

The Forest of the People

The All-ages community Center project
Colorful, cozy, and welcoming.
Your home for health from 0 to 99.

Co-creators: Bella, Fion, Anson Chan, Anson Sin, CM Catherine

Organisers: Ar. Esther Chan, Wendy Tse, Tracy Wong, Coca Fong, Dr. Provides Ng



Digital Common(s)
數碼共同體



香港青年協會
the hongkong federation of youth groups
賽馬會乙明青年空間
Jockey Club Jat Min Youth S.P.O.T.



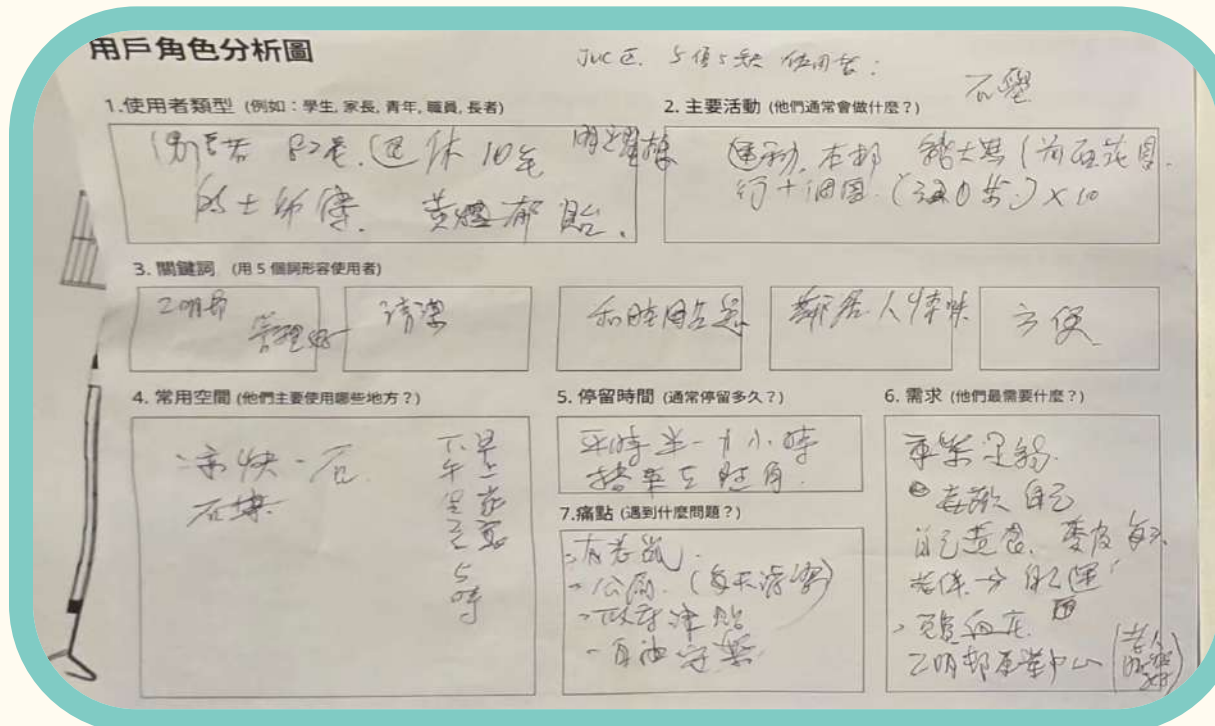
老有所為活動計劃
Opportunities for the Elderly Project



社會福利署
Social Welfare Department

Site Analysis

waste of
space



lack of
interactions

the
bathroom
are very
dirty

hallways very
small big
problem for
people in
wheelchairs

lack of interactions



三項社區空間設計原則 (THREE PRINCIPLES FOR COMMUNITY SPACE DESIGN)



原則 1: 促進社交互動 & 空間靈活性

PRINCIPLE 1: PROMOTE SOCIAL INTERACTION & SPATIAL FLEXIBILITY

Before

現狀：走廊社交不足
STATUS: LACK OF SOCIAL INTERACTION IN HALLWAY

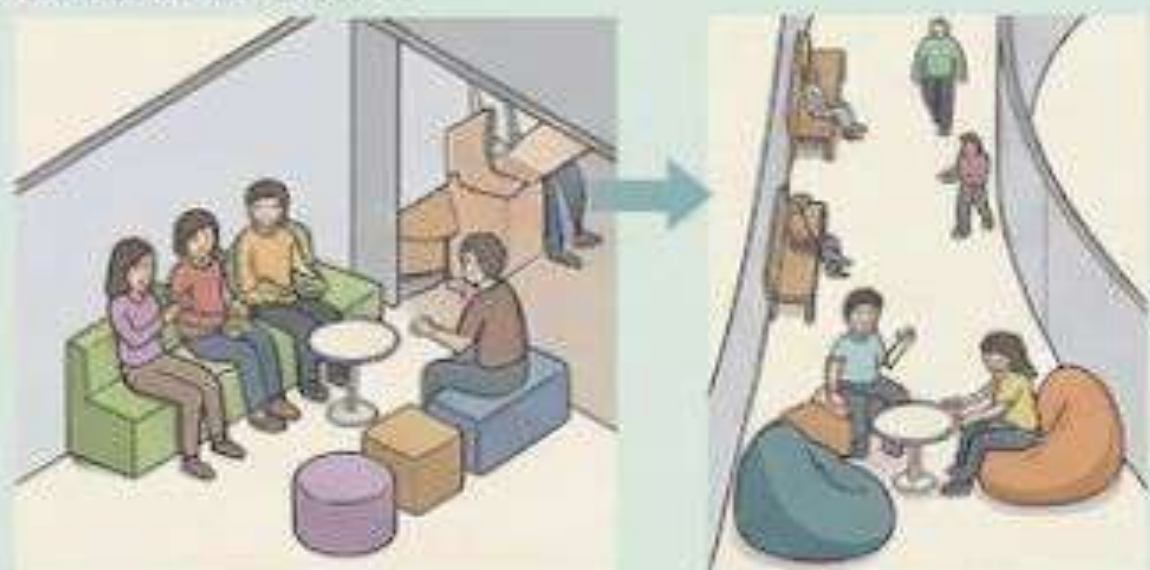
社交設施不足，家具固定，使用者缺乏交流

Insufficient social amenities, fixed furniture, lack of communication among users.



After

設計建議：重塑社交家具 & 靈活多變空間
DESIGN PROPOSAL: RE-IMAGINING SOCIAL FURNITURE & FLEXIBLE SPACES



引入多功能、可移動家具，提升空間適應性。增加社交「微空間」
Introduce multi-functional, modular furniture, enhance spatial adaptability. Create social 'micro-spaces'.



原則 2: 提升空間利用率 & 減少雜亂

PRINCIPLE 2: OPTIMIZE SPATIAL UTILIZATION & REDUCE CLUTTER

Before

現狀：空間利用不當
STATUS: INAPPROPRIATE SPATIAL USE, TEMPORARY STORAGE

區域被雜物填滿，缺乏有效儲存方案

Area filled with clutter, lack of effective storage solutions.



After

設計建議：組織儲存 & 釋放活動空間
DESIGN PROPOSAL: ORGANIZED STORAGE & FREED ACTIVITY SPACE



優化儲存系統，清理儲存物，釋放活動區
Optimize storage systems, clear out stored items, free up activity areas.



原則 3: 確保全方位無障礙 & 動線優化

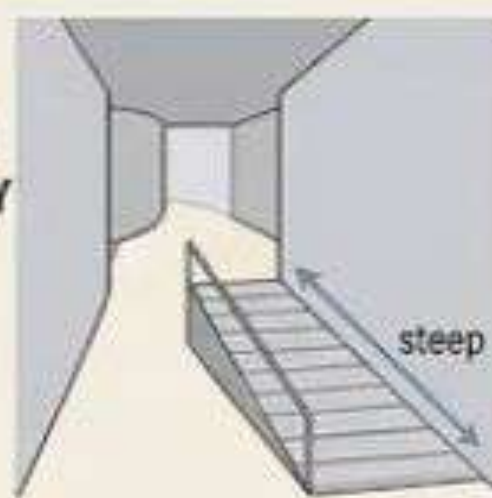
PRINCIPLE 3: ENSURE COMPREHENSIVE ACCESSIBILITY & OPTIMIZE CIRCULATION

Before

現狀：無障礙通道過窄
STATUS: NARROW ACCESSIBILITY PATHS, BROKEN CIRCULATION

拓廊寬度過窄，坡度不蓄，垂直連接不足

Hallway too narrow, steep slope, insufficient vertical connection.



After

設計建議：拓寬關鍵通道 & 加強垂直連接
DESIGN PROPOSAL: WIDEN KEY CHANNELS & ENHANCE VERTICAL CONNECTION



拓寬走廊和坡度，增設緊湊型樓梯升降機，替換高成本電梯塔。
Widen hallways and improve slopes, add compact stair lifts to replace high-cost elevator towers.

Budget Friendly

設計核心原則總結

SUMMARY OF CORE DESIGN PRINCIPLES

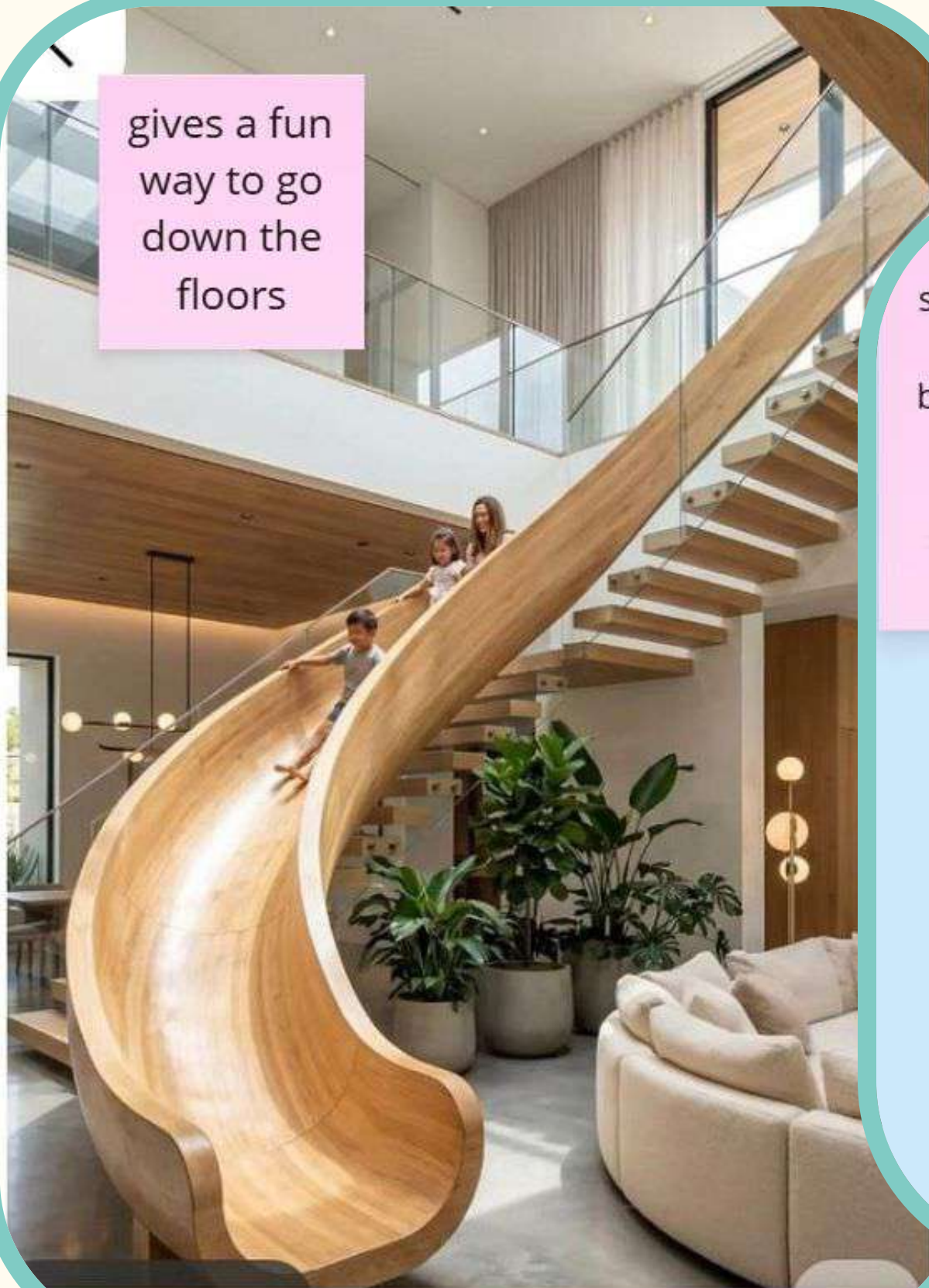
1. 多元活動 & 交流 (Diverse Activities & Communication)
2. 緊湊利用 & 整潔 (Efficient Use & Tidiness)
3. 全程無障礙 & 預算控制

社區中心場地用戶調查分析與設計建議

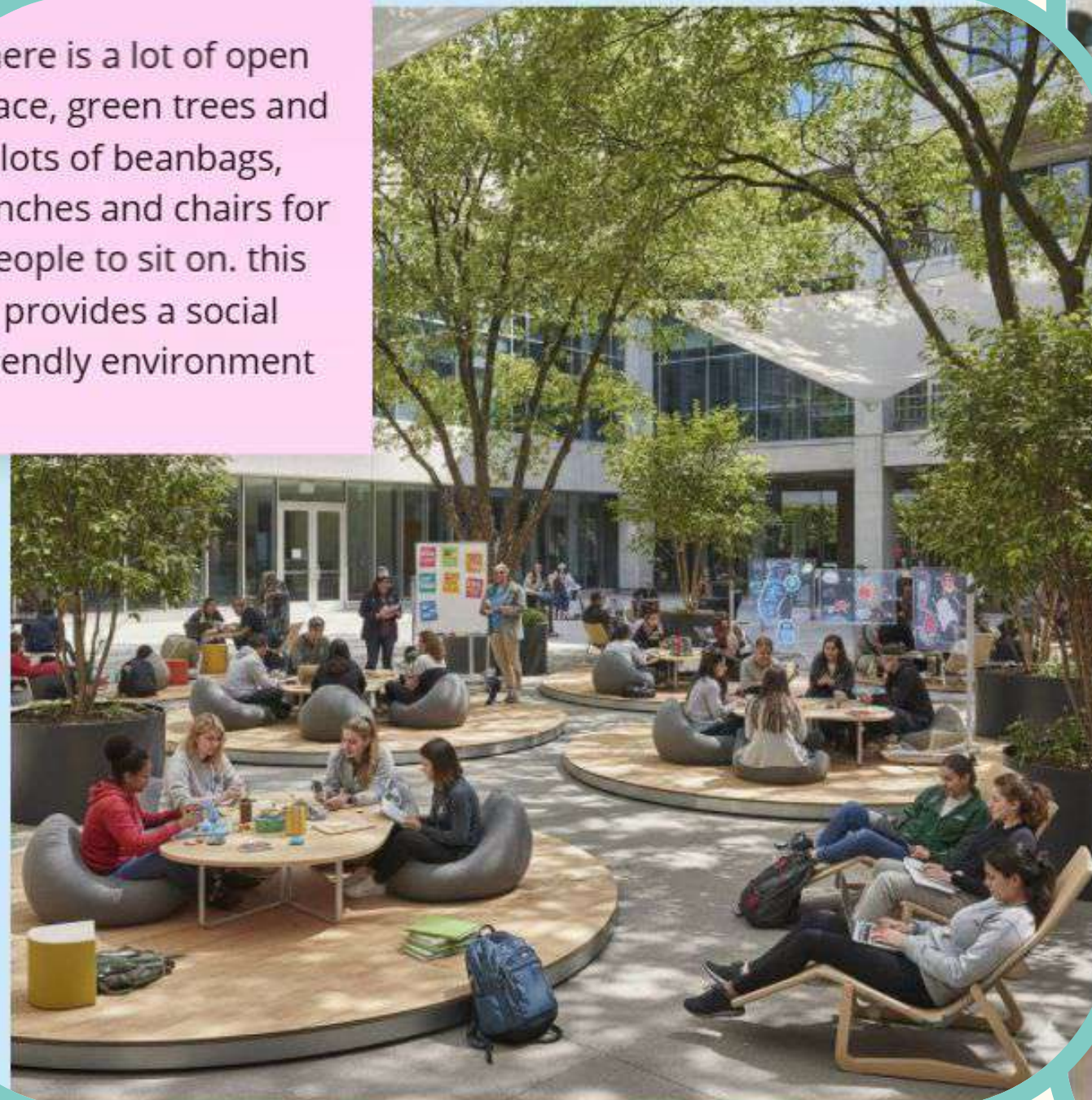


Inspiration & Precedent

gives a fun way to go down the floors



there is a lot of open space, green trees and lots of beanbags, benches and chairs for people to sit on. this provides a social friendly environment



I like the theme and that you can bake by yourself



靈感&先例

我喜歡的社區空間。
有步行徑，有悅目的
綠化空間，舒適的
設計，灑落光亮。有
間隔。可作不同用
途活動(動靜皆宜，
跨齡共融)。



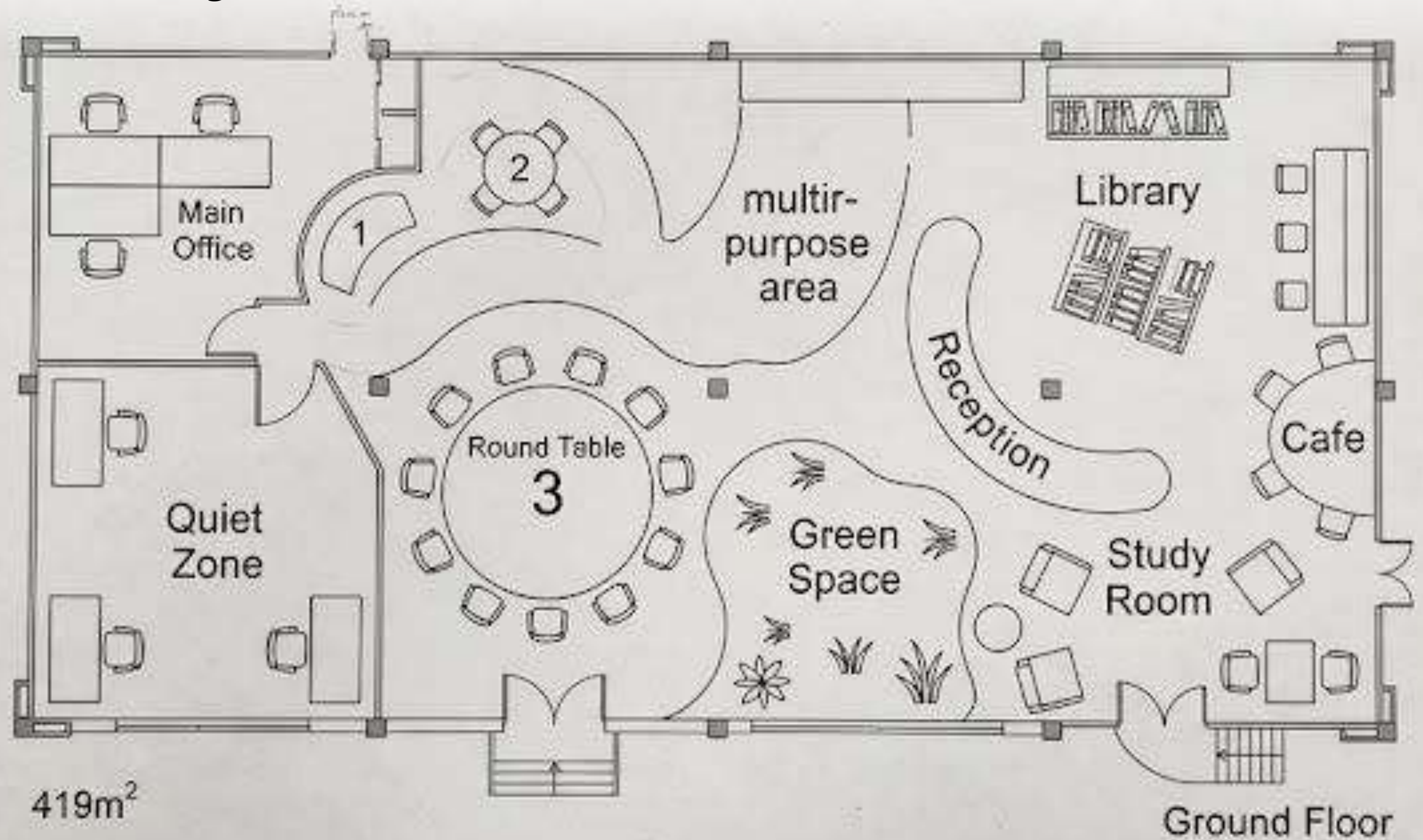
the plantes
and the way
that you can
get a lof of
sun light



lots of
space to
move
around



佈局圖 Layout Plan





OFFICE &
ADMIN
(ENLARGED)

REDUCED MALE
WASHROOM

FEMALE
WASHROOM

WORKSHOP ROOM 1
WORKSHOP 2
LIFE SAILS

STUDY
ROOM
QUIET STUDY AND
CONTEMPLATION
POD

L2↑

RESTORATION
LOUNGE

CAFE
SEATS

SOCIAL ATRIUM & CAFE
SMALL
GROUPING

SMALL
GROUPING

NEW
CLIMBING
WALL

YOGA MATS
GENTLE EXERCISE

PHYSICAL WELLNESS
AREA
GENTLE EXERCISE &
RESISTANCE BANDS

TECH &
INNOVATION
HUB
(OPEN DESKS)

READING &
LIBRARY LOUNGE

GARDENING &
NURTURE
STATION

BLIVING

GAMES

ACTIVITY &
MULTI-GENERATIONAL
PLAY PATH
RECEPTION COUNTER

LOW CLIMBING
ELEMENTS

STEWING



設計原理圖



KEY SPECIFICATIONS

ZONING SPECIFICATIONS: A-F

F101 辦公室及家長休息區
USE: Concessions & Socializing

F102 主動遊戲及運動區
USE: Concessions & Socializing

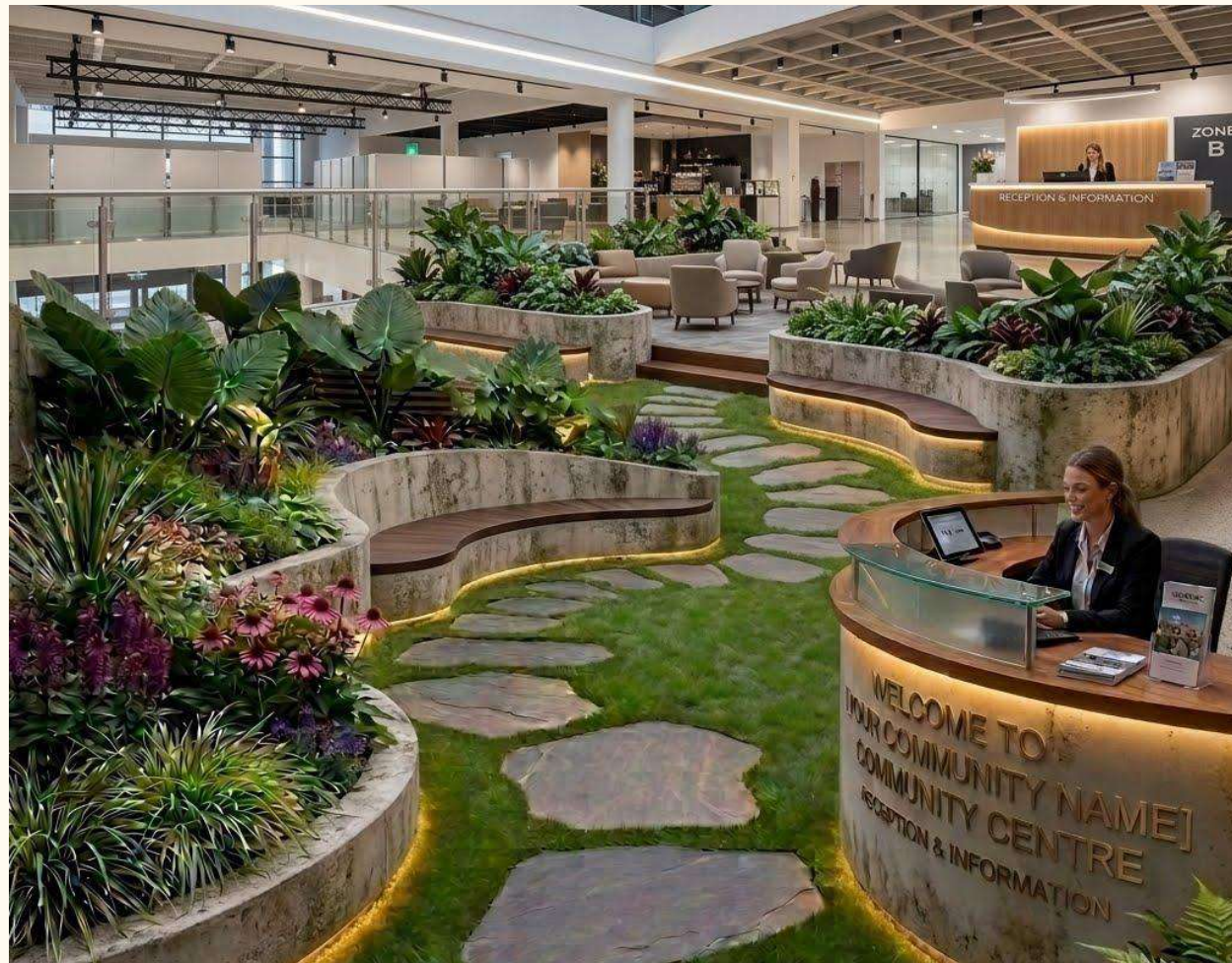
F106 咖啡及休閒區 展覽 & 藝術區
CAFE & LOUNGE • 圖書室
USE: per zone • 白楊 • 小型 Cafe • Movie

F105: DIGITAL SIMULATION WALL (PROJECTION SYSTEM)
Specs: [Placeholder for detailed sesution, Low Latency, Dual-Purpose E-sports/Movie mode]

SYSTEM SPECIFICATIONS: 1-6
F105: DIGITAL SIMULATION WALL (PROJECTION SYSTEM)
Specs: [Placeholder for detailed e.g., 4K Resolution, Low Latency, Dual-Purpose E-sports/Movie mode]

F106: GREEN PATHWAY (HVAC)
Specs: [Placeholder for detailed sesolution, Low Latency, Dual-Purpose E-sports/Movie mode] come apula per zors

設計特色



實體模型



用者場景

設計選擇



團隊感想



We have all learned and grew a lot from this team work experience.

- Learned to communicate and how to understand other people better
- Earned a lot more of understanding on building and architectural knowledge
- Learned to use different AI models to improve and visualise our ideas

Things we can improve:

- Use AI more efficiently, and allow it to do the things that doesn't require us to do

Things I admire:

- Our group has been extremely hardworking and united throughout the project

It has been a really enjoyable and fruitful project.

– Bella, one of the group mates in Group One

It is wonderful that AI helped with our design, but human teamwork, passion, and effort are required to bring our project to life. Good communication comes from people connecting, sharing ideas, and caring together, which no tool can replace.

– Fion, one of the group mates in Group One

今次「建築師共創空間計劃」老有所為工作坊好有感覺。使我對AI的超能力和威力讚嘆不矣。與跨齡同組共融合作構思一個新社區空間概念，各別組員的參與和電腦運用，轉數快，互相學習分享，值得表揚。這次有機會與社區長者傾談，更加知道社區與居民的連接溝通的重要。

我們組員非常感激；Provides, Coca和他們的團隊安排和每堂的悉心指導。我組獲益良好，祈望理念轉成現實，為長幼齡提供一幸福理想空間。

– CM Wong, 第一組組員



AI-For-Good 人工智慧設計夏令營

Artificial Intelligence & Social Design Workshop | Summer Cohort



Digital Common(s)
數碼共同體



Design Scientist 2026 Incubation Program
The 3rd Annual Program of The Citizen Architect Initiative

