

UNICEF Inclusive Play Space Design Ideas Competition



Organizer

智樂 **playright**

Co-organizer and Sponsor

unicef 
聯合國兒童基金會

Co-organizer


THE HONG KONG INSTITUTE
OF LANDSCAPE ARCHITECTS
香港園境師學會

Sponsor


The Ichen
Yet-San
Family Foundation

Better Future



你

我

佢

我哋 你哋 佢哋

李家

黃家

陳家

楊家 劉家

大家一口氣



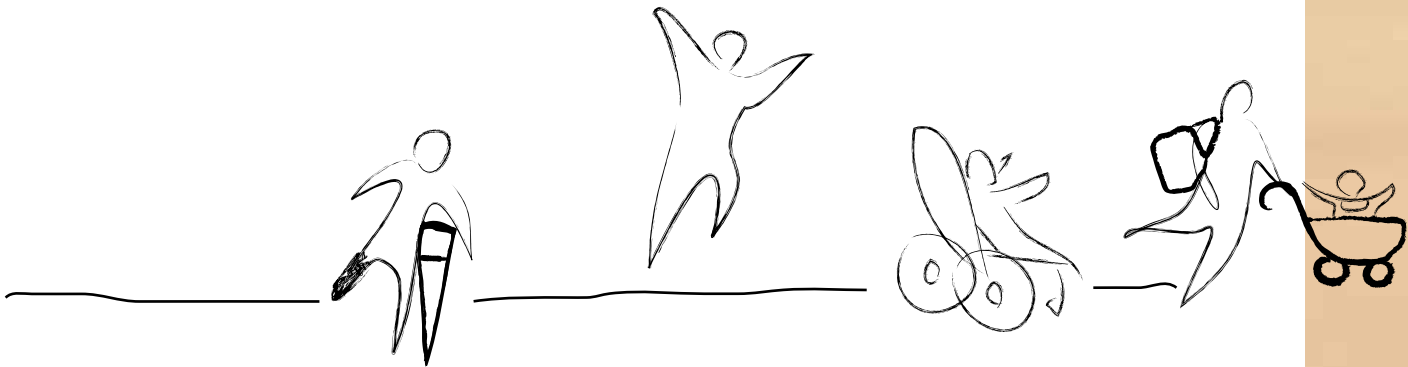
Better playgrounds are about all children and their families.

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Foreword

All children need to play. All children have the right to play. A well-designed and well-managed play environment that puts children first will provide the essential play experiences that are fundamental to a happy and healthy childhood, and benefit the family and community at large.

Better Playgrounds – the UNICEF Playgrounds for All project has successfully initiated a movement in Hong Kong. It is a movement of partnership among NGOs, professional and governmental bodies to work for better play environments for children; it is a movement of widening the concept of equal opportunities in playground development by understanding the needs of All children and playground users; it is a movement of advancement of playground design by progressing forward from safe and accessible playgrounds to playgrounds of diversity, enriching the play experiences for All.

Better Future – Children need a variety of play experiences, including physical, sensory and social play. In play, children are motivated, spontaneous, challenged, accepting differences, engaged with others; in play, families are caring, understanding, sharing the moment, connected; in play, communities are socialized, networked, inclusive. In play, we are nurturing our future.

This booklet is the collection of the winning designs and entries of the UNICEF Inclusive Play Space Design Ideas Competition. It is part of the UNICEF Playgrounds for All project, which also included training programmes, a play day and an exhibition. It unfolds the concerted effort of all of us at Playright Children's Play Association to advocate for better playgrounds, to nurture a better future for today's children.

We perceive this as a milestone on the way to better playground development, and call for each of your support to make our playgrounds a better place for All!

Playright Children's Play Association

序言

所有小朋友都需要遊戲，每一位孩子都享有遊戲的權利。一個以小朋友為中心、設計優良、管理完善的遊樂空間，將為孩子帶來關鍵的遊樂體驗，正是快樂健康童年的穩固根基，也可造就良好親子關係及和諧社區。

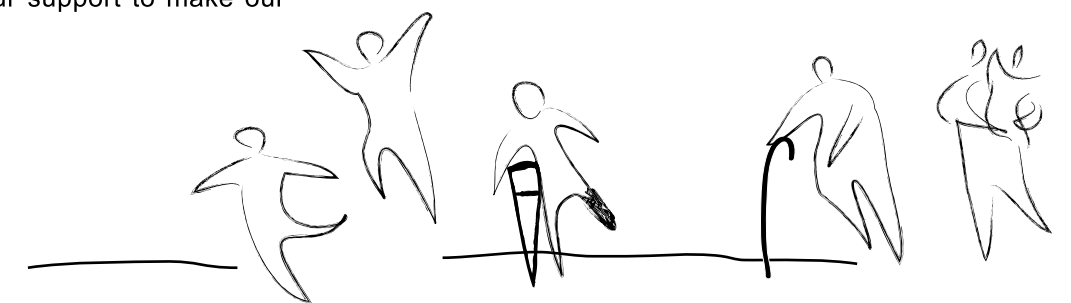
升級遊樂場——UNICEF 共融遊樂場計劃，已成功於香港引領一場行動。這是為提升兒童遊樂場質素而集合慈善組織、專業團體及政府部門的一場夥伴行動，這是為遊樂場發展引入平等概念，以回應每一位孩子及遊樂場使用者需要的一場意識形態行動，這是為推動遊樂場的設計，由安全、無障礙，提升發展至多樣性，讓所有孩子享有豐富多變遊樂體驗的一場進步行動。

星級新未來——兒童需要體能、感官及社交等多樣化的遊樂體驗。在遊戲中，孩子自主、自由即興、接受挑戰、接納不同、接觸別人；在遊戲中，家庭展現關懷、理解、分享及聯繫；在遊戲中，社區人士相互交流、建立網絡、和諧共融。在遊戲中，我們孕育著我們的未來。

這本作品匯集是「共融遊樂空間設計概念比賽」得獎作品及所有參賽作品的精彩結集，也是「UNICEF 共融遊樂場計劃」的項目之一，項目另設專業培訓、遊戲日及得獎作品展覽，旨在向大眾展示智樂兒童遊樂協會的決心，齊心協力倡導推廣升級遊樂場，為今日的孩子創建星級新未來。

這是推動升級遊樂場發展的第一步，為了你、我、他，為了每一個人，我們在此呼籲各位大力支持，將我們的遊樂場提升至一個升級水平。

智樂兒童遊樂協會



Foreword

Hong Kong Committee for UNICEF (UNICEF HK) has funded and collaborated with Playright Children's Play Association through its Child Rights Advocacy Project since 2012 to advocate for inclusive play. Play is not just for fun. It forms a solid foundation for better health and development of a child, and it is also a fundamental right of children as stipulated in Article 31 of the United Nations Convention on the Rights of the Child.

UNICEF HK advocates that every child should have at least 1-hour free play time per day as it helps foster children's all-round development. However, many people don't recognize the importance of play. There are also not many good play spaces in the city.

A study by The University of Hong Kong in 2013 revealed that over 60 per cent of children with disabilities played in playground less than once a week in the past three months; nearly half of parents considered suitable playground facilities were insufficient in the community.

In *The State of the World Children 2013* that focuses on the needs of children with disabilities, UNICEF points out a good playground should be able to cater to the needs of all children, including those with different abilities, and even parents or other community members.

As an advanced city, Hong Kong has the ability to develop better playgrounds. The winning designs of UNICEF Inclusive Play Space Design Ideas Competition featured in this booklet present multiple ways to create a truly inclusive 'Better Playground' for ALL. We are so excited that some of these ideas may be implemented in the pilot site at Tuen Mun Park soon.

We believe that, with 'Better Playgrounds', we could help our children reclaim childhood and enjoy an all-round development, and it also helps Hong Kong to become a more inclusive society.

Hong Kong Committee for UNICEF

序言

自 2012 年起，聯合國兒童基金香港委員會（UNICEF HK）透過「兒童權利倡議計劃」，資助及伙拍智樂兒童遊樂協會向大眾宣揚「共融遊樂」的理念。遊戲不僅是玩樂，也是兒童健康、穩固發展的基礎，更是聯合國《兒童權利公約》第 31 條列明兒童擁有的基本權利。

UNICEF HK 一直提倡每日最少要讓兒童有 1 小時「自由遊戲」時間，以促進兒童全面發展。然而，本港不少人仍忽略遊戲的重要性，香港亦未有一個好好的遊戲空間。

香港大學於 2013 年進行調查，結果發現逾 6 成受訪殘障兒童，過去 3 個月到遊樂場的次數少於每星期 1 次。近半受訪殘障兒童的家長認為社區內缺乏合適的遊樂場。

聯合國兒童基金會 2013 年一份關注殘疾兒童需要的《世界兒童狀況》指出，一個理想的遊樂場，應考慮不同能力兒童的需要，甚至要令成人或其他社區人士都能一起使用。

香港作為國際大城市，絕對有能力做得更好。這本作品匯集內列出的「共融遊樂環境概念設計比賽」得獎設計，展現了建設一個適合所有人玩的「升級遊樂場」，有許多不同的方式。當中部分設計意念有機會在屯門公園的試點落實，實在令人鼓舞。

我們相信，藉着打造「升級遊樂場」，我們可以還兒童真正童年，同時促進兒童全方位發展，也會讓香港變成一個更共融的社會。

聯合國兒童基金香港委員會

Foreword

The Hong Kong Institute of Landscape Architects collaborated with Playright Children's Play Association and UNICEF HK on this meaningful project themed "Better Playgrounds, Better Future".

It has long been recognized that playing is essential to the healthy development of children, both physiologically and psychologically. Since early 20th century, playgrounds form an integral part of cities in developed countries because in highly urbanized cities streets are no longer satisfactory venue for children to play and the fact that not all children can afford to go to school. Marjory Allen, an English landscape architect and an advocate of child welfare, campaigned during post-war period for playgrounds allowing spaces for adventure and free creativity by children especially in high density cities.

Through workshop training, design competition, and an exhibition under this project, we hope to raise the awareness of the public as to the importance of the diversity and inclusivity of playgrounds in Hong Kong. We need to ensure that the trend of risk aversion of our society does not undermine opportunities for our children to explore and develop healthily.

This UNICEF Inclusive Play Space Design Ideas Competition showcases many good design concepts for "Better Playgrounds", we look forward to seeing the pilot project implemented at Tuen Mun Park.

The Hong Kong Institute of Landscape Architects

序言

香港園境師學會與智樂兒童遊樂協會及聯合國兒童基金香港委員會合辦這主題為「升級遊樂場 星級新未來」的計劃。

眾所周知，玩樂對孩童的身心健康發展極其重要。自二十世紀初以來，遊樂場便在發達國家的城市中不可或缺。在高度城市化的地區，街道已不能夠滿足孩童玩耍的需要，而亦不是所有家庭均有能力讓孩子上學。英國園境師艾倫夫人，是兒童權益的倡導者，在戰後一直大力提倡在高密度城市中建設遊樂場，提供歷險空間，讓孩子的創意自由發展。

本計劃希望透過工作坊、設計比賽、及展覽，令公眾明白到遊樂設施的多元化及包容性的重要。我們想要確保，避免承擔風險的社會趨勢，不會剝奪孩子探索世界及健康發展的機會。

是次「共融遊樂空間設計概念比賽」展示了多個優越的「升級遊樂場」設計概念。我們熱切期待屯門公園試驗計劃的落成！

香港園境師學會



無分年齡

不計能力

All children should be able to enjoy play regardless of their age or abilities.

係小朋友

就一齊玩



Physical Play Experience

動感遊戲體驗

聽

碰

探

看 嗅

吸

望

Sensory Play Experience

感官遊戲體驗



觀

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吹

社交遊戲體驗

Social Play Experience

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All essential attributes of a Better Future
could be nurtured in these Better Playgrounds.



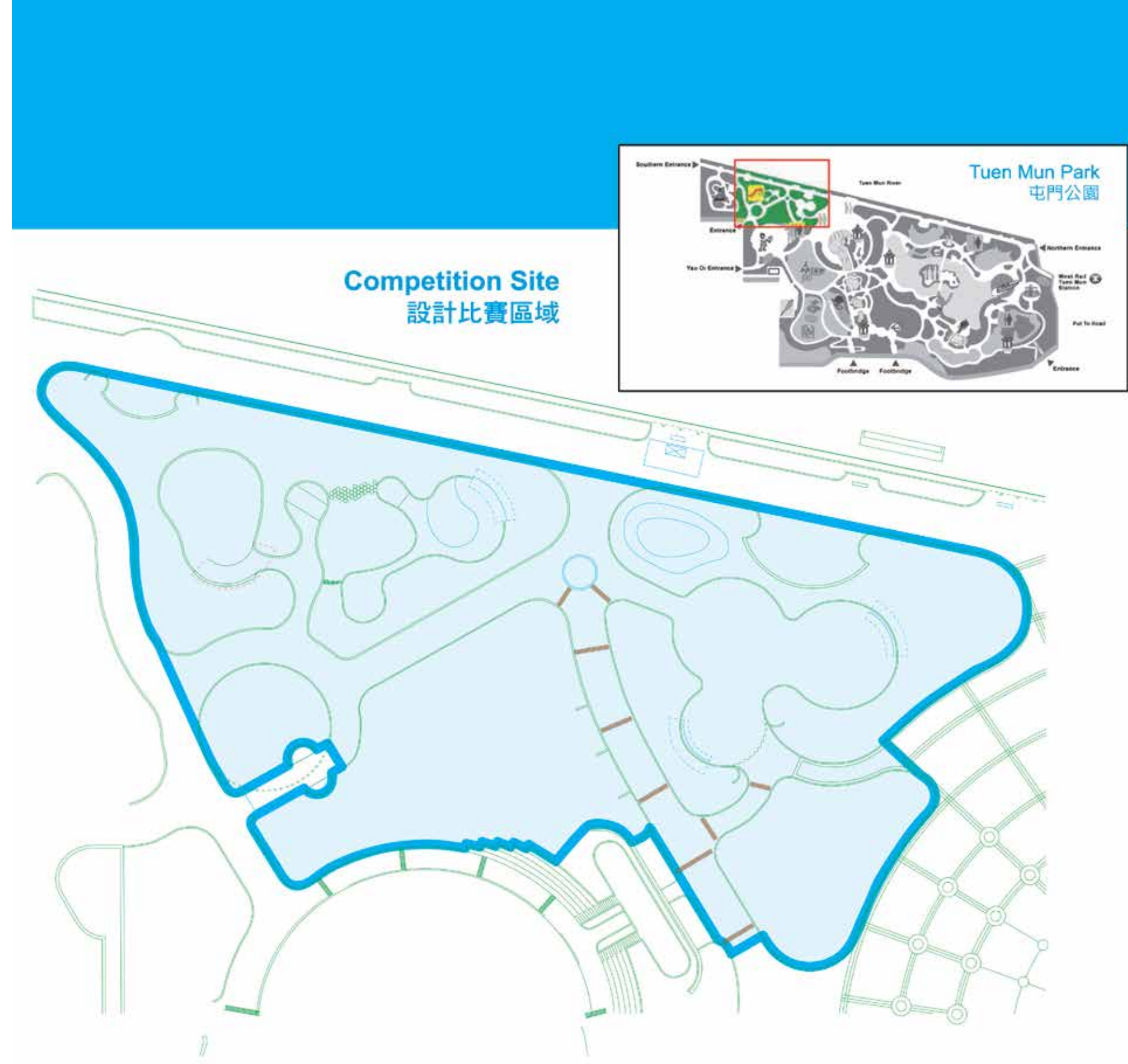
About the Competition 關於比賽

UNICEF Inclusive Play Space Design Ideas Competition (The Competition) required candidates to apply the principles of Universal Design and Place Making approach to design public spaces for all children and community members. The organizer was looking for context specific designs and innovative design schemes to develop a truly **inclusive playground** by enhancing the current play facilities of the pilot site at Tuen Mun Park.

An inclusive playground *addresses* the individual needs of every child regardless of their physical, mental, intellectual, sensory, emotional and/or social abilities, age or background. An inclusive playground accommodates everyone and *challenges* them at their own developmental level. An inclusive playground *provides* platforms for children with a variety of abilities to play together.

共融遊樂環境概念設計比賽（簡稱「比賽」）要求參賽者採用通用設計及地方營造原則，為所有兒童及社區成員設計公共空間。比賽收集了針對具體地區情況而來的創新設計方案，透過提高屯門公園試點內的遊樂設施質素，從而創建出升級的共融遊樂場。

不論兒童的體能、心智、感官、情緒及 / 或社交能力、年紀或背景，共融遊樂場均可滿足所有兒童的個別需要，容納不同人士共同使用，並就兒童各個發展進程提供相應挑戰，同時為不同能力的孩子創造一個和諧共樂的理想平台。





Eligibility



參賽資格

Eligibility

The Competition was local and open to all design professionals, educators, students, institutions, organizations and companies in the following categories:

Professional Category

Individuals / the Team Leader should be:

- i. A member of one of the following professional institutes or bodies – Hong Kong Institute of Architects (HKIA), Hong Kong Institute of Landscape Architects (HKILA), Hong Kong Designers Association (HKDA), The Hong Kong Institute of Surveyors (HKIS), Hong Kong Institute of Planners (HKIP), Hong Kong Institute of Urban Design (HKIUD) or equivalent or in case of doubt at the discretion of the Organizer; or
- ii. with tertiary academic background from one of the following disciplines, e.g. Architecture, Landscape Architecture, Design, Urban Design, Town Planning, Product / Industrial Design, Building and Construction, Surveying, Art, Social Services, Child Development, Play, Rehabilitation or equivalent or in case of doubt at the discretion of the Organizer.

Student Category

Individuals / all team members should be registered tertiary students in Hong Kong or overseas with a valid Hong Kong Identity Card during the registration period (10th February 2015 to 31st March 2015) in one of the following disciplines, e.g. Architecture, Landscape Architecture, Design, Urban Design, Town Planning, Product / Industrial Design, Building and Construction, Surveying, Art, Social Services, Child Development, Play, Rehabilitation or equivalent or in case of doubt at the discretion of the Organizer.

Entries could be collaborative and interdisciplinary teams were encouraged to enter the competition. A maximum of 4 people in a team was accepted.

參賽資格

比賽歡迎所有本地設計專才、教育人士、學生、機構、團體及公司參加以下組別：

專業組別

個人參賽者 / 團隊合作參賽者的團隊負責人須為

- i. 以下專業學會之會員，例如：香港建築師學會、香港園境師學會、香港設計師協會、香港測量師學會、香港規劃師學會，香港城市設計學會或相關學會之會員。如有任何參賽資格不明確案例，主辦機構保留決定參賽者資格之權利；或
- ii. 擁有以下任何一科大專學歷人士，例如：建築、園境建築、設計、城市設計、市鎮規劃、產品 / 工業設計、建築、測量、藝術、社會服務、兒童發展、遊戲、復康或相關學科。如有任何參賽資格不明確案例，主辦機構保留決定參賽者資格之權利。

學生組別

個人參賽者 / 團隊合作參賽者的全體成員須在參賽登記期間（2015 年 2 月 10 日至 2015 年 3 月 31 日）為以下任何一科香港或持有效香港身份證的海外的註冊大專學生，例如：建築、園境建築、設計、城市設計、市鎮規劃、產品 / 工業設計、建築、測量、藝術、社會服務、兒童發展、遊戲、復康或相關學科。如有任何參賽資格不明確案例，主辦機構保留決定參賽者資格之權利。

是次比賽歡迎來自不同學術領域的人士組隊參加，比賽接受最多 4 人一隊參賽。

Considerations

“INCLUSIVE PLAY SPACE” DESIGN CONSIDERATIONS

- Accessibility
- Diversity and Clarity
- Graduated Challenge
- Flexibility
- Multi-sensory Stimulation and Multi-sensory Cues
- Design for ALL ages
- People-Plant Interaction
- Mix of People-made and Natural Elements

SITE SPECIFIC CONSIDERATIONS

- climate and weather
- safety
- local environmental factors and contextual issues
- target audience
- inclusive play and family-friendliness
- ability to be further adapted by local communities, can be customized and extended?
- public consultation

EVALUATION CRITERIA

Other than the “Inclusive Play Space” Design Considerations and Site Specific Considerations above, entries were evaluated based on the design guidelines made up of the following criteria:

1. the design’s originality and creativity
2. green and sustainable approach
3. clarity and comprehensibility of the design
4. cost effectiveness
5. the integration of nature, adults and comfortable gathering
6. compatibility with the environment of the park
7. technical feasibility
8. maintenance requirements

考慮要點

「共融遊樂環境」設計考慮要點

- 無障礙性
- 多樣性和清晰度
- 分層漸進的挑戰難度
- 靈活性
- 多感官刺激、多感官提示
- 顧及不同年齡的兒童的需要
- 人與植物的互動
- 混合人工與自然元素

比賽指定場地的特殊考慮要點

- 氣候及天氣狀況
- 安全因素
- 本地環境因素及背景狀況
- 目標受眾
- 共融遊樂及家庭友好度
- 能否獲當區居民進一步善用，如按喜好或需要改變/ 擴展用途
- 公眾意見

評審準則

除上述「共融遊樂環境」設計考慮要點及比賽指定場地的特殊考慮要點外，評審委員會會根據以下準則評選參賽作品：

1. 設計作品的原創性及創造力
2. 設計作品中採用綠化及可持續發展的方案
3. 設計作品是否清晰易懂
4. 設計作品的成本效益
5. 設計作品能否將大自然、成人及舒適的聚會三方面揉合
6. 設計作品是否與選址環境配合
7. 設計作品技術上的可行性
8. 設計作品的維修及保養要求

Professional
Category

專業組別

Jury's Comments

This competition aims to collect design ideas from professionals envisioning to raise public awareness on inclusive play space design. It is the intention that the winning designs be referenced for the implementation in the whole or part of the subject site. In general, the winning and shortlisted entries have demonstrated innovative design approach in accommodating facilities for users with a wide range of abilities. Apart from serving the functional requirements, they have also responded to the context of the site with their respective and distinct design themes.

Professional Category

評審總評

比賽旨在徵集業內專才的設計概念方案，藉此引領公眾認識何謂共融遊樂空間設計，將優勝作品作為比賽試點整體或部份實施計劃的參考，也是本比賽的另一清晰意向。總體而言。得獎作品及其他入圍作品均展現了創新的設計方向，以各式設施回應廣大市民及不同能力使用者的需要。除了符合遊樂空間的功用要求，不少作品更以各具特色的設計主題，別樹一格地呈現比賽試點的環境氛圍。

Jury's List

Mr. Paul Chan, Vice President,
The Hong Kong Institute of Landscape Architects
(Chairperson of Jury Panel)

Miss Au King Chi, Chairman, Advocacy &
Public Relations Committee,
Hong Kong Committee for UNICEF

Mr. Chang Ping-hung, Wallace, Associate Professor,
School of Architecture, CUHK,
representative of The Hong Kong Institute of Architects

Mr. Joseph Kwan, Chairperson,
Play Environment Committee,
Playright Children's Play Association

Ms. Annie Lam, Chief Leisure Manager (Development),
Leisure and Cultural Services Department

Mr. Alvin Yip,
Director, Jockey Club Design Institute for Social Innovation,
The Hong Kong Polytechnic University

Mr. Nelson Yip,
Deputy Convenor of Policy and Research Committee,
Equal Opportunities Commission

專業組別

評審團成員

香港園境師學會 副會長 陳元敬先生（評審委員會主席）

聯合國兒童基金香港委員會 推廣及公共關係委員會主席
區環智小姐

香港建築師學會代表 香港中文大學建築學院副教授 鄭炳鴻先生

智樂兒童遊樂協會 遊樂環境及設施小組委員會主席 關國樂先生

康樂及文化事務署 總康樂事務經理（發展） 林秀霞女士

香港理工大學賽馬會社會創新設計院 總監 葉長安先生

平等機會委員會 政策及研究專責小組副召集人 葉少康先生

Professional Category

1st prize

So Ho Lung

Hong Kong

The symbolic meaning of Water Lily -
welcomes sun without fear, lightness finds temperament.

A water lily in people's minds is sublime incarnation.

荷花的寓意 - 迎驕陽而不懼，出淤泥而不染的氣質

荷花在人們心目中是真善美的化身



Water-Lily Park

Jury's Comments

The first winning design uses water lily as the theme that carries historical meaning of equality and a character of the Park, and extend the theme to the play environment. It considers the natural environment and creatively introduces play space with high inclusiveness and allows social interaction. The scheme provides integrated features and aquatic elements that are suitable for all children and their families to enjoy together allowing both active and passive uses. One important merit of the design is the allowance of children interacting with nature through playing and at the same time learns about the ecosystem created through the aquatic elements and the associated habitats. The integration of aquatic elements and playground is not common and considered inspirational to future park design in Hong Kong.

評審評語

冠軍作品以水中荷花為創作主題，帶出平等概念及公園的特色，並將主題延伸至遊樂空間中。作品考慮了客觀的自然環境，以創意方法引入具高度共融性的遊樂空間，讓社交溝通互動得以進行。方案中的水體及其他設施融合成一個整體的設計，適合兒童及其家人一同享受，更容許不同形式的參與。得獎設計的另一優勝之處是透過遊玩，鼓勵兒童與大自然作出互動，同時藉著水元素及相關棲息地之創造，讓兒童體會生態環境的奇妙。將水與遊樂場融合的設計在本地並不普遍，本作品因而可視為本港未來遊樂場設計的靈感泉源。



Design Concept

Water lilies have been planted in the Tuen Mun Park and have become the significant flower species in Tuen Mun. In Chinese tradition, the water lily has long been associated with equal qualities. The meaning of the water lily is therefore comparable to the ambition of designing a playground in Tuen Mun Park for all abilities. The design concept stems from the spiritual meaning of the water lily. Owing to its abundant value, the water lily fully utilizes its features in the Chinese culture –from Hachisuba to

flower and from seed to root. The design proposal ingeniously applies the spirit of the water lily in the play garden. The leaf pattern has been transformed to become the pattern of the hard pavement. The shape of Hachisuba and flower is converted to the shading structure and water playing sprinkler. The root of the water lily is metamorphosed into a play equipment structure. The human circulation (Children) spring from the ground as seeds which have been covered (protected) by leaves (Parents).





Professional Category
2nd prize

Chan Yu Hin
Lau Siu Hay, Derek
Fok Lik Kan
Chan Ho Yeung, Andrew
Hong Kong

Kidsleidoscope is a playscape for all, a place for diversity to blossom.

童心如萬花，小異可大同

Kidsleidoscope

Jury's Comments

With the theme of “kaleidoscope”, the second winning piece is visually attractive through the use of colourful elements and iconic landforms to accommodate various play facilities. It is an ambitious attempt to blend play facilities in a built-environment. It stimulates creative play opportunities that naturally increase the “fun” factor and challenge to children with different abilities. This design approach is full of potential for further exploration.

評審評語

亞軍作品以「萬花童」為設計概念，展現豐富的色彩元素及創造觸目的巨型地標，精彩吸引，更能兼容各式遊樂設施。在人為的創建環境中內置遊樂設施，是一項具野心的嘗試，有助激發創意遊戲、製造趣味因子，並為不同能力的兒童帶來多元化挑戰。這個設計方案潛質優厚，具有進一步開發的空間。



Design Concept

‘Kidsleidoscope’ caters and accomodates children of different ages. There are play structures with different levels which are not setting boundaries between ages but rather provide platforms children can choose and engage with others of different ages, levels of difficulties and needs. For instances, there are slides, web climbers and rock climbs of various sizes, heights and slopes.

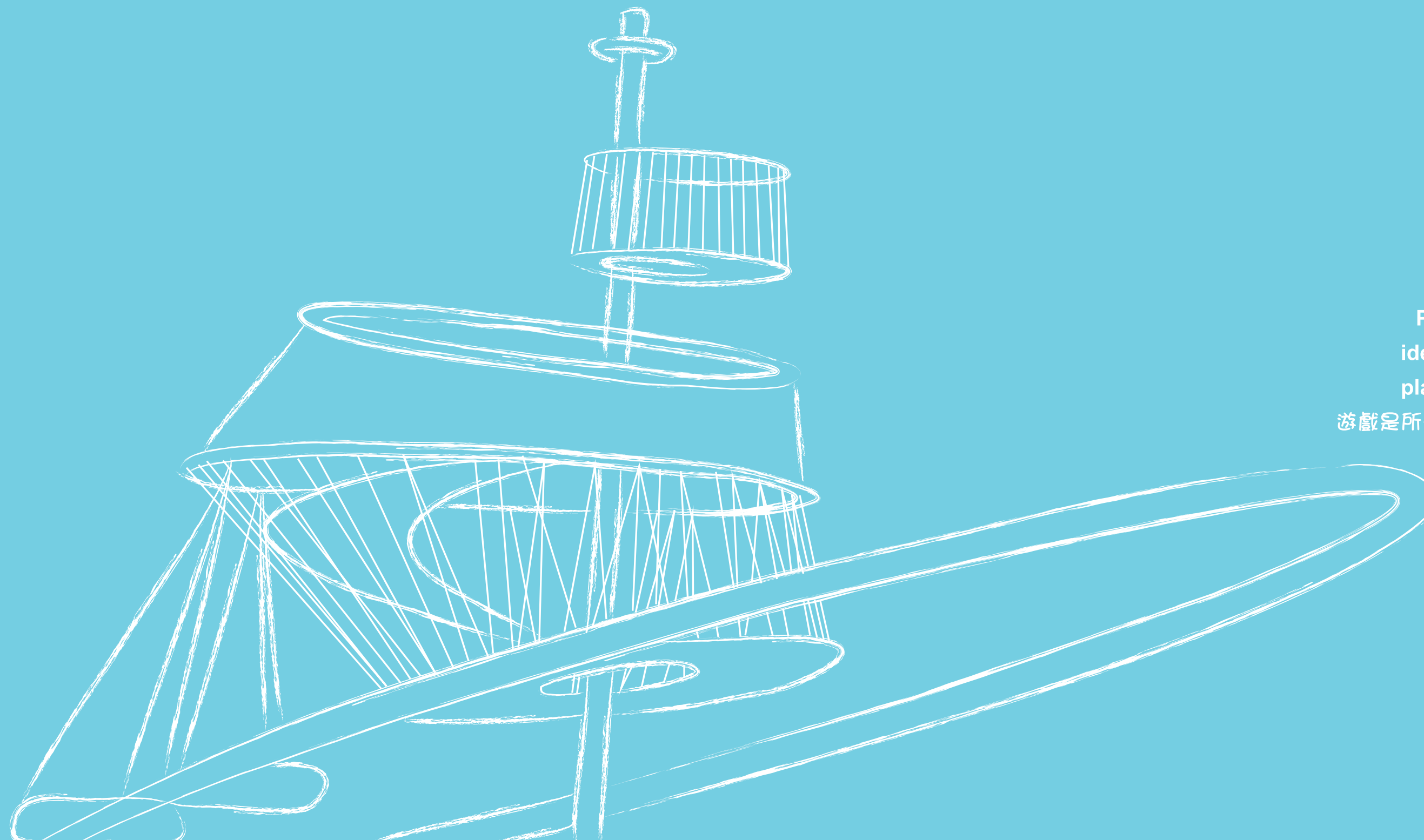
The design is a barrier-free playground, which children with different abilities and needs not merely access physically. ‘Kidsleidoscope’ is ‘psychologically accessible’ where children



and their parents can observe, engage and understand others with a variety of abilities and needs.

The central sloped terrain is composed of triangulated panels with different colours and material textures. Children can access the playground through a circular ramp at the perimeter at different levels. They are able to explore the play space through different sensory stimulations, regardless of ability level. Triangulated panels are designated with different sensory stimulants through different textures, coarse or soft, varying from rubber mat (EPDM), wood, sand, shrubs, ground cover to flowers which are interchangeable depending on future needs.

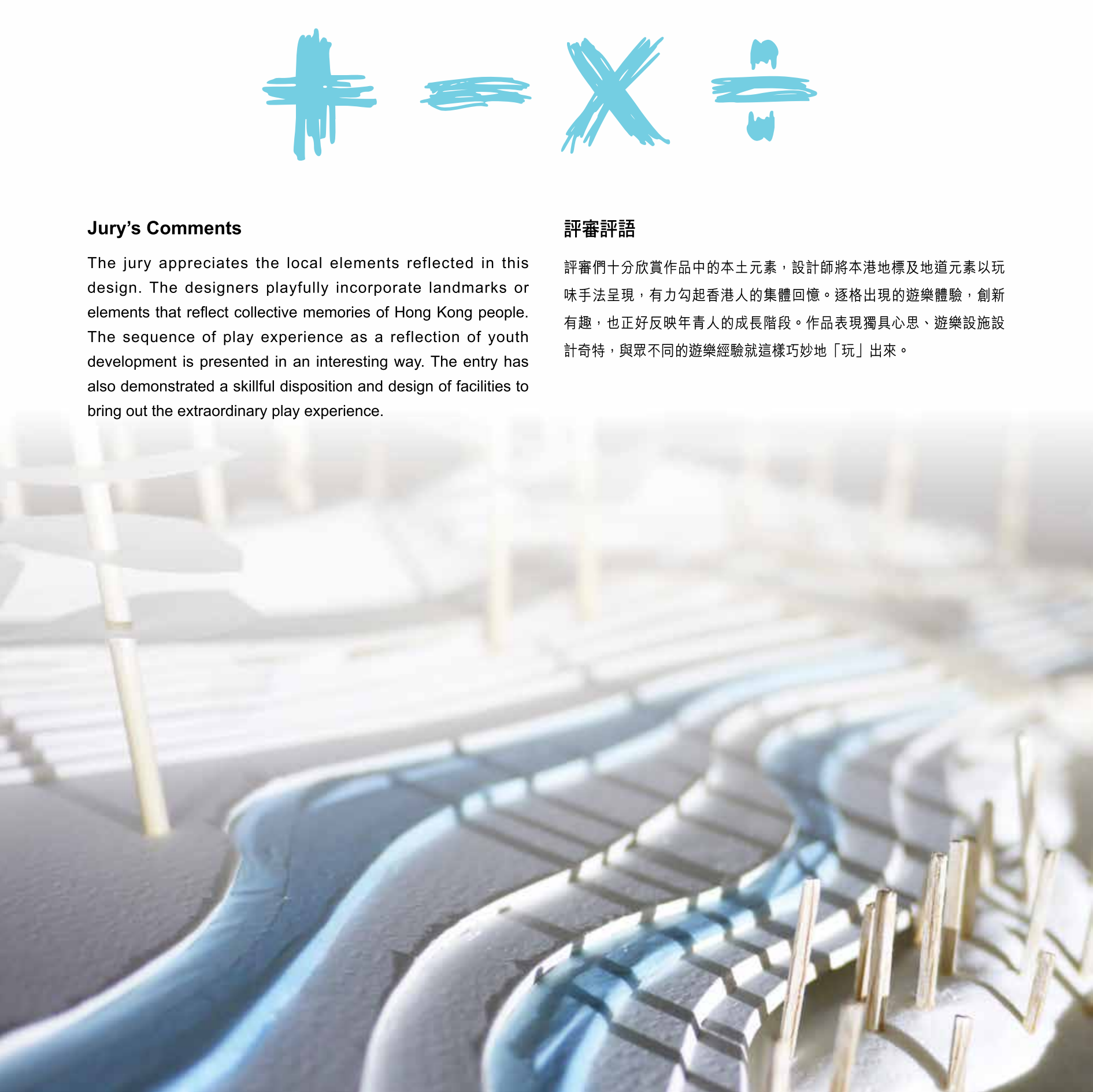




Professional Category
3rd prize

Lai Chung Yin, Stephanie
Lau Hoi Ying, Kate
Hong Kong

Play is a right for all: $+$ $-$ \times \div represents the
idea that each player is an active agent on a
platform of synergy for infinite possibilities.
遊戲是所有人的權利：加減乘除代表每個自主個體活躍
於互動的空間，引伸無限的可能。

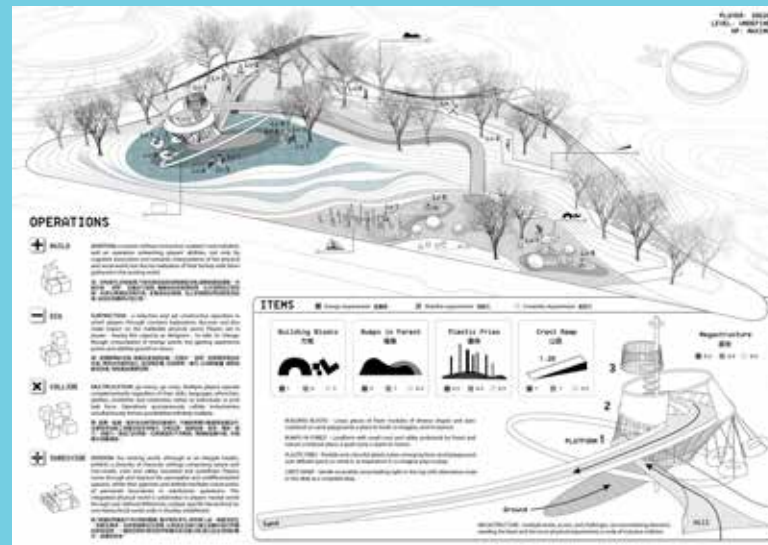


Jury's Comments

The jury appreciates the local elements reflected in this design. The designers playfully incorporate landmarks or elements that reflect collective memories of Hong Kong people. The sequence of play experience as a reflection of youth development is presented in an interesting way. The entry has also demonstrated a skillful disposition and design of facilities to bring out the extraordinary play experience.

評審評語

評審們十分欣賞作品中的本土元素，設計師將本港地標及地道元素以玩味手法呈現，有力勾起香港人的集體回憶。逐格出現的遊樂體驗，創新有趣，也正好反映年青人的成長階段。作品表現獨具心思、遊樂設施設計奇特，與眾不同的遊樂經驗就這樣巧妙地「玩」出來。



Design Concept

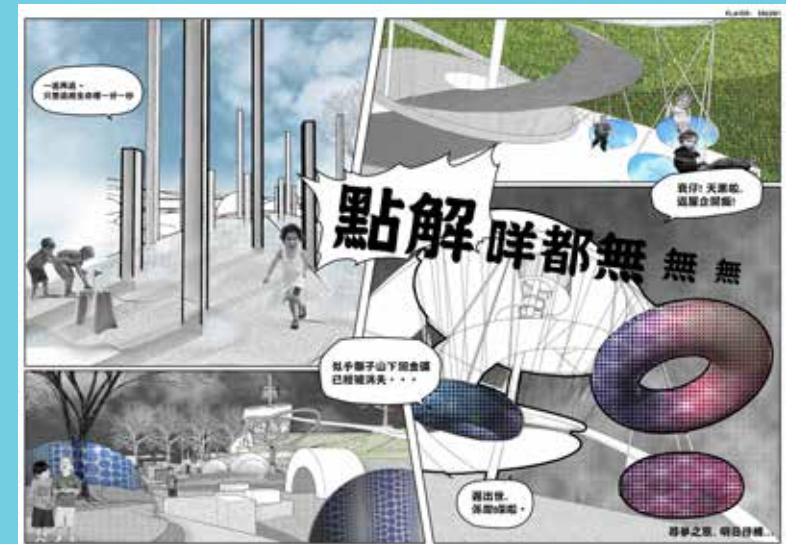
Play is a right for all, regardless of abilities, ages, languages and ethnicities. An inclusive playground, we believe, should be a platform of synergy which provides diverse characters and encourages intuitive play, but without zones in order to catalyze and maximize interactions among children without labeling and singling out particular abilities or disabilities. True inclusiveness is to accommodate differences but yet avoid differentiation.

We interpret this synergy with Orders of Operations - namely Addition, Subtraction, Multiplication, and Division. We present this concept with the language of a multi-player game and

associate these operations with the actions of Build, Dig, Collide and Subdivide, which in turn reinforce the idea that each player is an active agent of their own rights.

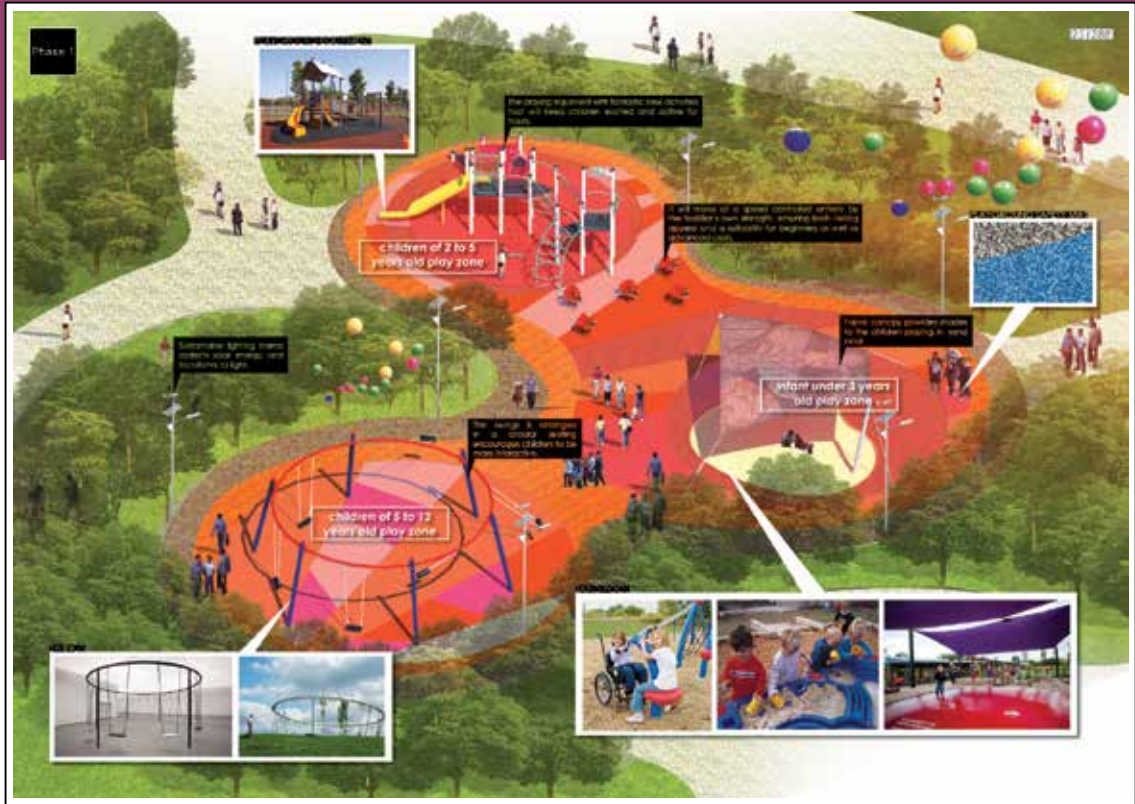
These operations represent diverse activities children can engage in. They are spontaneous; they provide excitement and imagination; and they create infinite possibilities. Spatially, our design offers both spaces for energy intensive activities and those “for nothing”, whilst major play elements further reinforce this concept.

True inclusiveness offers graduated challenges, multiple spatial characters, and flexibility for interpretation, but at the same time provokes collisions and interactions in which agencies overlap and intertwine in an integral space.



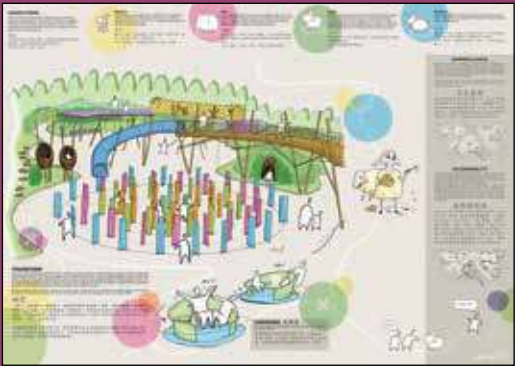
Professional Category
Honourable Prize

Cho Hing
Hong Hong



Design Concept

Integration playscape is specially designed for able-bodied and disabled children to play side-by-side and integrate to the social fabric. The playscape is designed to split into different themed areas ensuring that children, teenagers, elderly and all visitors are able to experience and explore. As an integral part of Tuen Mun Park, the new children's play area will be accessible for children of all abilities. Play equipment meets the safety standards and accessibility guidelines. Based on this main design principle, the new children's play area fulfils 3 other roles that children and the community demand, respectively sharing, discovery and integration.



Design Concept

Our proposal is focused on inclusive play – for a diversity of abilities, ages and play preferences. The design encompasses physical and digital spaces to enable play activities in the park.

Play is promoted through 'elevated inclusion' – incorporating Universal Design principles and Nature Play Guidelines. Elevation is achieved physically and emotionally, through ramps and walkways into the tree canopy.

Professional Category
Honourable Prize

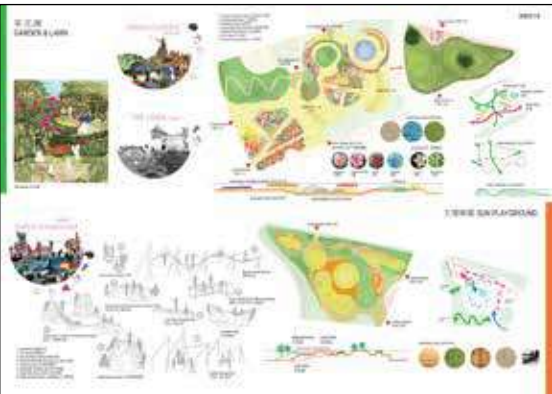
Craig Ian Doubleday
Neil Geoffrey Michael Hobbs
Bronwyn Cumbo
Australian
Grant Menzies
British



The play space has four zones: "Grow / Create / Explore/ Transform" which inspire explorative, creative, physical and social play between children. The four zones addresses inclusivity through five filters: Accessibility; Surveillance; Play-finding; Graduated Activity, and the Play Narrative.

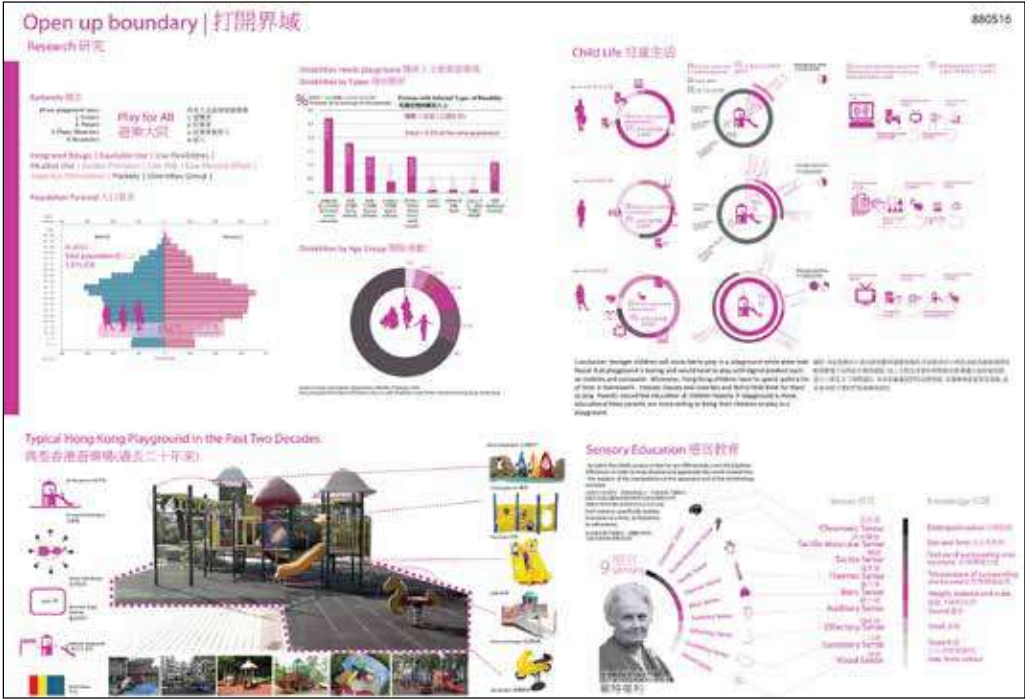
Professional Category
Honourable Prize

Tang Chi Hong
Chan Yi Sa
Hong Hong

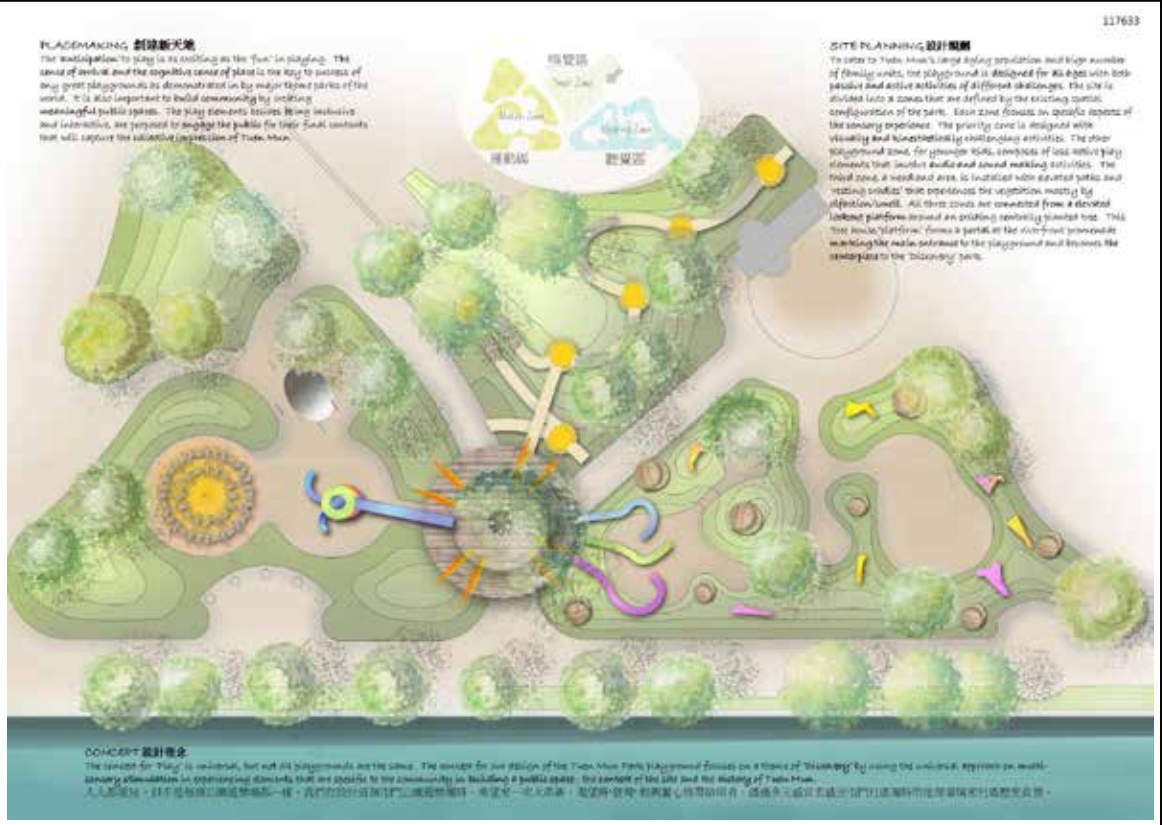


Design Concept

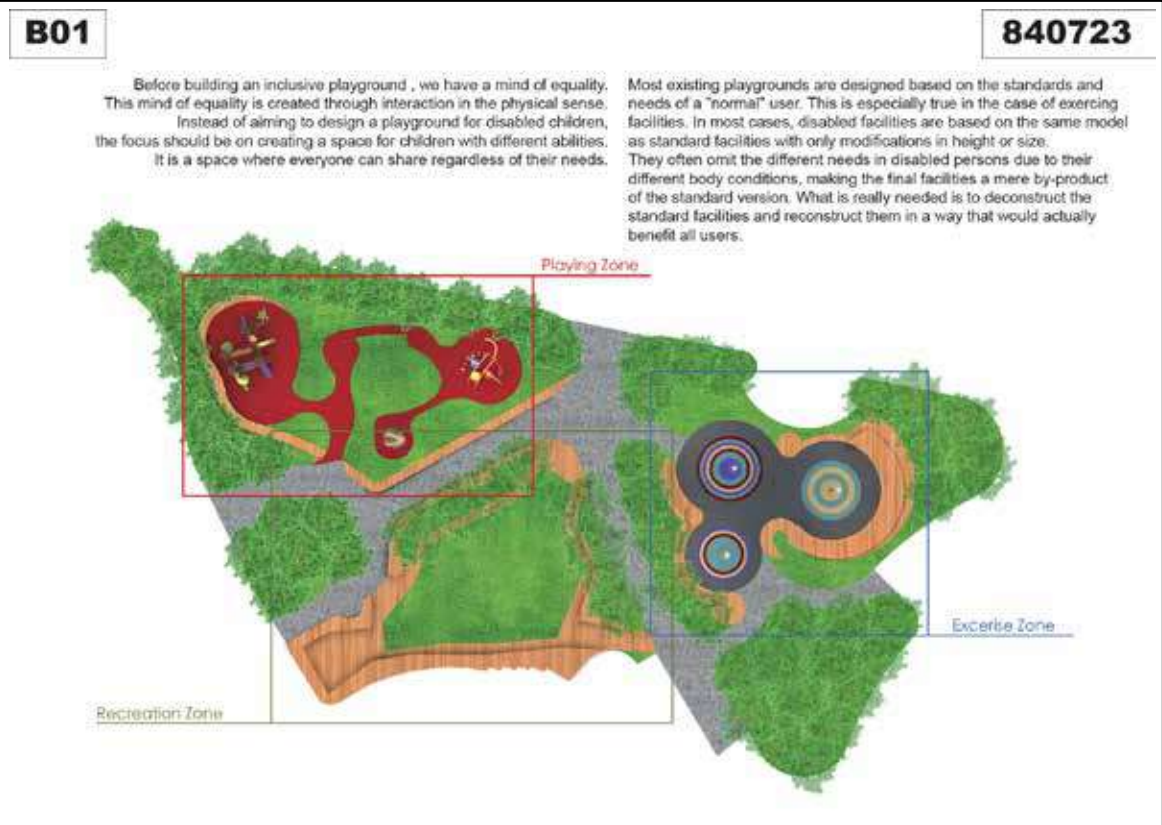
The design questions the need of boundaries between the play area and the rest of the park where the playground can be easily reached from everywhere. It reorganizes the zones of play into interwoven routes. The play facilities include different levels of engagement, age-group-focus and also risk-taking. We see play as a multi-sensory experience for child growth. The design provides multiple environmental settings, from knolls, water steps, a smooth skating ground to a climbing net and floating net area. Dimensional transformation is utilized of the site's existing ground-scape and as the principal strategy for the landscape. In other words, we envision a fuse of play, leisure, observation and rest in this universal corner of the park.



Ching Yuk Yu, Eugene
Chan Yuk King
Hong Kong



Chung Wa Sau
Hong Kong



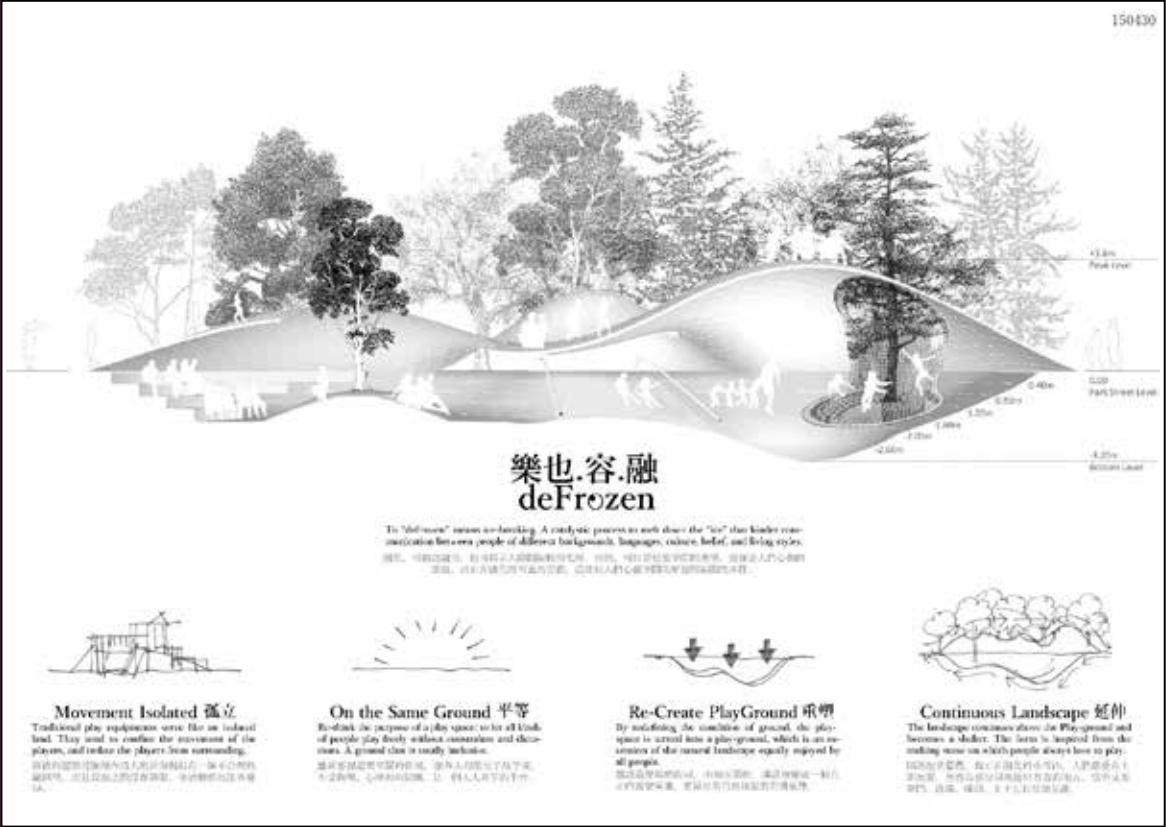
Fong Hoi Ki
Singapore



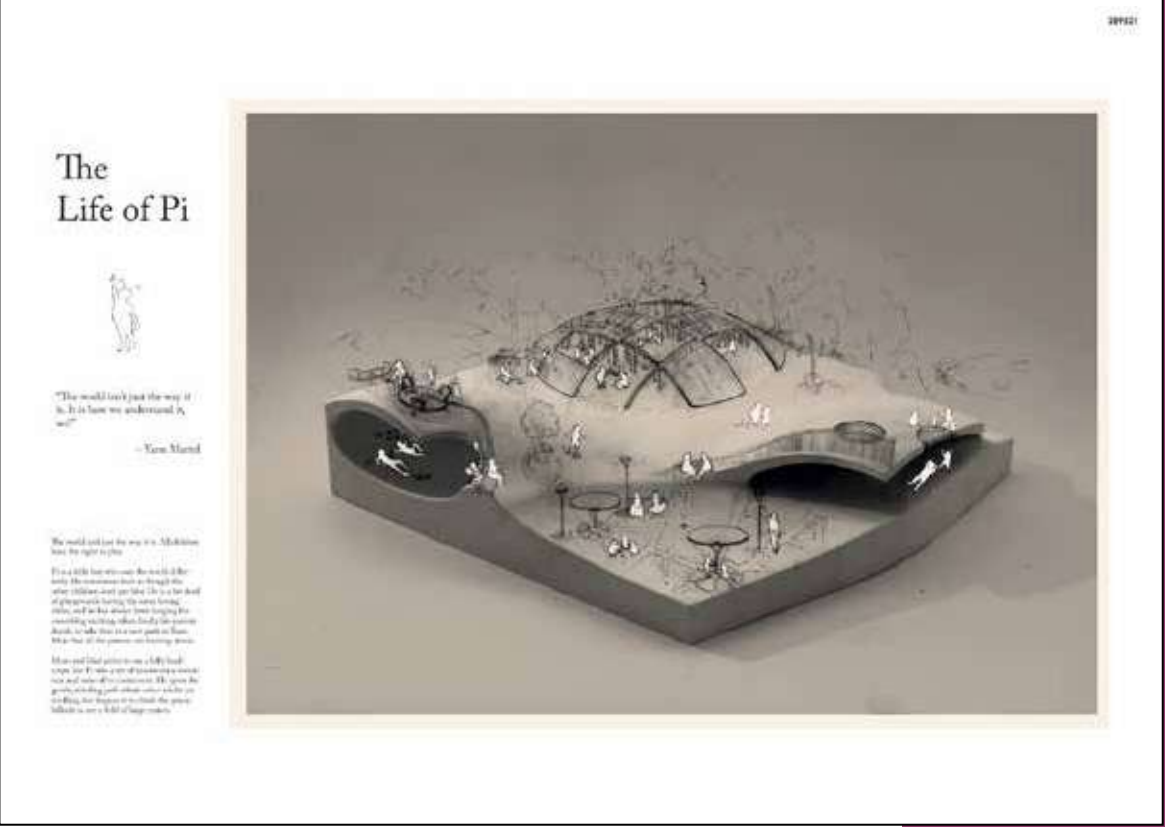
Francesco Rossini
Italy
Peter Winston Ferretto
Britain
Filipe Joel Afonso
Portugal



Lau Man Kuen
Ho King Hei
Hong Kong



Lau Hing Ching
Hong Kong

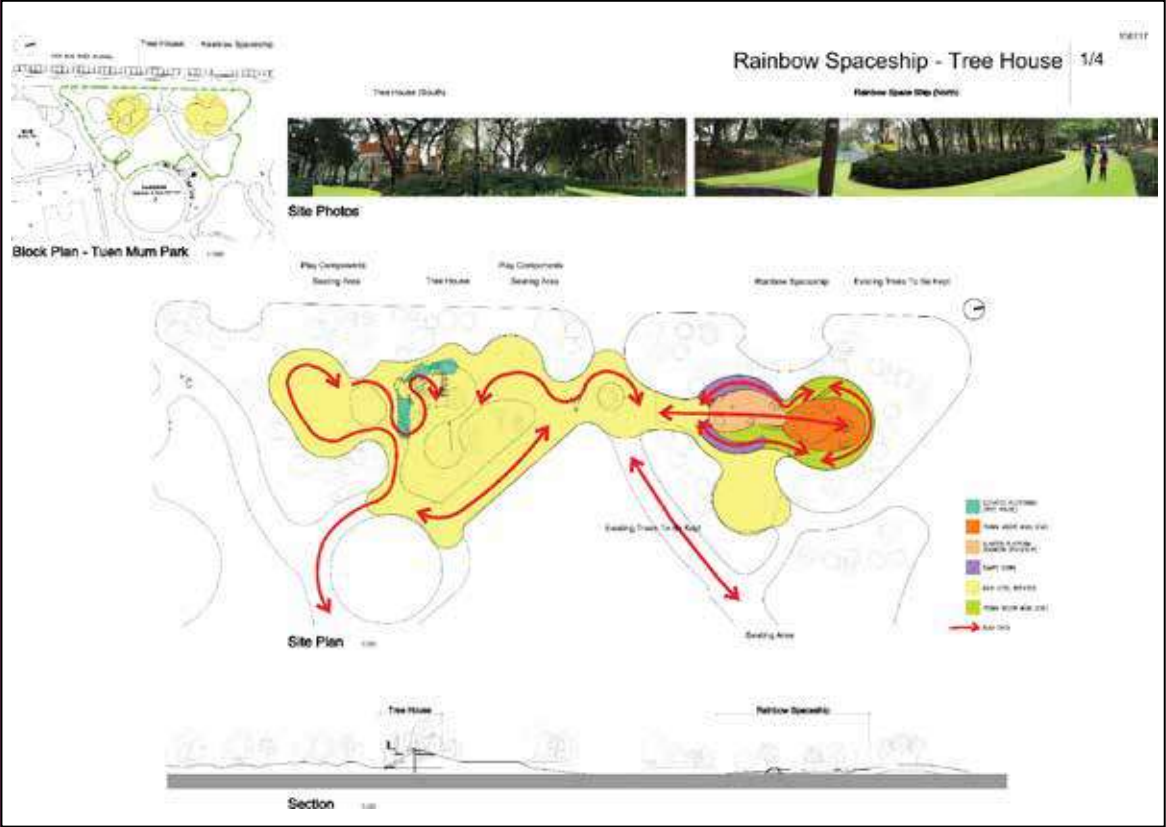


Project Little Dream with
Community Project
Workshop
Kee Yee Chun, Tristance
Leung Cherk Ga
Yuen Wai Yin
Chan An Yu
Hong Kong



Sinocham (HK)
Enterprises Ltd.
Hui Man Kit, Maggie
Chan Shing Kwai, Ralph
Hui Tung Shan, Eric
Chan Shu Sum, Sam
Hong Kong

Threshold
Consultants Limited
Au Man Yi, Kitty
Yip Kai Ching
Hong Kong



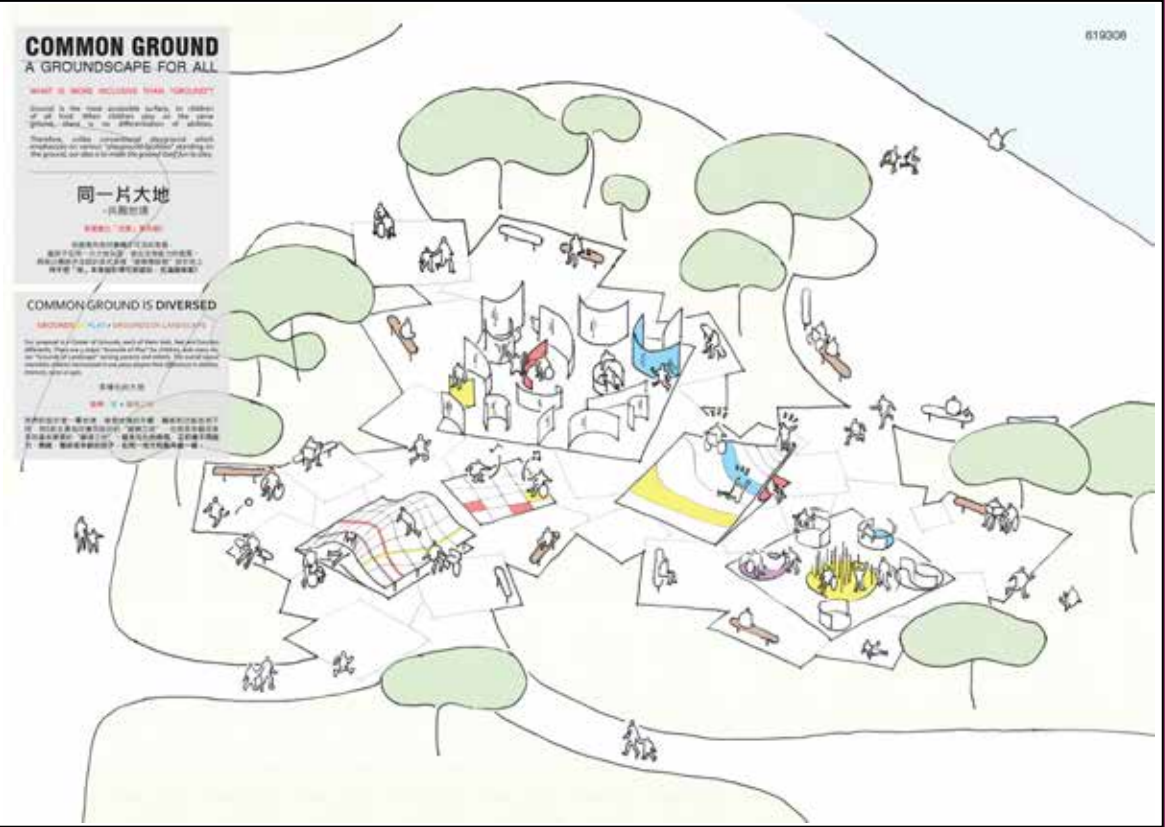
Too Wing Tak
Au-Yeung Pui Yan,
Jacqueline
Lee Tsz Yin, Andrew
Hong Kong



Wong Yan Ming
Yeung Tsz Yan
Tsui Tang Lung
Choi Heung Yung
Hong Kong



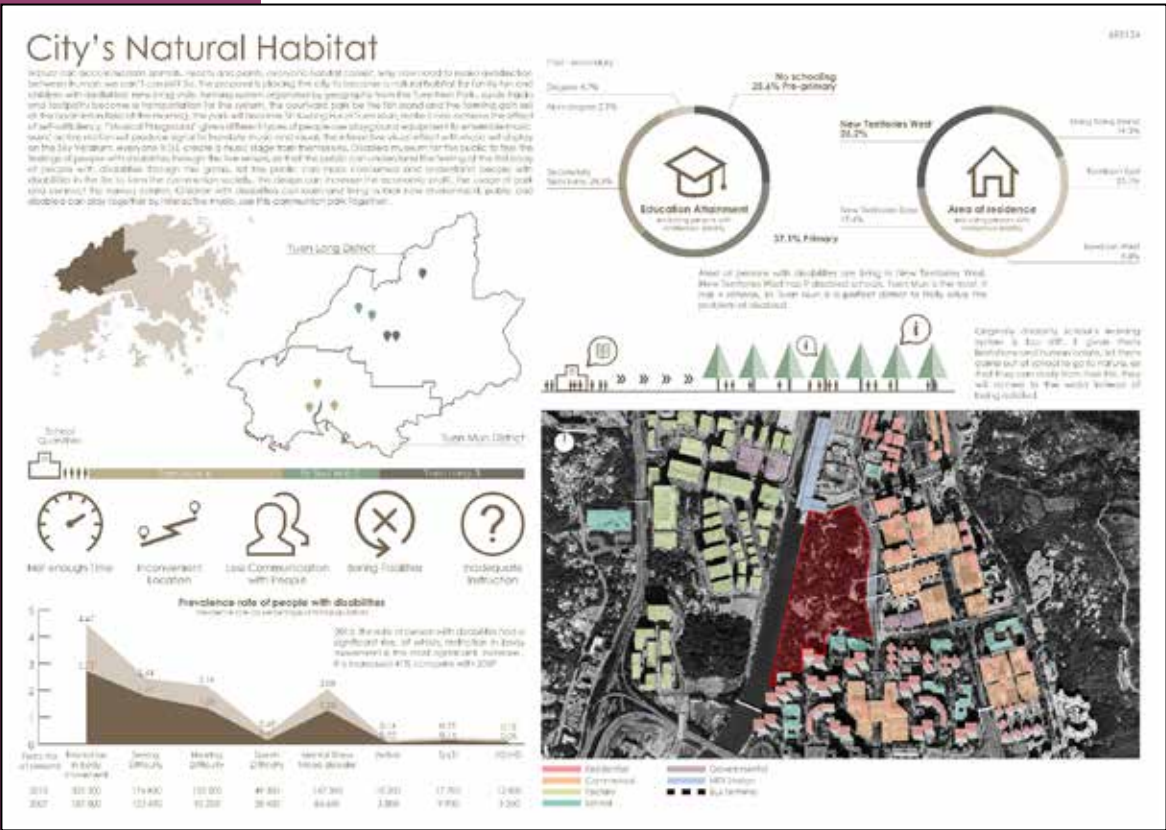
Wong Chak Yuen
Kung Yick Ho, Alvin
Ho Chun Wang
Hong Kong



Yip Sui Yu
Cheng Po Yan
Hong Kong



Yiu Chi Hung
Yeung Kei Long
Hong Kong



Student Category

學生組別

Jury's Comments

Apart from professionals, the organizer also wished to encourage tertiary students to participate in this competition so as to input new design forces for future inclusive playground development. The participants came from different disciplines and the winning designs are students from architecture, landscape architecture, product design, occupational therapy and civil engineering. We can see that the designing of inclusive playground really needs the collaboration and professional input from different fields. The entries reflect the students' imaginative and creative minds. The judging panel commented that some entries are comparable to those in the professional category.

Jury's List

Mr. Yue Chi Hang,
the former Director of Architectural Services Department,
representative of The Hong Kong Institute of Architects
(Chairperson of Jury Panel)

Miss Au King Chi, Chairman,
Advocacy & Public Relations Committee,
Hong Kong Committee for UNICEF

Ms. Helen Chu, Council Member,
Hong Kong Institute of Landscape Architects

Mr. Joseph Kwan, Chairperson,
Play Environment Committee,
Playright Children's Play Association

Ms. Justina Leung, Advisory Committee Member,
The Chen Yet-Sen Family Foundation

Ms. Angelina Lo-Chui, Founder Director, CreativeKids

Dr. Eric Tam Wing Cheong, Director,
Jockey Club Rehabilitation Engineering Centre,
The Hong Kong Polytechnic University,
representative of The Hong Kong Joint Council for
People with Disabilities

Student Category

學生組別

評審總評

除了專業組別外，主辦單位亦希望藉是次比賽鼓勵學生們的創意，為本港未來的共融遊樂空間發展注入新動力。學生組參賽者來自多個不同學科，而得獎作品有來自園境建築、建築學、產品設計、職業治療及土木工程的同學。亦正反映出為兒童創造共融遊樂場確實需要不同範疇的專業協作和努力。評審們認為作品表現出學生們無窮的創意想像，部分作品更可媲美專業組別的水平。

評審團成員

香港建築師學會代表 前建築署署長
余燾鏗先生（評審委員會主席）

聯合國兒童基金香港委員會 推廣及公共關係委員會主席
區璟智小姐

香港園境師學會 委員會成員 朱淑霞女士

智樂兒童遊樂協會 遊樂環境及設施小組委員會 主席
關國樂先生

陳一心家族慈善基金 諮詢委員會成員 梁魏戀賢女士

CreativeKids 創辦人 徐羅國彥女士

香港復康聯會代表 香港理工大學賽馬會復康科技中心主任
譚永昌博士



Student Category
1st prize

Law Yat Man
Cheng Hiu Lam
Lam Ching Hang

Hong Kong

The concept of Reptile Fun is our perfection of how a playground
could be and what it should contain for the community.

整個設計表現了我們對香港遊樂場的美好願景。



Reptile Fun

Jury's Comments

The theme of this winning piece is clearly presented and blends with the surrounding environment and park facilities. The entry echoes the characteristics of a Reptile House. It also interacts with the natural environment in Tuen Mun Park. The play environment theme includes various elements to increase children's interest in play. The overall layout is well organized and has taken thorough consideration of different age groups, needs of children of varying abilities and other special needs. The entire play site is fully utilized with different levels, encounters reasonable zoning to increase a feeling of adventure and is challenging.

評審評語

得獎作品主題清晰，亦考慮到比賽場地的周邊環境及設施，回應了屯門公園爬蟲館的特色，設計亦有與自然環境作出互動，互相配合。作品主題亦包含其他各具特色的內容，提升兒童遊玩的樂趣，亦選取了兒童喜愛的遊樂元素。設計考慮整體配置，針對不同年齡層，亦照顧到不同能力兒童及殘障兒童的需要。作品充分運用場地空間佈局，設計不同長短高低的層級及區域，以增加挑戰度。

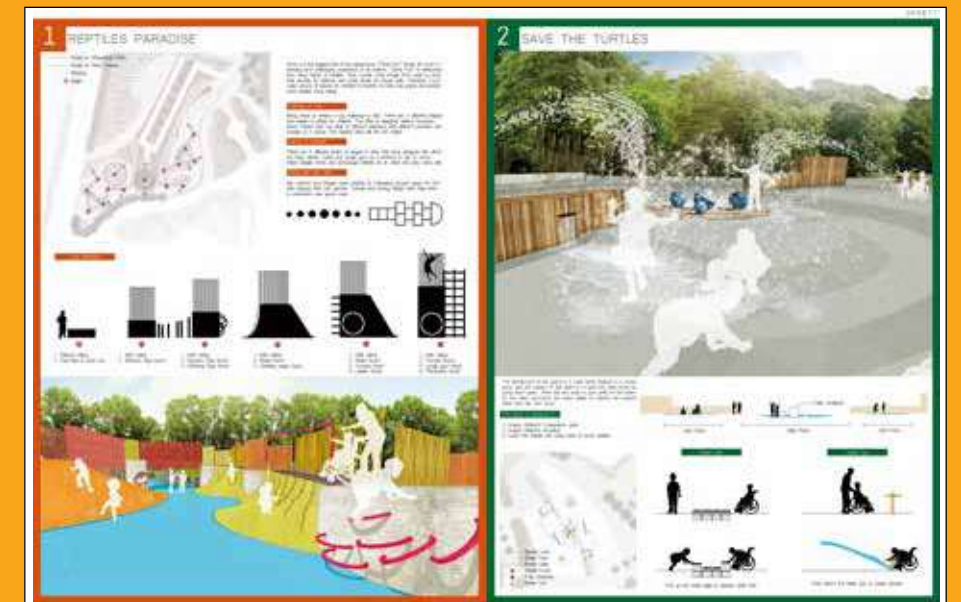


Design Concept

The Reptile Fun site was an old playground located in the Tuen Mun Park, thus in consideration and response to the Tuen Mun reptile house which is located next to the site, reptile elements were used in the design, such as reptile's body feature and their living habitat. These elements are merged with different kinds of natural elements to create a unique storyline to the playground, for example Save the Turtle and the Egg Hunters.

In addition, Reptile Fun is a playground that aims to provide an opportunity to all people to interact with nature and also have fun within it. Thus, most of the park is accessible to all people to create the maximum fun to all visitor. Visitors will have a lot of opportunity to interact with different nature elements. Especially for people with disabilities, it provides an easy and safe way to interact with plants at the Banyan Deck and the Reed Path.

To conclude, the concept of Reptile Fun is our perfection of how a playground could be and what it should contain for the community.





Student Category

2nd prize

Wong Man To
Kong Wing Yan
Hong Kong

Everyone has the right to play and perform
their shows with their imagination.

每一個人也有權利遊戲，並發揮獨有的
想像力演繹生命中精彩的每一幕。

Water Stage

Jury's Comments

This winning design makes use of two natural elements, water and sand, as its play environment theme. The overall design is very well presented with the inclusive concept in mind and takes care of children with disabilities. It is a barrier-free design and particularly considers the needs of wheelchair users to interact with water so that they can enjoy the fun of water play. The space is developed from a 'concentric curve' design. It creates a good contrast to the configured layout of the surrounding housing estates. The existing trees will be preserved with this flexible design and the inclusive play ideas are easy to implement.

評審評語

作品主題突出，以水遊樂作為設計主調，但亦包含了沙的自然元素，同時照顧殘障兒童所需，令整體設計清楚表現相關的共融概念。設計者回應了現時輪椅人士享受水遊樂的困難，以無障礙的設計方向，讓安坐輪椅的兒童亦能夠享受到玩水的樂趣。空間以同心曲線設計，與周邊屋苑的常規格局構成了有趣的對比。設計也細心考慮客觀現場環境，妥善保留原有樹木，富有彈性的構想亦可按實際情況，作出不同程度的彈性安排。

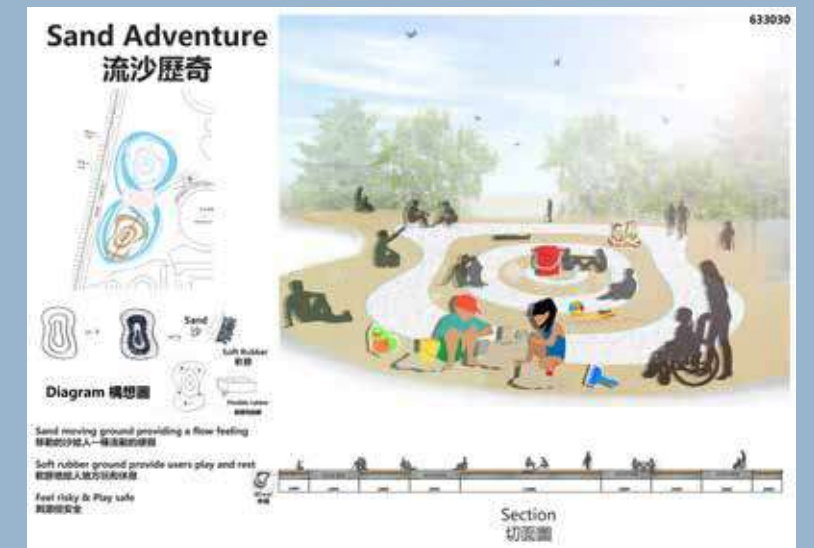


Design Concept

Water Stage is a place for the public to play, relax and communicate with their imagination in Tuen Mun Park. Everyone, especially children, has their dreams and imagination of their future without limitations. Three areas of different themes are designed, for gathering people within the Park with historical reference to the reclamation development of Tuen Mun and Tuen Mun River.

Water Stage is composed of diverse elements which children like. Planes on different levels in Quicksand Adventure allow

children to explore more than in conventional playgrounds and the rotating sandbox enables dynamic interaction in a safe environment. Portable Wave in the middle of three zones serves as a resting area for visitors, including wheelchair users and the elderly. Exploring without limitation is our main design idea. In Wave Playground everyone can freely enjoy the live shows that others perform. Due to installed lighting, playing at the three areas is no longer constrained by time. This also creates dramatic visual effects at night. The level on the top is for resting and playing and exploring in the middle with a fountain and randomly dispersed mist. Everyone can appreciate here the public space and events as it is the show you create.



Student Category
3rd prize

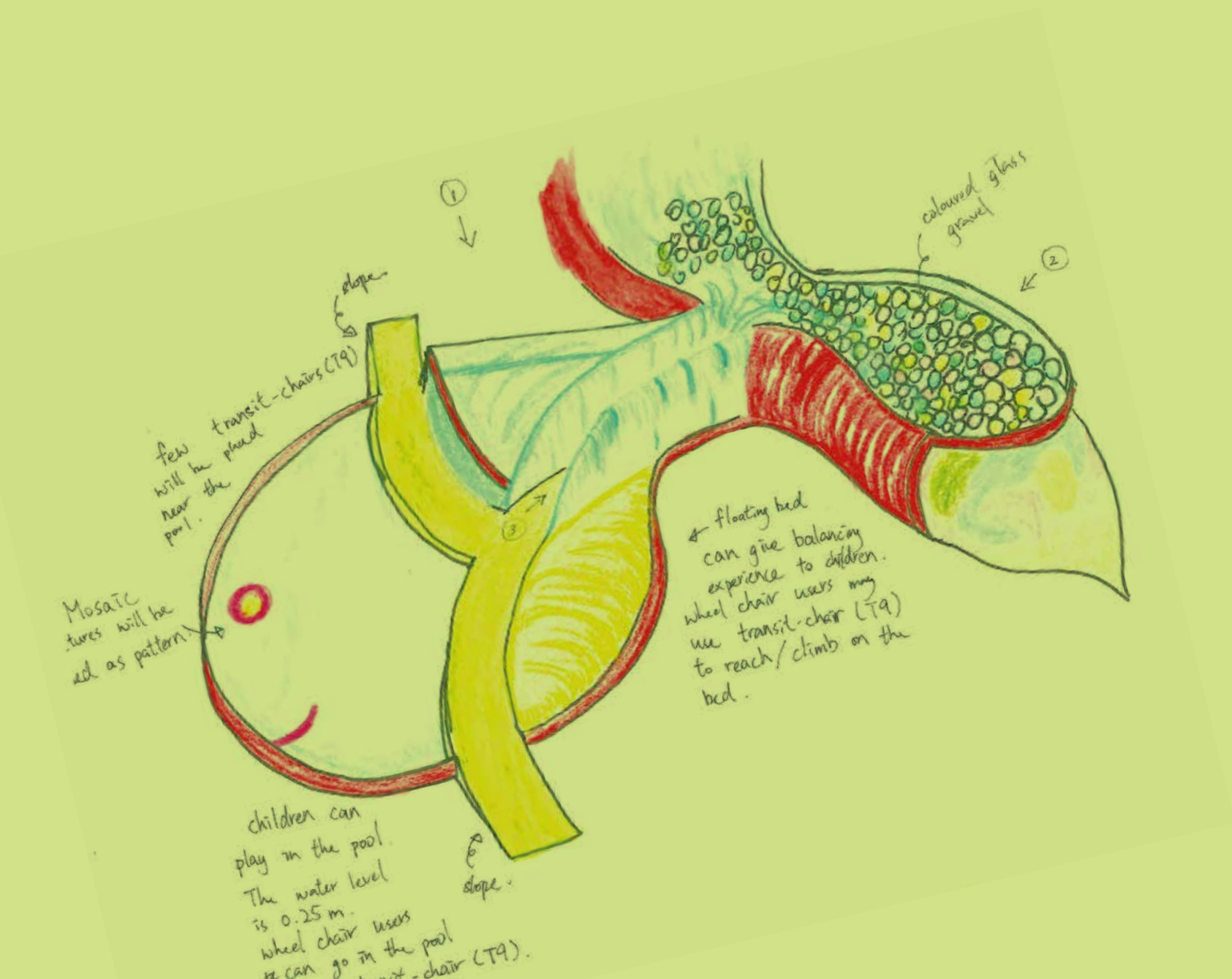
Tse Shing Yan
Siu Lok Nga
To Nga Yi
Hong Kong

Student Category
3rd prize

Tse Shing Yan
Siu Lok Nga
To Nga Yi
Hong Kong

Begin your adventure by exploring in the playground of all

遊玩於為所有兒童而設的遊樂場，
開展你的精彩歷程。



Lostland

Jury's Comments

This winning piece shows high originality. It brings out different inclusive play ideas with very detailed narration. The designers put much effort to enrich the overall design with strong consideration for children's development and the needs of children with varying abilities. The design goes beyond imagination and gives a child-centred flair to the competition. Although the entry is presented by hand drawings, it is full of fun, with children at heart and attempts to realize a child's story. The judging panel appreciates the design approach very much.

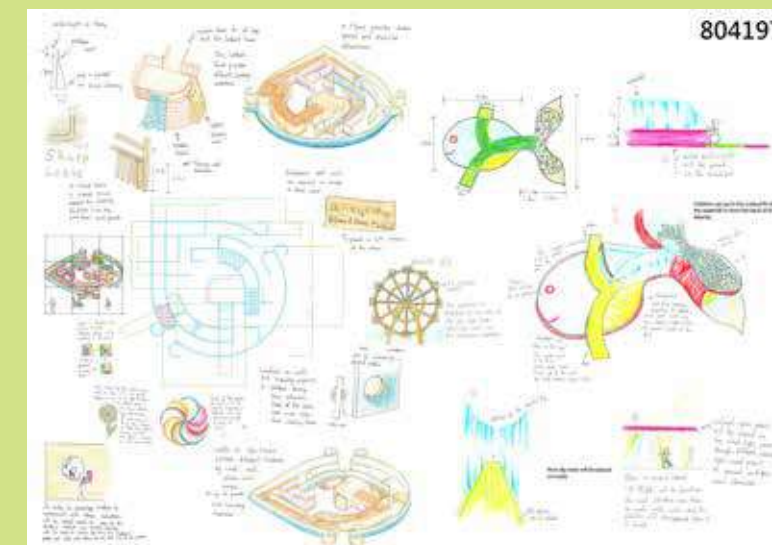
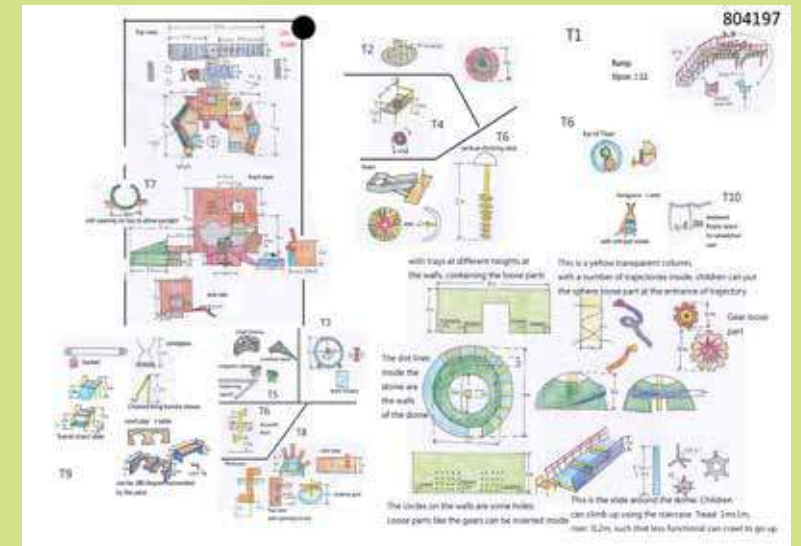
評審評語

作品原創性高，亦帶出各種共融意念，解說詳盡清晰，亦加入了兒童發展的考慮，令整體設計更添豐富多姿。設計者花了不少心思，並深入思考不同能力兒童的需要。天馬行空的設計為整個比賽增加一份童心創意。作品以手繪方式細緻表達，呈現多變趣味及童真本色，如像細說一個童話故事，評審們對這份心意十分欣賞。

Design Concept

Lostland aims at creating a child-oriented, fun and challenging playground which is suitable for all in terms of ability. The concept of disability should focus on “ability” rather than “dis”, therefore facilities, including play parts, drinking fountains and toilets, are of various level of difficulties to enable children to actively participate according to own level of ability. The provision of just right challenges does not only favour children with a disability, but includes children of a wider age range to play, facilitating a more universal playground.

Multisensory elements in Lostland enrich the play experience in terms of diversity and facilitate exploration of the real rather than



virtual world. Titan's Ruin offers a lot of visual, tactile, vestibular, climbing, and balancing experiences with the giant's body parts and sand play area, which is restricted during lesson time. Maze offers tactile experiences and social interaction opportunities. Fountain provides water play and visual stimulation. Backyard of Titan provides a resting area that increases exposure to nature. To increase entertainment, adventure and mistery are used as the theme to provoke children and parents to find their lost childishness in Lostland.

Student Category
Honourable Prize

Au Wing Sang
Wan Lok Pui
Chan Wing Kei
Wong Tsz Fung
Hong Kong

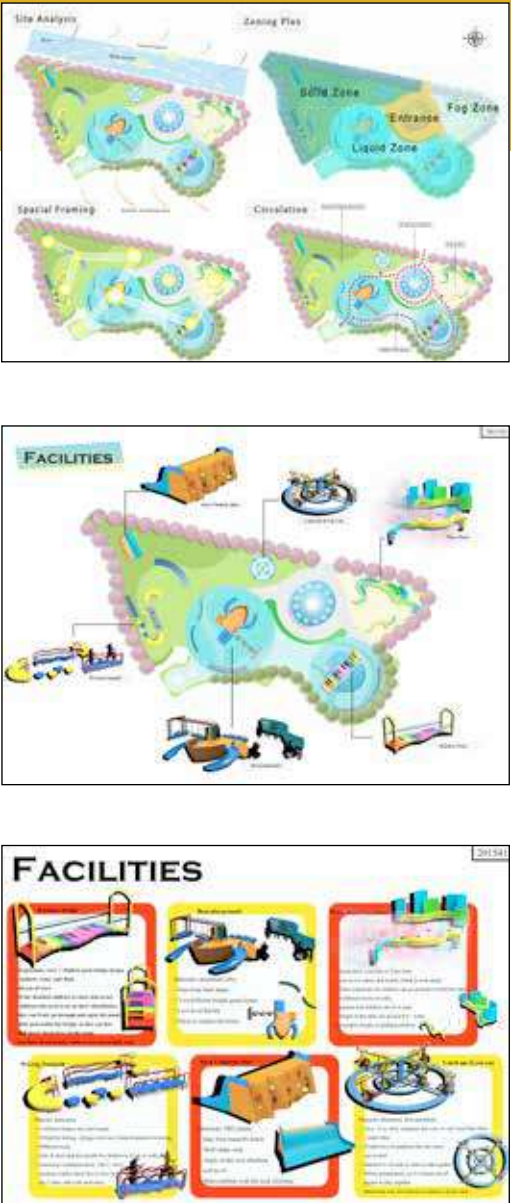
Design Concept

Tuen Mun new town was developed in the 1970s, with dedicated space for the rail tracks. The Light Rail Transit was, first ever in Hong Kong, introduced in Tuen Mun. To celebrate such a significant history of the area, it becomes our major design elements that exist throughout the park and connect different facilities. The design aims to “connect” people regardless of their ability and disability. Light Rail is therefore our concept to emphasize the connectivity. The railway is interpreted as a bridge to break the ice between different individuals, and to create an “Accessible Park”.



Student Category
Honourable Prize

Chan Hei Man, Raness
Wong Chun Na
Chau Tsz Ying
Yau Ching Kwan
Hong Kong



Design Concept

“WATER”, the theme of this playground, is an integral part of our lives, for drinking, planting, or even sightseeing. At different temperatures, water is a liquid, becomes ice or turns into water vapor. Although water, ice and water vapor are different, they still are water. We meet many people with different gender, characteristics, or capabilities, yet we are still equal because we all need water. This playground design, comprises 3 areas: solid, liquid and gas. Each follows the theme yet has different design features. Consideration of feasibility and possibility for inclusiveness has been addressed in every facilities so that all children have equal play opportunities. Having a playful park to entertain all ages is beneficial to the whole community.

Student Category Honourable Prize

Cheung Siu Ming
Michael Yip
Tsang Cheung Fung
Hong Kong



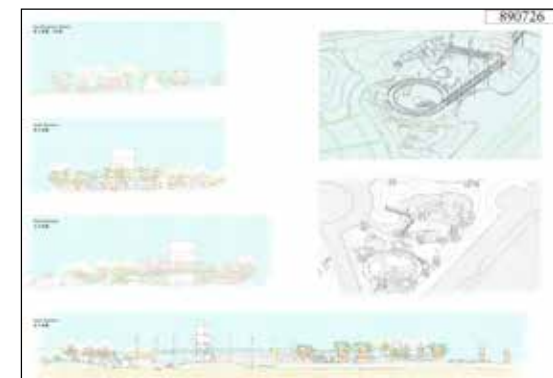
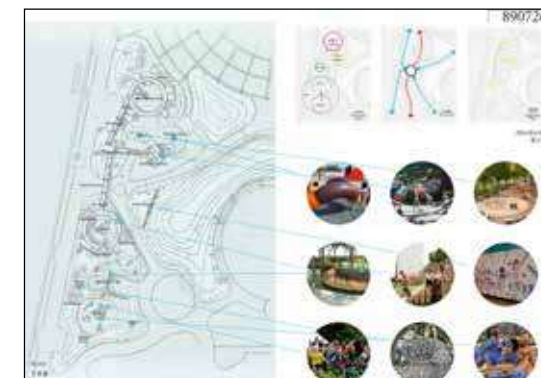
Design Concept

Walls Barrier-Free Park is a playground inspired by the idea of “Breaking Walls”. Walls are created by permeable natural elements in dynamic form, to challenge the preconception of walls as barriers in people’s mind. Visitors are encouraged to overcome their thoughts and find their ways to break the walls, enjoy the diversified spaces and play together. The purpose of this “Breaking Walls” experience is to remind everyone that some walls between each individual do not physically exist and hopefully such experience can help them to break the invisible mental barrier and bridge the people regardless of their similarities or differences.



Design Concept

The design includes three core regions and a connecting skybridge to create a child-centered theme park. At the southern end is a sculptured environment with features where children can manipulate “loose parts” (blocks) to create whatever they please through this unstructured play. This allows to make each visit a new experience. The northern part will provide relaxing facilities for younger children. A container constitutes a mini market offering food and beverage services and family activities during holidays. A skybridge will weave through trees, the permanent play equipment and minimarket making a good platform for viewing. This park will be a magnet for families from all the boroughs and a new community hub for Tuen Mun.



Student Category Honourable Prize

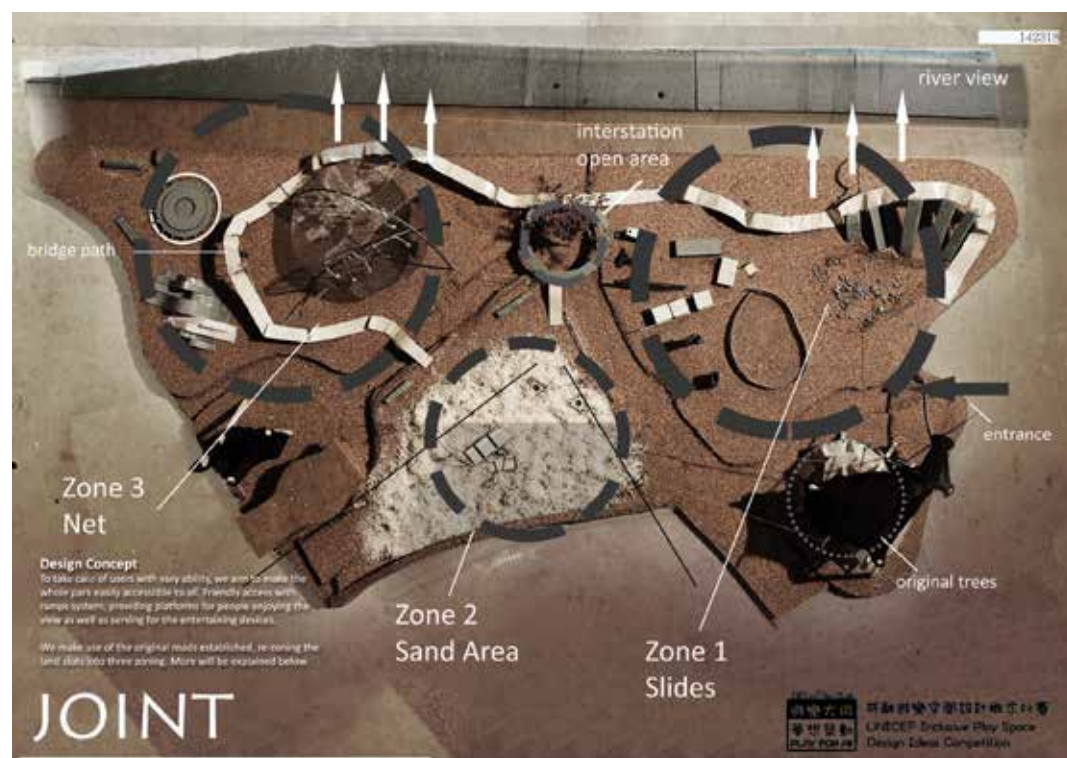
Kang Jian
Hong Kong

Student Category Honourable Prize

Wu Tsz Wing
Wu Ngan Hang
Lee Chuen Fun
Hong Kong

Design Concept

Inspired by the given landscape, we hope to design a playground allowing people to enjoy the river nearby. A junction located in between the 3 zones is the highlight. Developing a ramp system, we define the playground into two levels: Ground and Elevated Platforms. Ramps connect 3 zones and provide easy access to slides, net and towers. We hope to create an interesting experience walking in and out 3 zones, plus interacting with the river. We focus on creating unusual playing experience to the users by tailor-making play space design for the site derived from the ramp system we made.

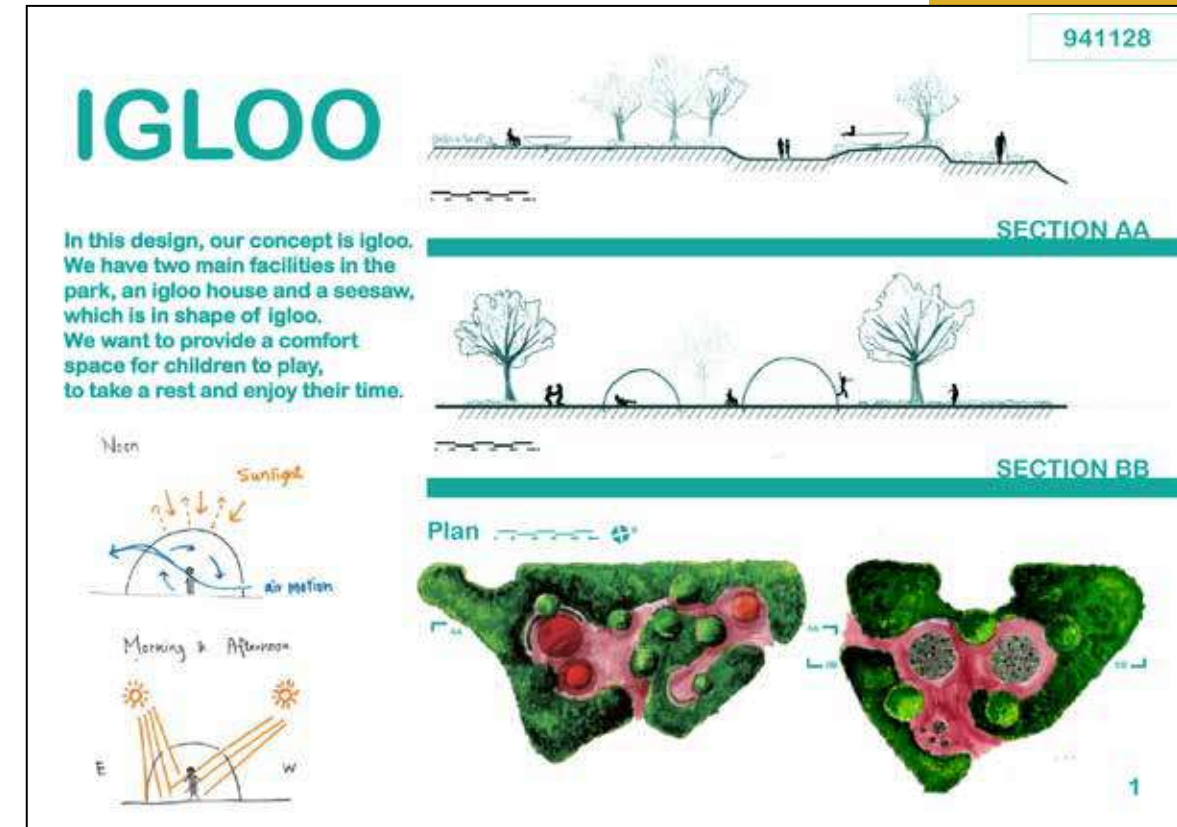


Chan Wai Chu
Wong Tak Lim
Hong Kong



Chan Wai Yi
Tse Weng I
Ho Yuen Yan, Michelle
Lo Lok Sze
Hong Kong

Cheung Tsz Lau
Tsang Yu Chun
Leung Hon Man
Au Chak Hang, Alwin
Hong Kong

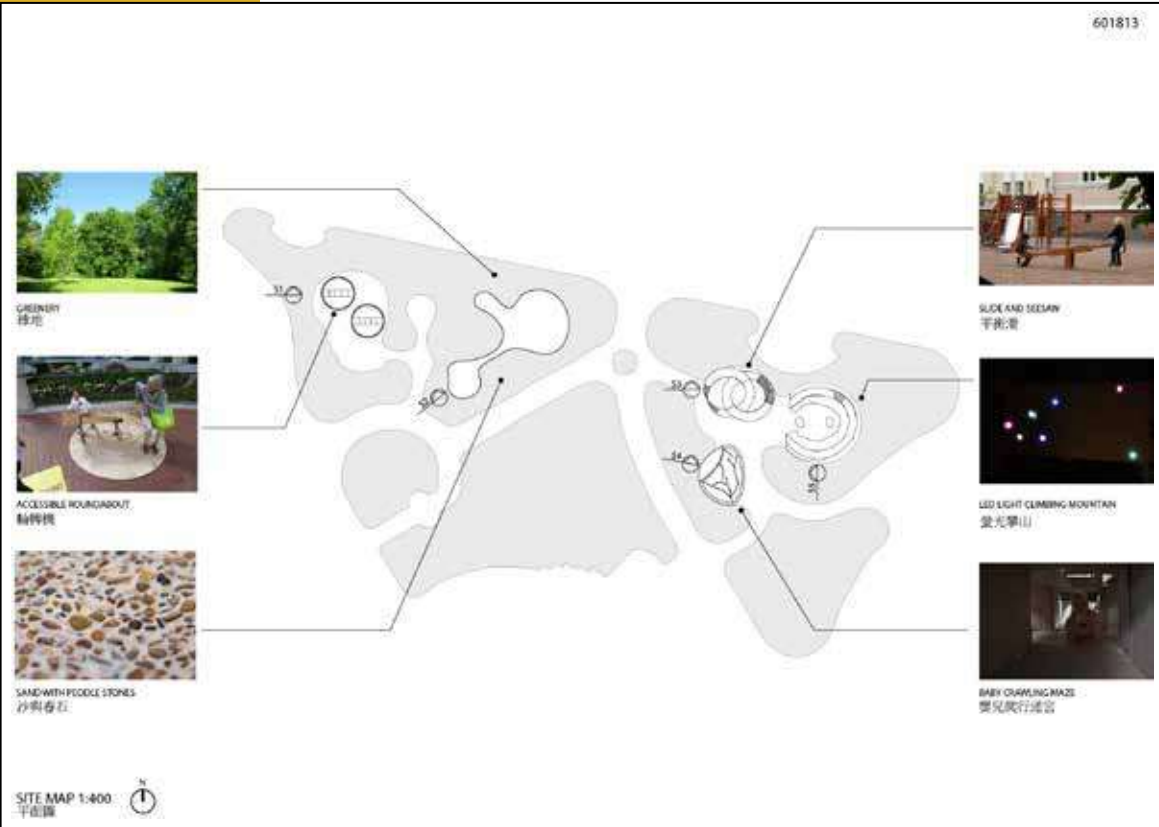


Chiu Hiu Laam
Ho Tin Chun
Lai Sung Man
Ahmad Rida Nisar
Hong Kong

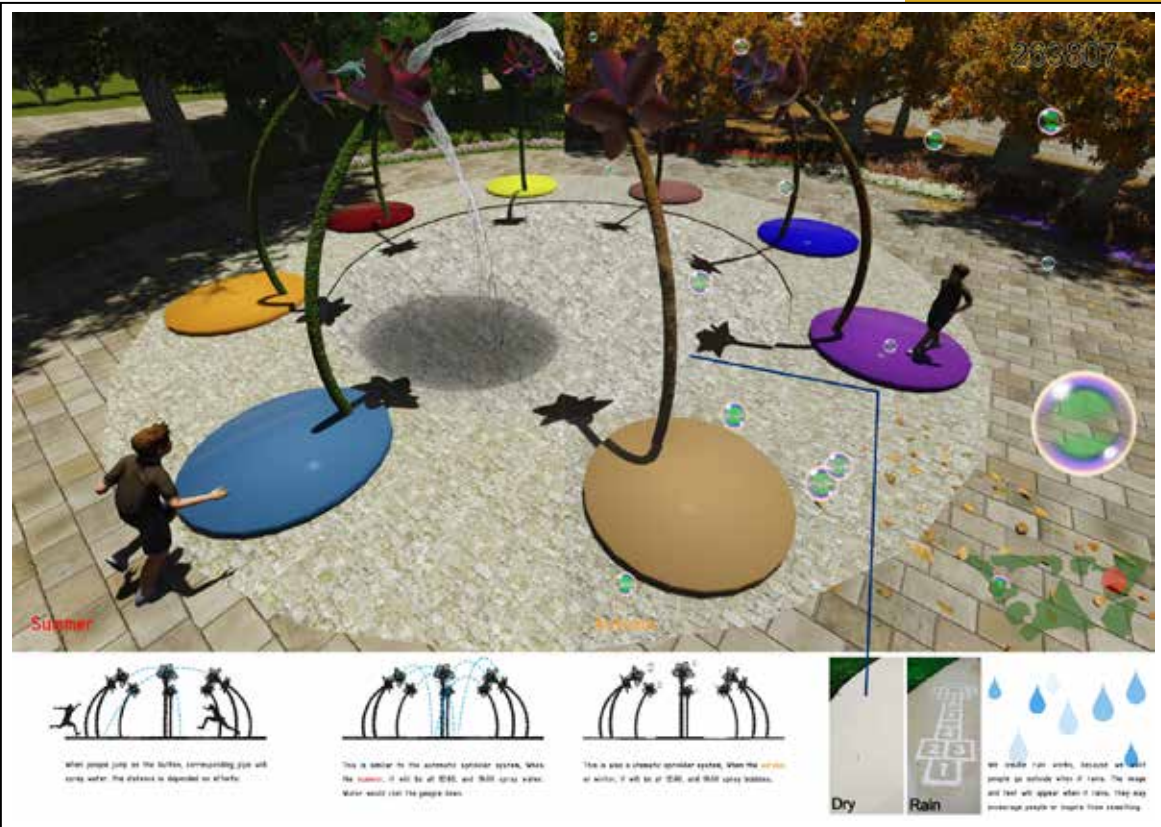
Chow Tsz Chiu
Hong Kong



Lau Tsz Ki
Lee Sanna
Yam Ka Ki
Hong Kong



Lee Ka Man
Lai Tsz Ting
Yip Sin Yu
Yau Sing Yiu
Hong Kong



Li Chiu
Leung Ho Kai
Wong Wai Man
Luk Ka Yeung
Hong Kong



Li Fong Yiu
Hong Kong



Liu Ting
Hong Kong



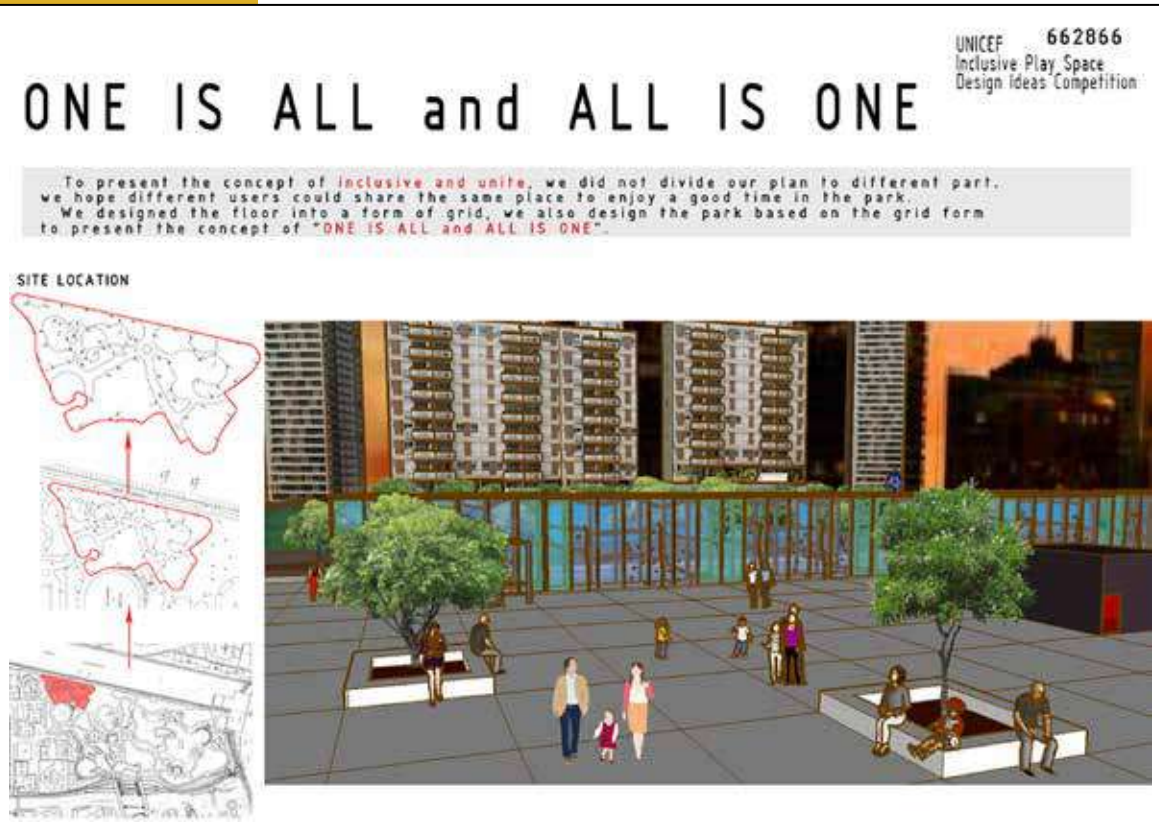
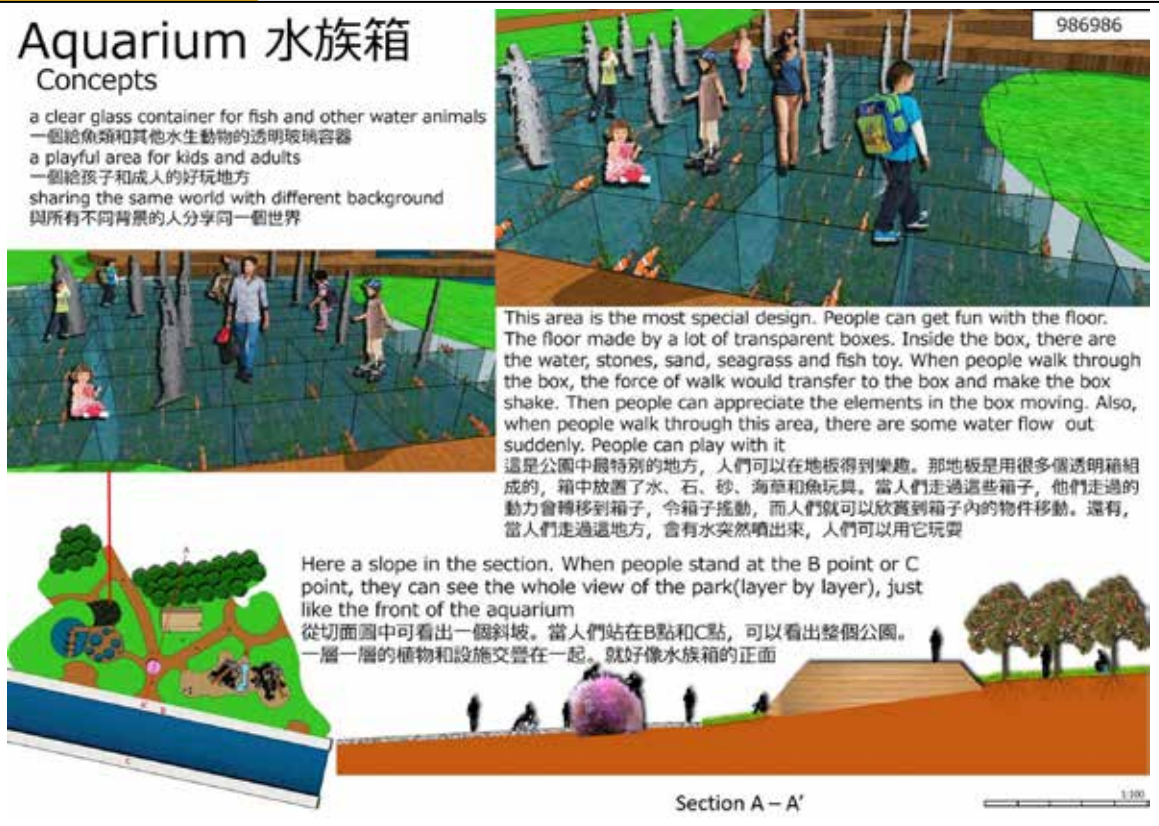
Mak Lai Sze
Hong Kong



Samonte Ruben -
Christopher Pamintuan
Philippines

Roselle Wu
Yiu Yu Yin
Cheng Kwok Cheong
Hong Kong

Tam Wun Lam
Chan Yuk Ying
Chin Lai Kuen
Hong Kong



Tong Man Yee, Tiffany
Chan Yuk Ming
Hong Kong

Tse Kwai Wa
Hong Kong





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Overseas Advisor for the Jury

Susan M. Goltsman, FASLA, MIG

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Hong Kong Committee for UNICEF

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Ms. Tina Chan,
Executive Director, The Chen Yet-Sen Family Foundation

Mr. Kuo Chun Chuen,
Secretary General,
The Hong Kong Joint Council for People with Disabilities

Ms. Evelyn Lam
Leisure Manager (Land-based Venues) 2,
Leisure and Cultural Services Department

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平等機會委員會主席
周一嶽醫生

評審委員會海外顧問

Susan M. Goltsman, FASLA, MIG

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遊樂環境及設施小組委員會主席
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香港建築師學會 委員會成員
陳澤斌先生

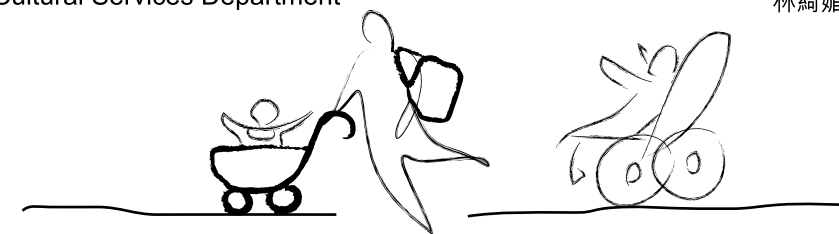
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推廣及公共關係部主管
陳潔姿小姐

香港園境師學會 副會長
陳元敬先生

陳一心家族慈善基金 執行總監
陳婷婷女士

香港復康聯會
總主任
郭俊泉先生

康樂及文化事務署
康樂事務經理（陸上康樂場地）2
林綺媚女士



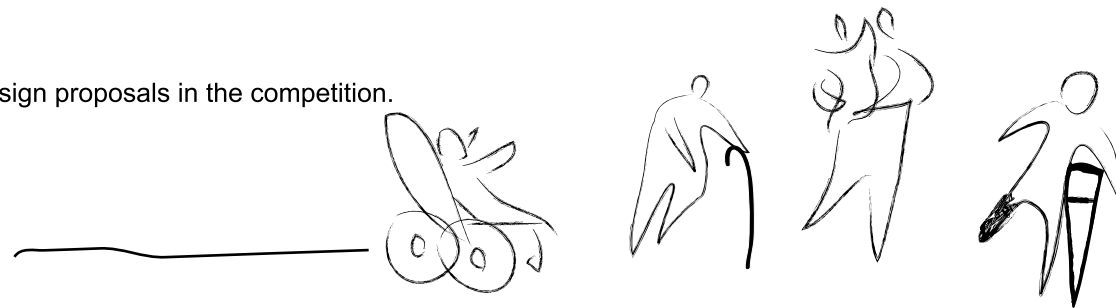
About Playright Children's Play Association

關於智樂兒童遊樂協會

Playright Children's Play Association (Playright) is a charity that advocates every child's right to play. Established since 1987, Playright has worked hard to help people in all sectors appreciate the value of play. Our very first project was in collaboration with the Urban Council to build an inclusive playground at King's Park. After 25 years, we are glad to collaborate with and be supported by the Hong Kong Committee for UNICEF (UNICEF-HK) to advocate inclusive play through the Playright UNICEF Inclusive Play Project in 2012 and then the UNICEF Playgrounds for All Project in 2014.

UNICEF Playgrounds for All Project is based on Article 31 of the United Nations Convention on the Rights of the Child (UNCRC) and Article 30 of the Convention on the Rights of Persons with Disabilities (CRPD) to draw public attention and take a step further to develop truly inclusive play environments for all children in Hong Kong. The project includes:

1. Training Programme: 1-day seminar for professional designers and 4-day training workshop for students of design;
2. Family inclusive play day at Tuen Mun Park;
3. Design Ideas Competition based on the pilot playground site at Tuen Mun Park; and
4. Exhibition to show good design proposals in the competition.



智樂兒童遊樂協會（智樂）是倡議兒童遊戲權利的慈善機構。自 1987 年成立起，智樂一直致力推動社會各界人士欣賞遊戲的價值。我們最初的項目是與前市政局合作，於京士柏公園興建共融遊樂場。25 年後，我們很高興能與聯合國兒童基金香港委員會（UNICEF-HK）合作並得到其支持，於 2012 年舉辦 Playright UNICEF 遊樂共融計劃，並緊接於 2014 年舉辦 UNICEF 共融遊樂場計劃倡導共融遊樂。

UNICEF 共融遊樂場計劃以聯合國《兒童權利公約》第 31 條及《殘疾人權利公約》第 30 條為基礎，吸引公眾注意並進一步為本港所有兒童發展真正共融的遊樂環境。項目包括：

1. 訓練計劃：為專業設計師舉辦為期 1 日的研討會，以及為修讀設計的學生舉辦為期 4 日的訓練工作坊；
2. 於屯門公園舉辦家庭共融遊樂日；
3. 就屯門公園內的遊樂場試點舉辦「共融遊樂場空間設計概念比賽」；和
4. 舉辦展覽活動展出優秀設計作品

About the Hong Kong Committee for UNICEF

關於聯合國兒童基金香港委員會

UNICEF promotes the rights and wellbeing of every child, in everything we do. Together with our partners, we work in 190 countries and territories to translate that commitment into practical action, focusing special effort on reaching the most vulnerable and excluded children, to the benefit of all children, everywhere. The Hong Kong Committee for UNICEF (UNICEF HK), one of the 36 National Committees of UNICEF, was founded in 1986 to raise funds to support UNICEF's work worldwide through a number of ways such as public donations, partnership with corporations and foundations and fundraising activities. UNICEF HK also organizes educational and youth schemes to promote and advocate for child rights in Hong Kong.

UNICEF HK launched 'Unite for Children. Unite for Hong Kong' Child Rights Advocacy Project (the Project) in 2011. It aims to promote and realize children's rights by partnering with Hong Kong NGOs, making Hong Kong an ever child friendly city. To date, over 32,000 marginalized children and their families have benefited from the Project. Since 2012, UNICEF HK has been working with Playright to advocate for "inclusive play", as well as championing the creation of inclusive play spaces in Hong Kong. UNICEF HK hopes that children with or without disabilities can pursue their all-round development through play, and that 'ZERO Underdevelopment' for children can be achieved one day.



聯合國兒童基金會（UNICEF）透過各方面的工作，致力促進每一名兒童的權利和福祉。我們與合作伙伴在 190 個國家和地區工作，以實際行動兌現承諾，並特別關注和幫助最脆弱及被排斥的兒童，令所有兒童，不論身處何地，都能受惠。聯合國兒童基金香港委員會（UNICEF HK）成立於 1986 年，是 UNICEF 於全球 36 個委員會之一，主要透過向公眾籌募捐款、與私人機構建立伙伴關係、籌辦特別活動等不同途徑，支持 UNICEF 的工作。

UNICEF HK 同時亦藉着在港舉辦各項教育和青少年計劃，向公眾宣揚及倡議兒童權利。UNICEF HK 於 2011 年首辦「攜手香港，與孩同行」兒童權利倡議計劃。計劃旨在透過與本港非牟利機構合作，推動及實踐本地兒童的權益，使香港成為一個更兒童友好的城市。至今，計劃已合共幫助了超過 32,000 名兒童及其家人。自 2012 年起，UNICEF HK 便與智樂攜手推動「共融遊樂」，並一同為在港創建共融遊樂空間而努力。UNICEF HK 希望不論健全及或殘疾的兒童，均可透過遊戲促進全方位發展，成就兒童「零」發展受壓的目標。

About The Hong Kong Institute of Landscape Architects

關於香港園境師學會

Landscape Architecture is a multi-disciplinary subject focusing on the design, implementation, and management of outdoor space at different scales and contexts. The scope of landscape architects can range from urban design, site planning, park design, design of the public realm, private residential and commercial developments, to natural or cultural conversation projects. Hong Kong is the first in Asia to have its own professional institute in landscape architecture, the Hong Kong Institute of Landscape Architects (HKILA), with the object to promote the advancement of landscape architecture in Hong Kong. Established in 1988, the HKILA established its own accreditation system for local education programmes in landscape architecture and also the professional practice examination for practitioners. Through the enactment of the Hong Kong Institute of Landscape Architects Ordinance (Cap. 1162) and the Landscape Architects Registration Ordinance (Cap. 516) in 1996 and 1997 respectively, landscape architect became one of the very few professions that are recognized, protected, and regulated by law. Today, the landscape architectural profession is widely represented in the construction industry and various consultative bodies of Hong Kong.

園境建築是一門跨專業的學科，專注於設計、落實及管理不同規模和環境的戶外空間。園境師的範疇涵蓋城市設計、場地規劃、公園設計，由設計公共領域與私人住宅及商業發展到自然或文化保育項目。香港是亞洲區第一個擁有為園境師而設之專業團體，香港園境師學會的目標是促進園境建築在香港的發展。成立於 1988 年，香港園境師學會為本地園境建築課程建立了認證系統及為從業者提供專業執業考試。通過 1996 年頒布之《香港園境師學會法團條例》（第 1162 章）及 1997 年頒布之《園境師註冊條例》（第 516 章），園境師成為本地少數受法律認可、保障、規管的註冊專業。時至今日，園境專業在建造界以及多個諮詢平台已俱廣泛的代表性。



About the Chen Yet-Sen Family Foundation

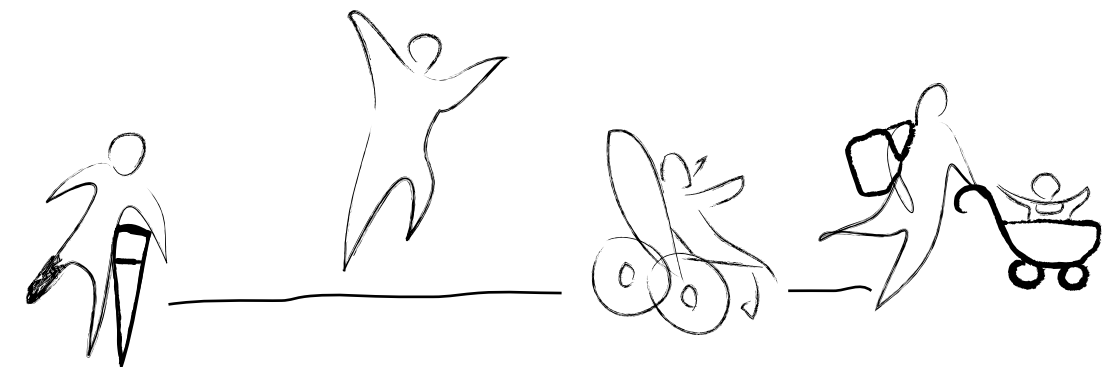
關於陳一心家族慈善基金

Established in 2003, The Chen Yet-Sen Family Foundation is a hybrid charitable institution with a strategic focus on improving early childhood literacy, through the development of libraries and reading programs. The Foundation also supports experiential out-of-classroom programs which aim to improve personal development of children.

As a hybrid organization, the Foundation supports grants programs as well as operates our own Special Projects. Grants are awarded to organizations whose projects promise sustainable social impact, and are innovative and cost effective. We work closely with each and every one of the organizations we support on project planning, progress tracking and evaluation, to ensure high impact services are delivered to all our beneficiaries. Special Programs initiated by the Foundation include NGO capacity building, research, reading and library programs, incubation, etc.

陳一心家族慈善基金成立於 2003 年，是一家撥款和運作混合型基金會，策略重點是通過發展圖書館及推廣閱讀計劃提高兒童閱讀興趣及閱讀素養。對於能促進兒童個人成長發展的課外體驗式學習項目，基金會亦十分支持。

對於撥款項目，基金會資助各團體推行對社會有積極影響、具創意及高效能的項目，並與合作團體緊密合作，參與策劃、過程跟進以至項目評估，確保所有受惠者都得到高成效的服務。基金會也同時自身運作一些項目，包括公益機構組織能力建設、調研、閱讀推廣及圖書館發展以及機構孵化等。





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Organizer 主辦



Co-organizer and Sponsor 協辦及贊助



Co-organizer 協辦



Educational Partner 教育伙伴



Exhibition and Design Consultant 展覽及設計顧問



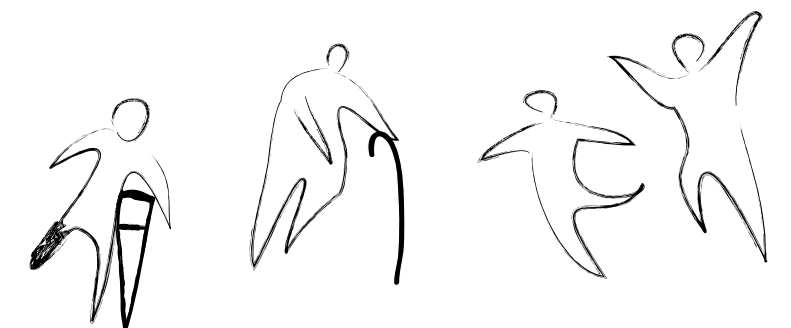
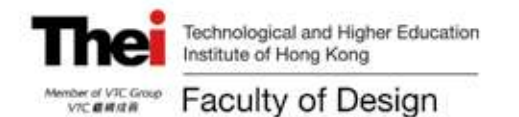
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Credits 工作人員名單

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and Peter Kells, KOMPAN and Jeanette Fich Jespersen, MIG, Inc. and
Susan Goltsman

UNICEF Inclusive Play Space Design Ideas Competition
共融遊樂空間設計概念比賽
www.PlaygroundsForAll.hk

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2015 年 10 月





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 Playright Children's Play Association

機構會員
HKCSS
Agency Member
社聯



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THE COMMUNITY CHEST