real World Impact

- 3 years
- 150+ citizens
- 15+ prototypes
- 21 partnerships



香港青年協會  
The HongKong Federation of Youth Groups  
黃鳳魯之明青年空想  
Yellow Club for Men Youth S.P.O.T.

LCARE Centre  
for Whole-person Development

BGCA  
百康小平靜益壽

DESIGNTRUST  
信言設計大使  
DESIGN TRUST OF THE  
HONG KONG ARCHITECTS  
ORDER

延齡教育香港協會  
沙田多元化金齡服務中心  
ELCHK, Shatin District Community Centre  
for the Golden-Aged

## Community Pilots

■ **Urban Living Lab with AI**  
BGCA Partnership  
2025

■ **Metaverse Co-creation**  
HKFYG Partnership  
2022-present

■ **Citizen Scientist Program**  
HK-SZ UABB Partnership  
2022 & 2025



School of Architecture  
THE CHINESE UNIVERSITY OF HONG KONG

UCL  
THE BARTLETT

CUHK  
THE UNIVERSITY OF  
HONG KONG  
SCHOOL OF ARCHITECTURE  
香港中文大學建築學系

香港建築師學會  
The Hong Kong Institute of Architects

## Professional Upskill

■ **Architect AI Upskilling**  
HKIA Partnership  
2025

■ **AI-enhanced learning**  
CUHK Medicine  
2023

■ **Workshop & Certification**  
Soft Culture Partnership  
2023-present



微創工場  
PhaBuilder

CRCA  
SEMS  
SEN SERVICE

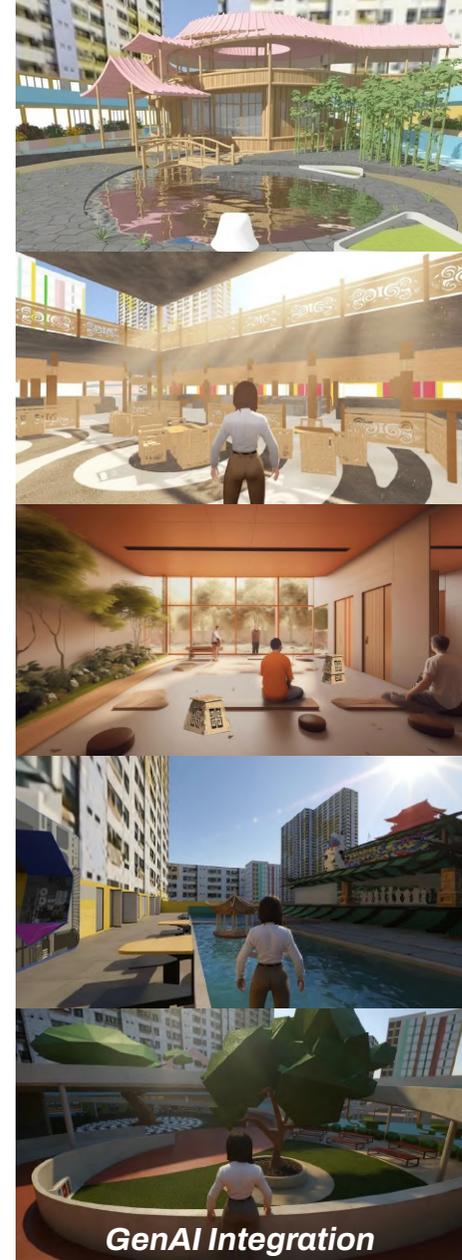
MedPHA 表得發

## Auto Production

■ **Community Micro-factory**  
Design Trust Partnership  
2024

■ **Urban Mining 2.0**  
Global Science Summit,  
Berlin 2025

■ **Biodegradable Design**  
MedPHA Partnership  
2025-2026



GenAI Integration

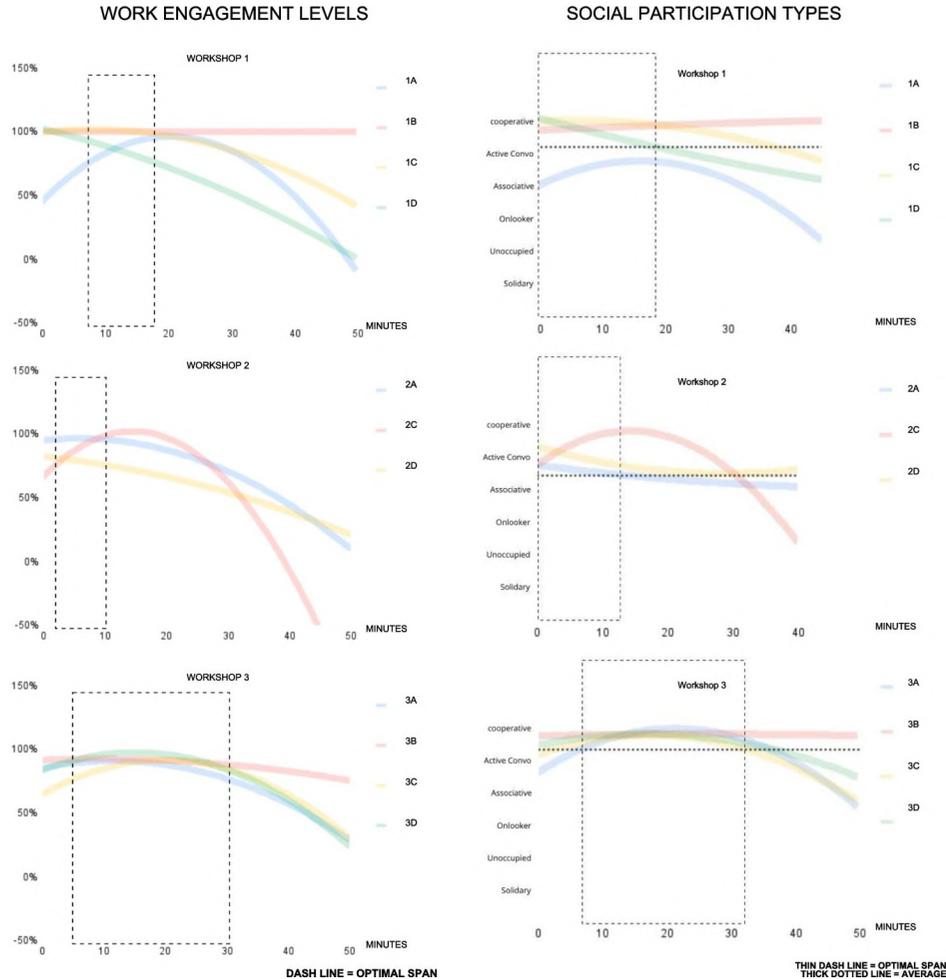


[www.provides-ism.com](http://www.provides-ism.com)

# Data & Validation

Engagement and motivation increased by 34-40%.

- + Intergenerational cooperation and co-creation in public space design assisted by Virtual Reality (VR) environments. *Journal: Architectural Intelligence*. Publisher: Springer Nature. Provides Ng, Shutong Zhu, Yuechun Li, and Jeroen van Ameijde. (2024). <https://doi.org/10.1007/s44223-024-00080-1>
- + Digitally-Gamified Co-Creation: Enhancing Community Engagement in Urban Design through a Participant-centric Framework. *Journal: Design Science*. Publisher: Cambridge University Press. Provides Ng, Shutong Zhu, Yuechun Li, and Jeroen van Ameijde. (2024). <https://doi.org/10.1017/dsj.2024.17>
- + Challenges and Opportunities of Using Metaverse Tools for Participatory Architectural Design Processes. *Journal: Virtual Worlds* (Vol. 3, No. 3, pp. 283-302). Publisher: MDPI. Ng, P., Eloy, S., Raposo, M., González, A. F., da Silva, N. P., Figueiredo, M., & Zuberi, H. (2024, July). <https://doi.org/10.3390/virtualworlds3030015>
- + Digital common(s): the role of digital gamification in participatory design for the planning of high-density housing estates. *Journal: Frontiers in Virtual Reality*. Publisher: Frontiersin. Provides Ng, Yuechun Li, Shutong Zhu, Bingge Xu and Jeroen van Ameijde. (2023). <https://doi.org/10.3389/frvir.2022.1062336>



## Intergenerational cooperation and co-creation in public space design assisted by Virtual Reality (VR) environments

Research article | Open access | Published: 03 January 2025

Volume 4, article number 1, (2025) | Cite this article

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Architectural Intelligence

Aims and scope →

Submit manuscript →

Provides Ng, Shutong Zhu, ... Jeroen van Ameijde Show authors

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### Abstract

The world's ageing population presents both challenges and new opportunities for urban design, particularly in high-density cities like Hong Kong. This study investigates intergenerational cooperation in the co-design of urban public spaces, assisted by Virtual Reality (VR) environments. Through a series of workshops inviting youth, university students, middle-aged adults, and older residents to work in small teams, we documented their interactive behaviours and observed how the involvement of different age groups may influence the cooperative process and design outcomes, especially when VR tools were involved. Our findings shed light on several key aspects. First, how work engagement levels differ based on highly-, moderately-, and non- intergenerational groups. Second, observable patterns of common task-role distribution between age groups within a self-organised collaborative process. Thirdly, the various types of social participation, from cooperative, associative to solitary, emerged as a consequence of such interactions. Finally, from the co-created public space designs, any transformational and transactional values that arise were discussed. The study contributes to ways in facilitating more age-friendly approaches in urban design, especially in face of digital transition, and highlights the importance of intergenerational cooperation in design processes so as to create more inclusive environments.



# 參加者感言

經過呢次活動之後，本人覺得雖然我們做的合作能力不是最好的。而且中間亦科技或是溝通上發生了很多小問題，但是我都無法忘記我們合作時和獲益良多的經歷。

—— Tokiwa

我在活動中了解到自己對設計建築的興趣。但對我而言，設計時了解用家意見時的說話技巧是最有用。我們很多時候關心別人會著重於他們當中的情況，而忽略了他們的感受，因此無意中傷害了他們。

此外，我在活動中真正體驗到長者們退休前的工作經驗為我們帶來的各種有用意見，讓我見識到我從前當義工服務長者看不到的情況，令我對長者產生從心而發的敬佩。

— 子蕪

地球本一家  
膚色無分差  
人人都要愛  
關心暖萬家

— Bingbing

通過是次活動，讓我感受到同齡組別，及不同齡組別的特性。透過超過數十小時的溝通，更得到意想不到的結果。這是我在2024年的收穫！

— Mingming



***“Ultimately, we are not just serving a user group; we are building our own future. We will be the leaders of tomorrow. This is not a passion we have; it’s our responsibility. We hope you can join us to create this future where we would happily live greener, together.”***

**Special Thanks**

We are very grateful to the support provided by all of our funders, sponsors, and partners. Most importantly, we thank all our participants, without whom, this project would not have been possible.



**Connect & Collab!**

