

Retire Gracefully

Helping seniors make a graceful transition to retirement with horticultural therapy.

► Project: Team project

► Design: Experience design/Interaction design/Space design

► Duration: 2 months

Ageing Health And Wellbeing Retirement Issues Healthcare

Horticulture Therapy Wellness Healing Elegant Living

Social Connection Social Care Social Innovation

► Cooperation

2022 DESIGN DAY
设计马拉松



ICCSD

United Nations
Educational, Scientific and
Cultural Organization

International Center for Creativity
and Sustainable Development
under the auspices of UNESCO

联合国教科文组织



BEIJING DESIGN WEEK
2022 北京国际设计周

► Project Define

This project is a health and healing innovation for retired seniors, as the sudden change from working to retired status poses various problems. It aims to stimulate the sensory experience of seniors through plants, link them to social relationships and provide a platform and opportunity for them to create value.

Gardening is used to create a supportive and enjoyable retirement lifestyle, to heal the physical and mental health of the elderly and to enhance their sense of well-being. The elderly will have something to do and enjoy, making it an elegant transition to retirement.

► My Role

- Team work : UX Researcher | Service Designer
- My fellow-up study

■ Timeline

Horticultral Activities



■ Background

before retirement



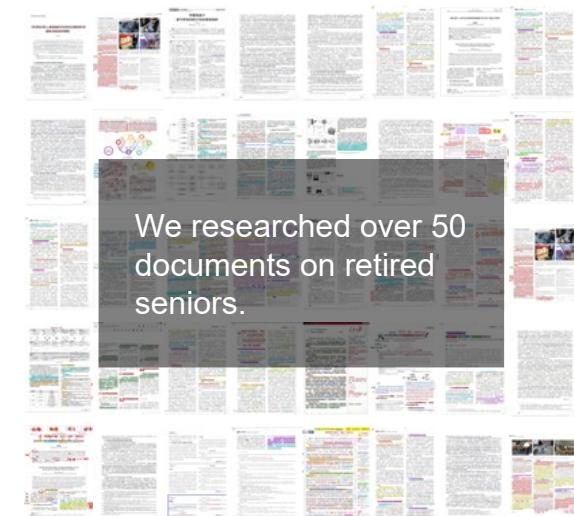
after retirement



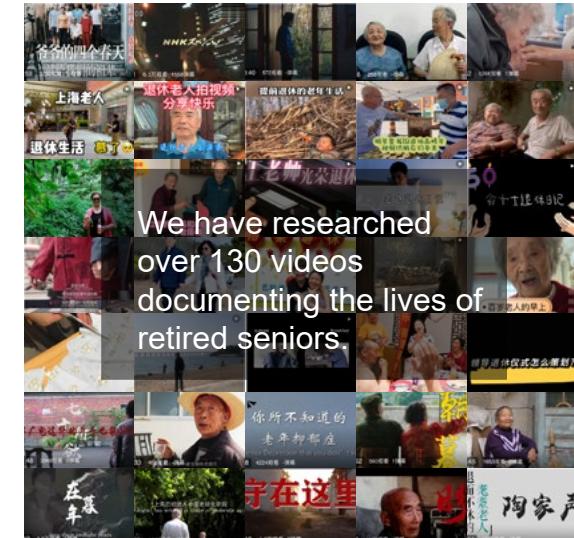
Studies have shown that many older people suffer the effects on their mental and physical health as they struggle to adjust to the changes in their post-retirement lives.

01 Desk Research

Through desktop research, we have identified major reasons and key points about why seniors are unable to make a smooth transition to retirement.



We researched over 50 documents on retired seniors.



We have researched over 130 videos documenting the lives of retired seniors.

Changes in body function

The age of 60 is a watershed moment in health, and the two years around the age of 60 are also a time of high incidence of sudden illness.

Changes in living condition

Retirement changes a person's social role and, in turn, the content and behaviour of their life, making it difficult for most people to adjust to the sudden change.

Change in Inner emotion

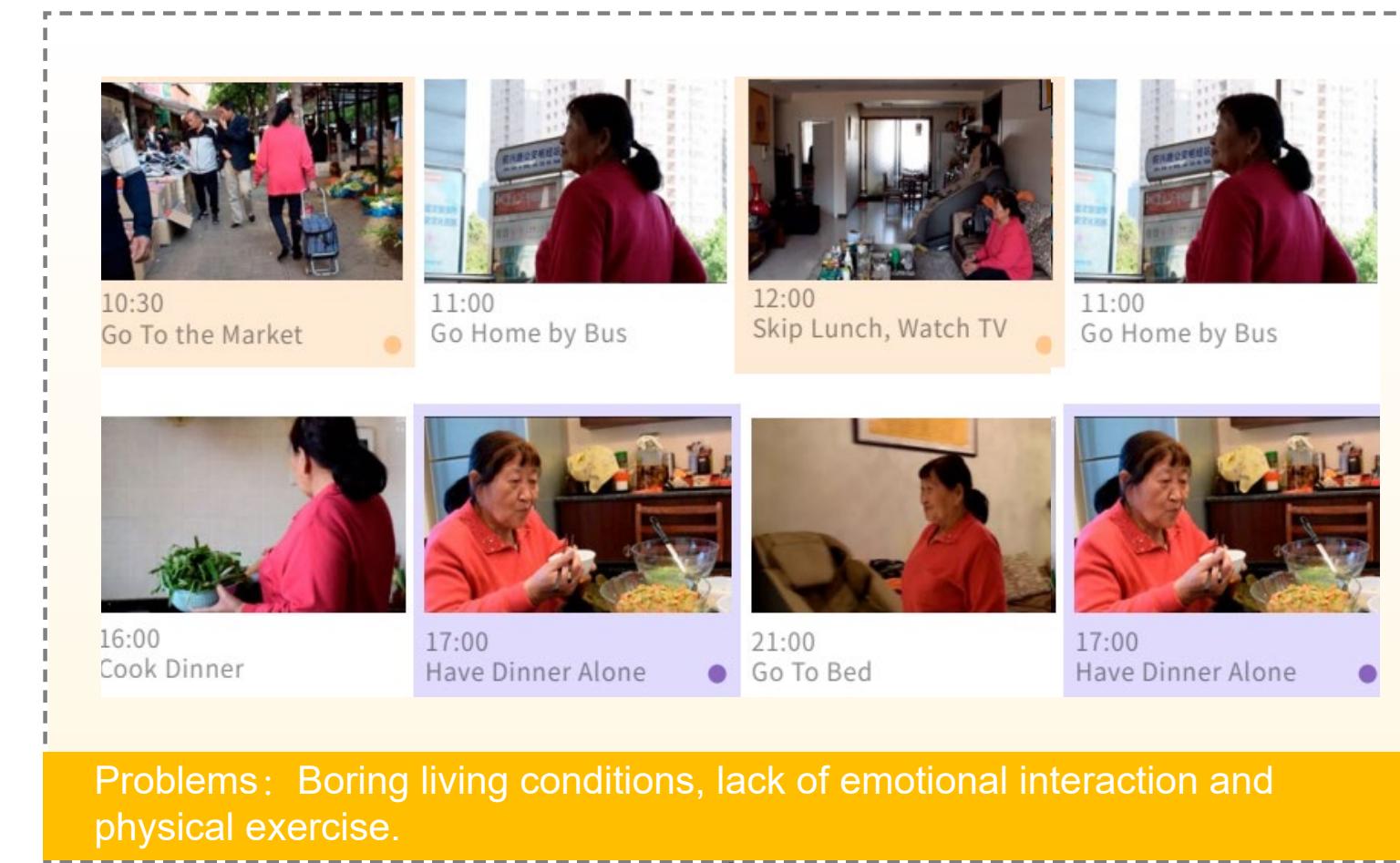
The role of the retired elderly has changed from that of a supporter to that of a dependent. This shift tends to make some older people psychologically vulnerable and sensitive.

Changes in social connection

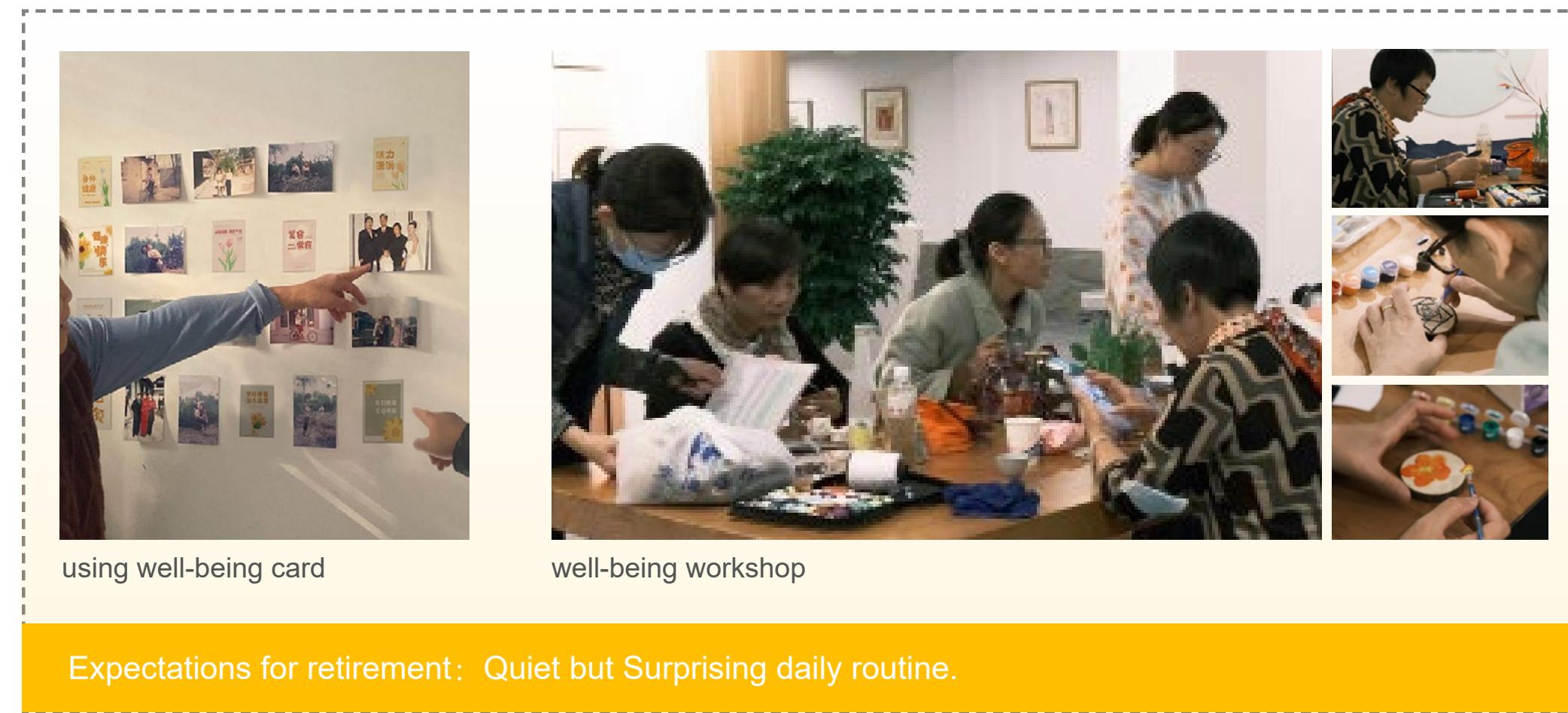
Retirement makes older people purely family members and their social relationships become increasingly thin. As a result, older people are prone to feelings of loneliness, emptiness and boredom, causing mood swings.

01 Qualitative and quantitative research

Through a two-week qualitative and quantitative study, we collated the **life status** and **interests** of retired seniors and used the **Wellbeing Cards** to gain an in-depth understanding of the **ideal retirement life** of retired seniors.



2 countries, 5 cities, 3 weeks, 32 interviews, 232 questionnaires



Questionire

Shadowing+ Field research

Workshop

Summary of Data



Living condition

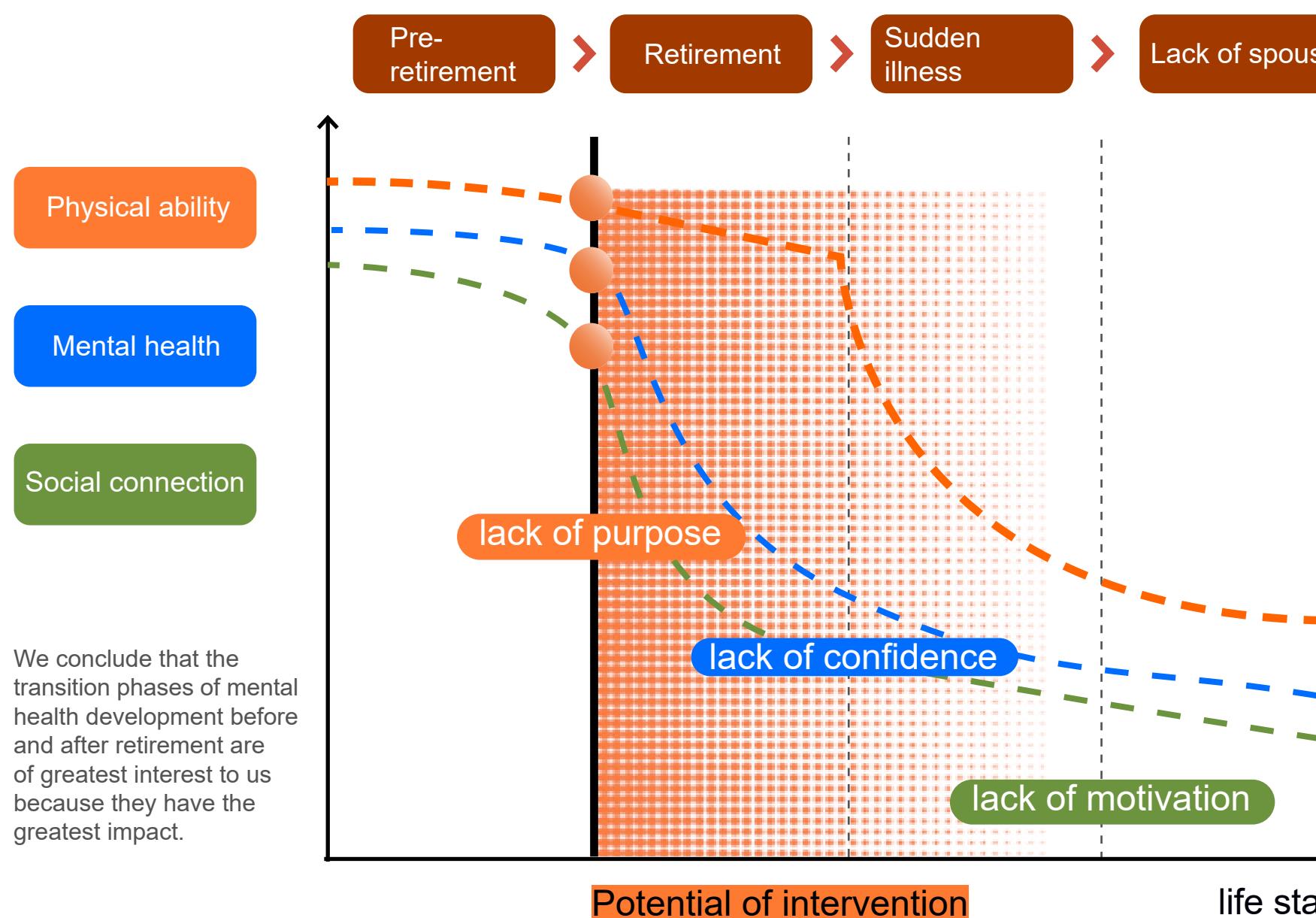
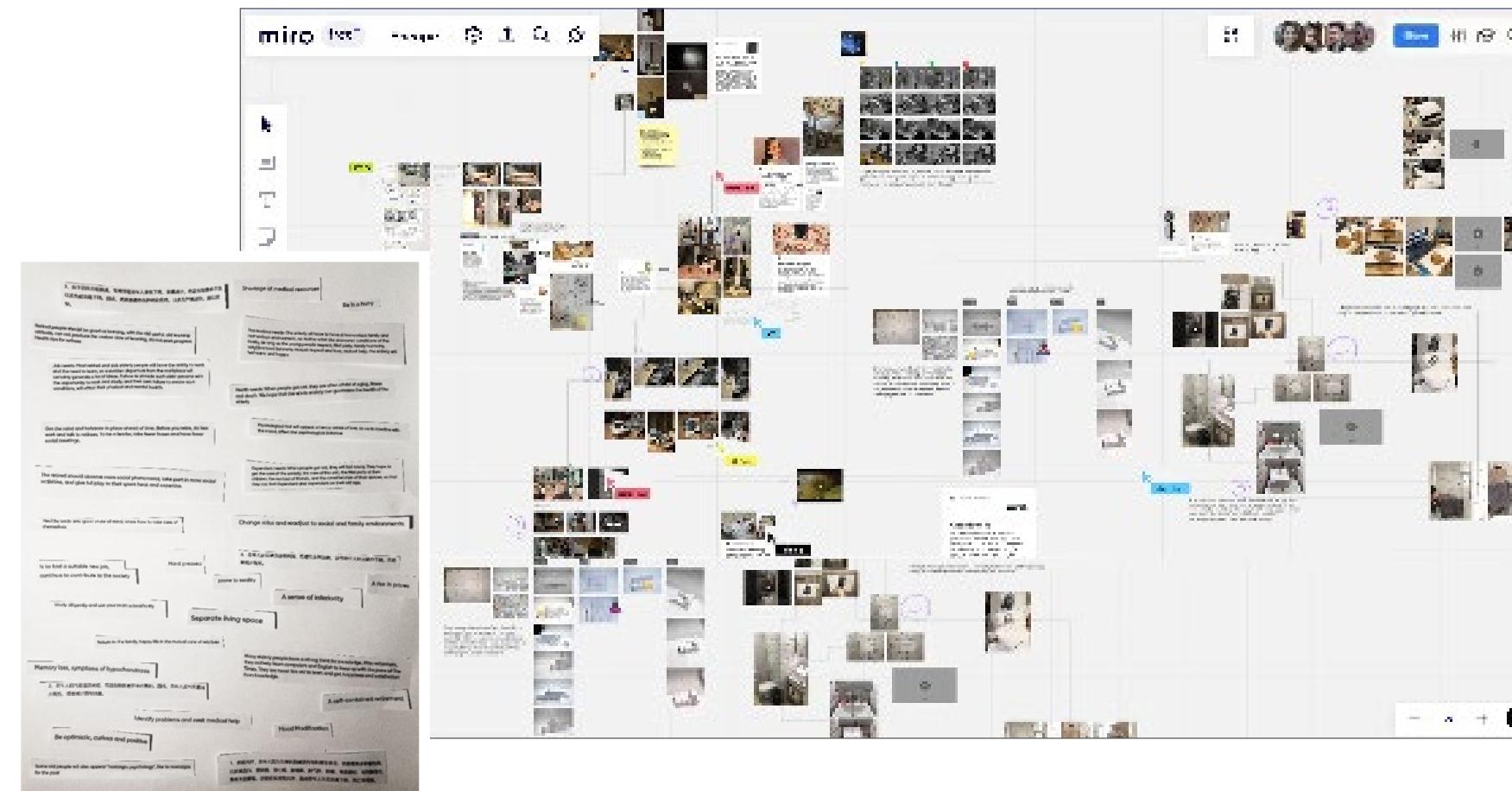


Habit



02 Summary & Insight

After analysing and summarising the above research, we focused our questions on addressing the transition period before and after retirement



04 Daily routine This is Li; the scheme was designed for retirement elderly like her



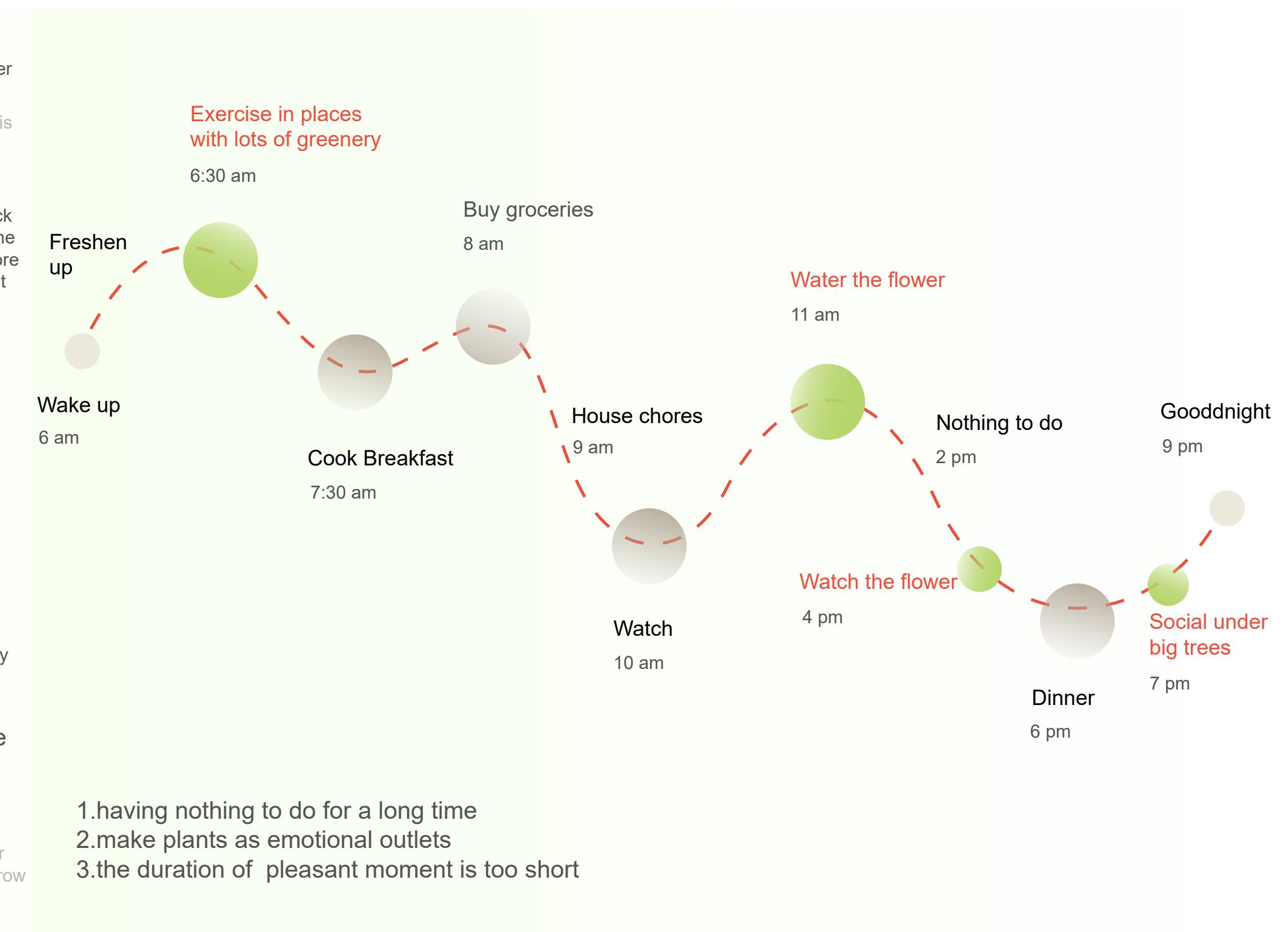
the social circle
life to lots of free time

Self-doubt from time to time

Care about the deterioration of body functions

The mood becomes better
when seeing the plants grow well

The mood becomes better
when seeing the plants grow well



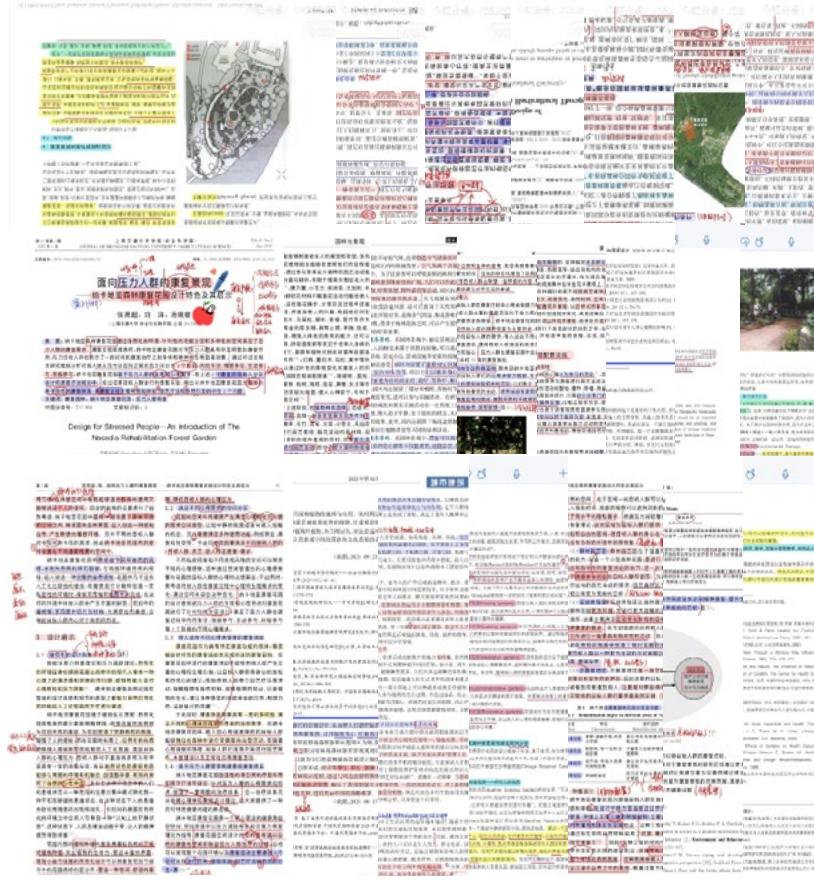
05 Opportunity

HMW have a positive impact on the physical and mental state of older people through **gardening**, so that they can complete the **graceful transition** to retirement life?

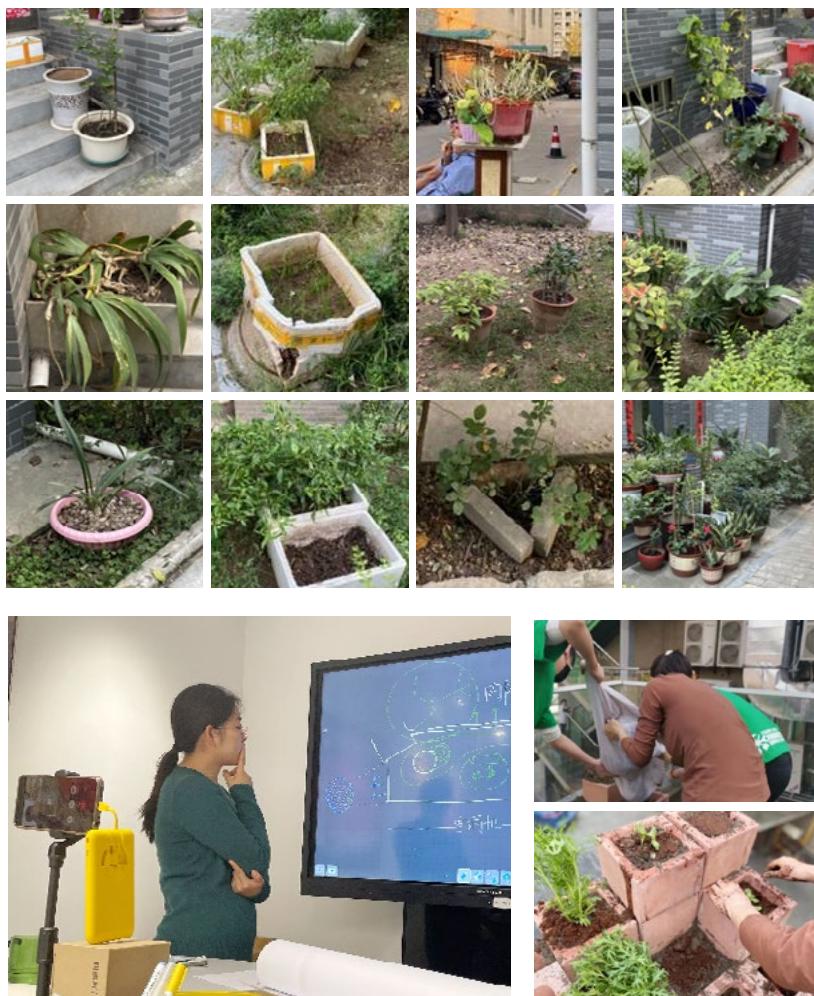
06 Research

Learning about horticultural therapy through literature research and summarizing the impact of horticultural activities on older people through field research

A. Scientific research



B. Field research



07 Horticulture Therapy Refinement

Scientific analysis of the findings of the horticultural therapy study resulted in design principles to facilitate a graceful transition for retired older people

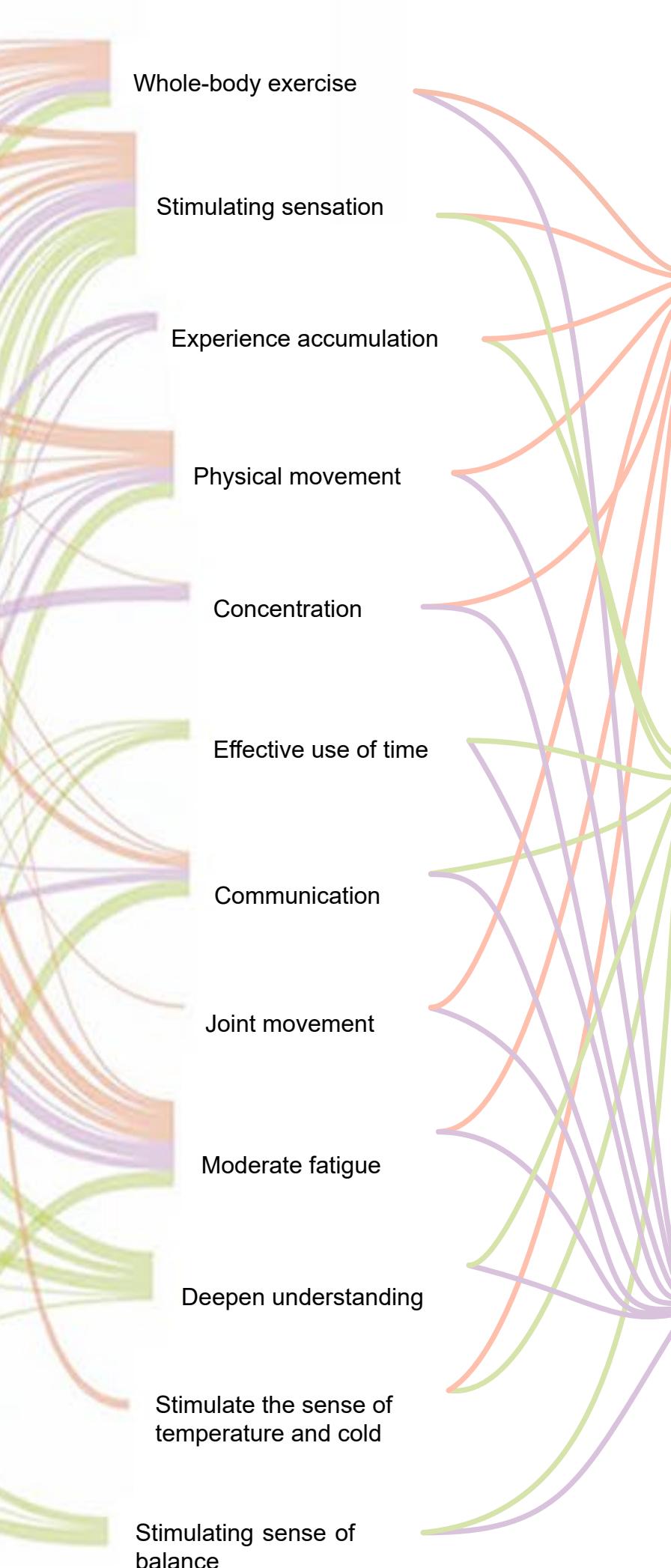
Methods refinement



Targets refinement



Approaches refinement



08 Design Principle

Create diversified gardening activities

Build a multi-channel plant perception system

Establish a multi space experience system

Plant therapy's target
Aroma therapy's target

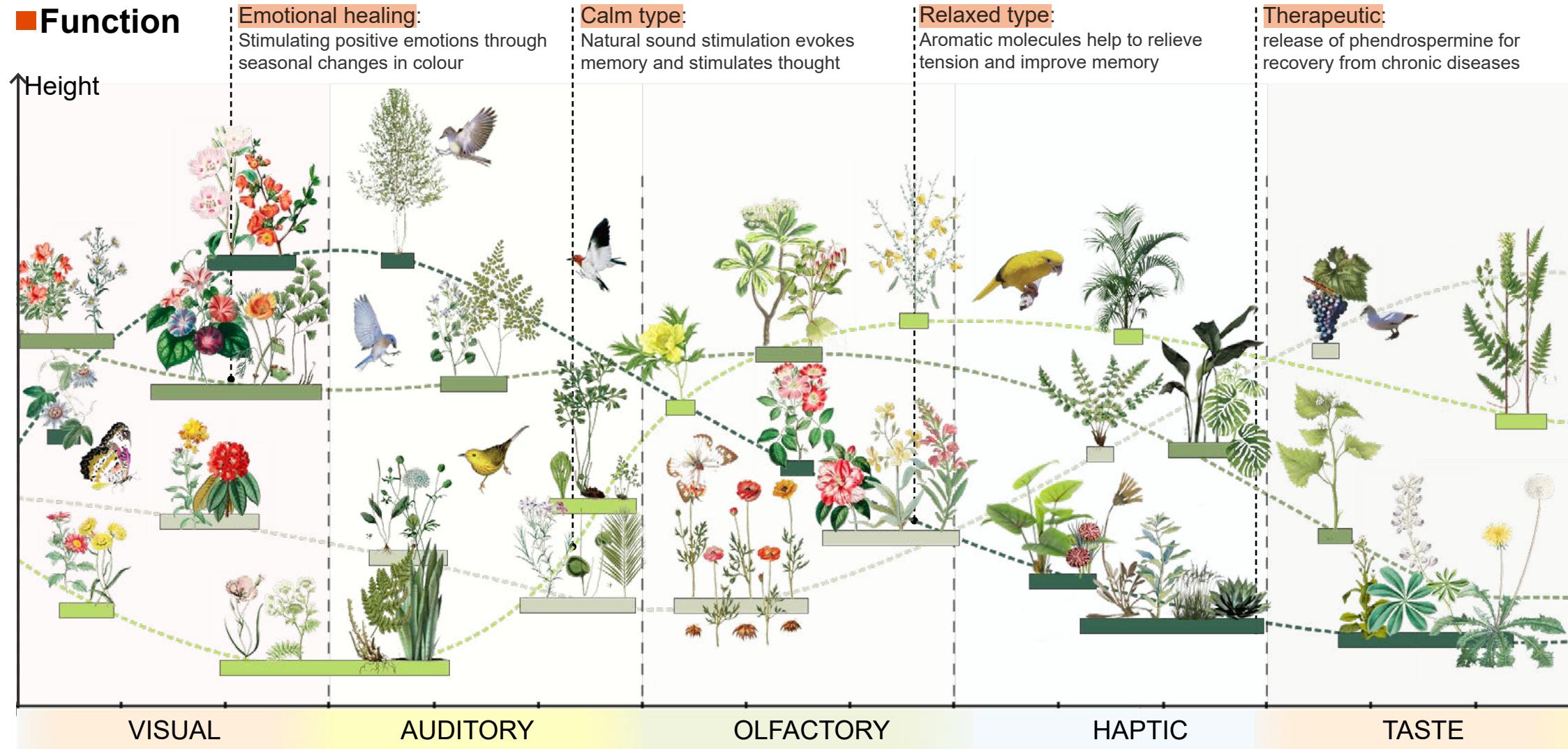
Phyto therapy's target
Flower therapy's target

Physical
Skill
Mental

Major influence
Some influence
Little influence

09 Plants Analysis and Design

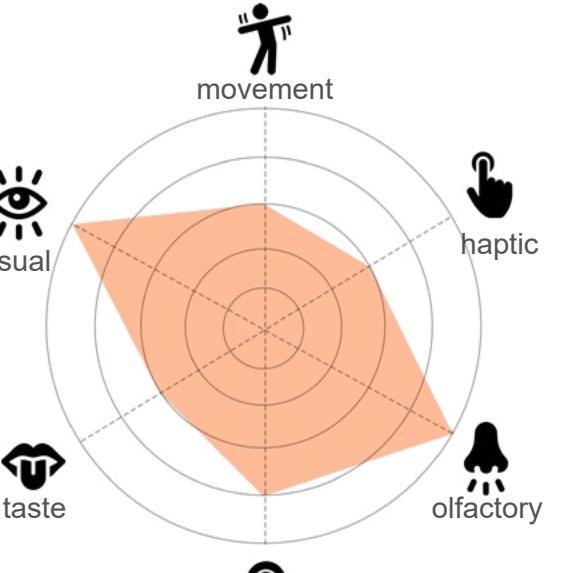
A. Perceiving garden



Example of conceptual scenarios



● Plant match

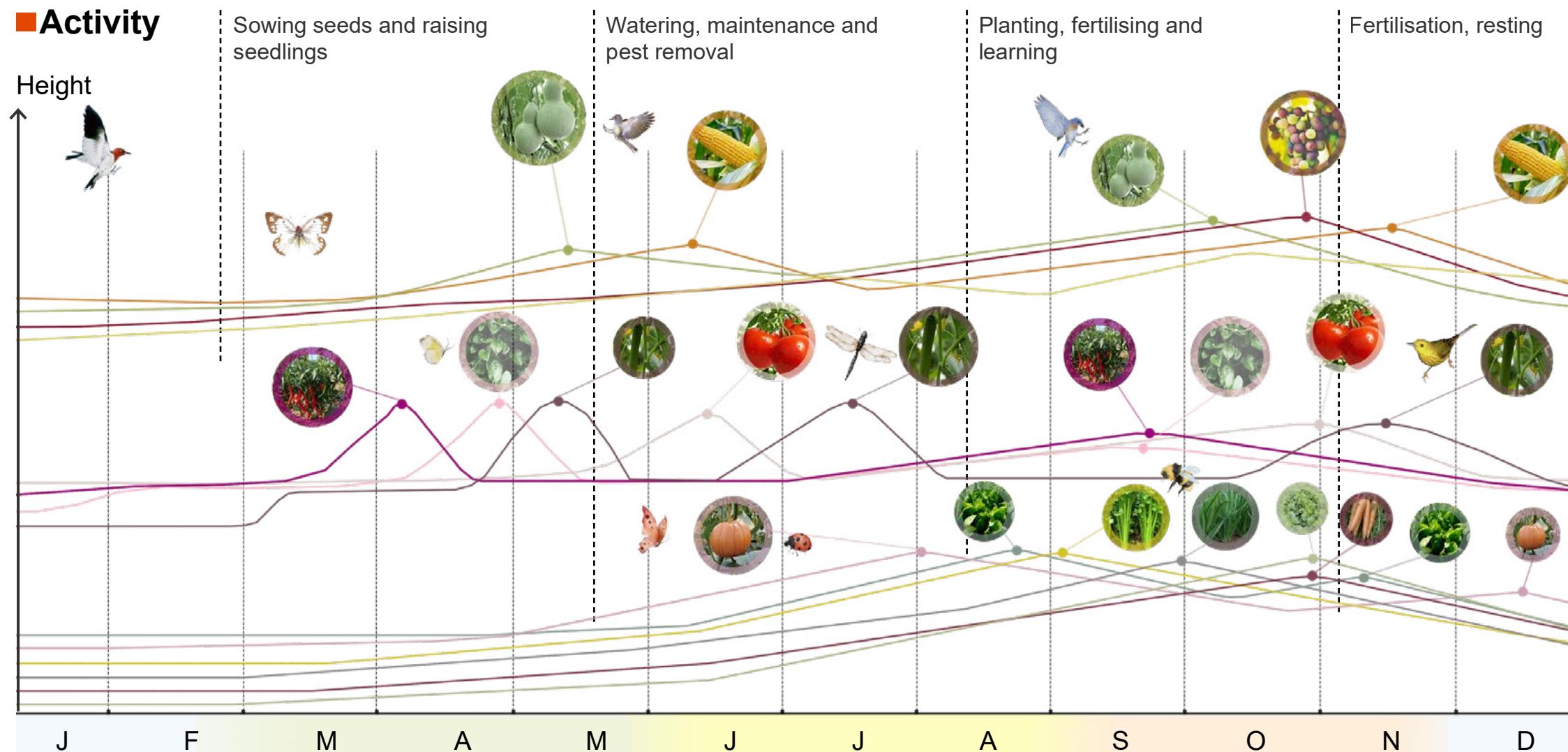


● Characteristic analysis



The healing goal of the pairing is to help retired seniors to recover mentally and improve their quality of life; to help them regain their self-confidence and motivation to live a normal life and to better cope with future challenges

B. Planting Garden



Example of conceptual scenarios



● Vegetable pairing

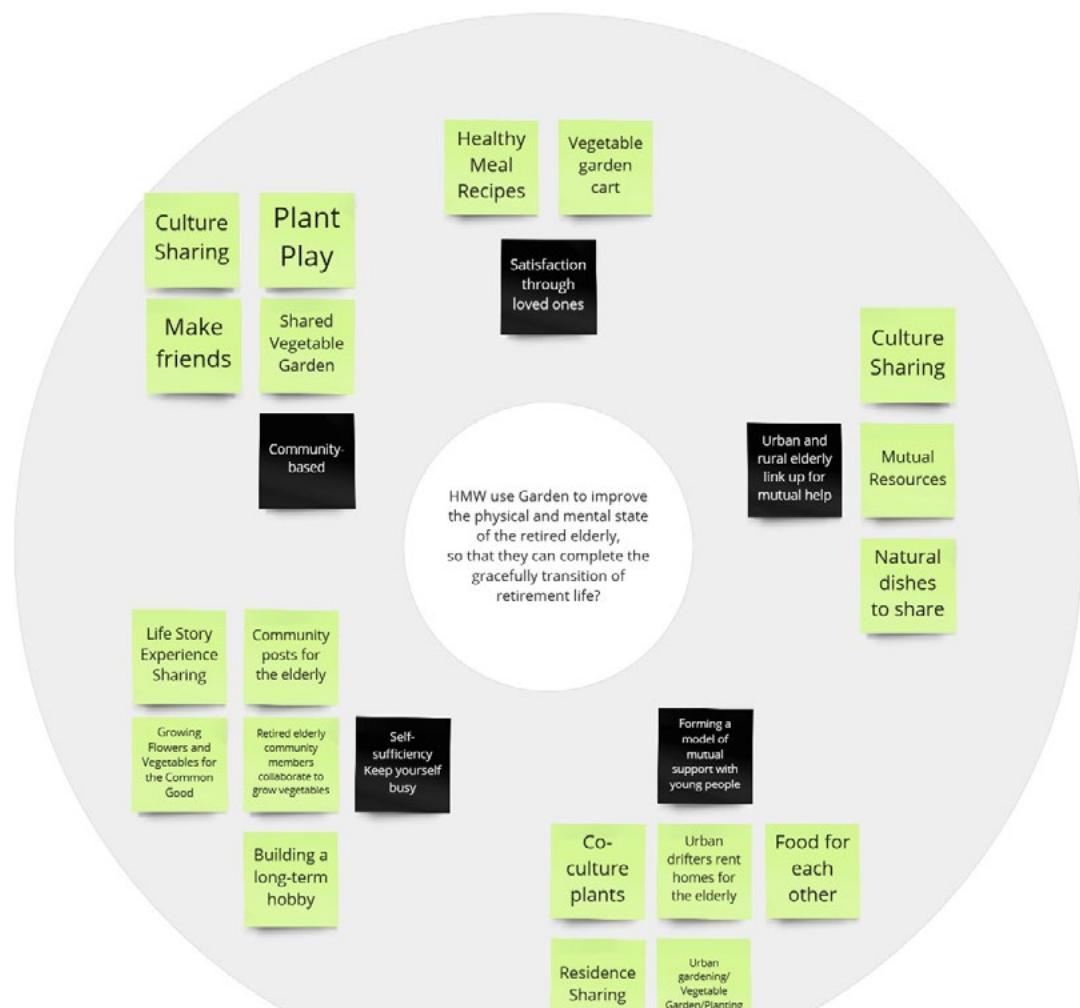


● Characteristic analysis



This area allows older people to experience nature in a more active way, to move their bodies and to increase cooperation.

10 Opportunity Mindmap



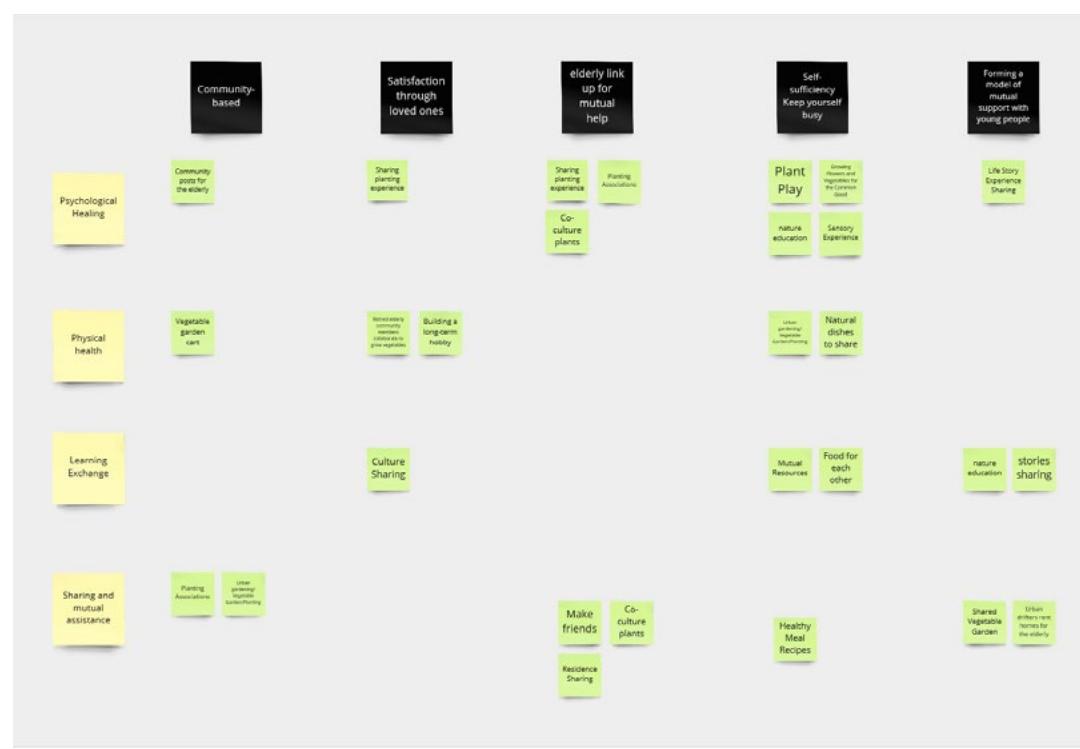
12 Space Experience Concept Design

The space is divided into different experiential zones according to the healing goals, where touchpoints are used to allow older people to complete a better healing experience

Realization method



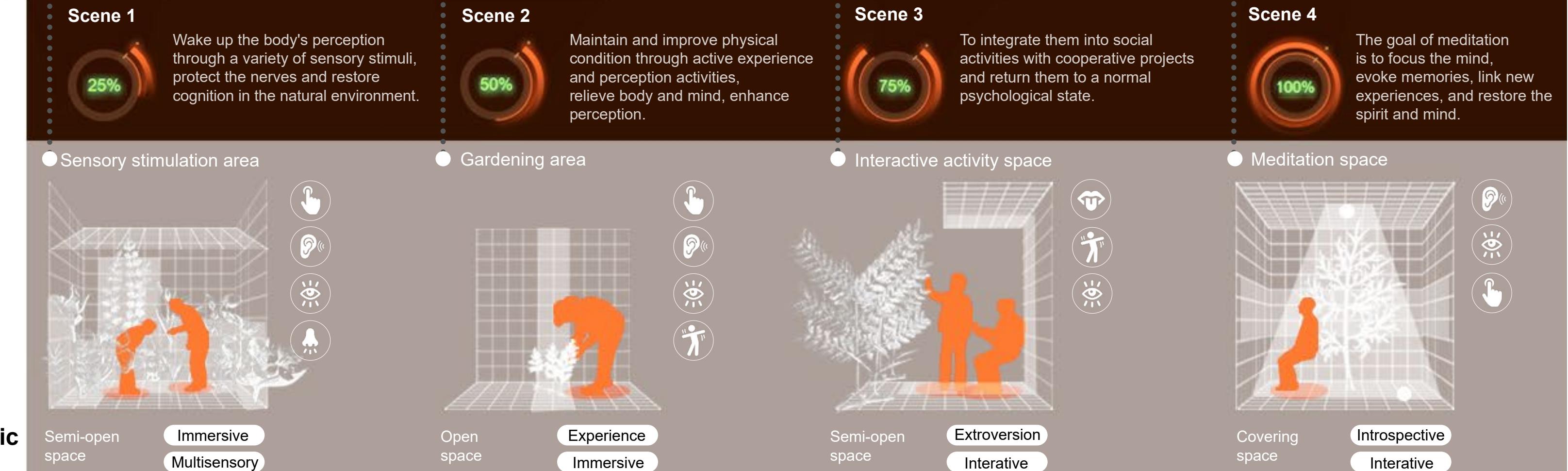
11 Concept-Generating Matrix



Process & Objectives

Functional zoning

Characteristic



13 Architecture Design Sketch



15 Prototype

Multi-functional learning space

A gardening learning area is set up in the semi-outdoor space, where pensioners can learn and exchange gardening information, make friends and acquire new knowledge.



Projection Botanical Specialist Learning tools

Multi-level planting space

Using the roof platform as a gardening area, the planting area of different levels has different functions. Pensioners keep in touch with nature by exercising and harvesting fruits through gardening.



Planting tools Signage Volunteer

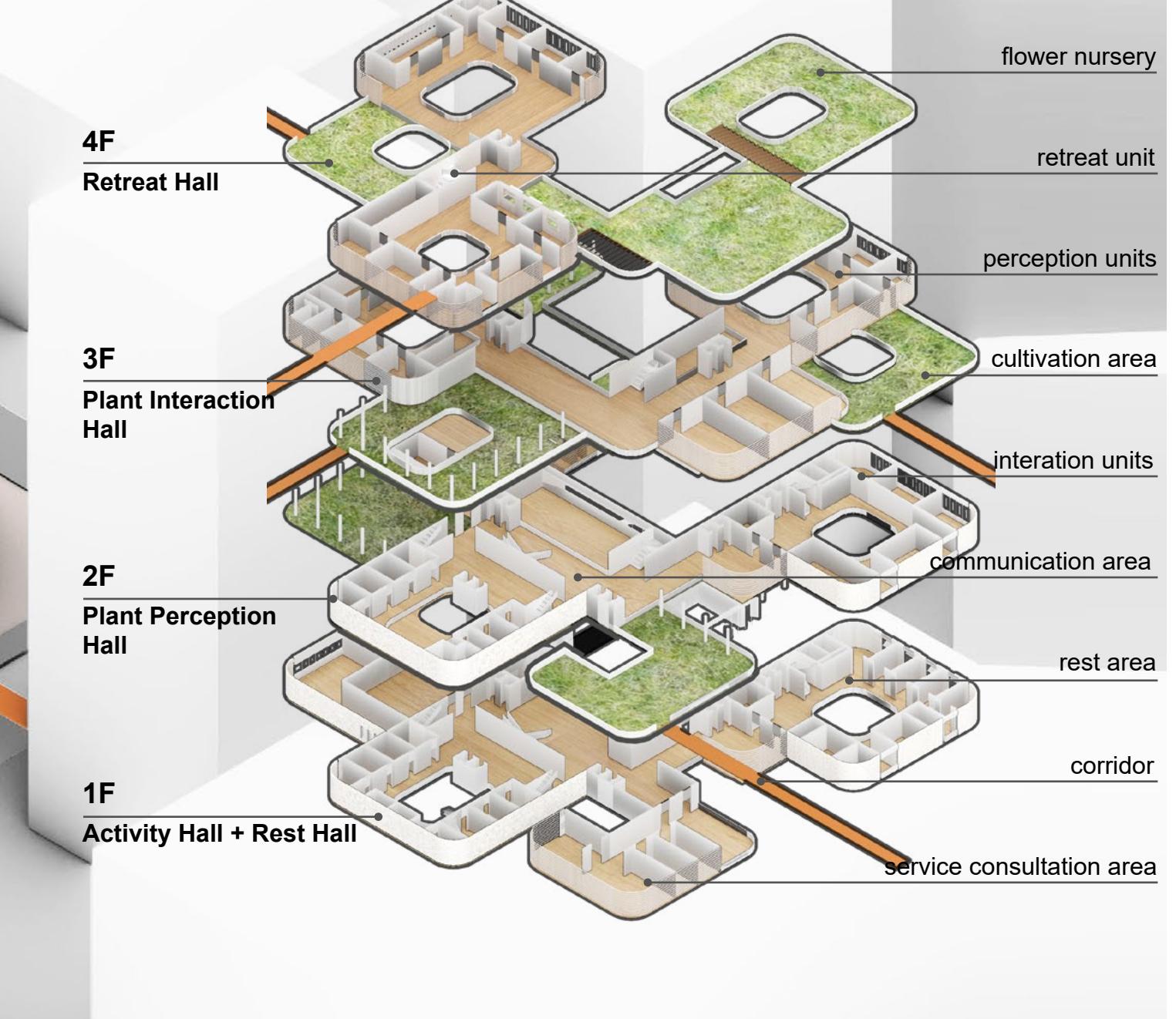
Composite healing space

Through different forms of space such as skylight, patio and courtyard to shape the space experience of the elderly, and different plants are arranged in the space to create different therapeutic experience.



Plant healing area Exercise area Nursing staff Healing video

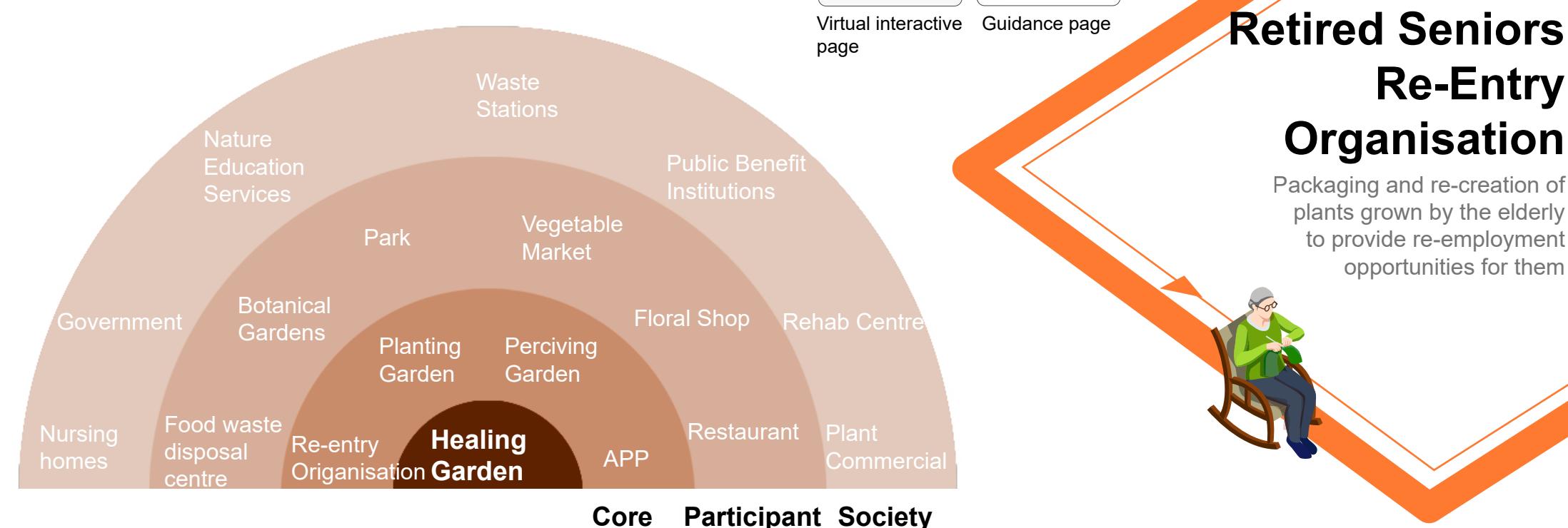
14 Modeling



17 Service System



18 Eco-system



Culture Field

for Wei Tou Village's Library

- **Project:** Team project + Personal study
- **Design:** Service design/Social innovation design
- **Duration:** 2.5 months
- **Client:** Wei Tou Village

[Cultural experimental field] [Regional cultural protection]
[Social connection] [Education] [Rural culture inheritance]
[Cultural Exchange] [Sustainable design] [Rural vitalization]

► Project Define

The service design project, in collaboration with the service design community and the village committee of Weitou Village in Fujian Province, is based on the conservation and development of the local community environment. By designing to activate the local village library, we provide effective educational support services for village children and a platform for activities and exchanges between villagers and citizens.

The Village Culture Field, based on the village of Weitou, is an attempt to establish a sustainable conservation effort and vision for regional village culture. This is done by setting up one village culture field and designing a mobile app tool to create a nationwide bond of distinctive village culture.

► My Role

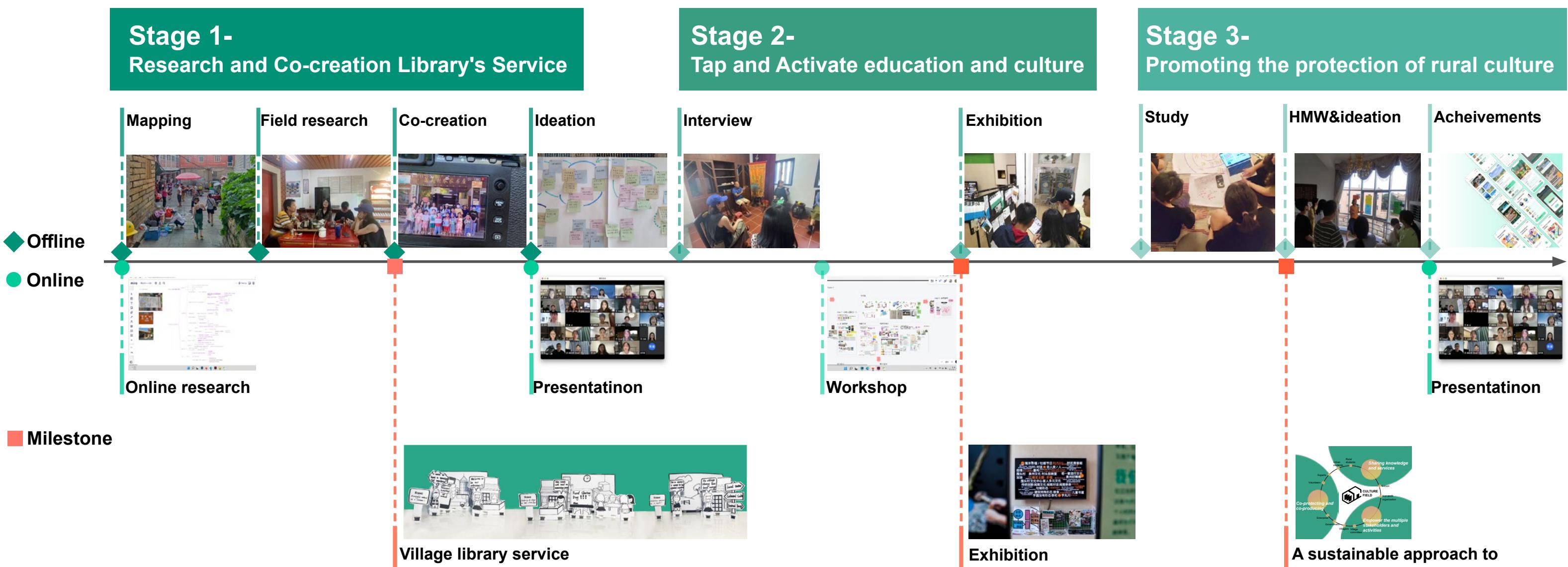
- Stage 1 & Stage 2: Teamwork
- Communicated and cooperated with different parties on workshop and product ,and responsible for desk research,interviews,prototype,ideation,co-creation and final presentation.
- Responsible for coordinating activities with local children and villagers in an effort to promote this long-term project.

- Stage 3: Personal study

► Collaboration



Timeline



Background



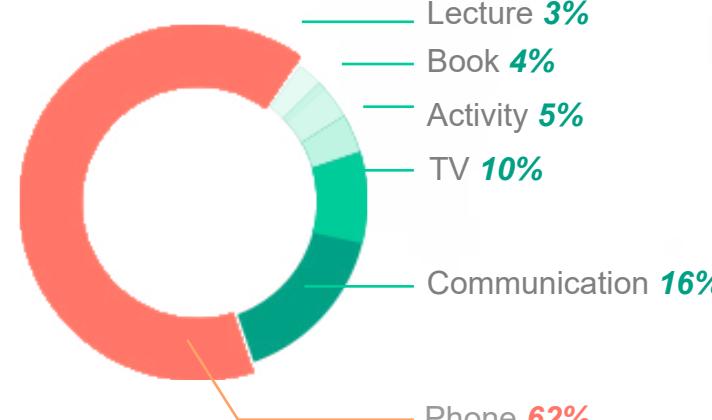
- The CSDC Service Design Community and Upbing launched the "Co-creation Action" jointly, which is based in the rural areas of southern Fujian, focusing on local resource protection and rural revitalization. We contributed jointly to the design of the "local community ecosystem" from the perspective of service design, and we supported its implementation.
- The topic of our project is to **activate the local village library** and make it become a meaningful space for rural education and cultural development. And it has been recognized and promoted.

STAGE 1 Research and Co-creation Library's Service

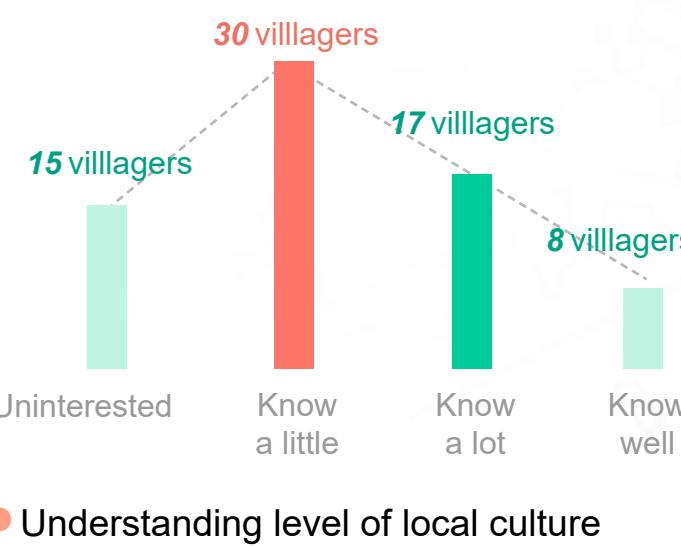
01 Mapping

After 7 days of walking style research, we analyzed Weitou Village's "regional culture" and "rural education" through mapping.

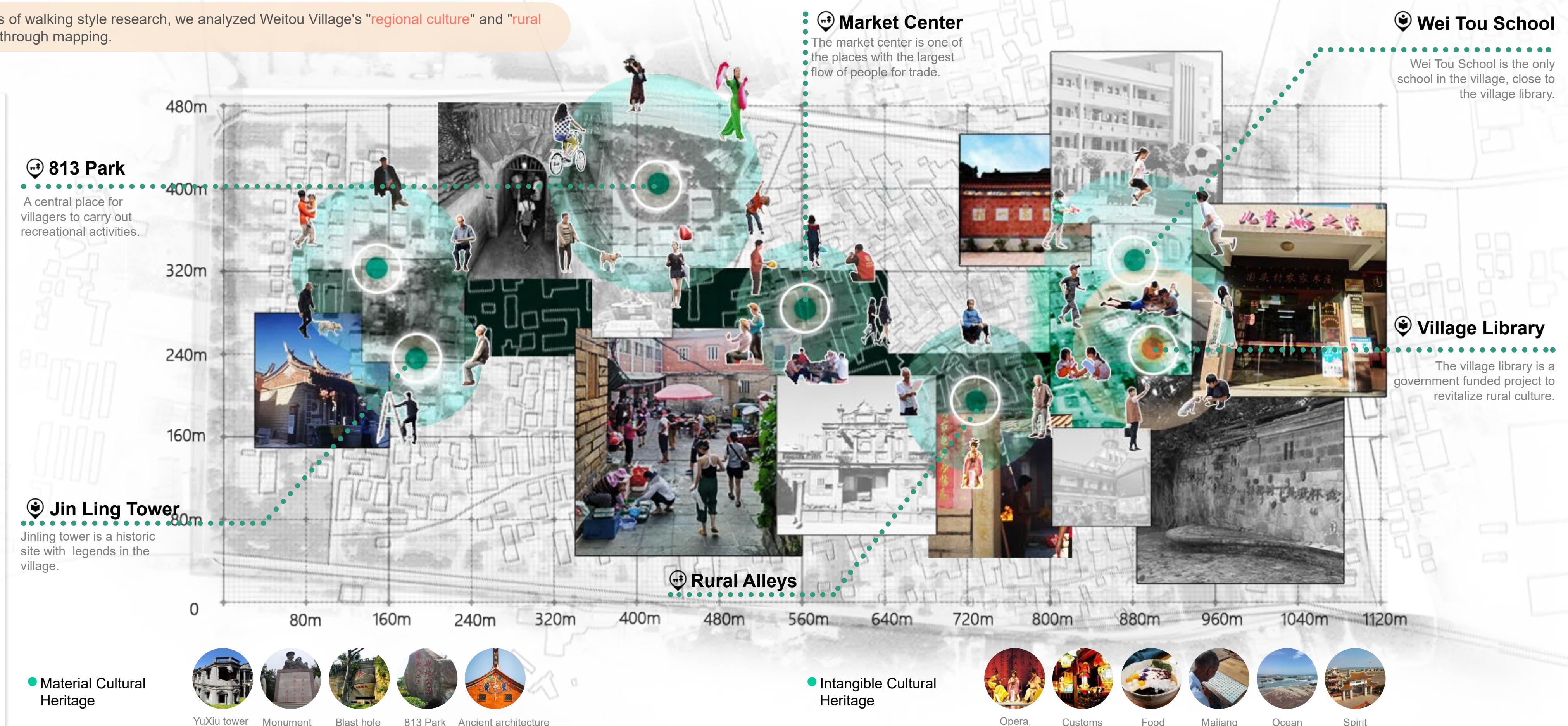
Rural education statistics



Ways to acquire knowledge



Understanding level of local culture



PROBLEMS



Few educational resources

They tell each other fables under a street lamp at night, but their limited resources cannot satisfy their thirst for knowledge.



No services

The Village Library has infrastructure, but the flow of people is low, and there is no basic borrowing and other services.



Less communication

There are a large number of migrant workers from other villages in the village. There is a gap between them and local residents.



Low cultural atmosphere

The village has a rich history and culture. But the villagers always play with mobile phones and know little about local culture.



Cultural Assimilation

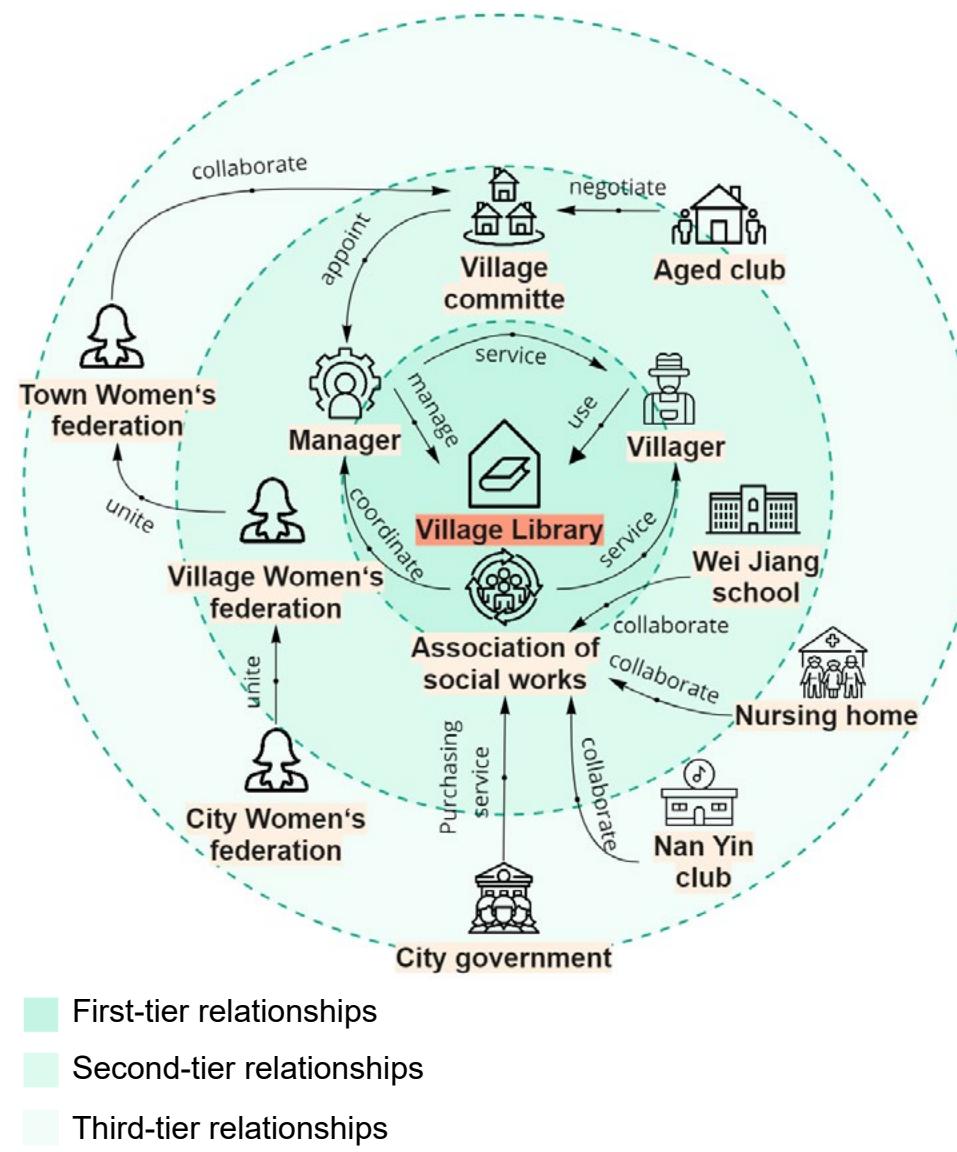
Local residential buildings tend to be "small western-style buildings", and there are fewer and fewer typical residential buildings.

02 Field Research

We conducted walk-in interviews with stakeholders of the village library. Through AEIOU observation and analysis of the village library, we discovered the problems and possibilities of the library.

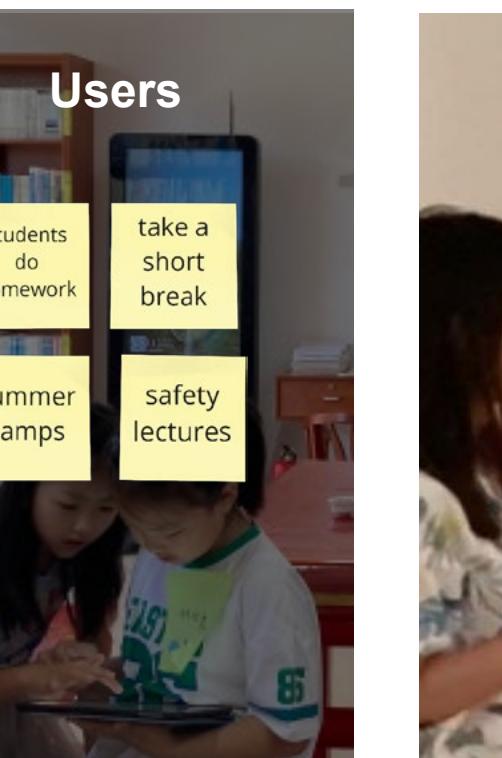
A. Interview

- Stakeholder map



B. Village Library research

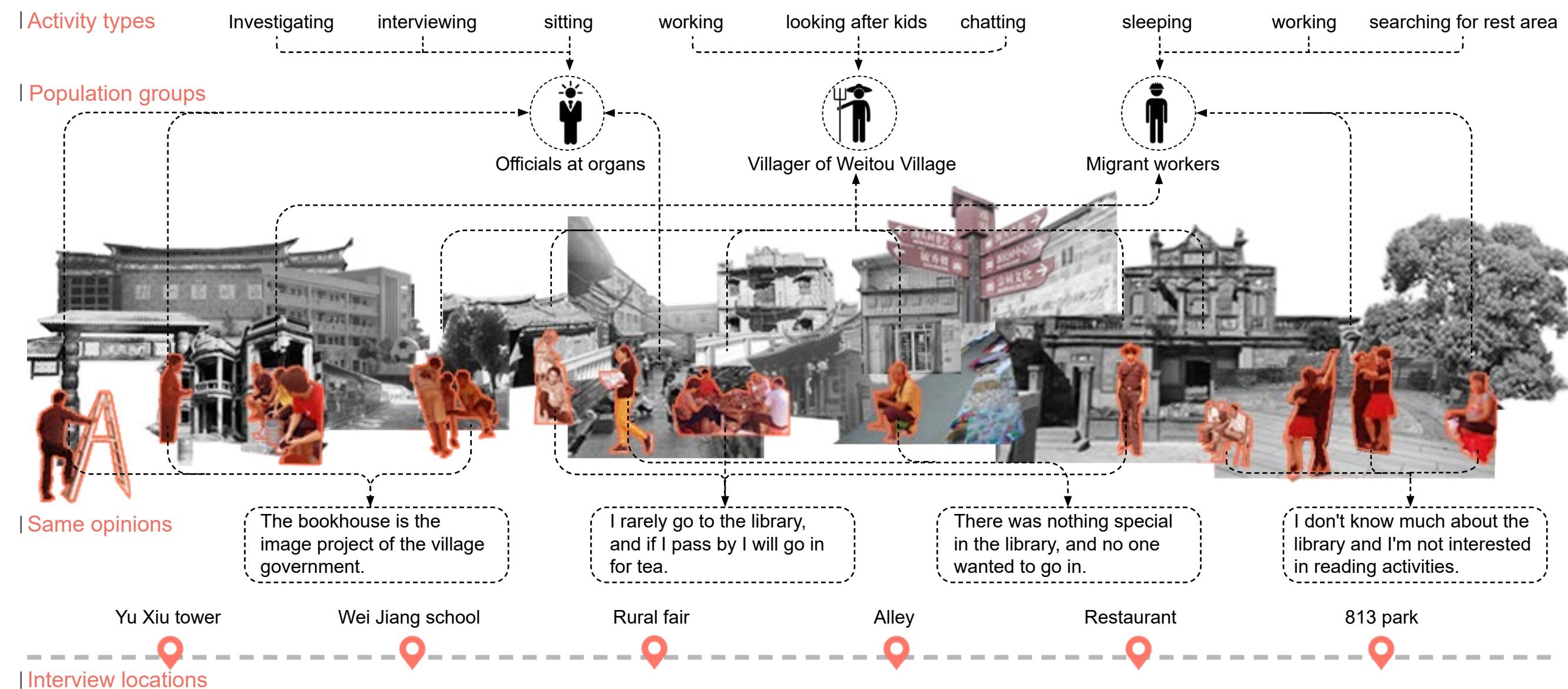
- AEIOU observation



- The KJ method



- walk-in interview and analysis



Problems

- High threshold of the library.
 - Villagers are afraid to enter.
 - Decoration not suitable for reading.
 - no services such as borrowing books.
 - Complex management system.

Opportunities

 Children's home

The village committee hopes the library will serve rural children's reading.

Voluntary service

College students from both inside and outside the village will conduct social practice in this place and use the holidays to perform service activities in the library.

Rural living room

Passersby often rest in the bookstore and drink tea while chatting.

03 Co-Creation

Time: 5.5 h

Location: Wei Tou Village

Participant: Children/Volunteers/Designers

The theme of this workshop is to rethink the role of the library for children in Wei Tou village.

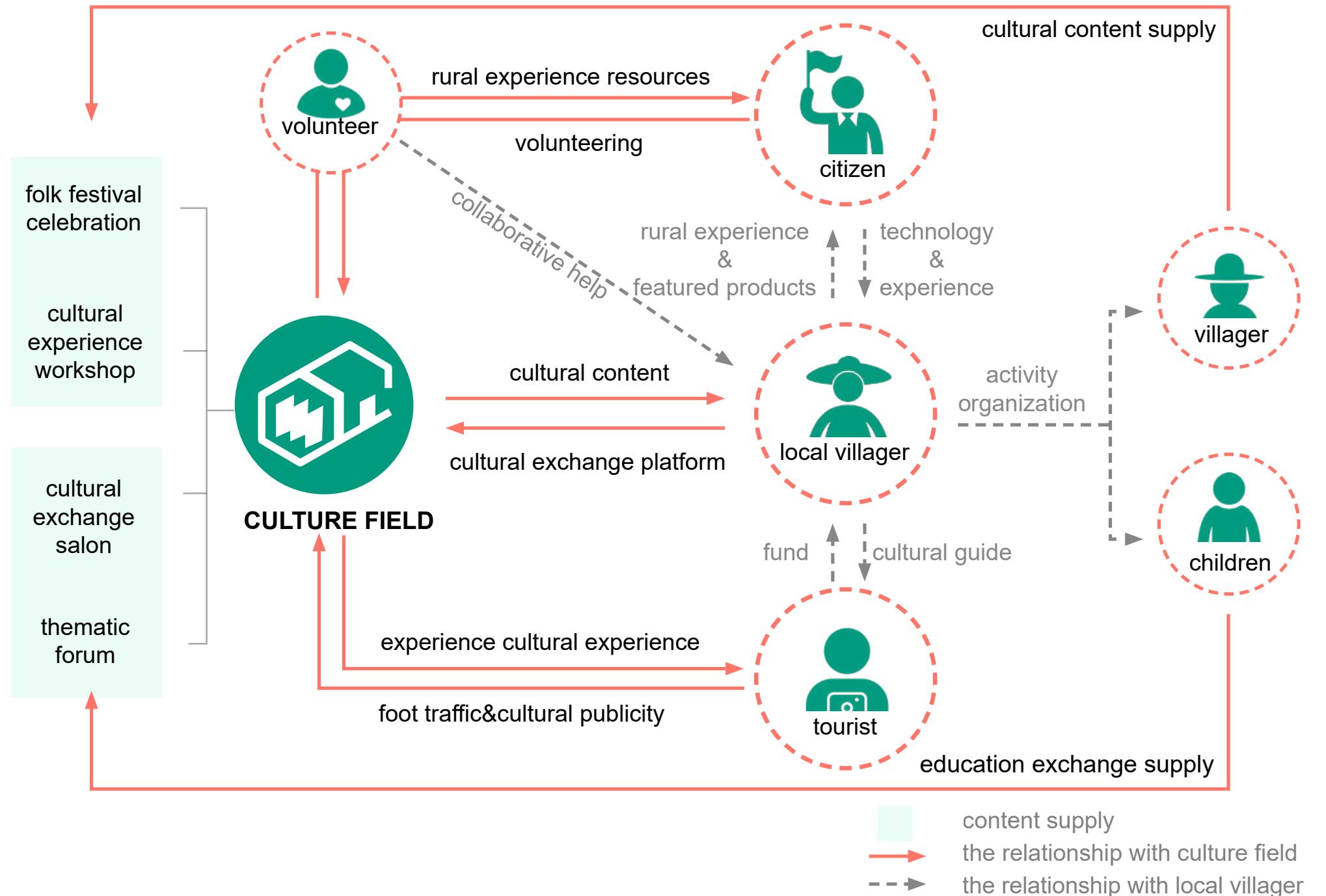
Stage	Get to know each other with participants	Active express with managers	Creative express with volunteers	Co-design with designers	Free talk with interviewers	Change
Target	Participants were asked to remember each other's names and characteristics through the game.	Participants choose their favorite and least favorite books.	Participants drew their way home from school and what they expected to happen.	Participants are pasting their favorite activities on a model of the bookstore.	Interview the thoughts and feelings of the participants, and make the promotional video for the library.	<ul style="list-style-type: none">- Children's behavior
Process	  	  	  	  	  	 Unwilling to enter the bookstore Offer to invite others to join the bookstore
Outcome	Harmonious relationship	Preferences for books	Creation of scenes	Model prototype	Promotional video	<ul style="list-style-type: none">- Bookstore's function
						 A face-saving project with little human traffic A place where active activities are held
						<ul style="list-style-type: none">- Thinking
						 face-saving project
						 activity service

04 Ideate&Design

A. Analysis



B. Service structure



05 PROTOTYPE

Scene1: Members of the public are here to volunteer to help villagers with their event arrangements.



Scene2: Villagers at the site for a folklore food festival.



Scene3: Visitors join villagers here for activities that provide an insight into the culture of the village.



STAGE 2 Tap & Activate education and culture

06 Interview



prepare exhibition **content**

explore the **mechanism** of the exhibition

cooperate Cultural Station to construct the scheme

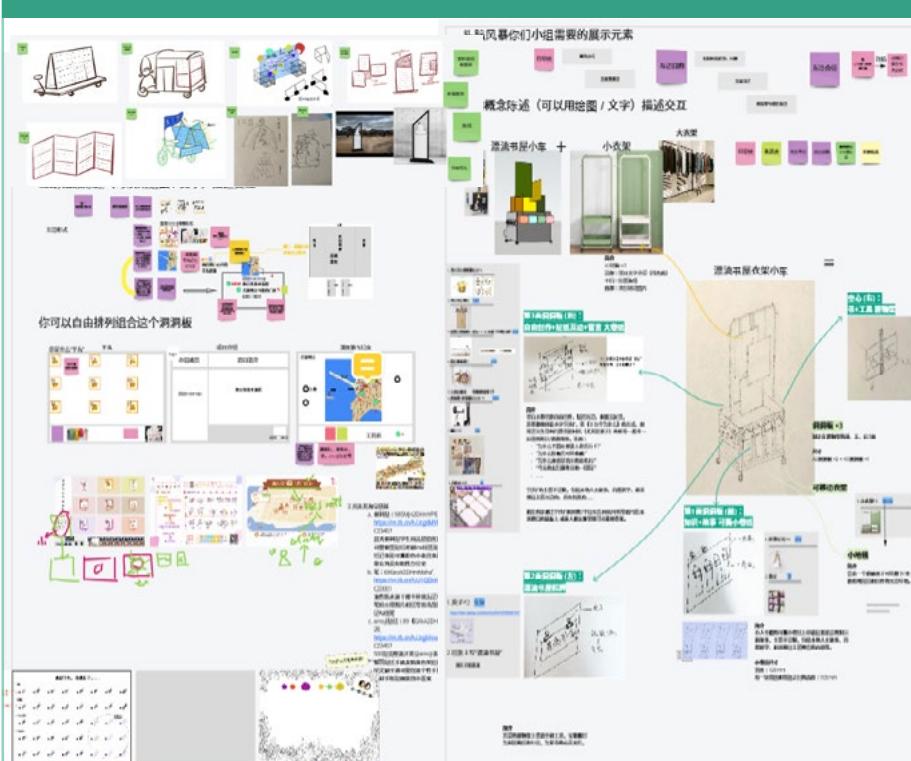
07 Workshop

We plan to build **floating libraries** to cooperate with local cultural stations, to interact with villagers and tourists to tap&activate local education and culture

Step1: Prepare introduction, tools, material



Step2: Design & Build floating library co-creating floating library's content and form



Step3: Summary plan follow-up spread



08 Exhibition

We use the floating libraries to hold cultural exhibitions in the village, integrate cultural resources in the village and promote culture.

Content	Introduction	Terrain and Landscape Culture	Basic Education Culture	Local Specialties Culture
Feature	Partner Introduction Exhibition Introduction Introduction to Wei Tou Culture	Marine Culture Blessing Culture Geographical Culture Marine environment Environmental protection	Basic Education Culture popularization Blessing Culture Fragmented knowledge Cultural Communication	Taro Culture NanYin Culture Culinary Culture Folk Culture Traditional Music
Picture	  	  	  	   

Details

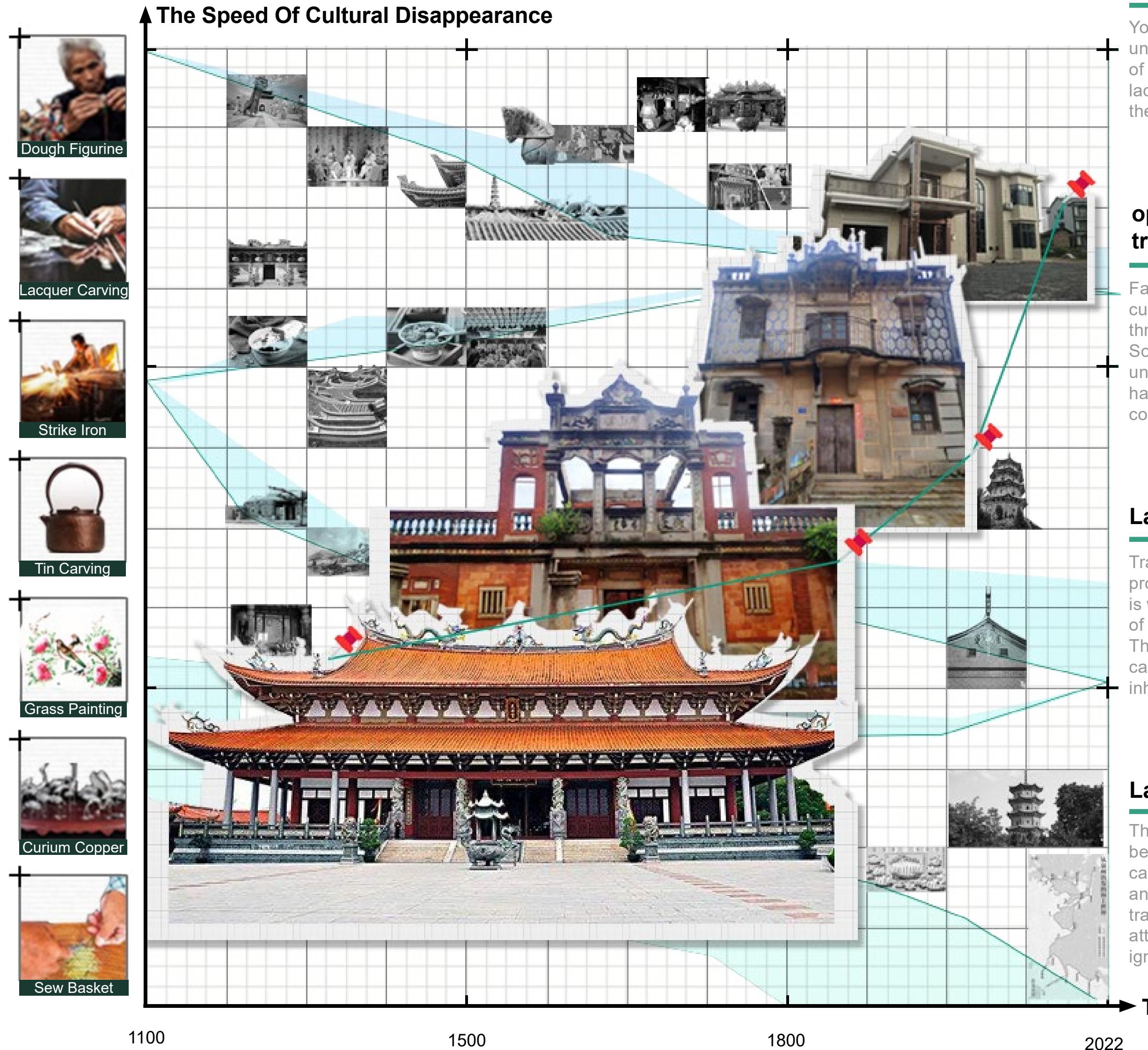
Location:

Duration: 2022.10.22-2022.11.02

Cooperation partner: local residents | village committee | CSDC | Upbeing Action village

STAGE 3 Promoting the protection of rural culture

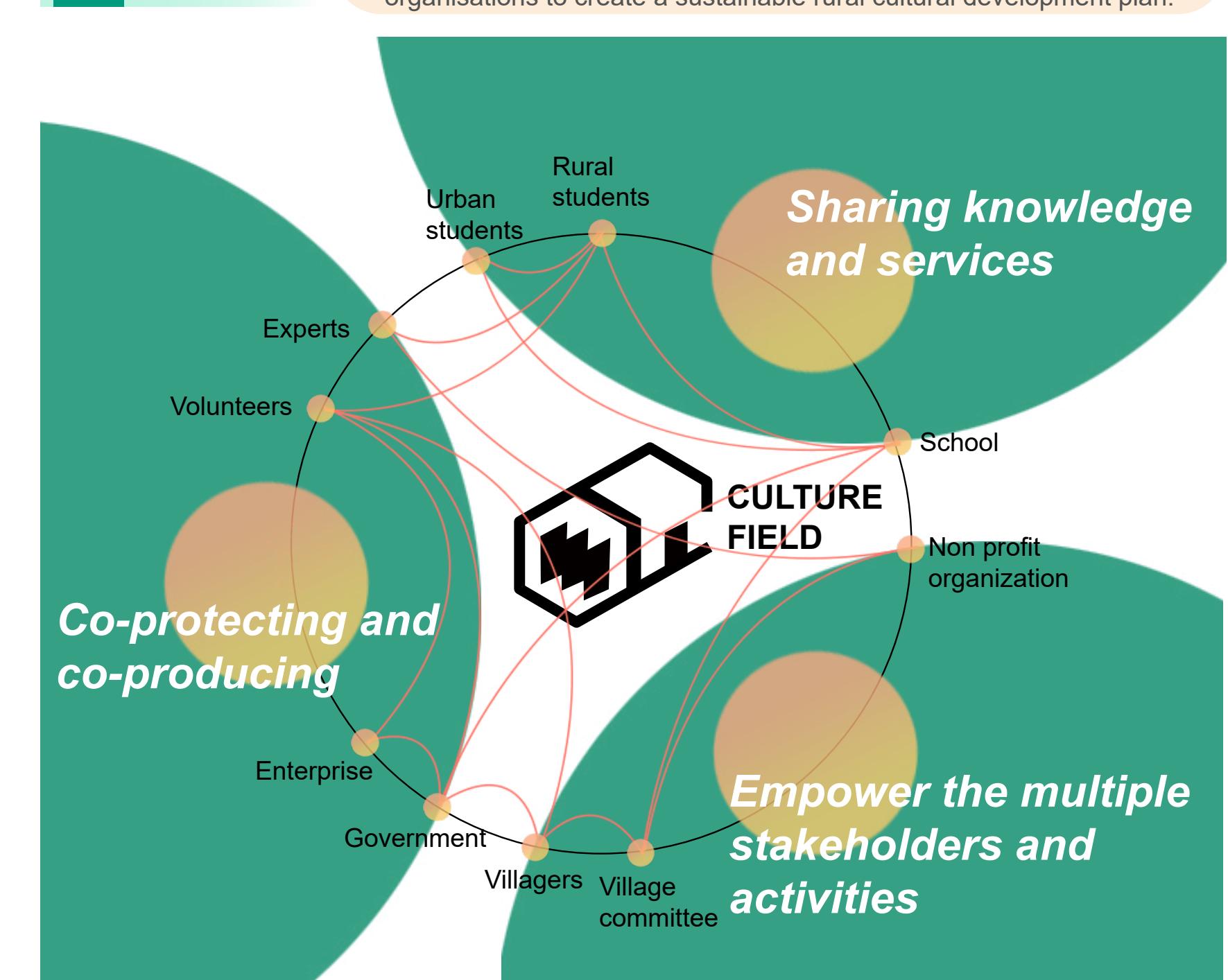
09 Wei Tou Village's Cultural Study



10 HMW&Ideation

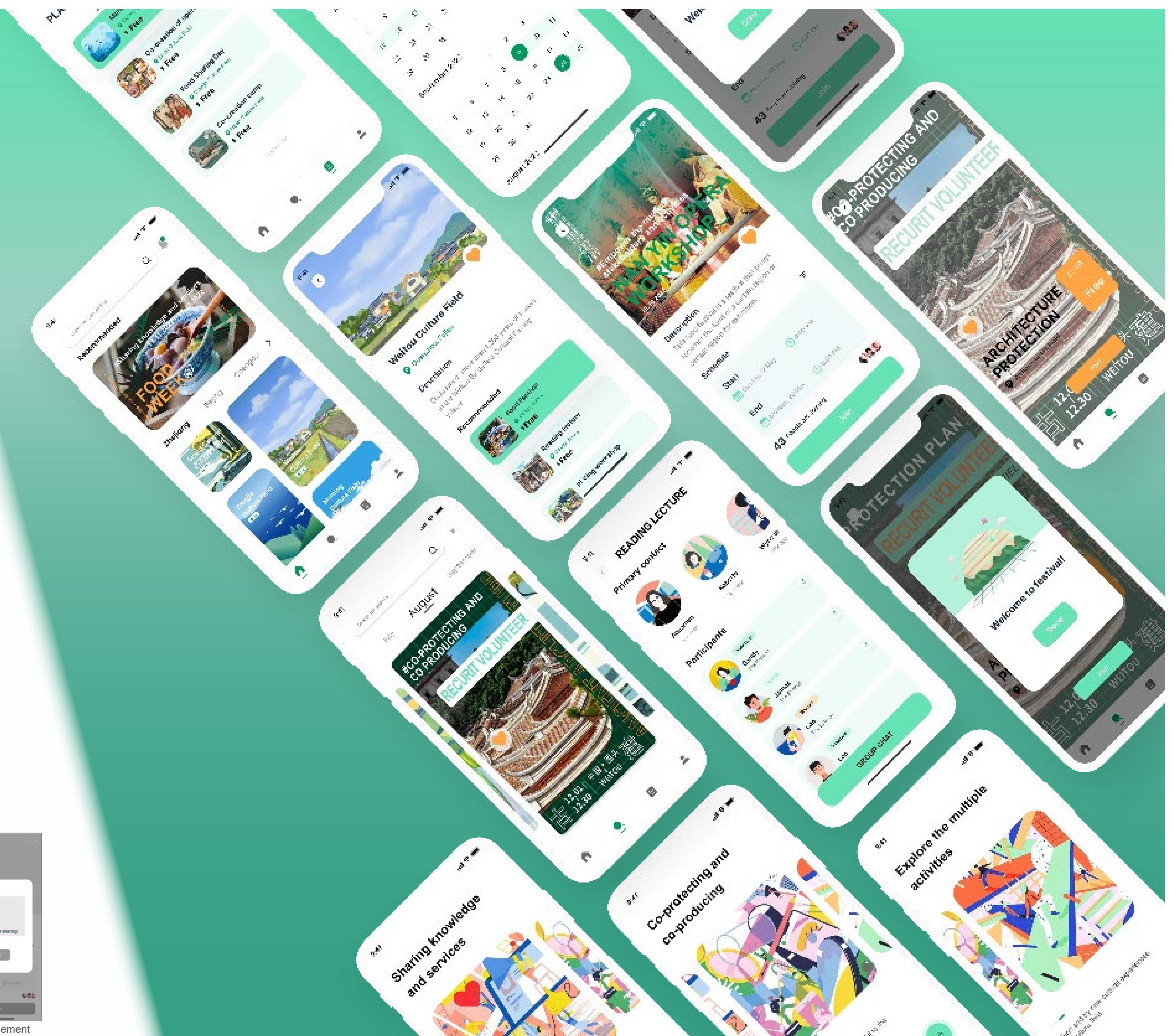
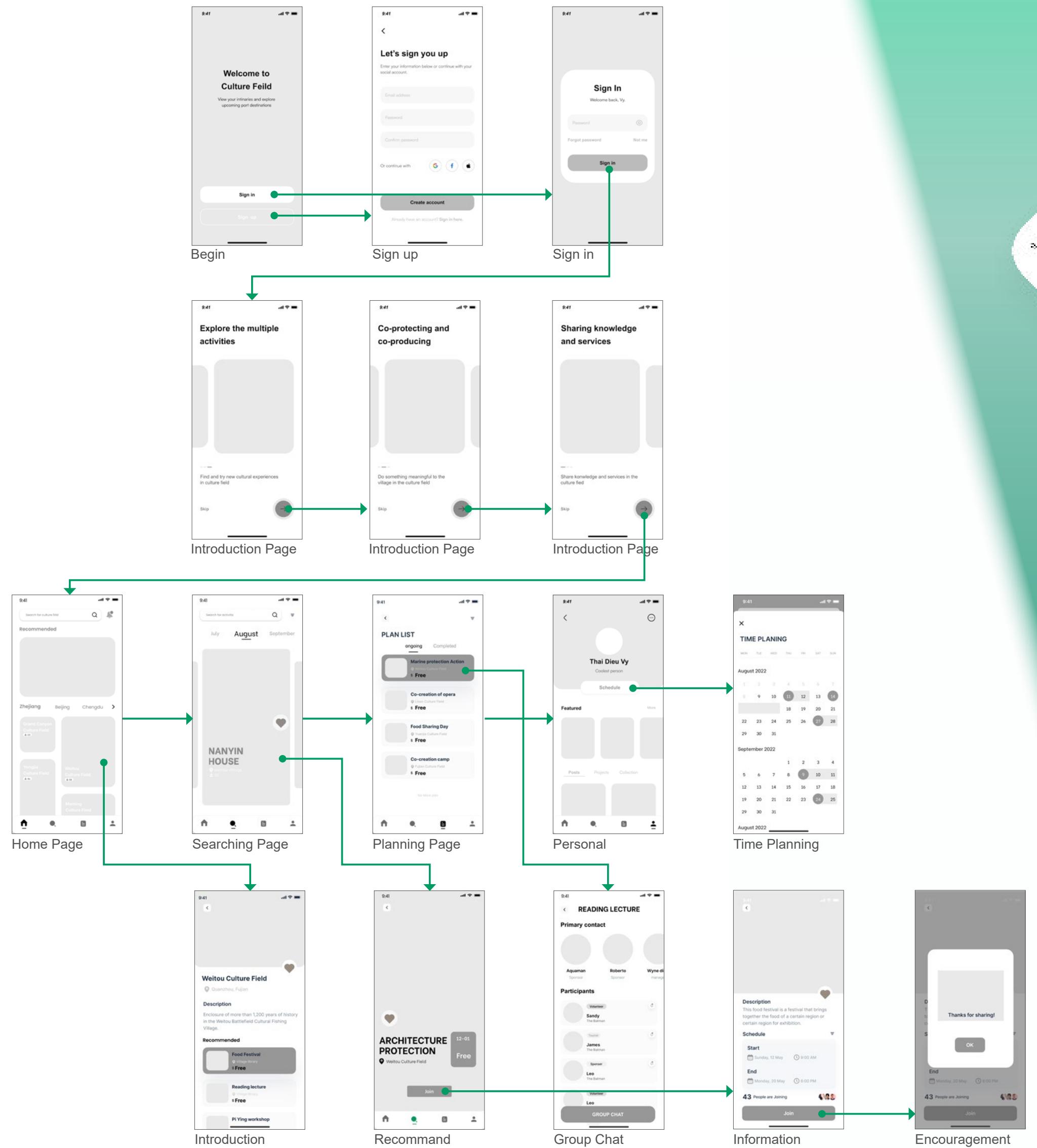


11 Result



11 Interactive Interface

AAA (乡村活动参与?) :aa
AAA (志愿服务参与?) :aa
AAA (乡村教育支持?) :aa



Loneliness therapy

Design for: Urban children with loneliness

- Project: Team project (2 members)
- Design: Service design/APP design/Site design/Content design
- Duration: 3 months
- Software: Figma/PS/ID

Social isolation loneliness social relation community services

mental health of children wearable devices Internet of Things

Project Define

The project helps prevent the social isolation of urban children. It is a service system that uses community spaces as positive triggers for urban children to help them build stable, healthy interpersonal relationships. It creates a safe social environment through wearable devices and the Internet of Things. It organises enriching community activities to engage children in the community for authentic interpersonal interaction, and develops children's socialization to address the growing problem of urban children's mental health.

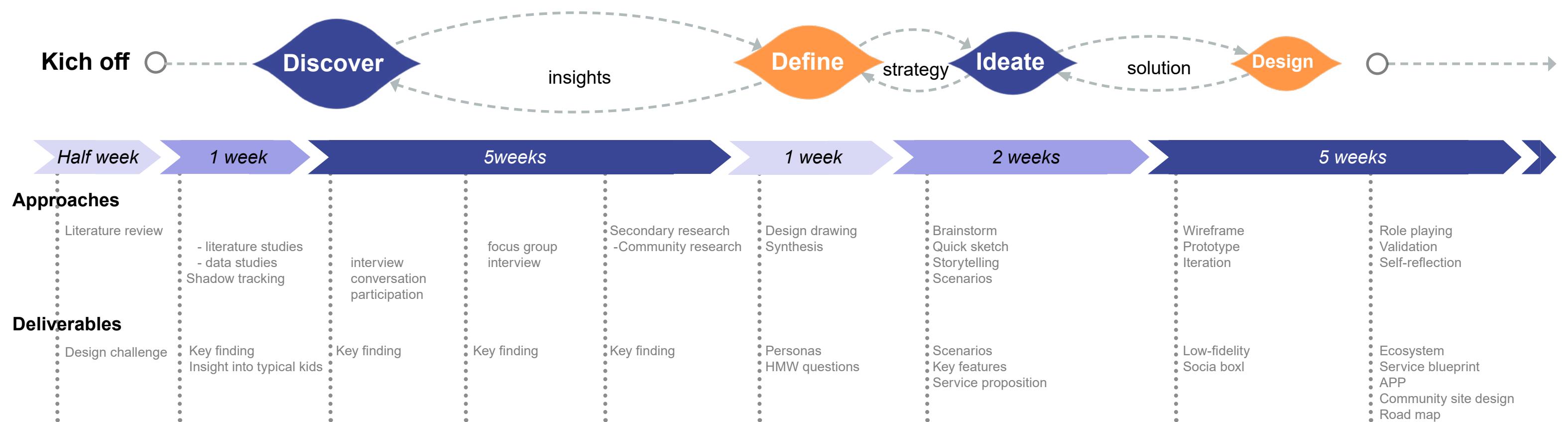
My Role

- Desk researcher (Collect, organize and analyze information)
- User researcher (Shadow record, field research, observation, organize the focus group, interview)
- Service model maker (Ideate and explore the solution)
- Prototyping (APP and Social box sketching, Iterating, high fidelity, ecosystem)

Challenge

becomes the most critical factor affecting the mental health development of urban children.

Timeline



BACKGROUND

Urban parents pay very little attention to their children's mental health.

City children are nearly four times more lonely than their countryside peers.

Children's loneliness began to appear and worsened

- | But the problem continues to be ignored. We need to do more about it.
- |
- |



EMPATHIZE

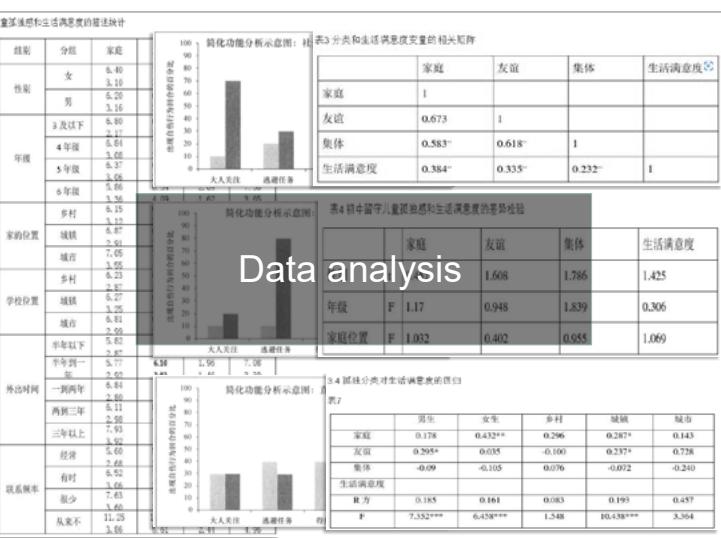
01 Primary Research

A. Desk research

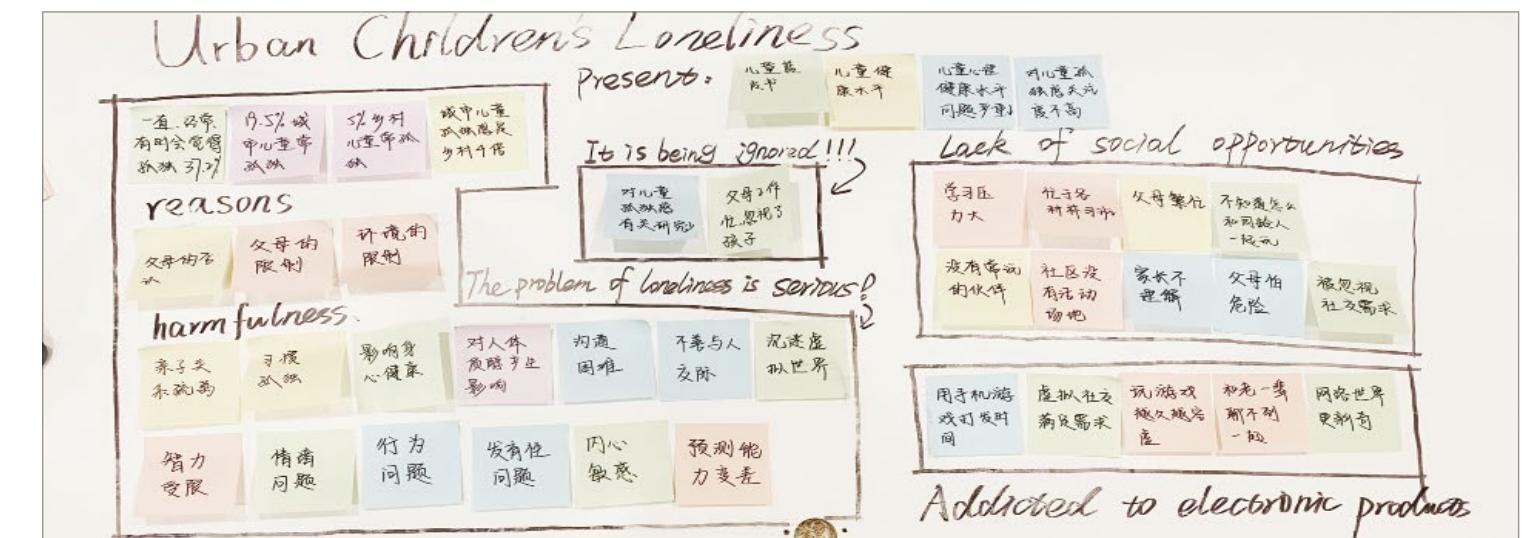
- Literature&Data studies



13 papers, including 5 review articles and 8 research articles



- Analysis

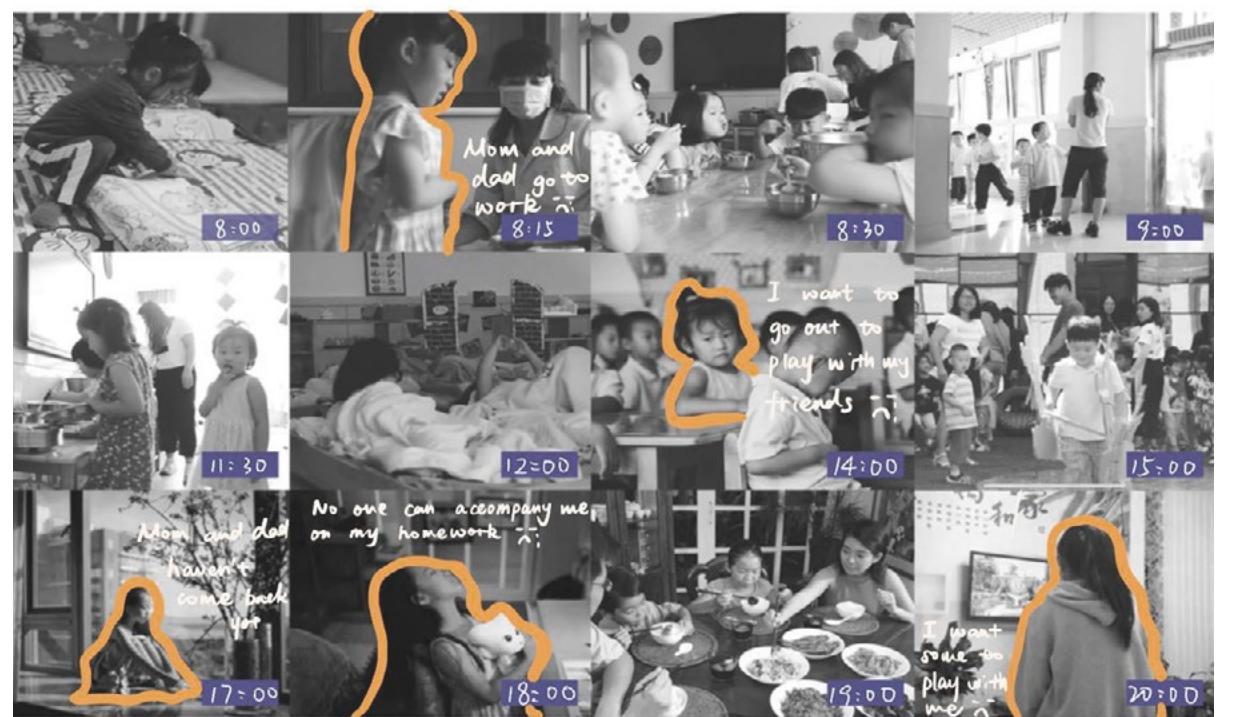


Two typical types of children with loneliness

Addicted to electronic products

Lack of social opportunities

B. Shadow Tracking



lack of Offline Social Interaction

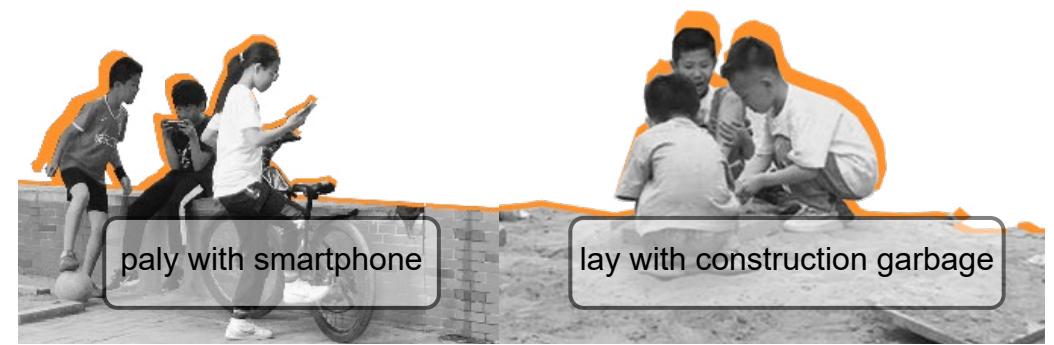
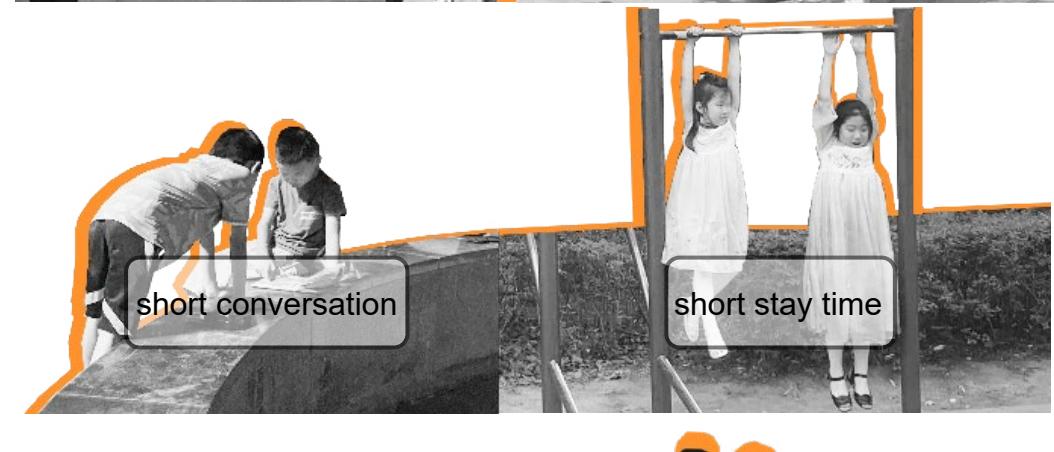
02 Secondary Research

Through qualitative research on children, parents and community staff, we try to understand why children lack offline social interaction.

A. Children research

By observing, understanding and participating in the social interaction of 12 children, we divided them to 4 different **social types** to study their social characteristics and their impact on loneliness.

- Observation



- Interview

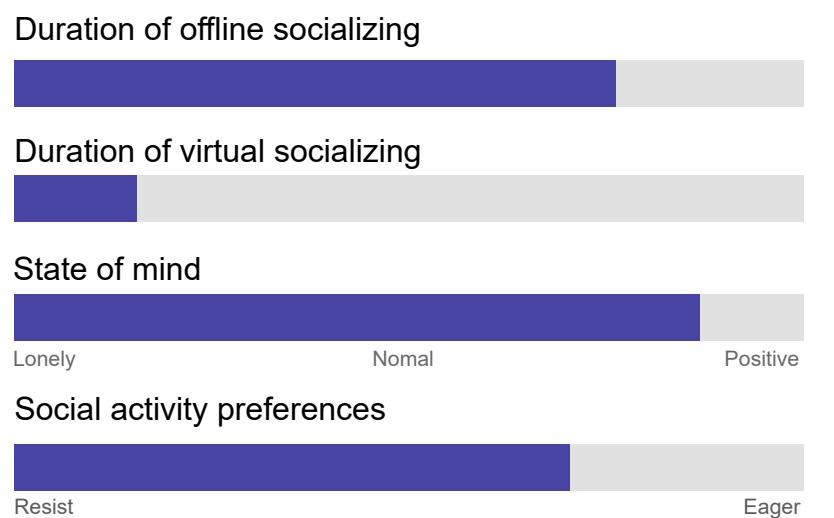


- Participation observation



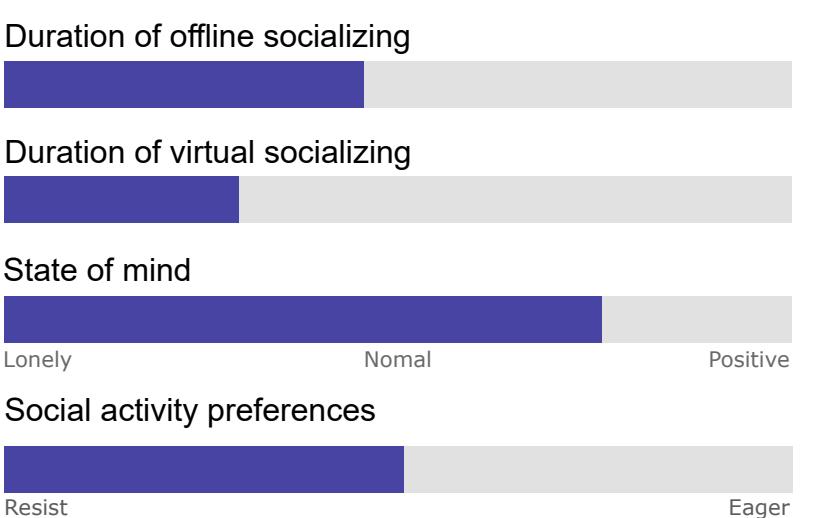
POPULAR CHILDREN

They are good-looking, clean and tidy, positive and friendly in behavior, strong in ability, outgoing, happy, lively and cheerful, like and good at communication. Strong initiative in communication, and can correctly evaluate their social status.



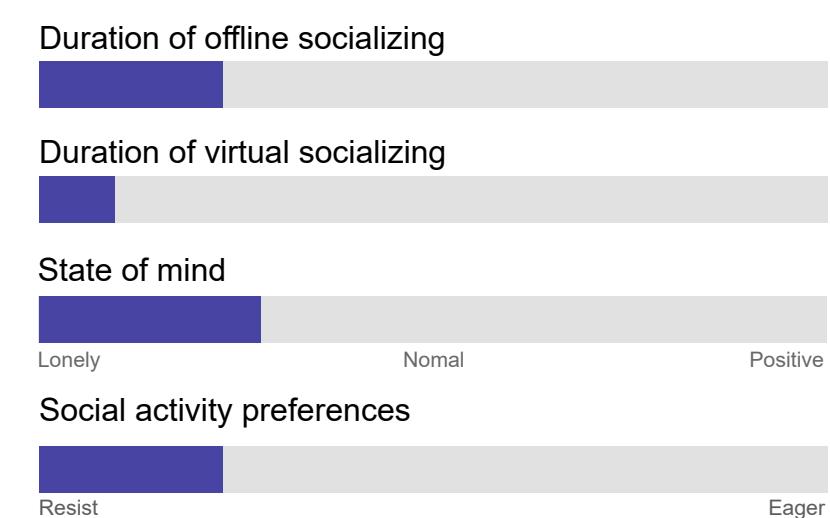
ORDINARY CHILDREN

General appearance, physique, strength, medium ability, personality, emotion, and behavior, and can determine a person's social status more accurately.



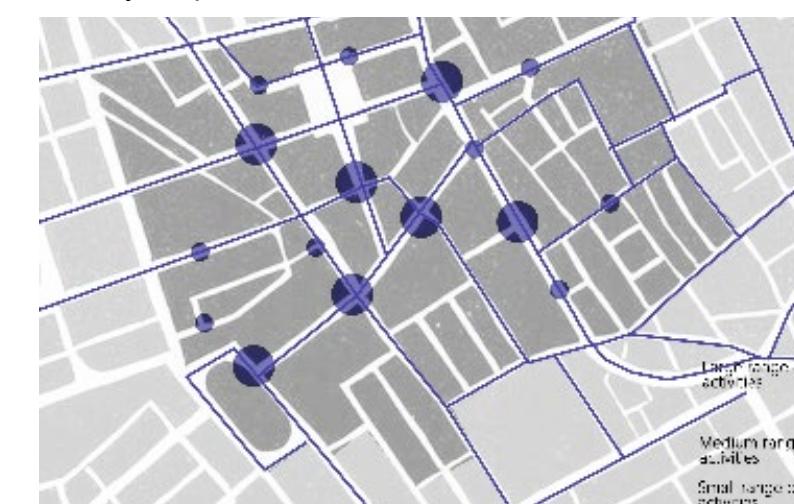
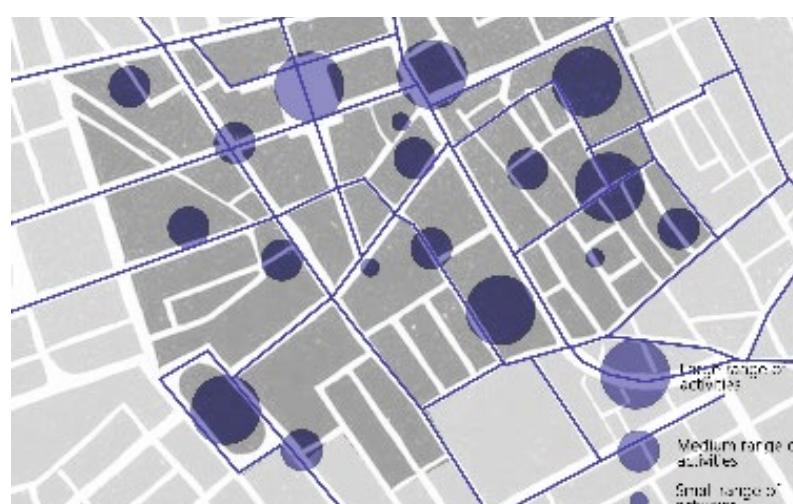
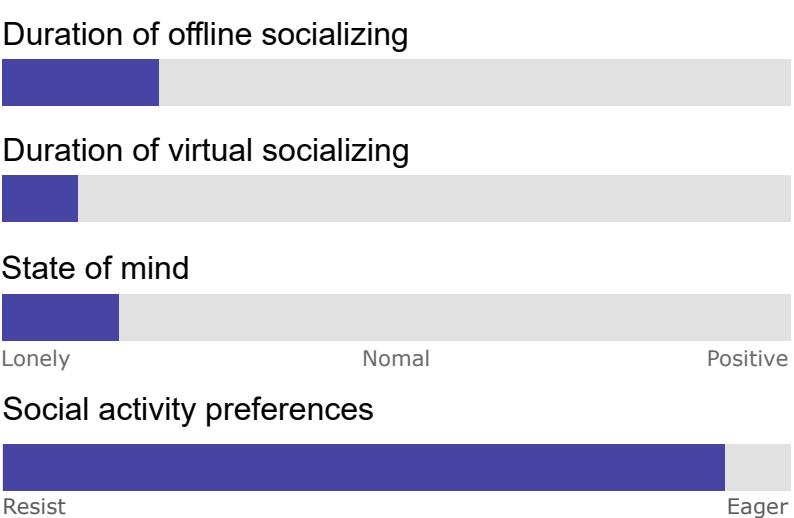
REJECTED CHILDREN

A child who is physically strong, physically strong, has many negative behaviors, is unfriendly, has a strong ability, is smart, playful, extroverted, irritable, impulsive, involved in communication but not good at communication, and fails to evaluate their social status correctly.



NEGLECTED CHILDREN

They are weak in physique, weak in strength, poor in ability, less active, have negative behaviors, are introverted, chronic, quiet, not good at communication, lack initiative in communication, and have a burden of loneliness.



B. Parents research

By utilizing **focus groups**, we investigated the offline social interaction between children and their parents in four groups of families. From this, we were able to glean the following key points.

- Focus group



C. Community research

We have made **three community proposals**. Tested **prototype** in community, let residents vote and give suggestions, then interviewed **stakeholders** to get feedback and relevant suggestions.

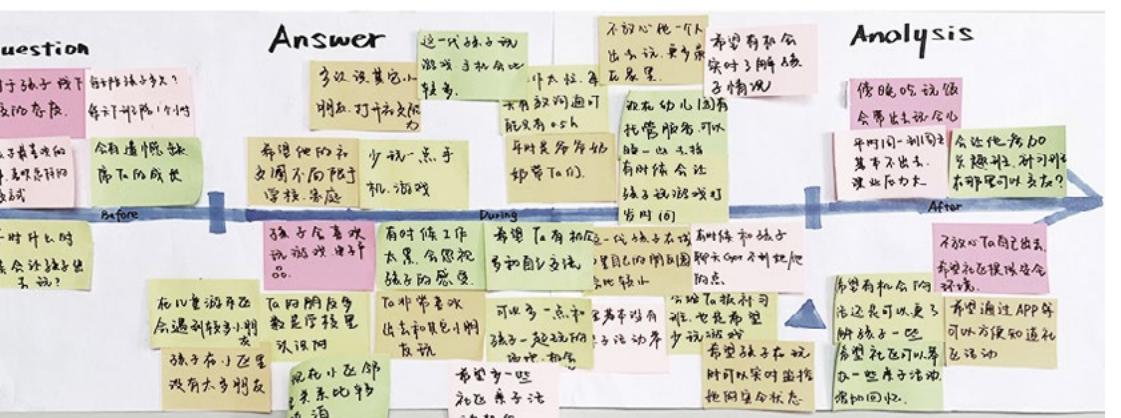
- Prototype with community residents



- Stakeholder interview with staff



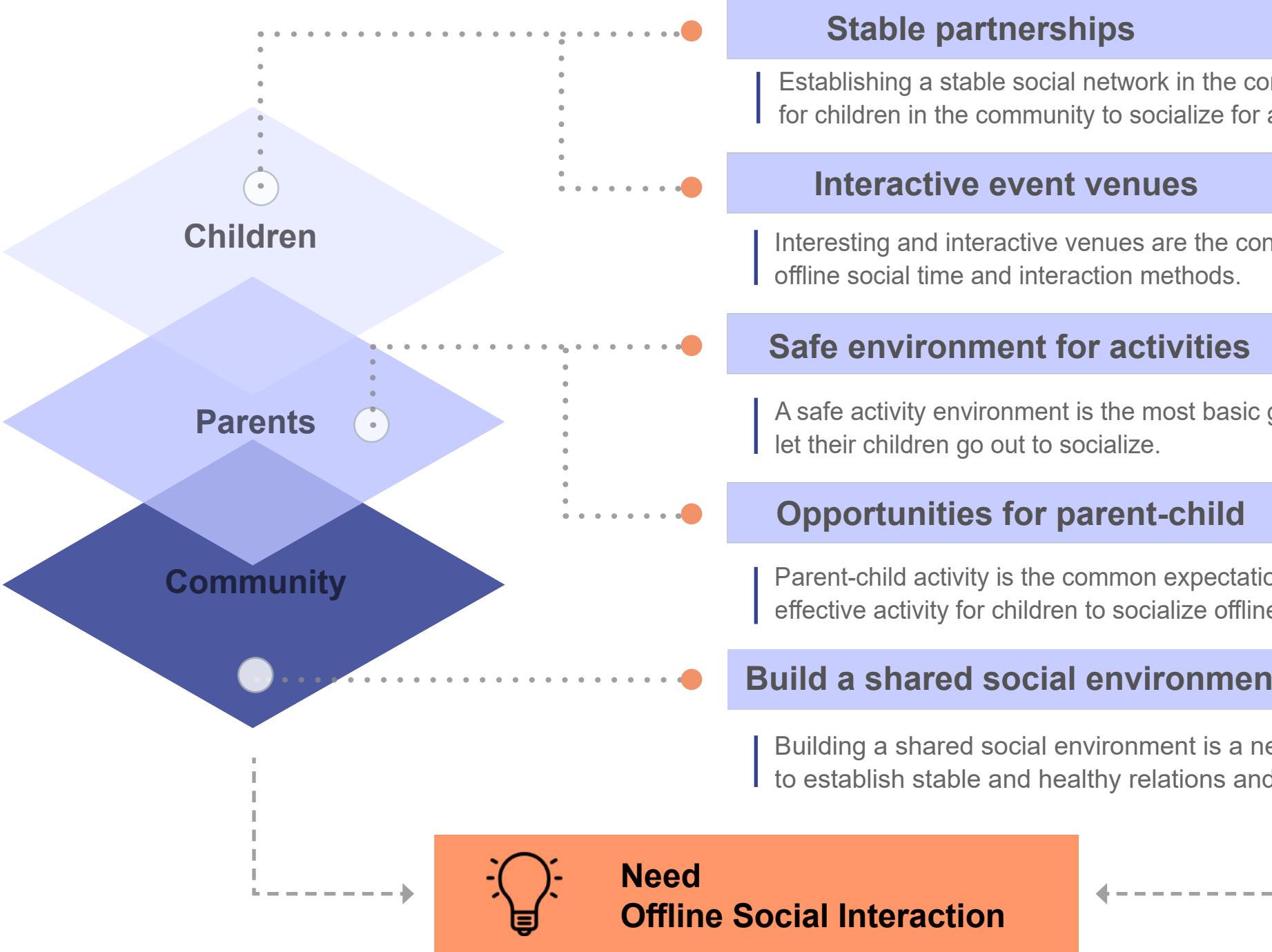
- Summary



Lack of companionship for children

**Eager for more opportunities
for parent-child activities**

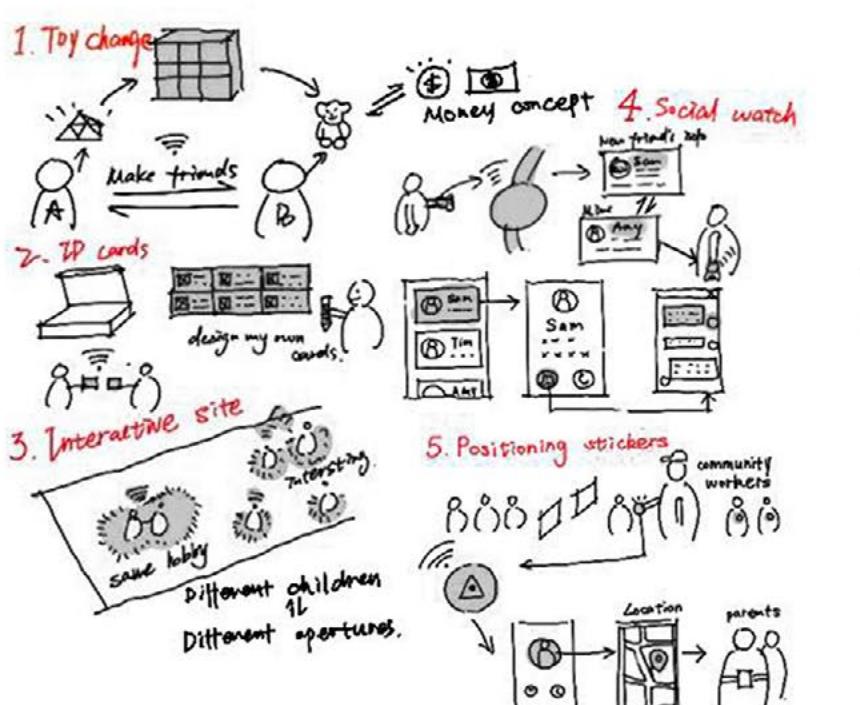
03 Insight



04 Early Ideation

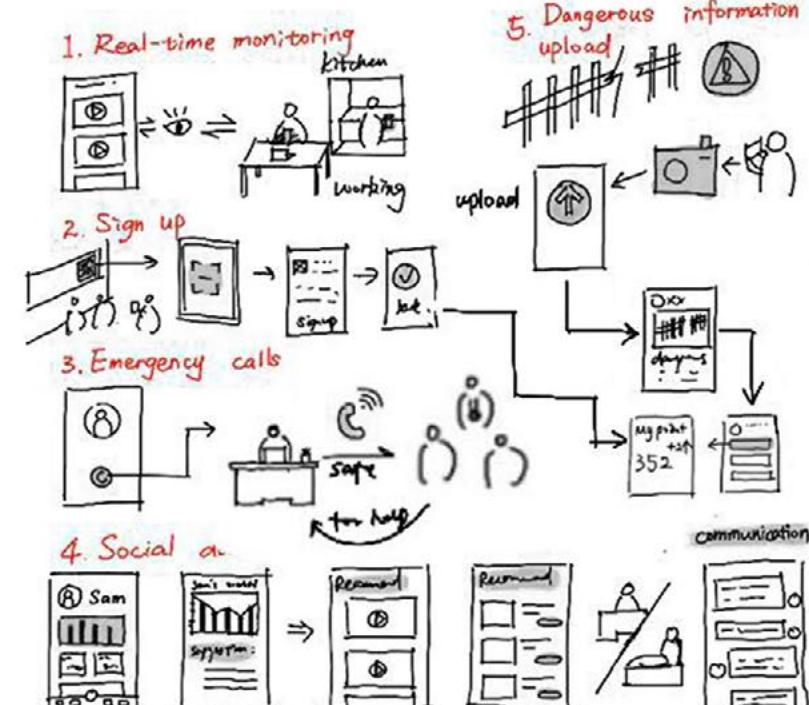
- Fun way to socialize

Exchange Convenient Interesting



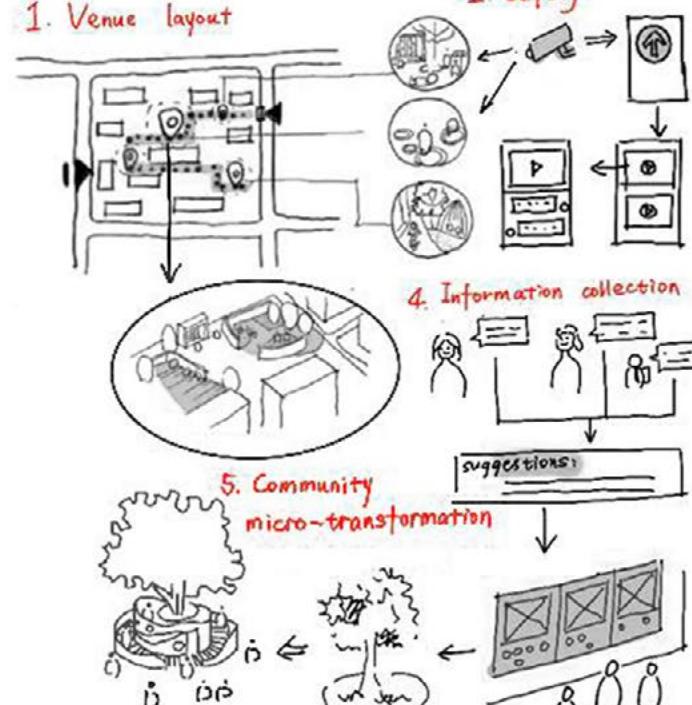
- Safe social environment

Utility Highly efficient Group engagement



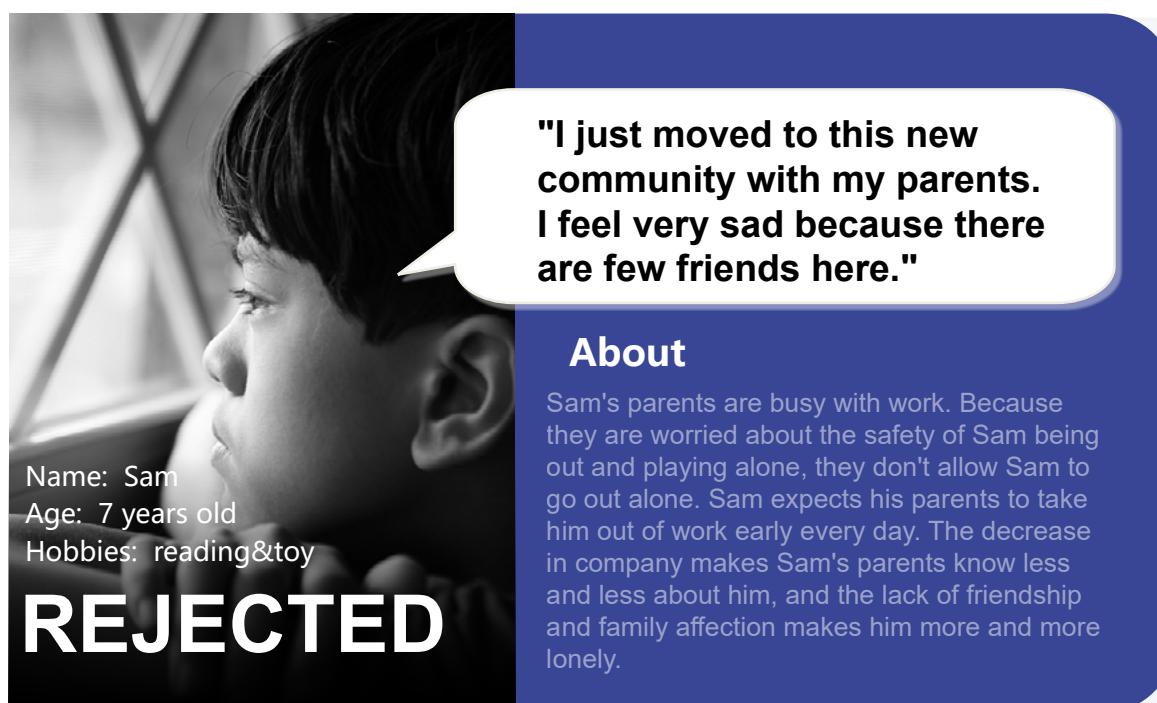
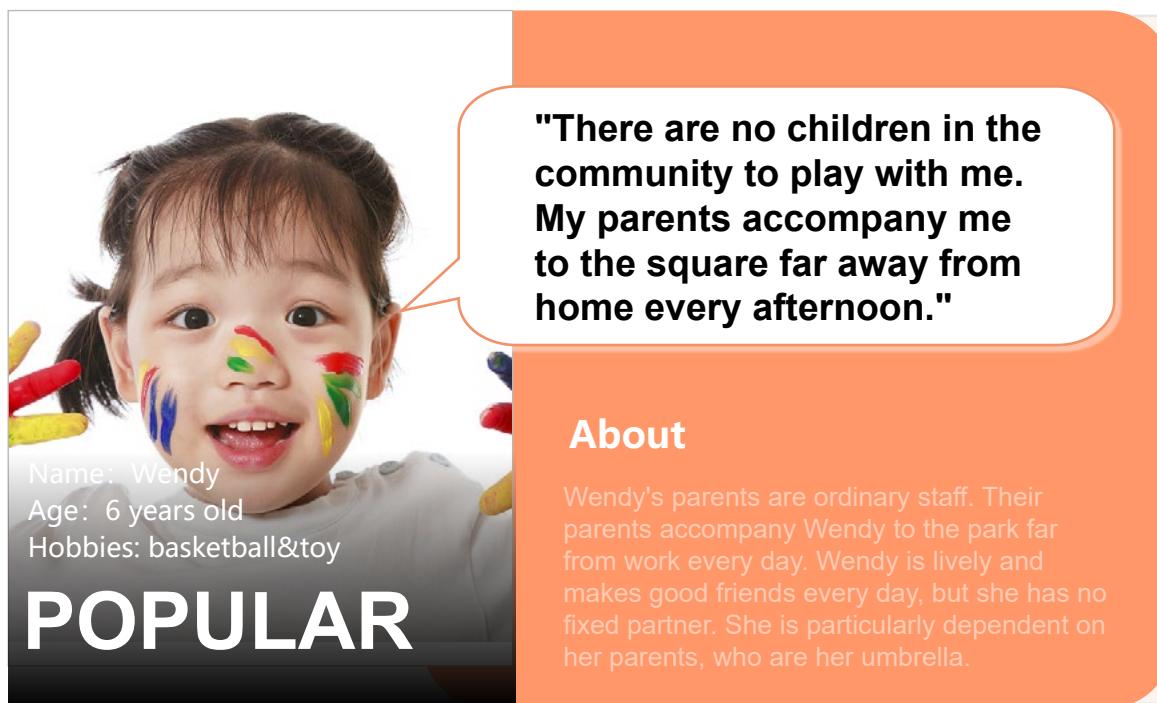
- Community site updates

Opinion Gathering



DEFINE

05 Persona



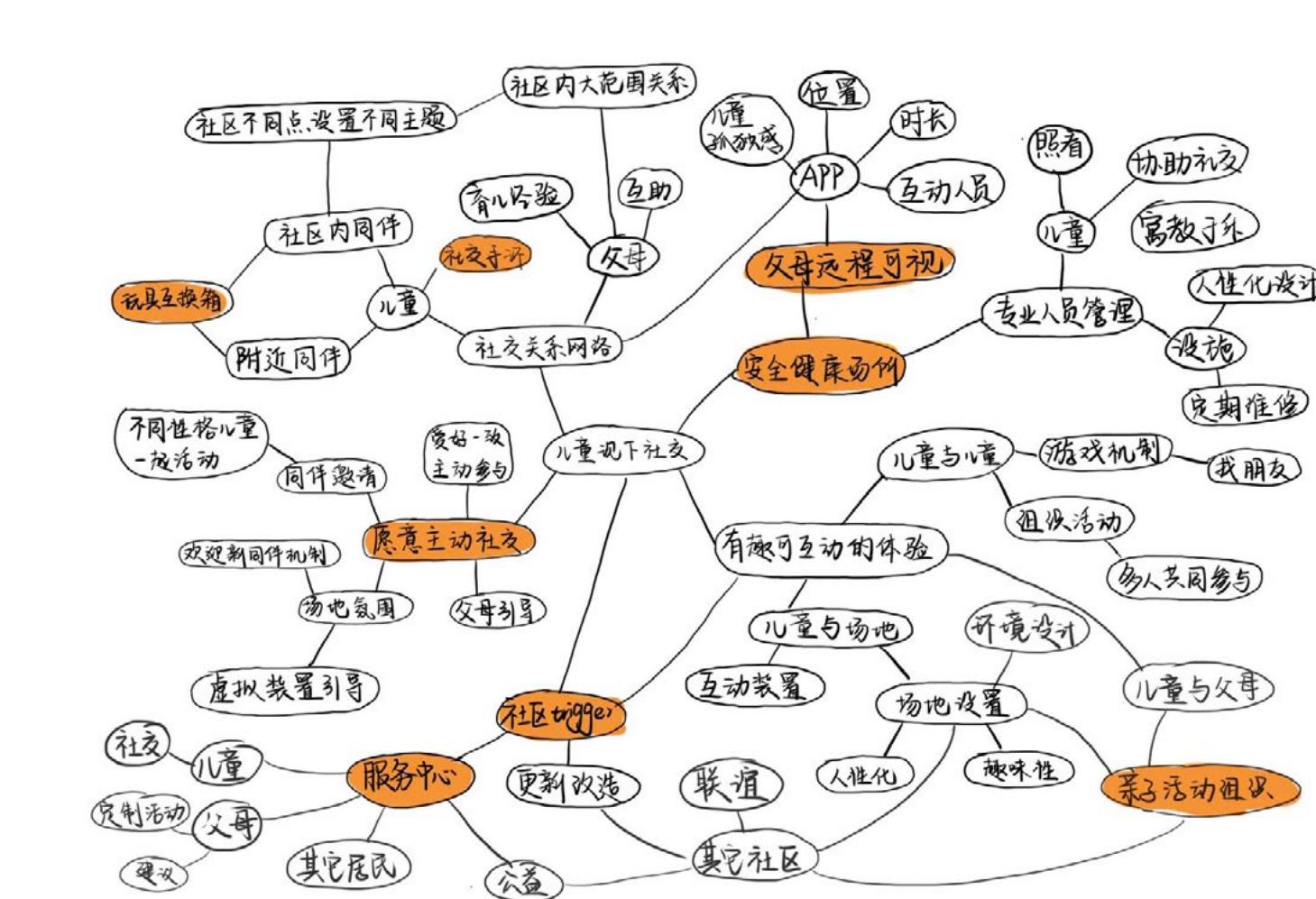
HOW MIGHT WE

Make community an important *trigger* for children and help them build stable and healthy *social relationships*?

IDEATE

06 Brainstorm

At first, I reviewed the early ideas, brainstormed more creative ideas and organised them.

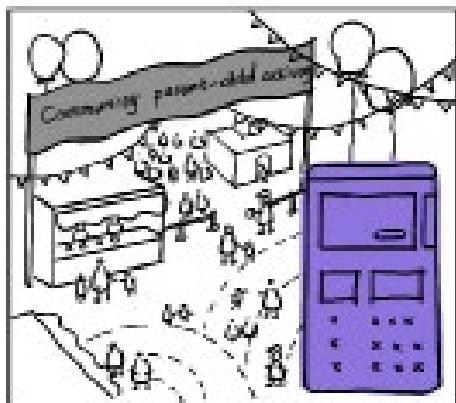


- Welcome to New Residents
 - Organizing community events
 - Keep children safe
 - Create an interactive
 - Playground for children

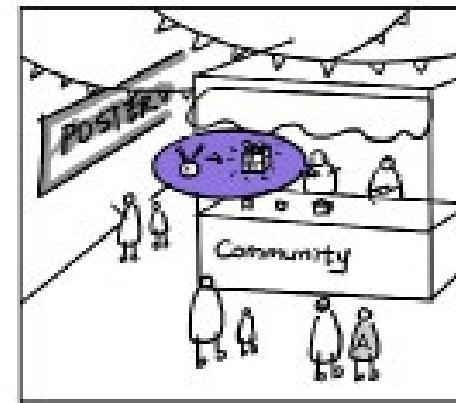
► Sound community service mechanism

- ## ► Community place renovation

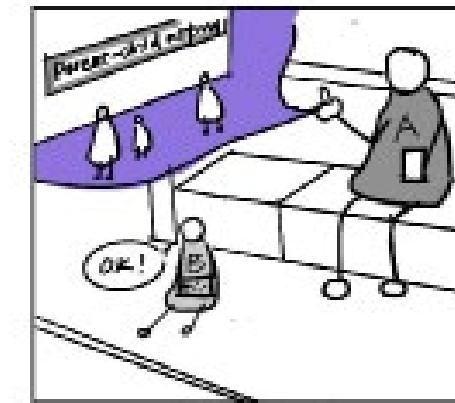
07 Scenario



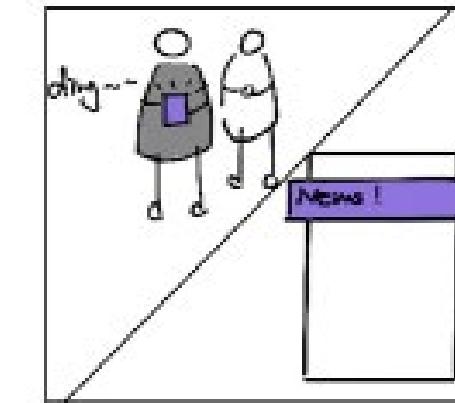
Quarterly community parent-child activities are held in the community center. APP forums and community posters are heavily promoted.



A is a lively child. When he passed the Activity Center, the manager said the prize was his favorite car. He returned home happily and invited his parents to participate in this activity.



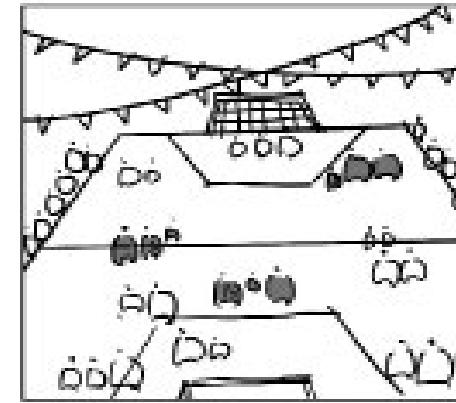
B is a child who likes to play games. He told his father that the posters he saw advertised fun parent-child games. He was eager to participate.



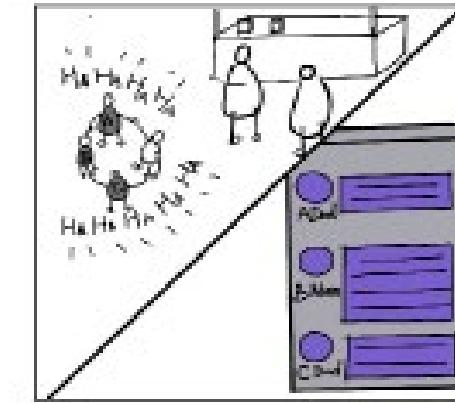
C's parents are busy at work all day. When they get home, they feel C is in a grumpy mood.



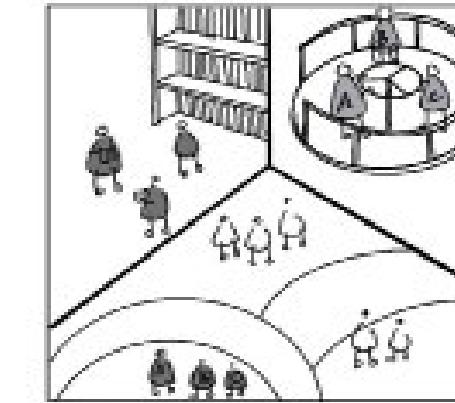
C's parents open the APP and find there will be a parent-child activity. To make him happy, they gave up work and joined this activity.



On the day of the event, the families of groups A, B and C participated in the three-person football match as scheduled.

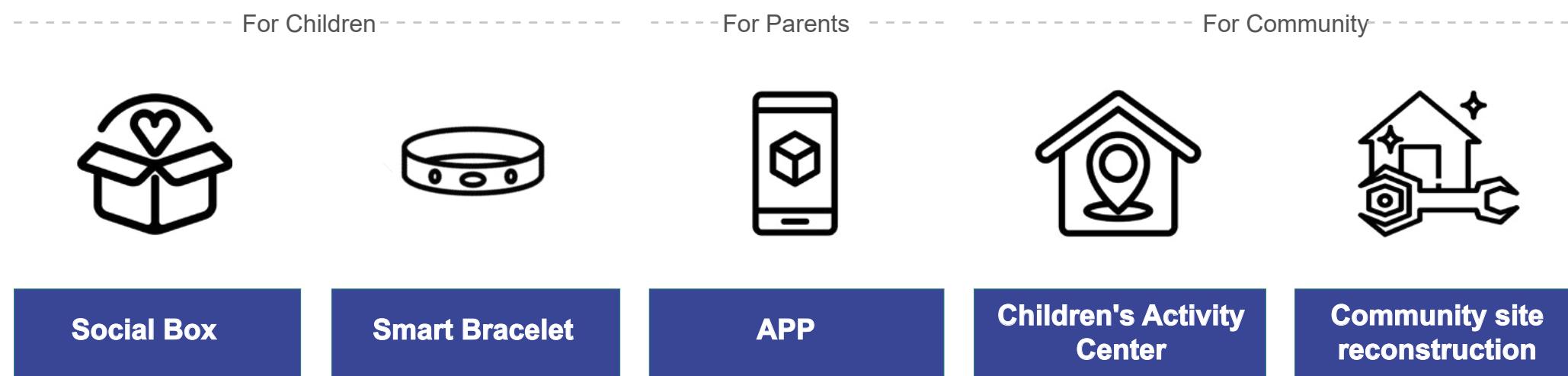


A, B, and C became friends after the activity. And A,B,C's parents uploaded photos and shared their experiences on the APP.



Through these community activities, A,B,C has become close friends. And more and more children wants to joined them.

08 Touchpoint



Social boxes are used to introduce social venues in the community to children and teach them how to establish social relationships.

Social relationships are stable when children wear bracelets. Children's health and location are known to parents.

App recommends suitable activities for families according to parents' free time and children's hobbies.

The activity center is a place for holding various community activities and children's daily entertainment.

The reconstructed site is used daily as a place of leisure and entertainment for children, according to feedback from the experience.

09 Prototype

We organized a workshop to test the touchpoints of the journey map and get feedback.

Step 1

Socialize with unfamiliar partners and view social places in the community by using the social box.

Step 3

Wear bracelets for social activities.

Step 4

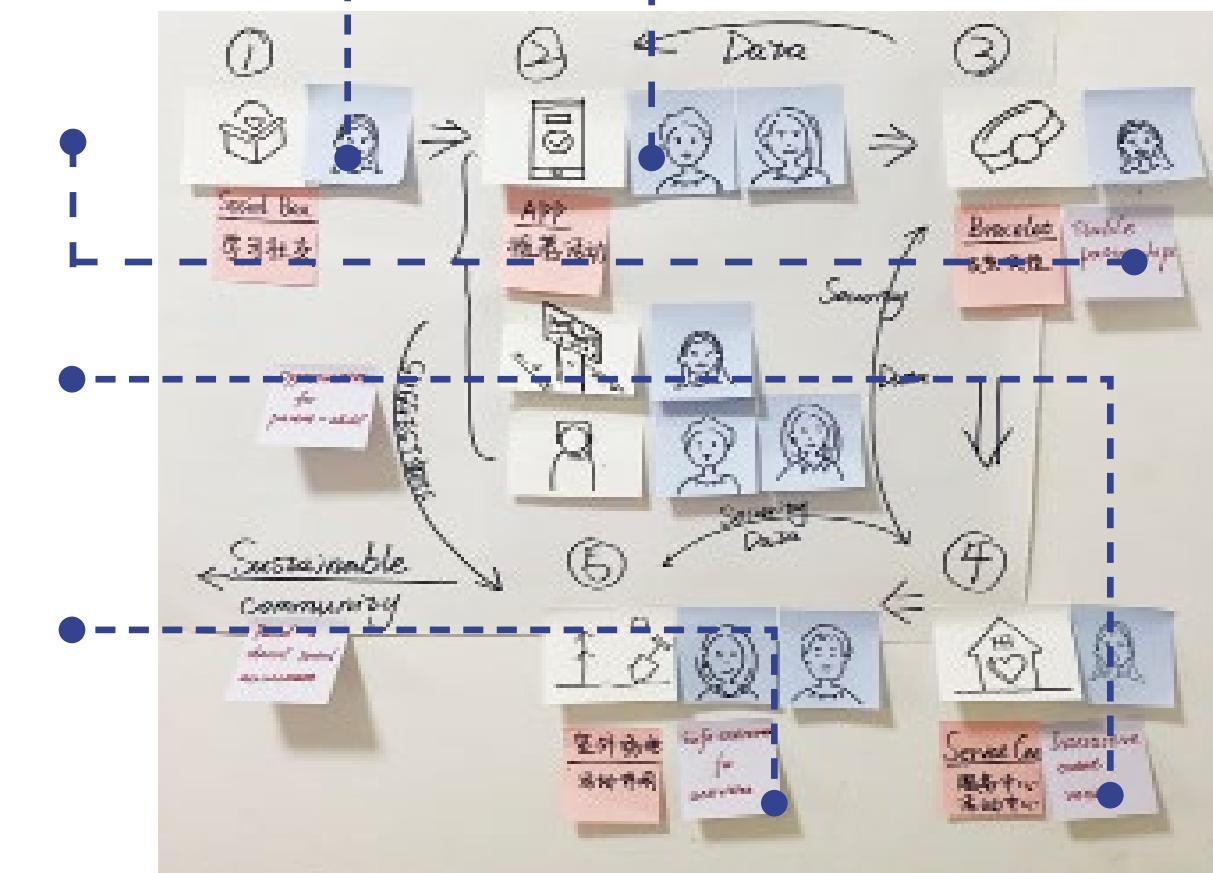
Come to the activity center for social activities.

Step 5

The community transforms outdoor social venues according to suggestions from children and parents.

Step 2

Find out what activities your child can participate in.



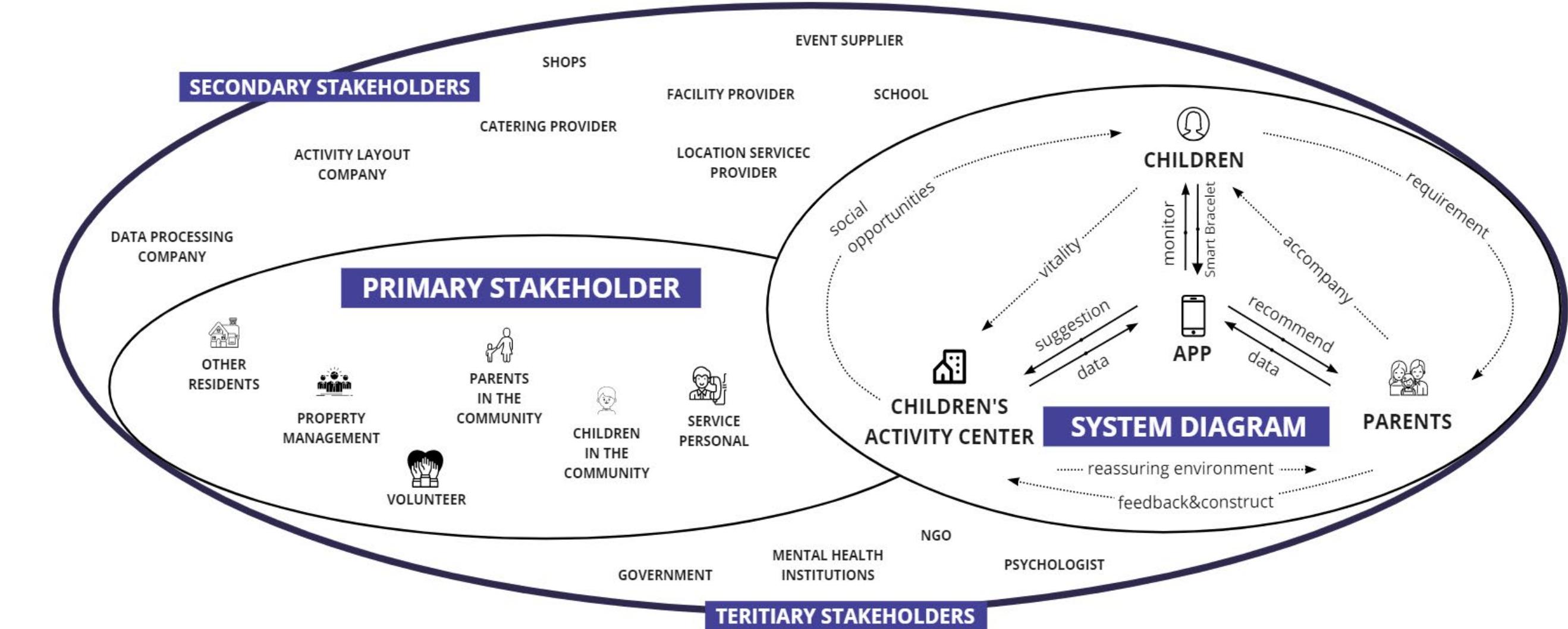
- workshop



- feedback

- Each touchpoint runs independently, but also links to one another.
- Touchpoints must be fun to attract children.
- Touchpoints need to be more flexible to allow children to participate and interact independently.

10 Ecosystem



Touchpoint 01-Social Box

AAAAAAAAAAAAA
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AAAAAAAAAA

11 Prototype



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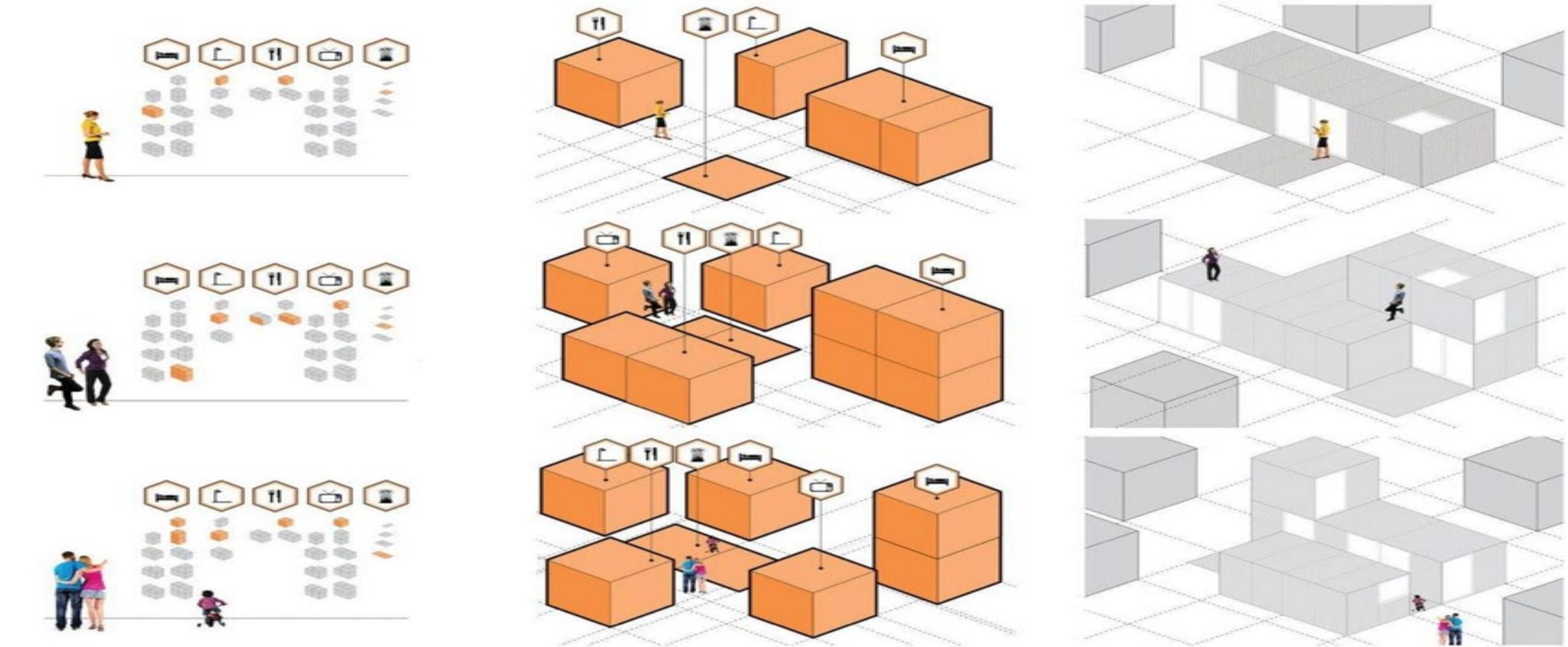
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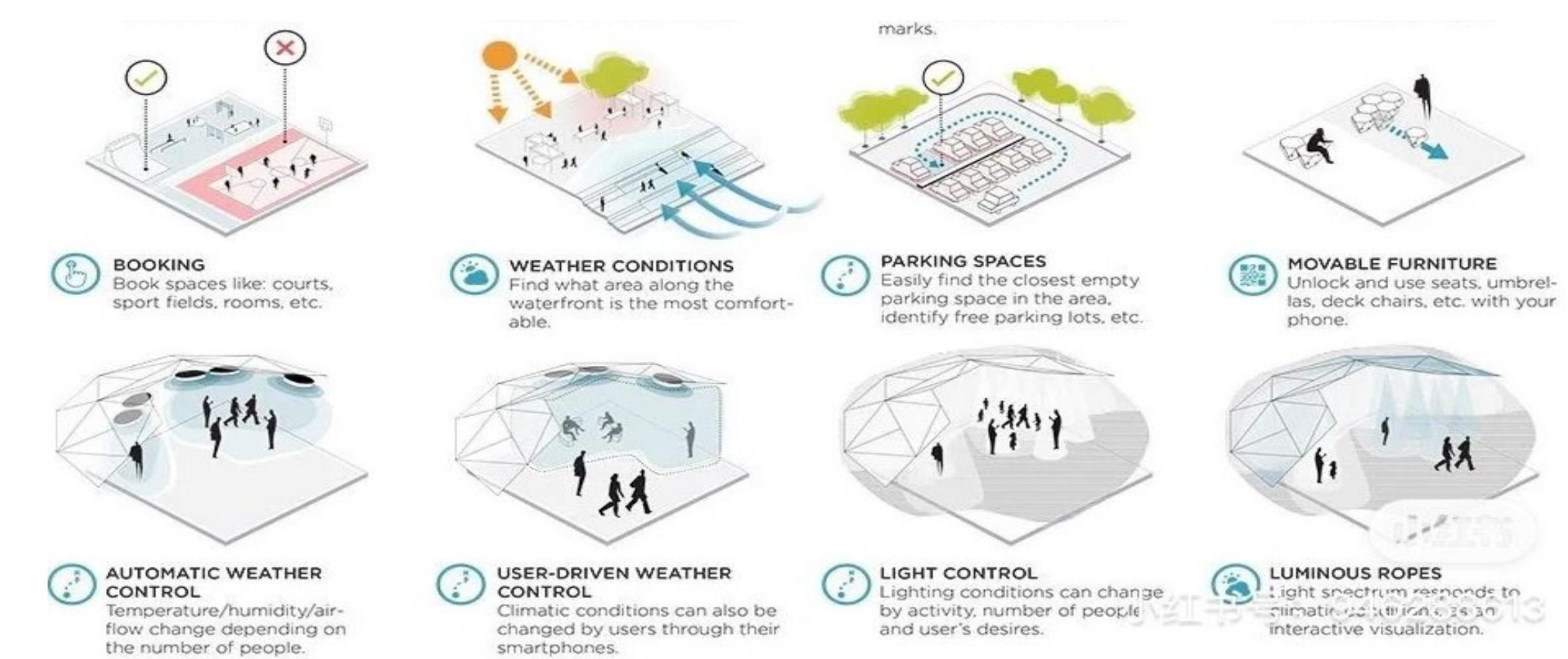


Touchpoint 02-Community

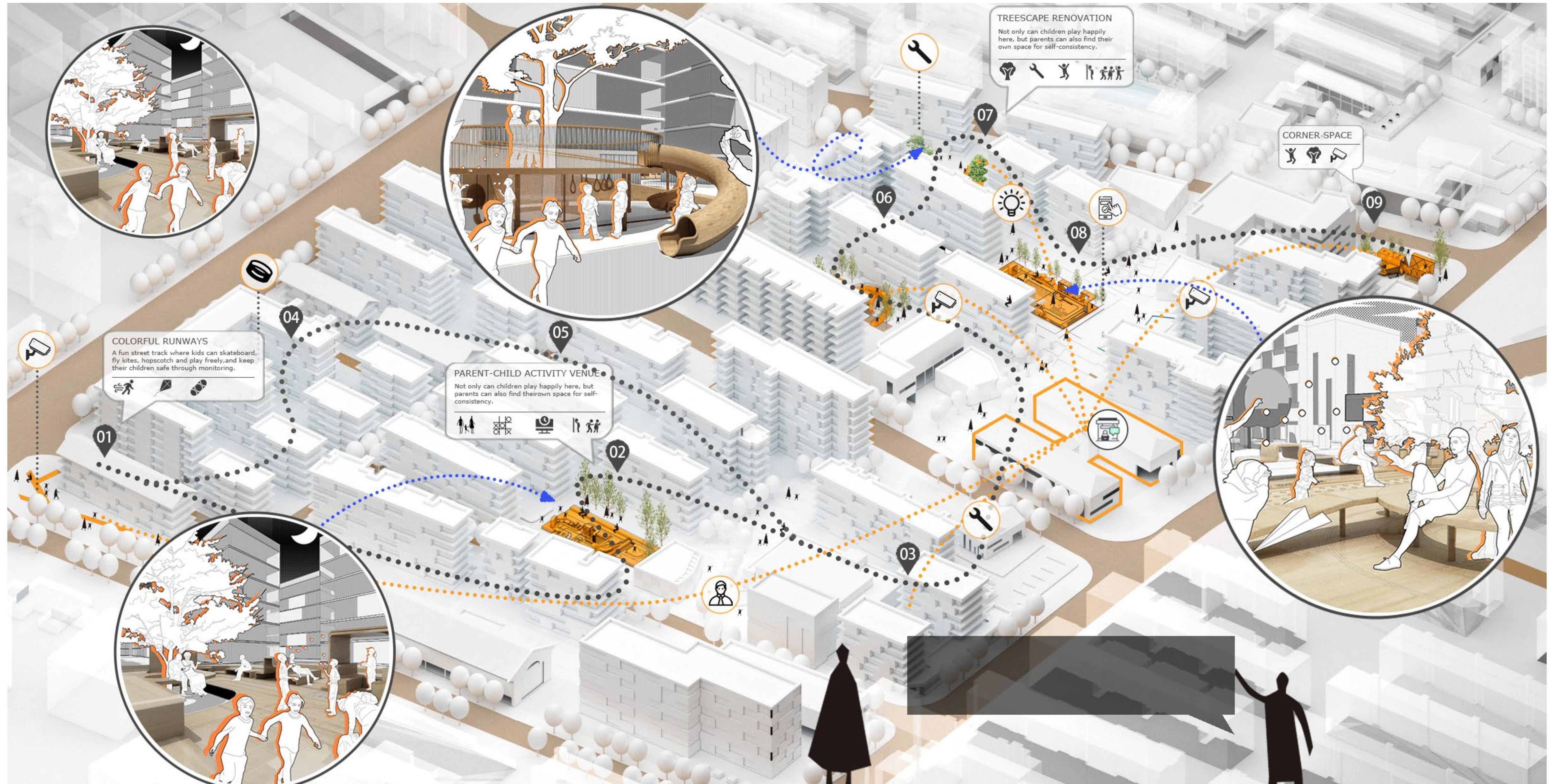
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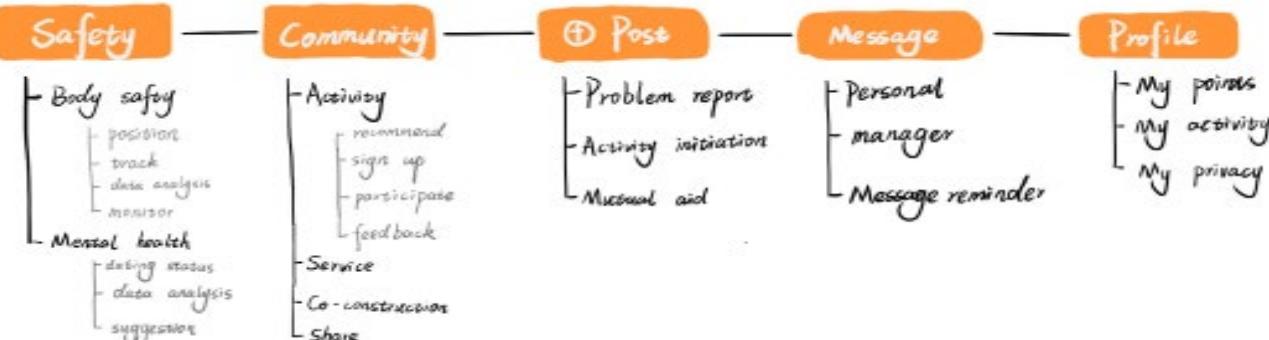


14 Community Service System



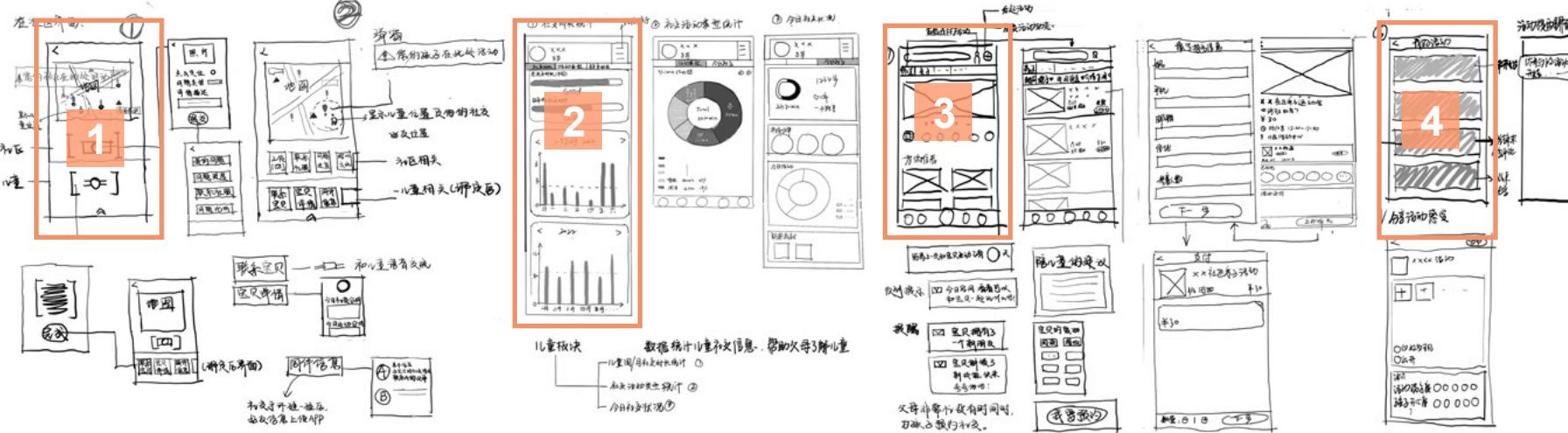
Touchpoint 03-APP

15 Information Architectures

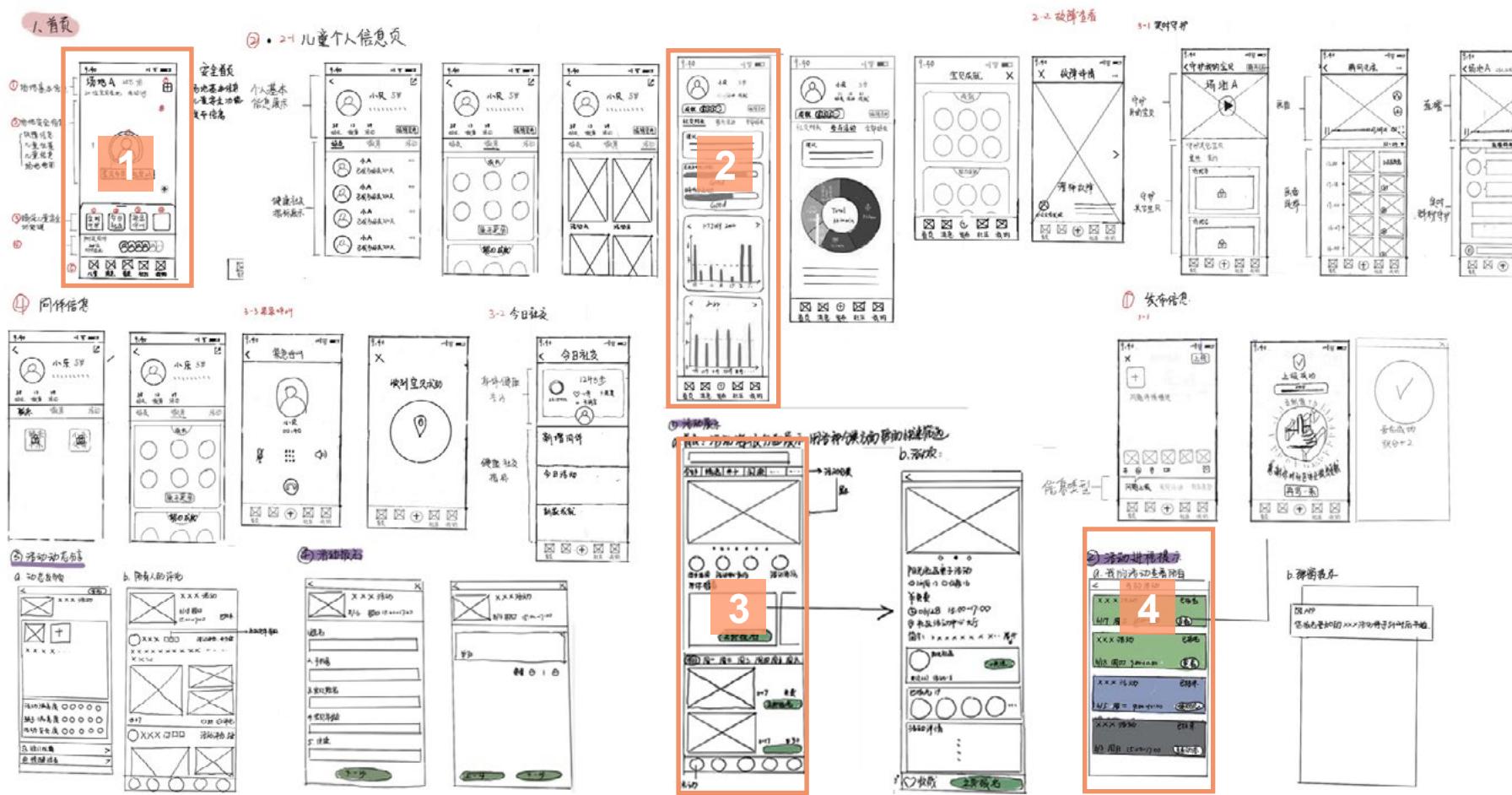


16 Sketches & Iterations

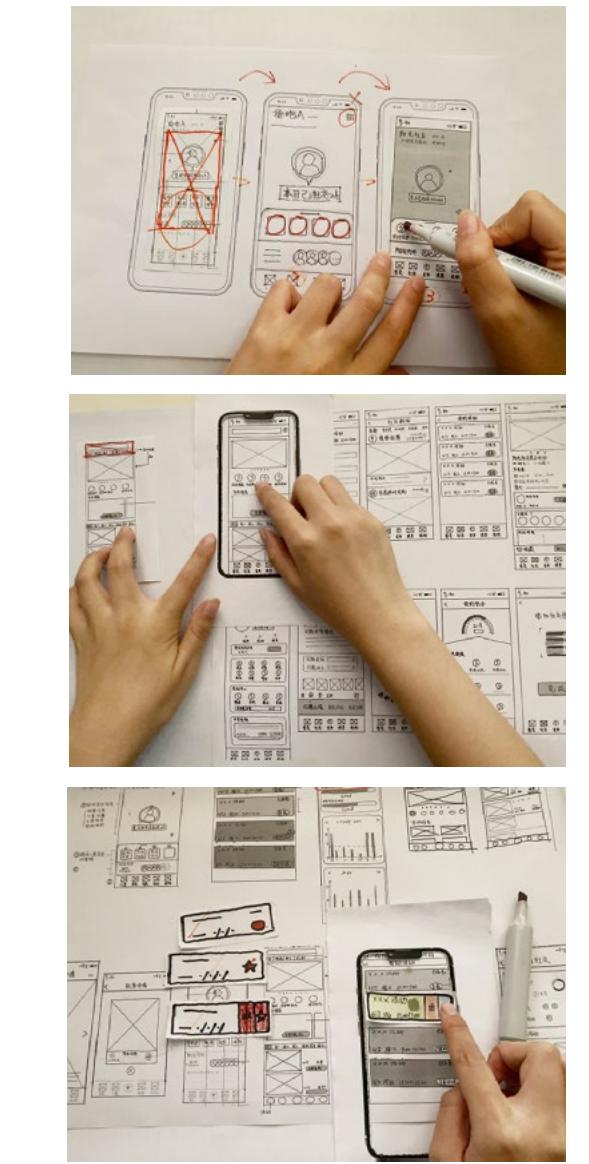
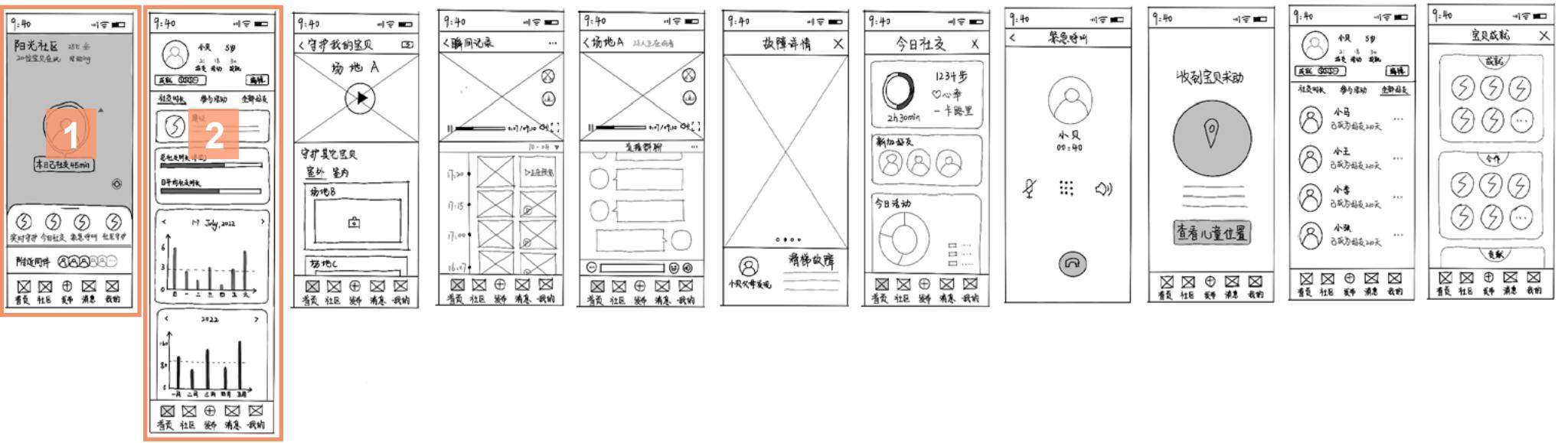
A. Version I



B. Version II



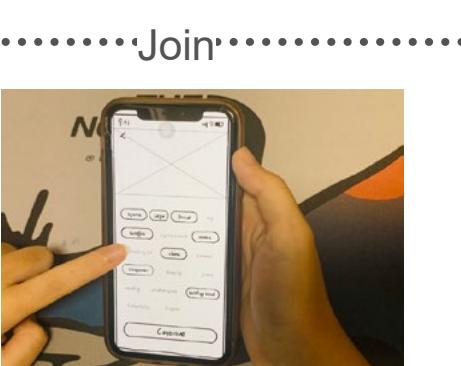
C. Version III



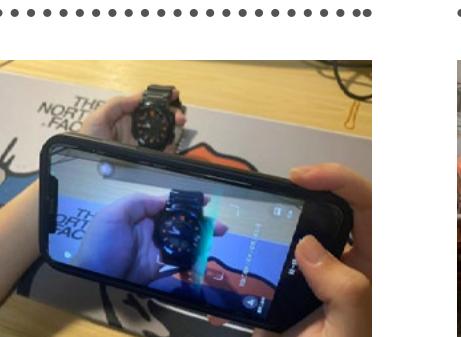
17 Experience Test



Parents and children sign up for the app together.



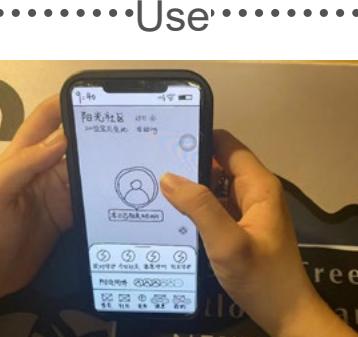
Assist the child to select a topic of interest on the registration page.



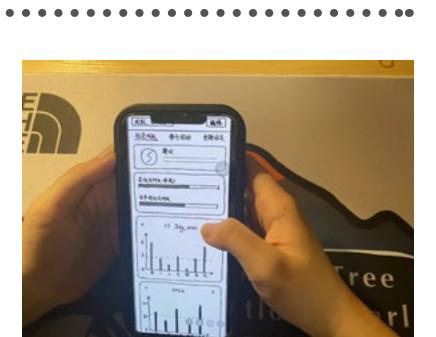
Scan the bracelet and bind it.



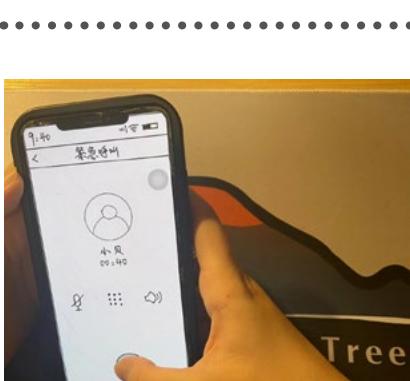
The child leaves to play.



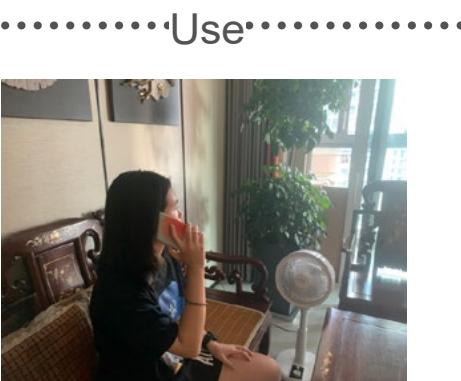
Go to the main interface to see the child's location information.



The child leaves to play. Tap the child's profile picture to see social information.



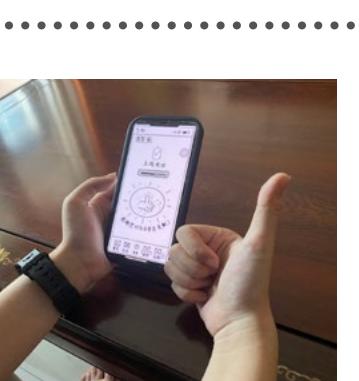
After tying the bracelet, try to contact your child.



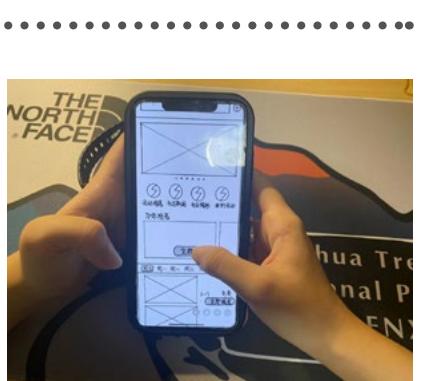
After binding the bracelet, try to contact your child.



While picking up the courier, I noticed the newly pulled cordon and photographed it.



Successful upload and earn points.



Lie in bed at night and rest, browse the app.

See interesting recommended activities and sign up for them.

18 Experience Test

19 Wireframes

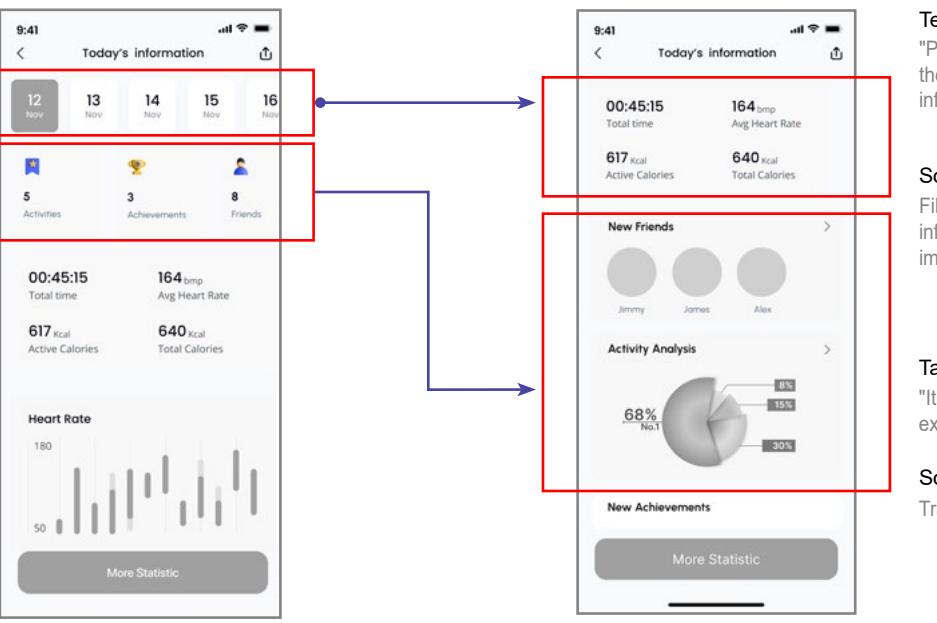


Tester:
"The information is not clear enough."

Solution:
Filtering shows the most relevant information. Let users get the most relevant information first.

Tester:
"The content is not detailed enough, and more likes and comments can be added."

Solution:
Add text descriptions, and attach comments and like icons to improve the function.



Tester:
"Put the most important information at the forefront. Let users see important information at a glance."

Solution:
Filtering shows the most significant information. Let users get the most important information first.

Taste:
"It is more intuitive and clear to express it in a graphical manner."

Sam's social information

Sam
5 years old

Friends: 21 Activities: 30 Achievements: 20

Suggestions >

Hourly social time this week:

Day	Hours
Sun	9
Mon	8
Tue	7
Wed	6
Thu	7
Fri	8
Sat	7

Activities: 5 Achievements: 3 Friends: 8

Monthly Progress

Month	Value
Mar	22
Apr	18
May	20
Jun	28
Jul	22
Aug	19

More Statistic

Sam's social information

Sam
5 years old

Friends: 21 Activities: 30 Achievements: 20

Activities > Statistics

Suggestions >

Parents need to spend more time with their children in their spare time and participate in personal activities in the community.

Weekly average social time

Weekday	Hours
Sun	8h35min
Mon	8h

Hourly social time this week:

Day	Hours
Sun	9
Mon	8
Tue	7
Wed	6
Thu	7
Fri	8
Sat	7

Activities: 5 Achievements: 3 Friends: 8

Monthly Progress

Month	Value
Mar	22
Apr	18
May	20
Jun	28
Jul	22
Aug	19

More Statistic

Tester:
"Show the most important information first."

Solution:
Charts show how long children spend socializing, and suggested content addition icons are displayed more intuitively.

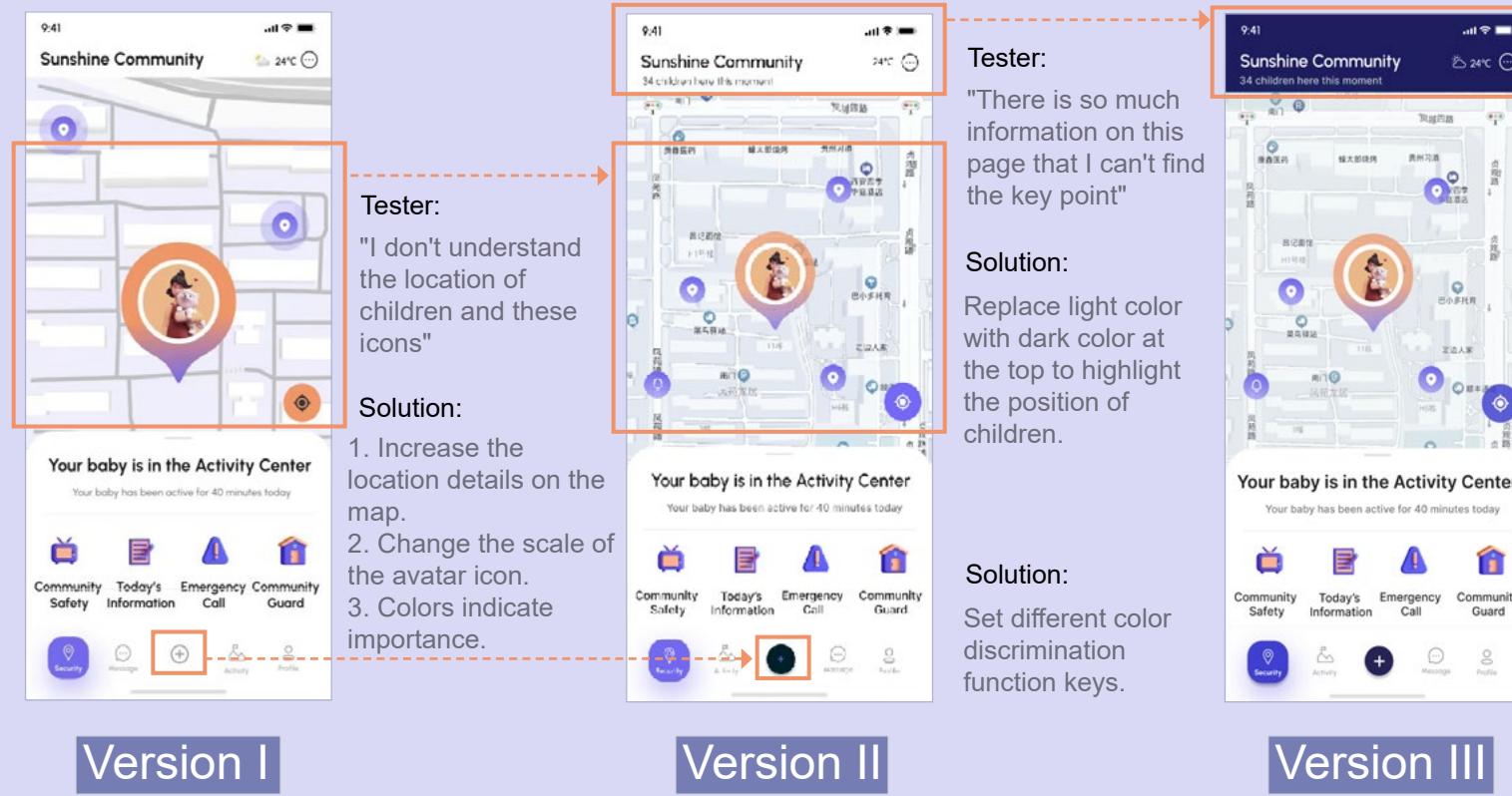
Tester:
"The content is not detailed enough, and the like and comment functions can be added."

Solution:
Add text descriptions, and attach comments and like icons to improve the function.

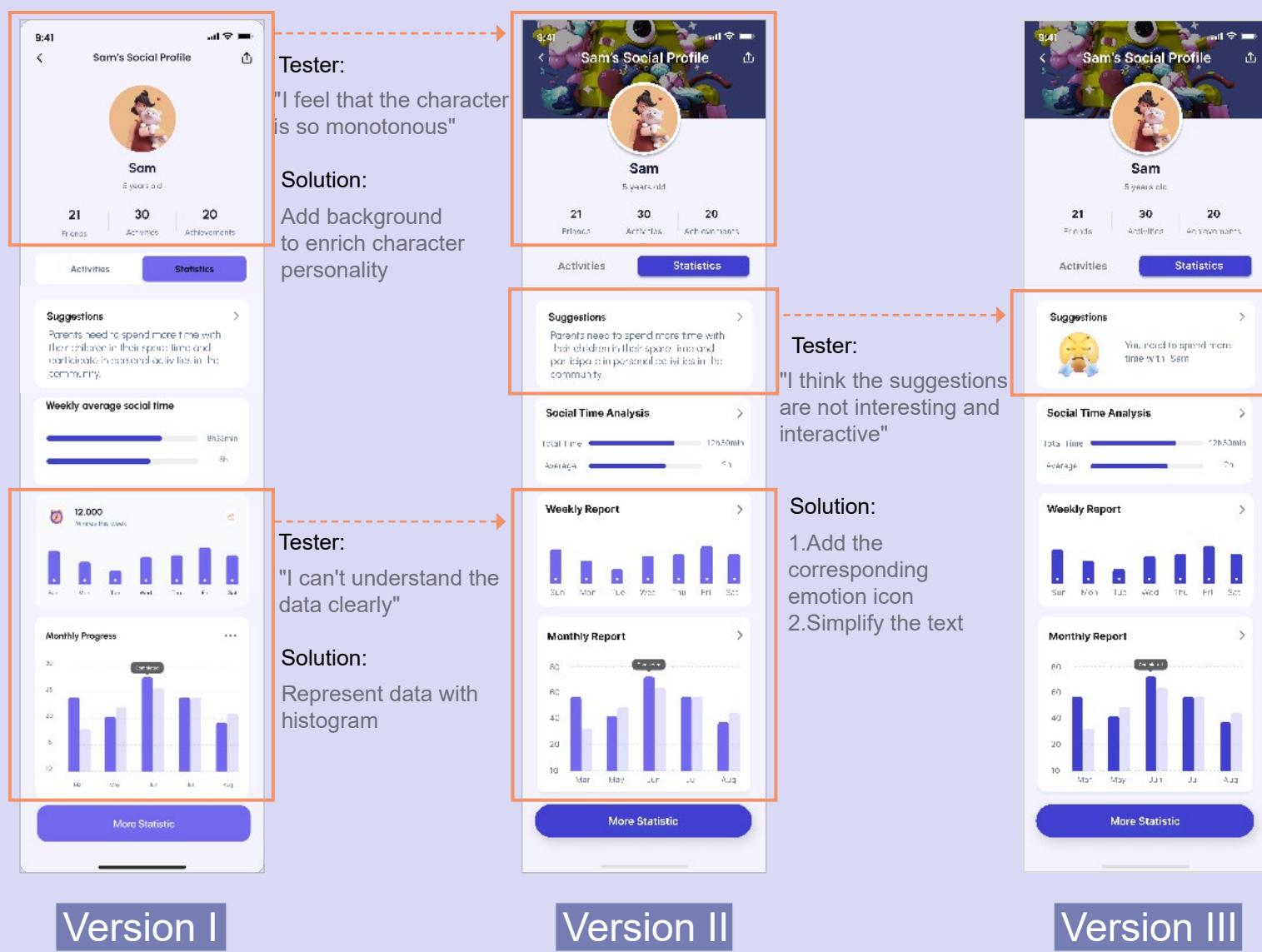


20 High-fidelity Iteration

- Security page

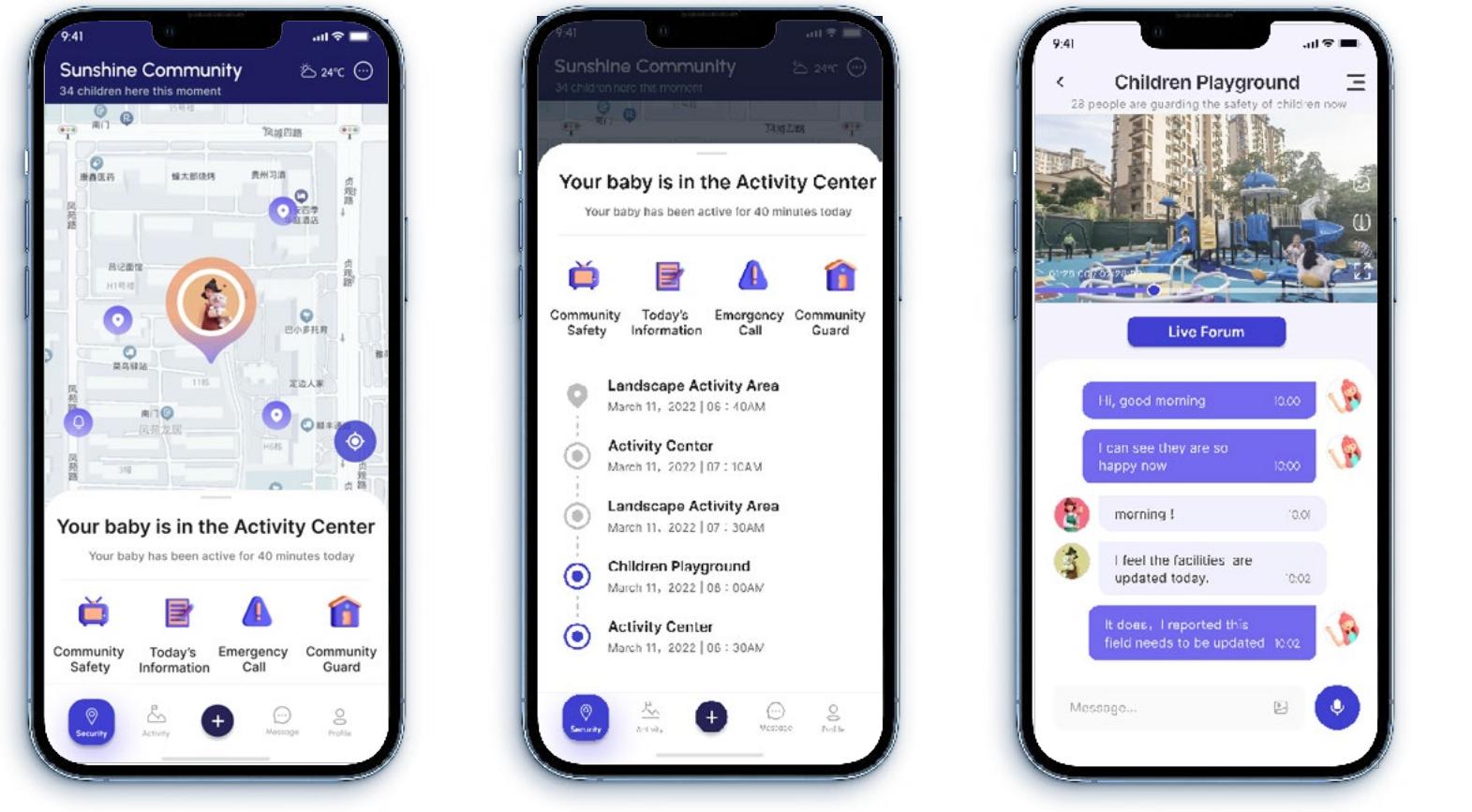


- Kid's profile page

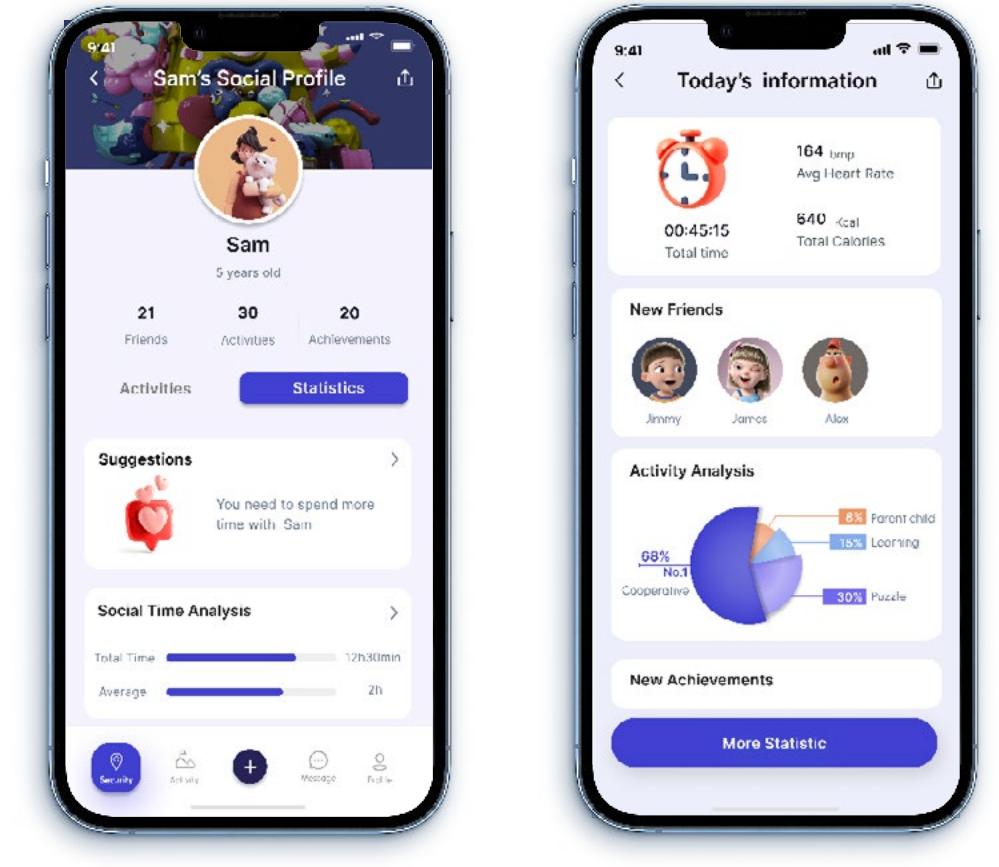


21 Prototype

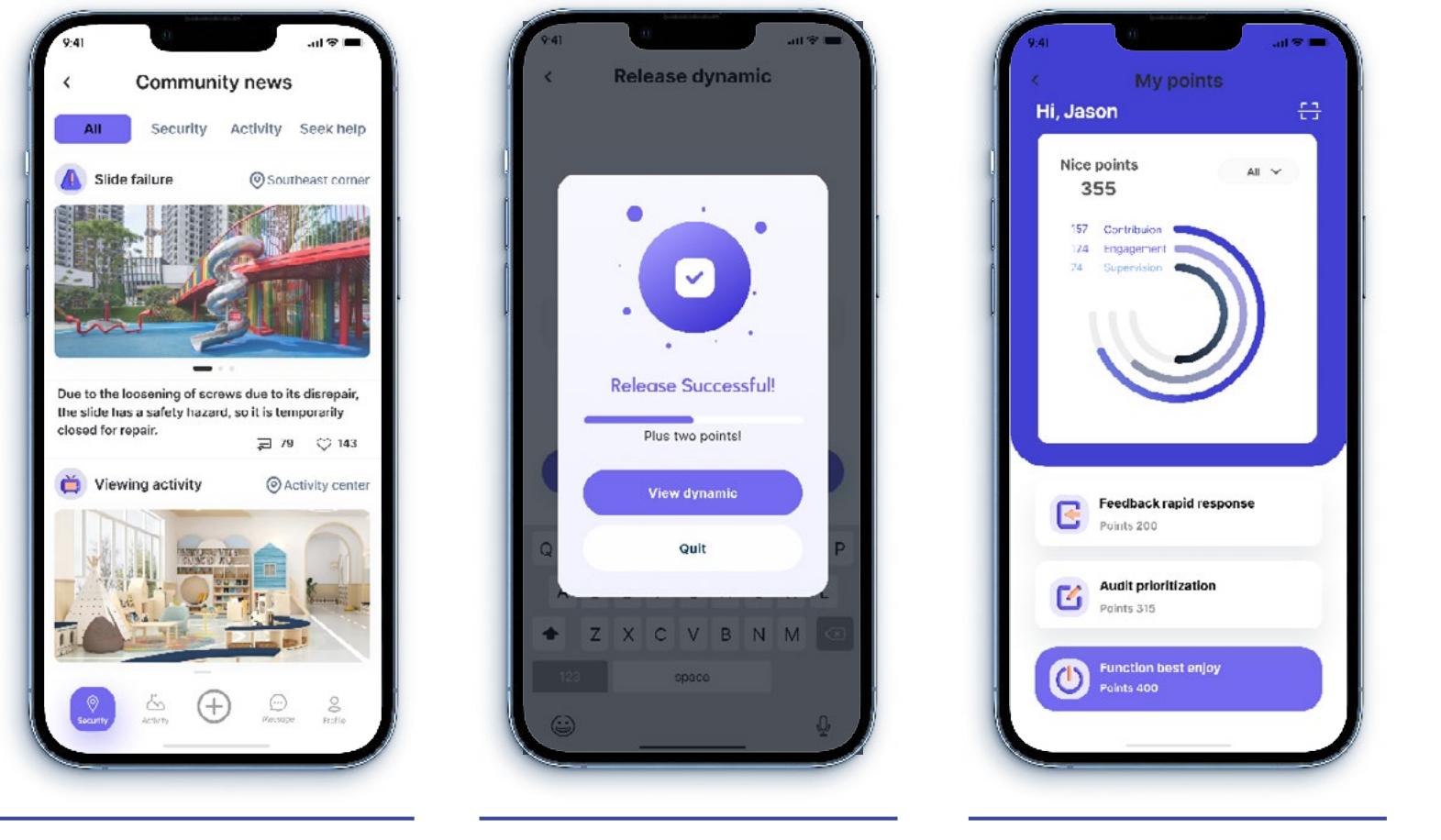
Security under parental monitoring and community guarding



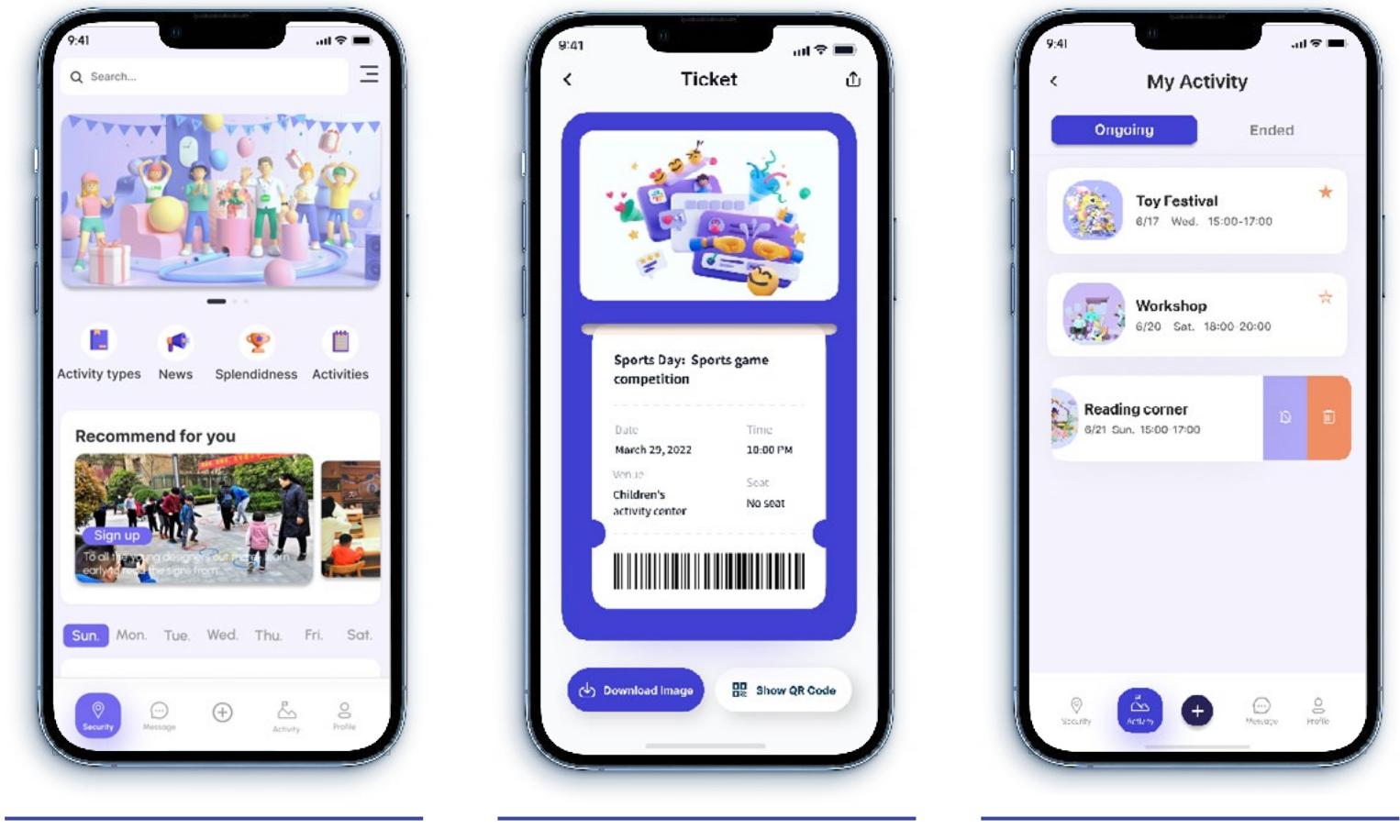
Health data and profile



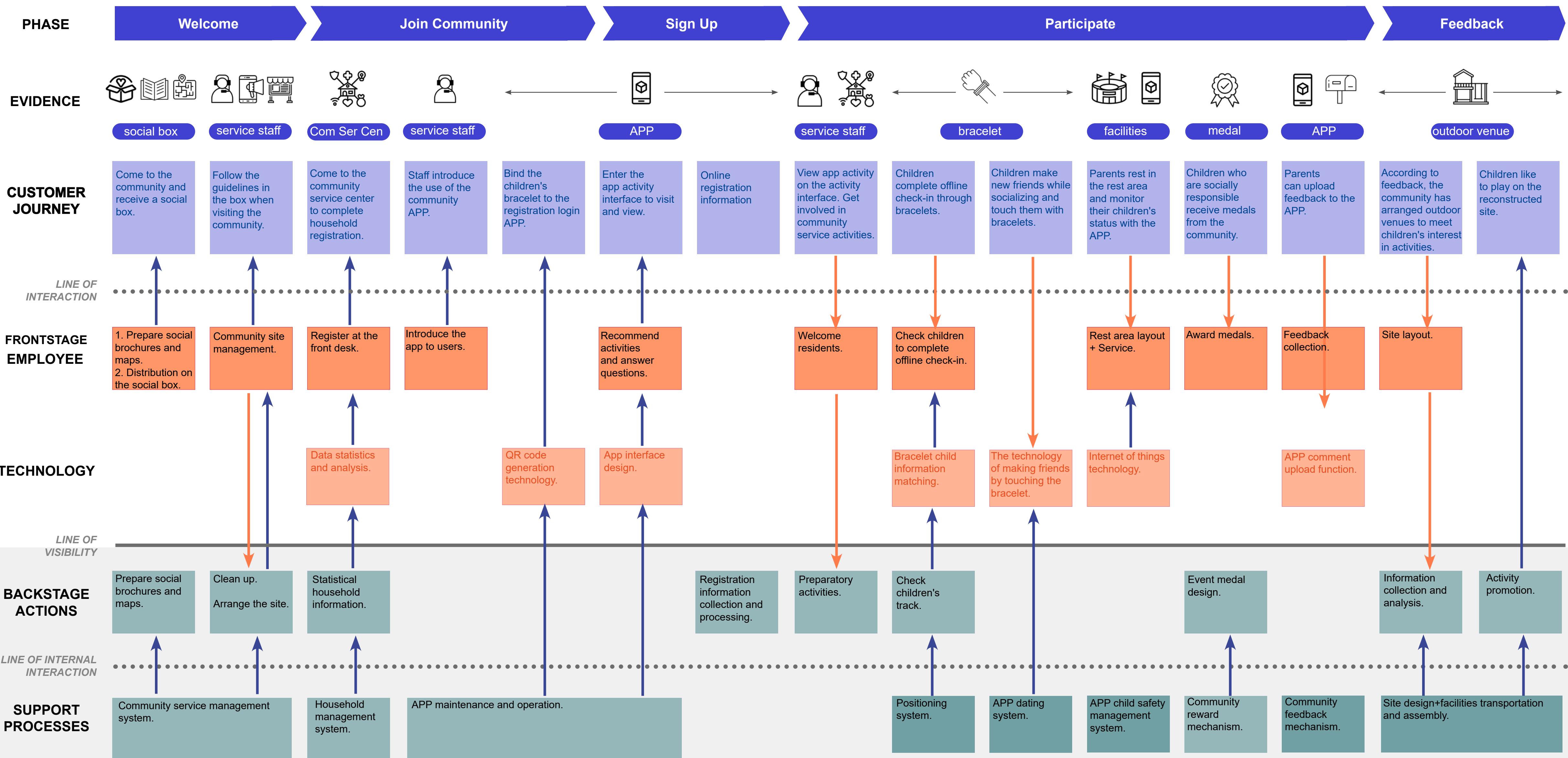
Community information and reward



Activity



22 Service Blueprint



Boundless City

Exploring the TOD community model in a smart ecosystem

- **Project:** Team project
- **Design:** Service Design | Urban system design
- **Duration:** 4 months
- **Award:** First Prize The 10th Designer of the Future
Best Innovative Design Award TOD Schematic Design

[Ageing] [Health And Wellbeing] [Retirement issues] [Healthcare]
[Horticulture Therapy] [Wellness Healing] [Elegant Living]

► Collaboration



► Context

15分钟生活圈作为定义城市空间基本单元的概念值得关注。智慧技术应用、智慧社区建设的趋势与生活圈的概念密切相关，新需求和新趋势赋予生活圈新的意义，也对城市发展提出新的规划要求。

► Project Define

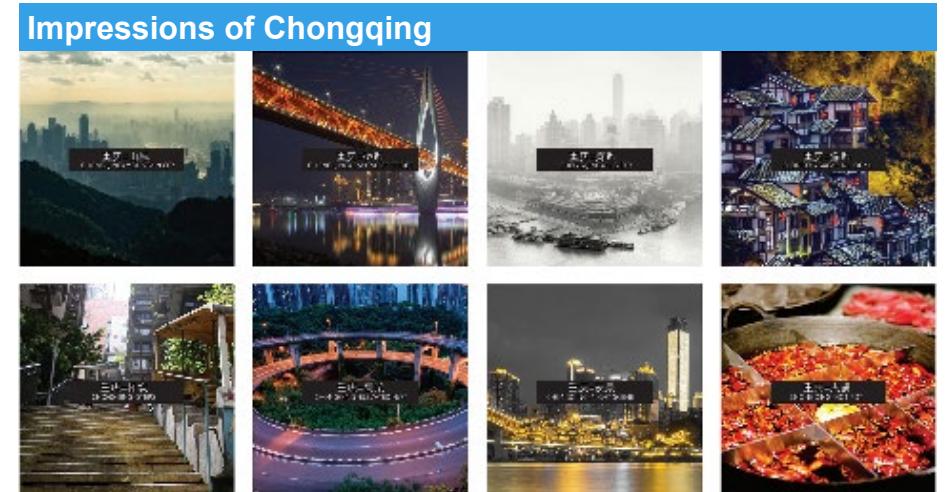
该项目通过交通、科技、生态三大体系的服务系统规划构建了未来15分钟生活圈的城市生活模式。不仅在步行尺度内解决社区功能组织和公共服务问题，还利用交通工具扩大空间尺度以及根据新技术扩大服务范围，对未来的城市生态服务做出有效的探索。

► My Role

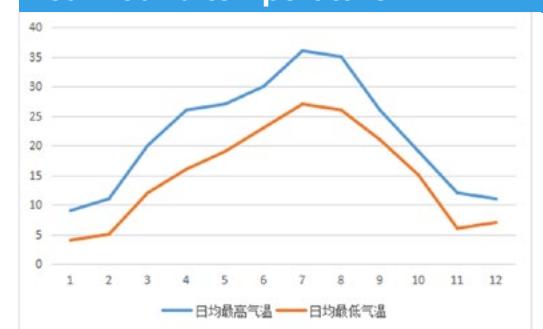
- Project leader : Leading teams in project research, seminar meetings and follow-up work
- System Service Designer : Propose three major service strategies for urban design and conceptual design of three major systems
- Model Design and Making : Responsible for prototype testing and model construction

01 Urban Context

A. City Description

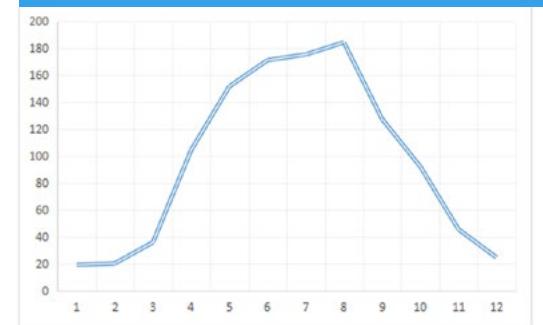


Year-round temperature



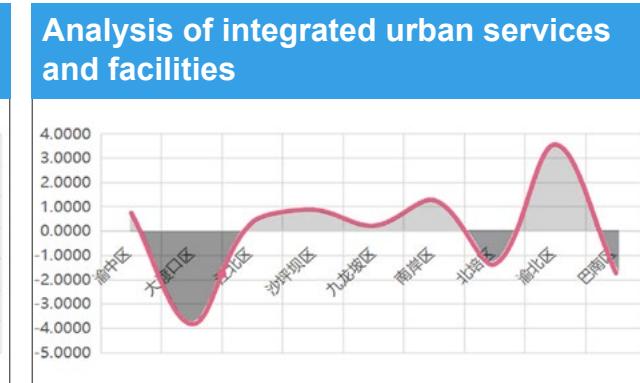
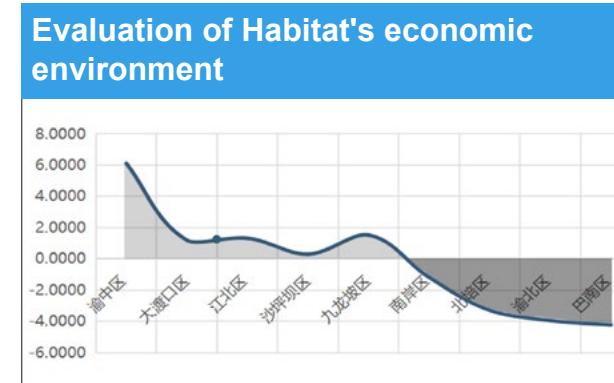
Climate: Jiangbei District has a tropical monsoon humid climate in the Sichuan Basin, with a mild climate and four distinct seasons. The number of sunshine hours is 1243.8 hours. The average annual wind speed is 1.3 m/s and the average number of fog days is 69.3 days.

Annual rainfall

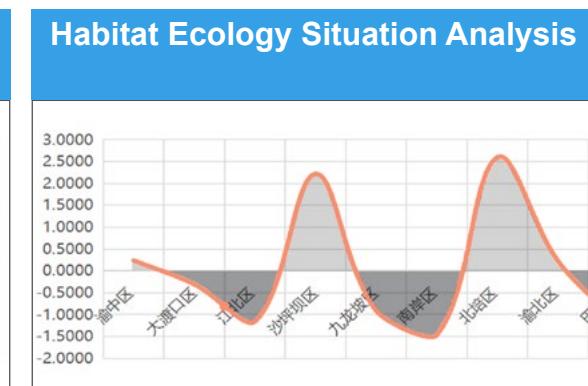
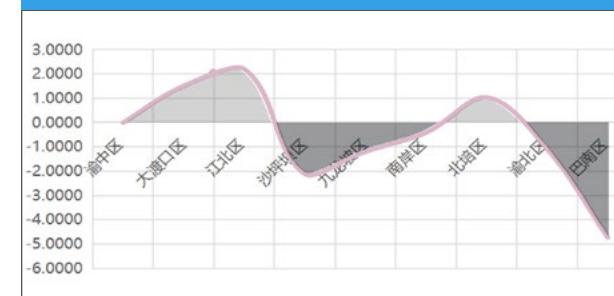


Jiangbei District has abundant rainfall, with an average annual rainfall of 1,085.3 mm. It also has a long river coastline of more than 30 km. It also has ecological diversity such as Tieshamping Forest Park and Hong'en Temple Forest Park in the district, which are of high development value.

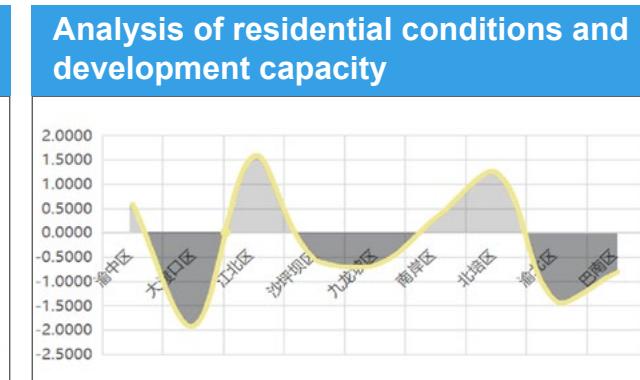
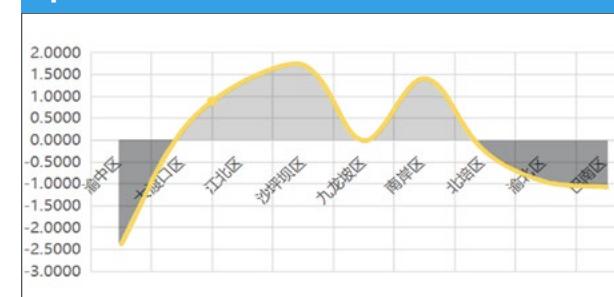
B. City evaluation indicators



Situation analysis of social stability and harmony

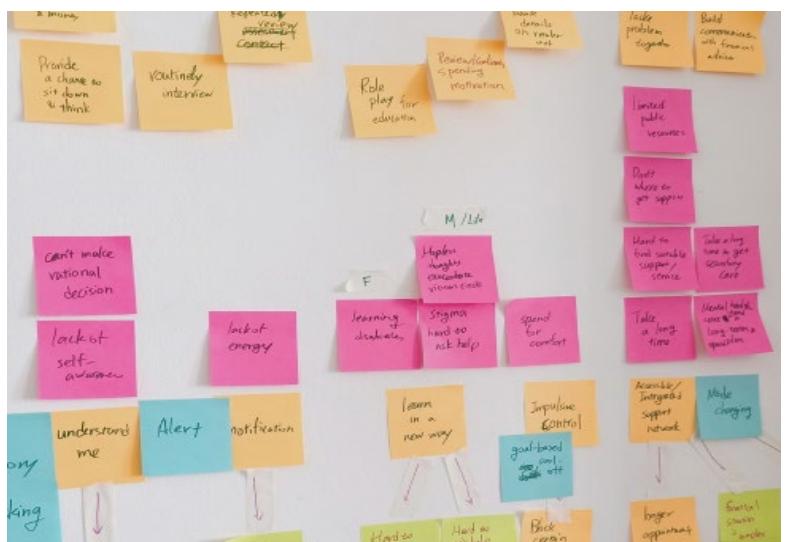


Analysis of urban capacity and open space situation



03 Discussion

The ecology is integrated into the city's parks, commercial and residential areas to create a network of green axes that

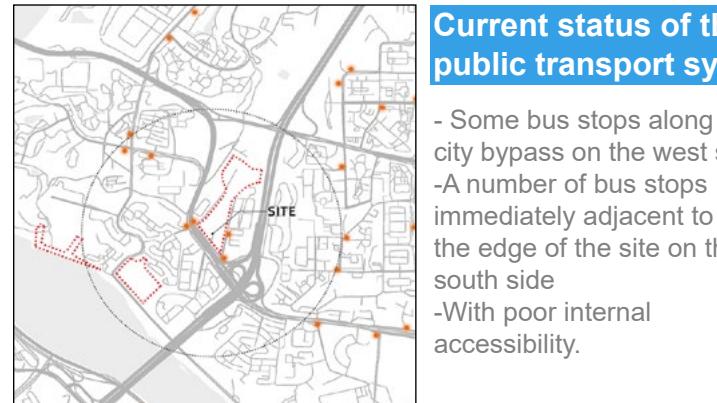


02 Research and Analysis of Site

A. Field Research



B. Site Analysis



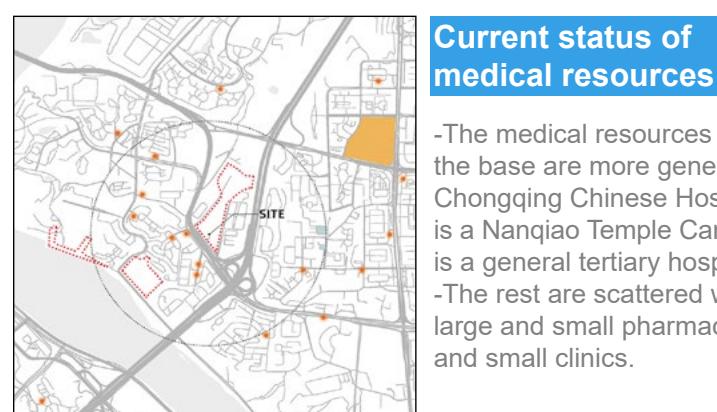
Current status of the public transport system

- Some bus stops along the city bypass on the west side
- A number of bus stops immediately adjacent to the edge of the site on the south side
- With poor internal accessibility.



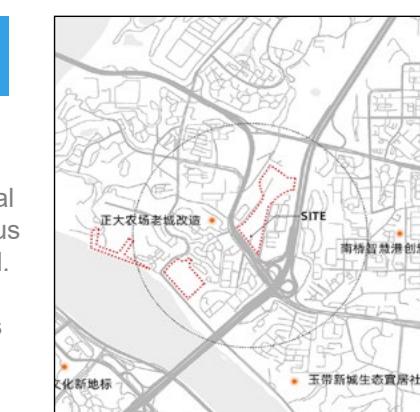
Current state of economic dynamism

- Smaller economic vitality sites around the site, located to the south and north east of the site.
- The economic vibrancy around the site is small in scale and is located to the south and north east of the site.



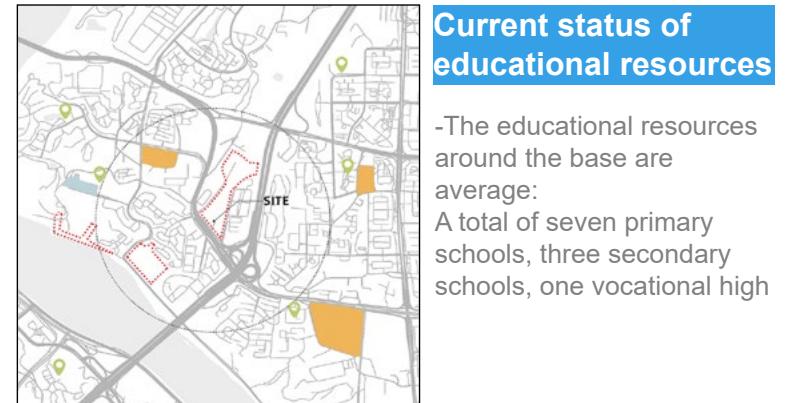
Current status of medical resources

- The medical resources of the base are more general: Chongqing Chinese Hospital is a Nanqiao Temple Campus is a general tertiary hospital.
- The rest are scattered with large and small pharmacies and small clinics.



Current status of industry resources

- The study area is dotted with industrial vitality sites such as Nangqiao Smart Port Innovation Base, Yudai New Town Eco-Livable Community, Zhengda Farm Old Town Renovation, Bayu Cultural New Coordinates



Current status of educational resources

- The educational resources around the base are average: A total of seven primary schools, three secondary schools, one vocational high



Future planning

- In the future, ecological parks will be built to the north and south of the site, and Line 4 will run through the site, providing good accessibility.
- The site will be developed into an ecological and livable community-level TOD demonstration site.

04 Design Strategy

Strategy

Transport without boundaries by Vertical Transportation

By reinventing the water, land and air transport systems to meet the needs of different people, Meeting the needs of the 15-minute travel circle.

Intellect without boundaries by Smart Connection

Through smart technologies, integrate AR VR XR IoT and other technologies into city operations to connect people's urban mobility and lifestyle.

Ecology without boundaries by Ecological Spread

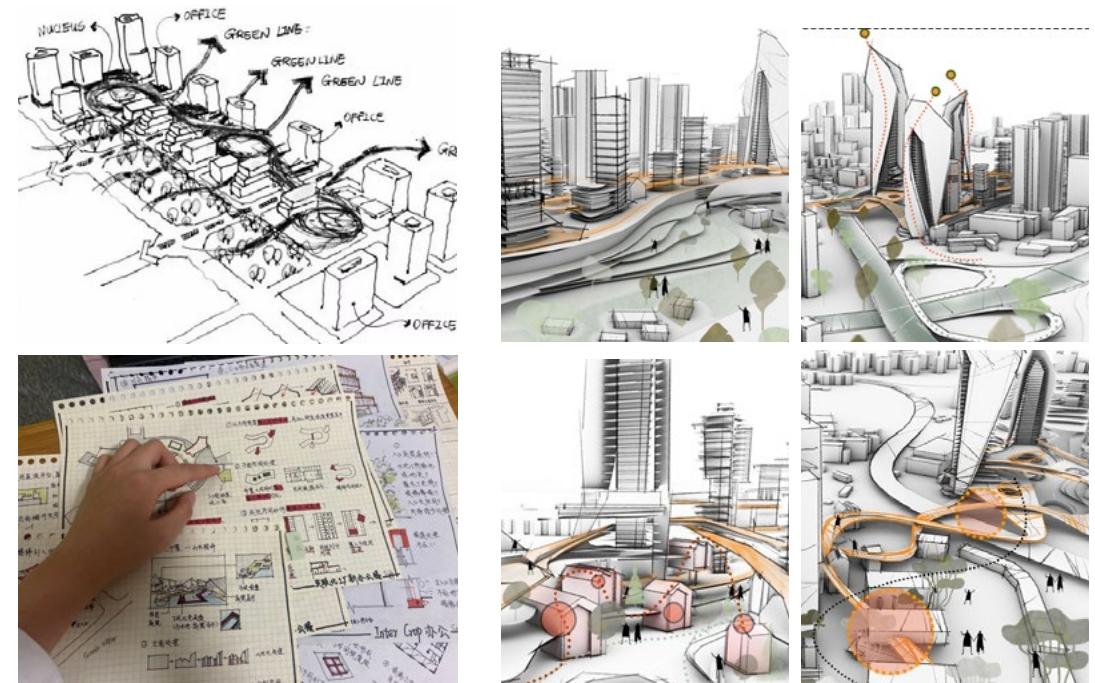
By continuing the ecological form of the city's main axis through an ecological oasis, using ecology to connect the various parts of the city in a chain.

05 Urban System Design

A. Overall planning



C. Sketch



D. Model analysis

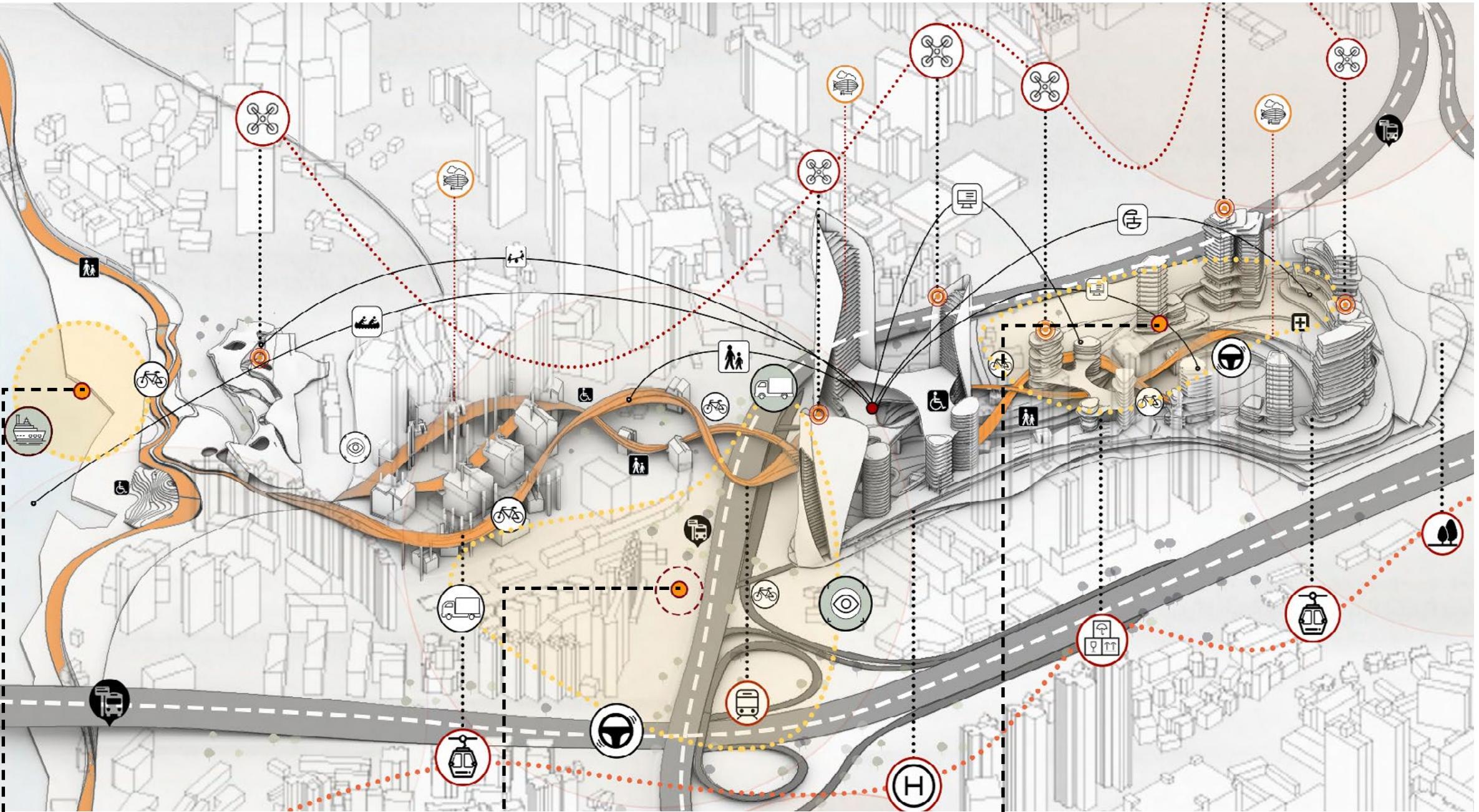
E. Prototype



07 Transport Service System

Combining water, land and air transport with existing technologies to create more diverse and convenient ways to travel and transport logistics.

A. Vertical transportation diagram



B. Concept image



Breaking the monotony of traditional water transport through multi-functional water transport systems and vehicles. Using landscape nodes to create a new water transport system that combines scenery and transport, becoming an all-round, multi-functional, 24-hour continuous operation transport system.

Establishing systems such as driverless vehicles, chronic traffic, and high-speed traffic to meet the transport needs of different people. With satellite GPS and other positioning systems, vehicle location information is identified, making travel safer, more diverse, and more intelligent.

Using aerial walkways, drones, unmanned logistics, and more to create vertical transportation systems. Travel in Chongqing, a magical city with complex and changing terrain, is more efficient and enriching by combining interlocking transport experiences with high-tech technology.

07 Intelligent Service System

Using smart technology to create a convenient travel lifestyle for residents, an immersive experience for cultural industries and businesses, and an efficient mechanism for city management.

A. Smart connection diagram



B. Concept image



Through the use of VR, AR, MR and other technological innovations in the future of the cultural industry interaction system, to achieve the human and human, human and natural interaction scenarios, for tourism, culture, leisure, education to provide new practice scenarios.

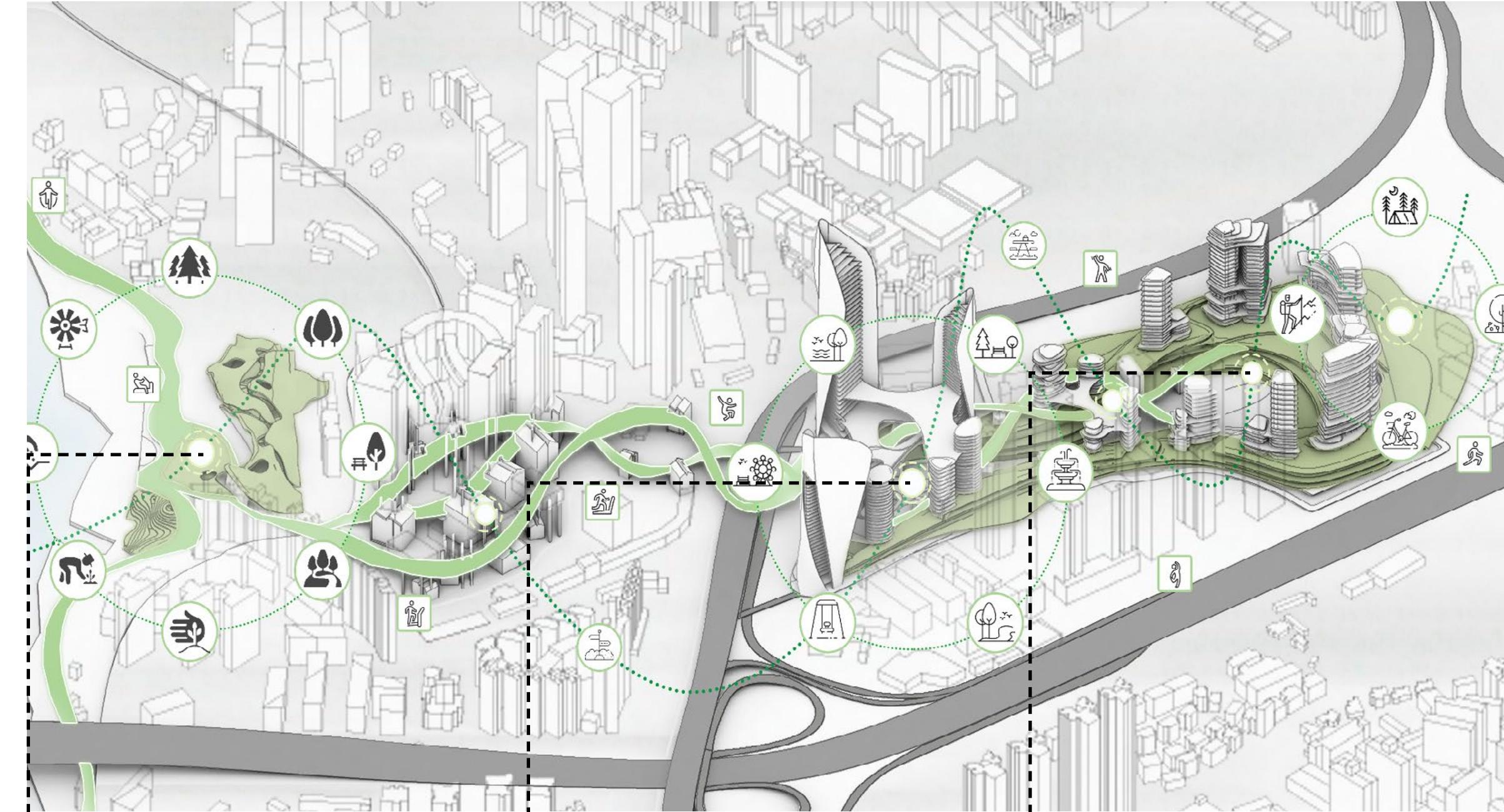
Interconnect future commercial businesses with technologies such as the Internet of Things and blockchain to achieve a multi-functional, fully composite, multi-sensory travel and shopping experience. Making information dissemination more efficient and convenient with intelligent terminals.

Create the future living business system through intelligent management and privacy encryption and other technologies. Creating a community model of mutual support and sharing, creating a comfortable living experience and exploring the future of intelligent living.

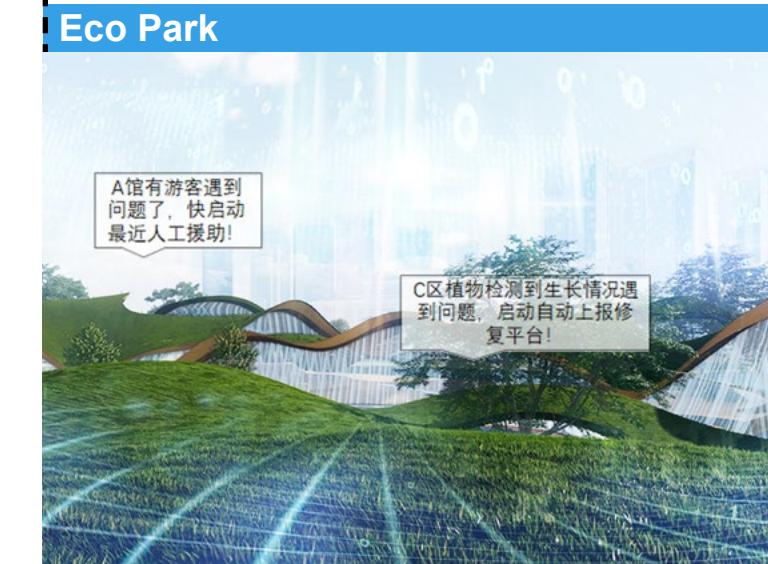
07 Ecology Service System

The ecology is integrated into the city's parks, commercial and residential areas to create a network of green axes that will continue to spread outwards to become the green pacemaker of the district.

A. Ecological spread diagram



B. Concept image

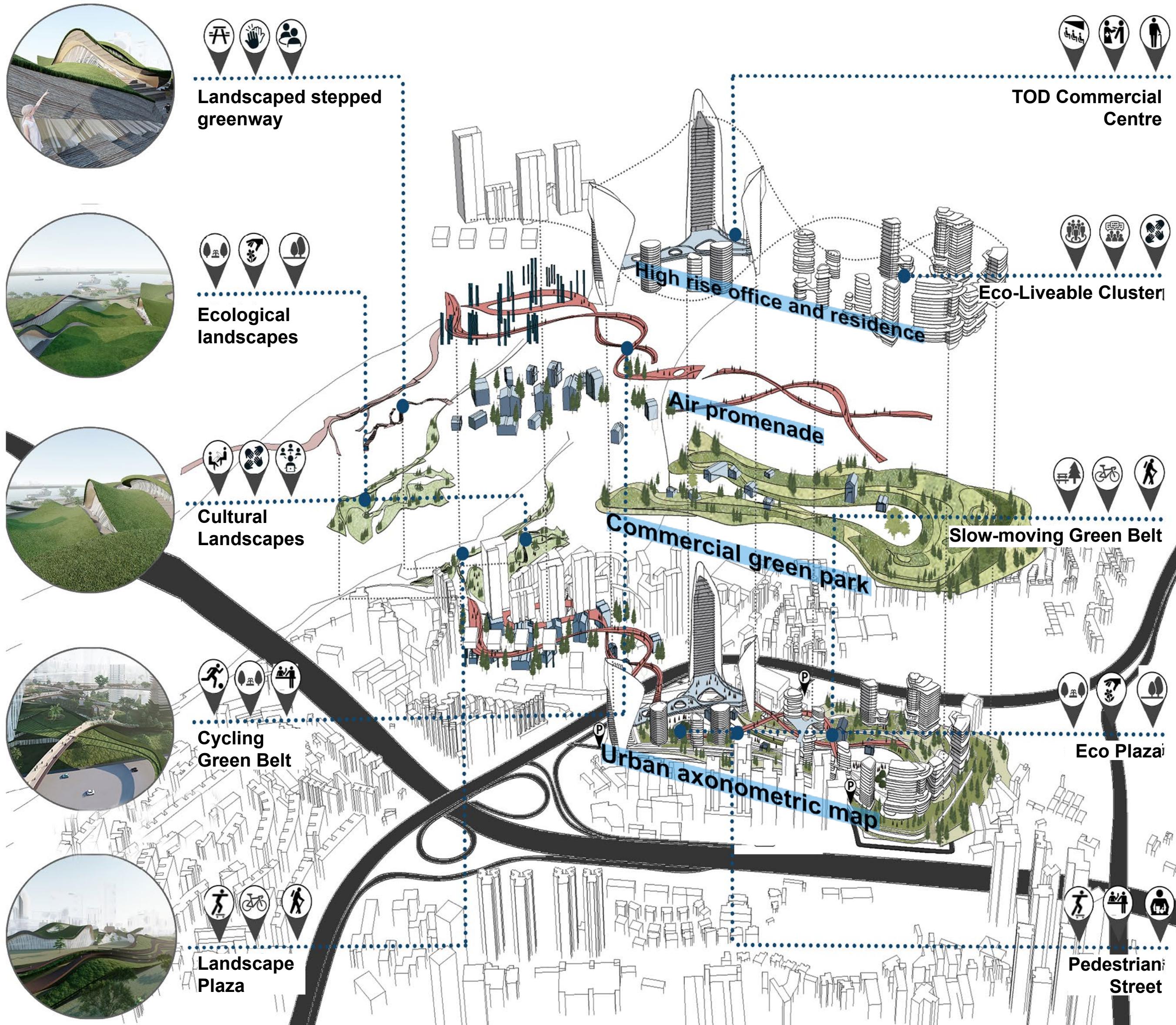


Mudflats along the Jialing River are transformed into an ecological oasis. Here, sight of the river and plants combine, and the building is woven into nature, enabling greenery to thrive indoors and out.

The natural environment follows the pedestrian corridor into the city's interior, forming spots of greenery at the bottom spaces of the upper floors, distributed around the small businesses.

The horizontal ecological axis is extended vertically on the upper floors of the residence. The natural environment is embedded in the different spaces of the upper floors.

08 Service System Construction



The three major service systems of urban transport, intelligence and ecology are integrated so that they complement each other at various nodes of the city. They are linked together into an organic whole.

09 Rendering

A. City view



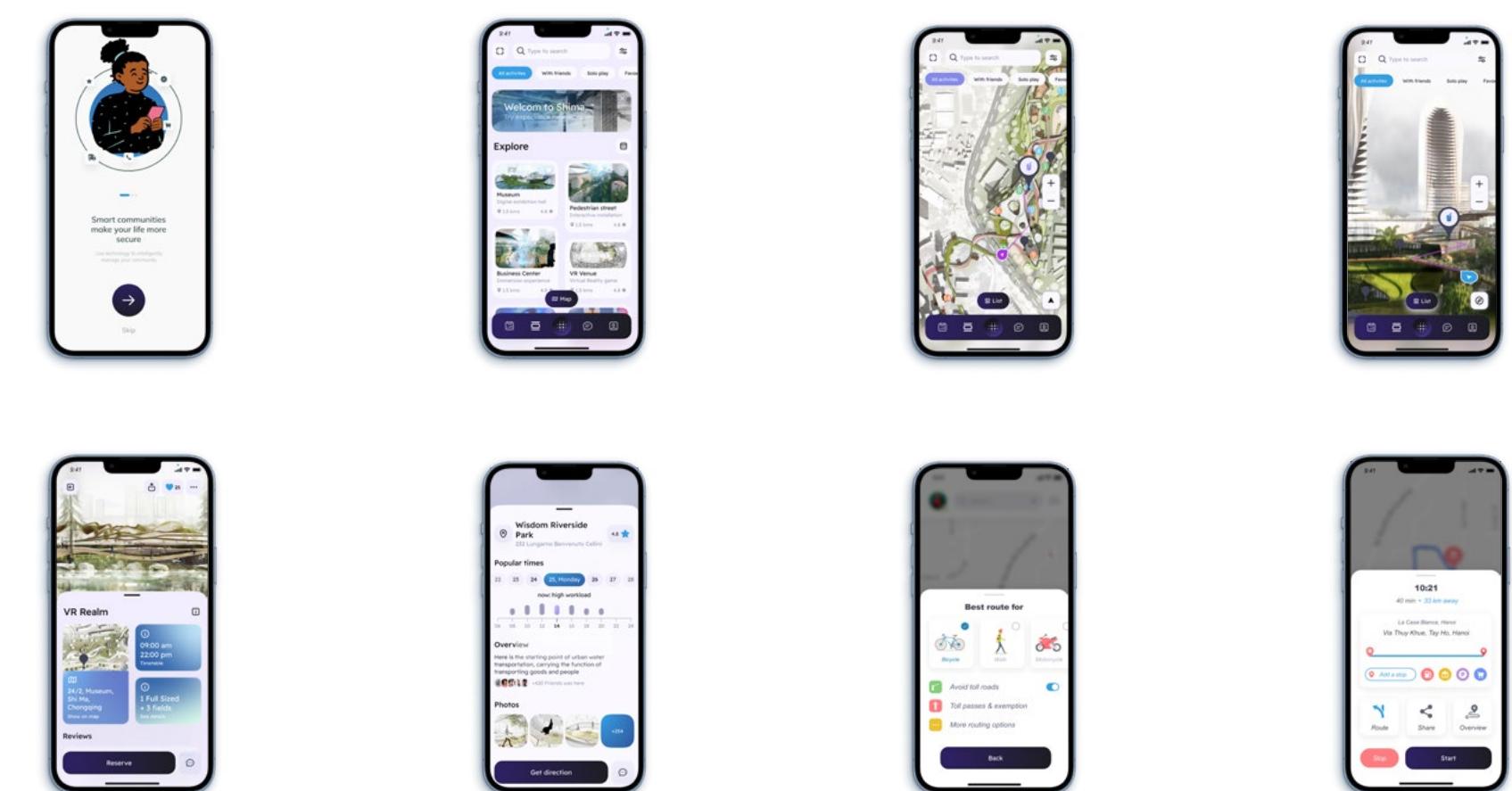
B. Anatomical Perspective



C. Internal view



10 APP



Let's Get Sporting

An ecological sports activity centre based on the return of sport to the citizens

- ▶ **Project:** Personal project
 - ▶ **Design:** Architecture design / UX design
 - ▶ **Duration:** 2020.11-2021.01
 - ▶ **Project location:** Gaoling, Xi'an, Shaanxi, China

[Ageing](#) [Health And Wellbeing](#) [Retirement issues](#) [Healthcare](#)
[Horticultural Therapy](#) [Wellness Healing](#) [Elegant Living](#)

► Context

陕西省 2021 年第十四届全国运动会的场馆筹建在即，即将迎来我省历史上最大的一次体育场馆建设高峰，必然会对设计行业产生更高要求；从专业角度而言，更为重要的是掌握体育建筑的演进和发展规律，寻求一种资源与社会共享的体育馆设计模式，以适应社会形势的不断发展与更新。

► Challenge

- 体育建筑高昂的资金投入、普遍不佳的运营状况及其产生的负面效应引起了全社会的反思
 - 体育建筑发展的主要方向是服务社会、整合资源、节约成本、经济可持续

► Project Define

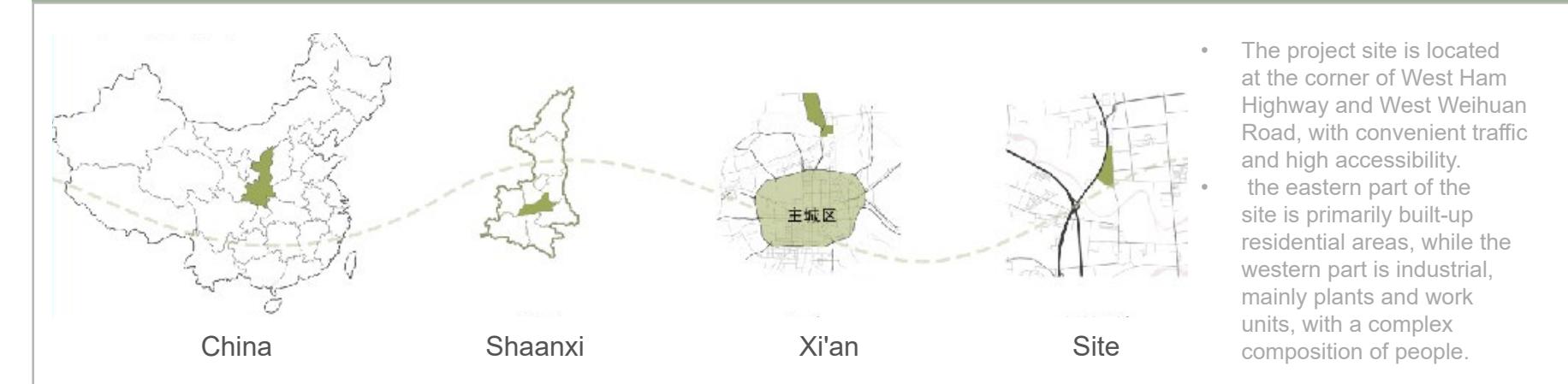
该项目是基于提升城市生态性，促进全民运动的体育创新服务。通过使用更加开放，功能更加多元的活动场地打破了传统体育建筑功能的局限性；通过打造生态型建筑形体，使建筑与周边自然环境相融合，为市民在楼宇之间打造一片自然和谐的天地；通过合理处理建筑功能与空间，创造自然式、开放式、多元式的运动体验。

► My Role

- Team work : Model Maker | Architecture and Service Designer
 - Tools : Rhino | CAD | PS | Journey map | Field research

■ 前期分析

Zone Analysis

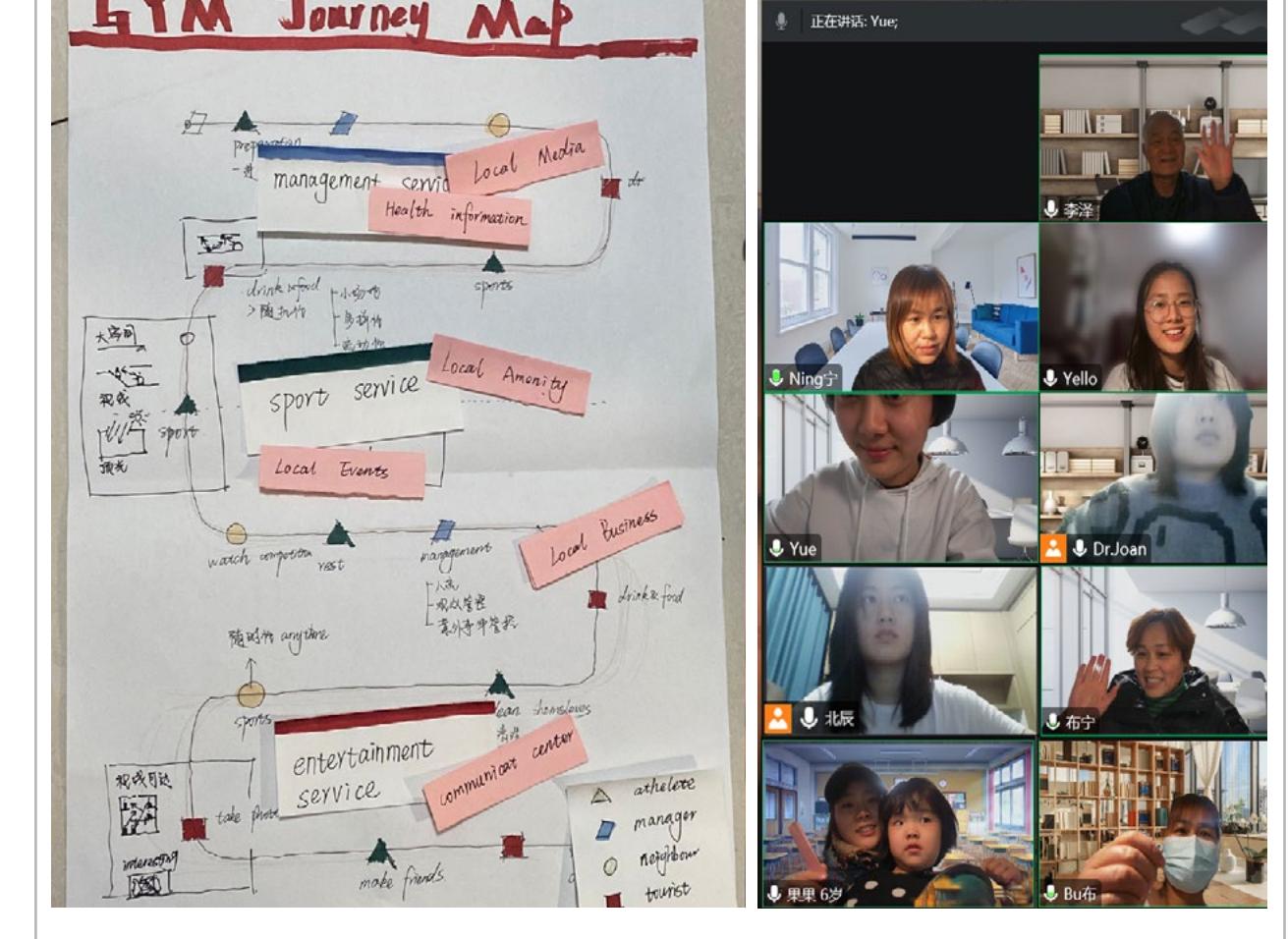


Strategy

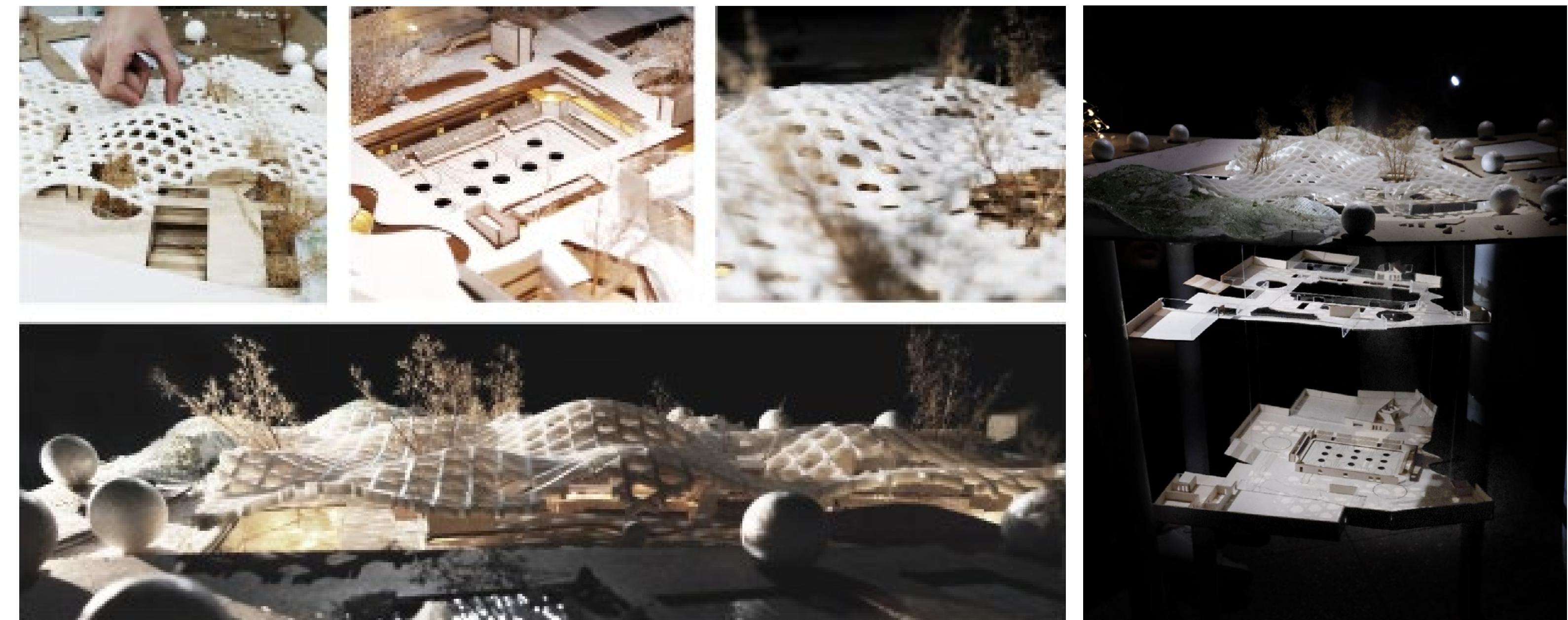


■ Focus Group

LYM Journey Map



Modeling



A. Site Design

Create an above-ground green sports park to increase the greening rate of the city and enhance the public sports experience.

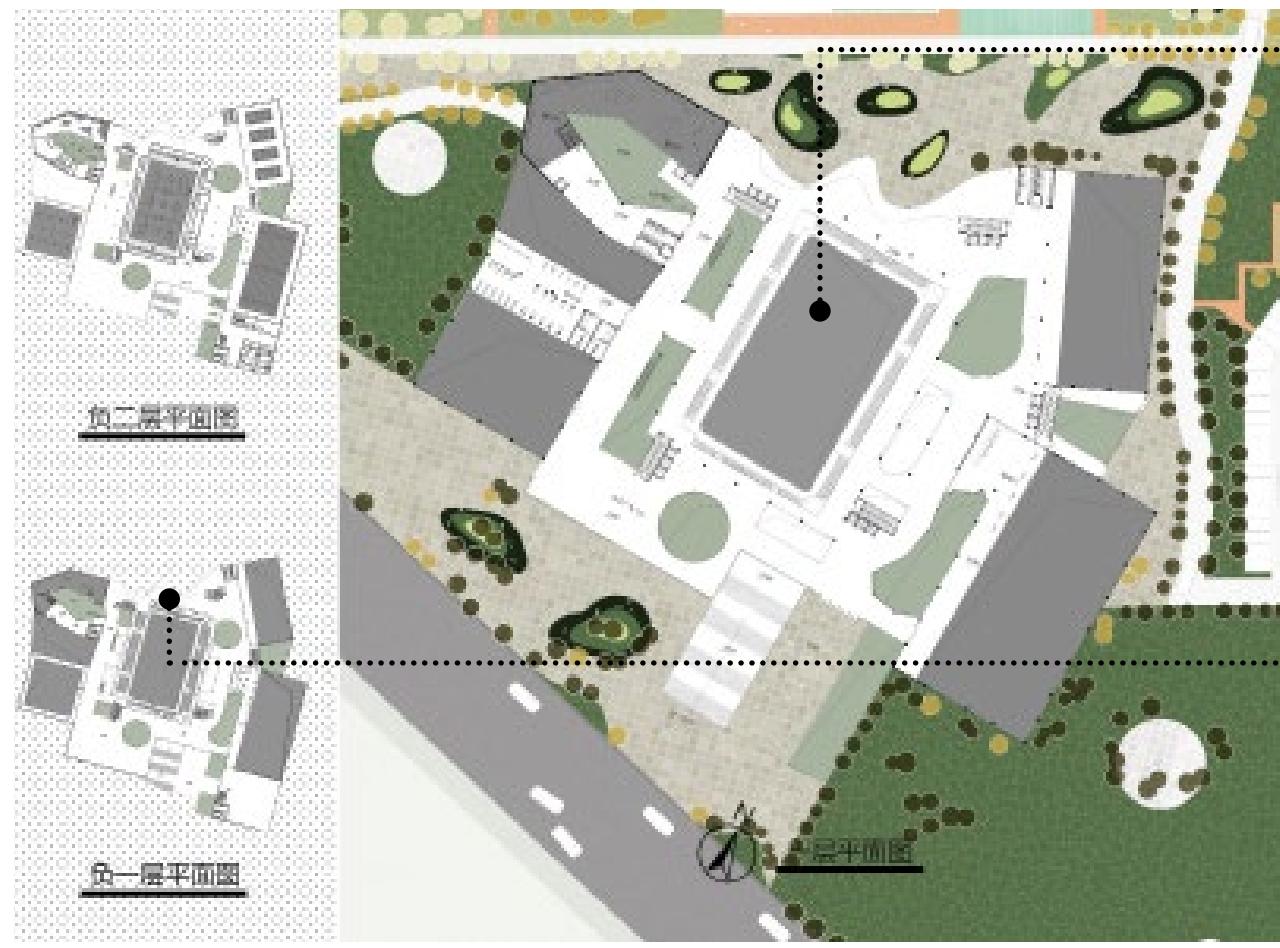


The curved form makes the building seem to grow out of the ground and blend in with its natural surroundings.

Curved paths of movement are created on curved roofs to provide residents with a walking experience that moves and blends into nature.

Breaking down the building's constraints on residential access, allowing people to move freely through the roof path.

B. Plan Design



Create a new model of sports service operation by arranging functions to meet the needs of the public for sports buildings.

According to the influence of the surrounding environment and light changes on the space, all spaces are reasonably arranged to meet the different experience needs of various groups of people.

Enhancing the recreational and social aspects of sports buildings so that the stadium can be operated sustainably and the efficiency of the building can be improved.

C. Scenarios

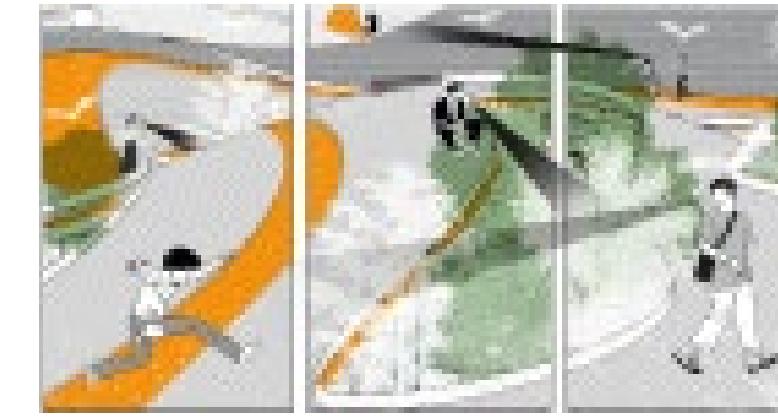
Athlete , Lee , 19 years old



competition

8:00am : Entry to the gym
8:30am : Change of clothes
9:00am : Break
9:30am : Basketball game
11:00am : Shower
11:30am : Recreation
12:00am : Leave the gym

Citizen , Tyler , 32 years old

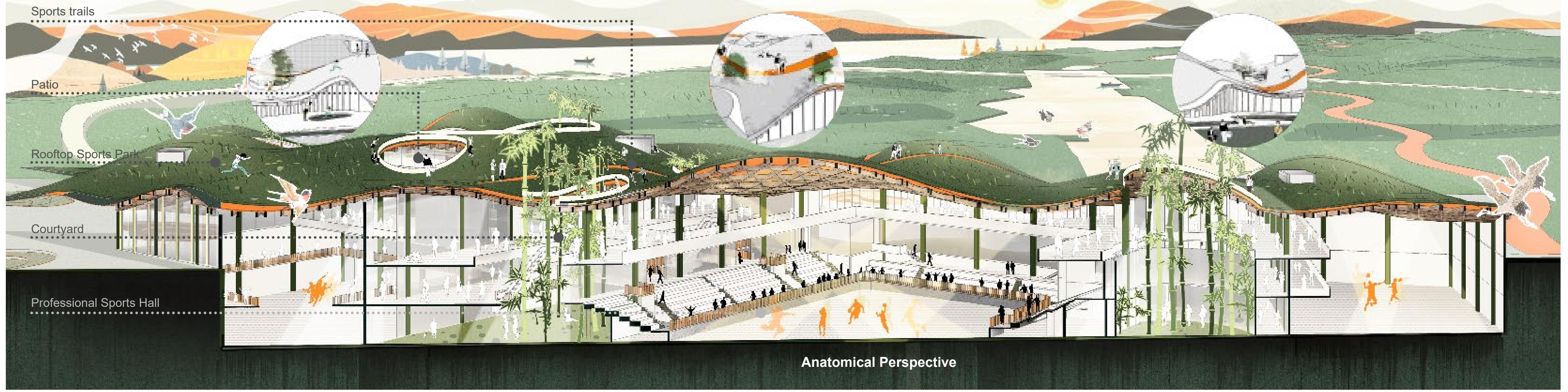


exercise routine

14:30am : Entry to the venue
16:00pm : Office
16:30pm : Break
17:00pm : Rock climbing with friends
18:00pm : Walk on the roof plaza
18:30pm : Chat on the roof plaza

D. Space Design

- Create a variety of sports areas. Use rooftop plazas and indoor areas to create sporting spaces that combine professional sports with daily exercise.
- Create a natural sporting experience. The interior is rich in space through the use of courtyards, patios and light.



Anatomical Perspective