

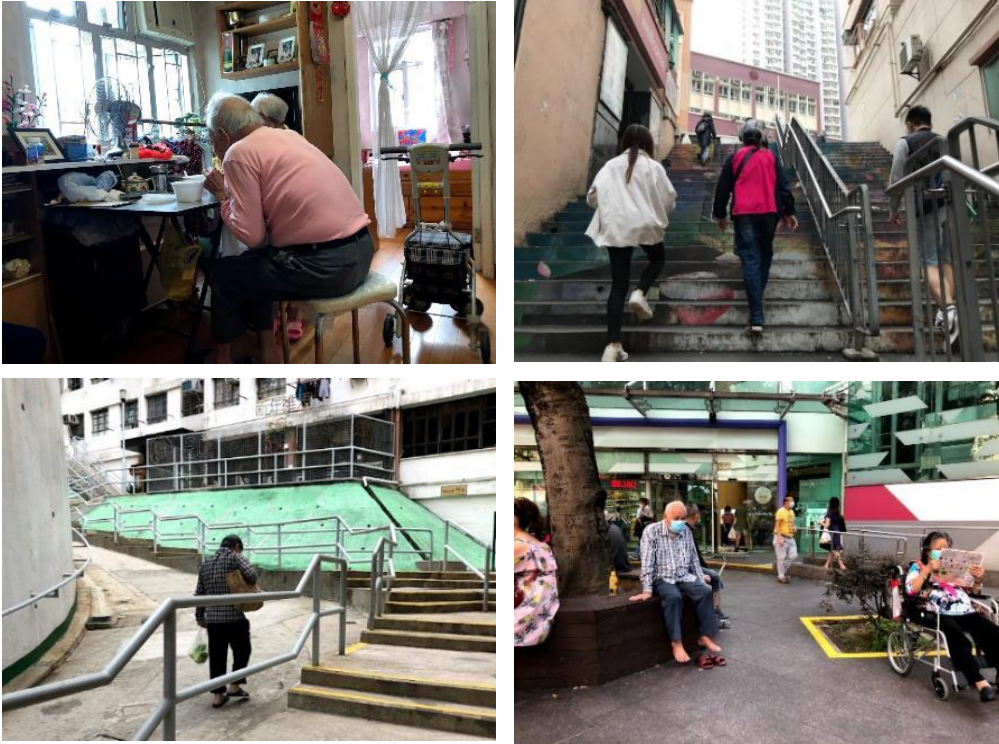
Well-being of Hong Kong Citizens under Emerging Public Policy Agendas
Session 3: Housing, Community, Livelihood and Well-being International Symposium
3rd July 2026

Intergenerational Play Space as a Community Infrastructure Shaping Social Inclusion, Neighbourhood Vitality and Equitable Access

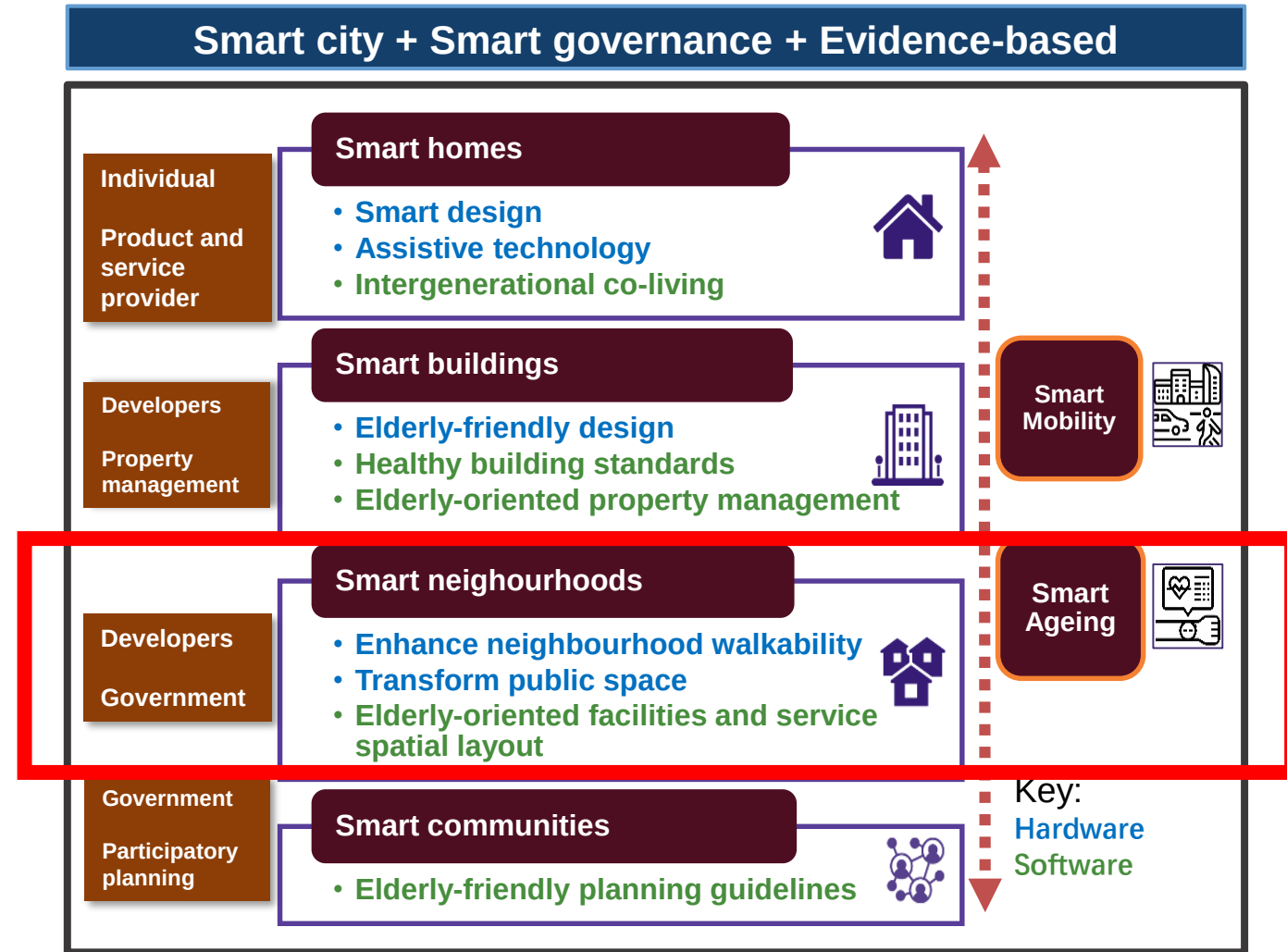
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Double Ageing... and HK as a unique laboratory for investigating solutions



1. **Double Ageing – Rapidly Ageing Population + Ageing housing stock and civic infrastructure but difficult to retrofit**
2. The social isolation & loneliness epidemic (made worse through vertical city living and unfriendly building design and development)



KK Ling and Karen Lee (2019) *Tackling Double Ageing with Double Smart*, HKIP Journal, https://www.researchgate.net/publication/341270546_Tackling_Double_Ageing_with_Double_Smart

JC Intergenerational Play Space Initiative (Apr 2022 – Mar 2024)



**Jat Min Chuen, Shatin
(existing estate)**

- Remodel public open space through a holistic hardware and software programme design strategy to compliment HKHS' CES programme
- Inject vibrancy in a tired community – special focus on stakeholder engagement and empowerment to rejuvenate the community and build social capital



**Kai Tak Area 1E1 site, Kai Tak
(construction in progress)**

- Build upon the existing MLP and to create an enabling environment that incentivises physical activity and empowers intergenerational play and interactions
- Decanting site – special focus on improving community cohesion in an intergenerational community

Funded by:



Strategic Partner:



** HKHS to consider implementation of JCDISI's proposal subject to financial viability and scrutiny processes

IG Play Space as a Comprehensive, Scalable Well-being Strategy



1. HEALTHY AGEING

- Embeds movement into daily life
- Supports balance, flexibility, strength, coordination, cognition, and social contact
- Reduces sedentary living and social isolation
- Creates enabling environments for ageing in place



2. URBAN INTEGRATION

- Connects housing blocks, community facilities, blue-green networks, and neighbouring estates
- Transforms walkways, voids, wind corridors, podiums, and plazas into active community infrastructure
- Turns circulation spaces into destinations



3. EQUITY AND INCLUSION

- Improves access to quality open space at the doorstep
- Benefits residents who cannot travel to destination parks
- Supports children, carers, older adults, neurodiverse users, and people with mild cognitive impairment
- Reduces inequality in who gets to enjoy good public space



J.C.DISI's IG Play Space philosophy focuses on upgrading everyday space, not exceptional spaces/ thematic playgrounds, hence even more suitable for estate settings/ retrofitting projects.

Deep Understanding of User Habits and Touchpoints to Inform Planning and Design Considerations



User Habit Study with 423 Residents (August to September 2022)

Understanding residents' daily routines and touchpoints to curate IG play hardware and soft programmes

113 residents and stakeholders aged 4 to 80 participated in the co-creation workshop (March 2023)

Data Mining and Social Listening: Understanding the core values of the community and the residents' vision



乜，以前個滑梯咁高呀

4 y

如今即係廢老霸左嚟仔遊樂地方

4 y

人口老化，改左老人設施

4 y

以前啲滑梯 鋼架 繩梯 真係好好玩

4 y

想起沙田中心商場天台（平台）個大型石梯

4 y

回憶返晒嚟，這是我從小長大的地方 ❤️

4 y

樹越來越高但設施就一年比一年低矮

4 y

新不如舊。

4 y

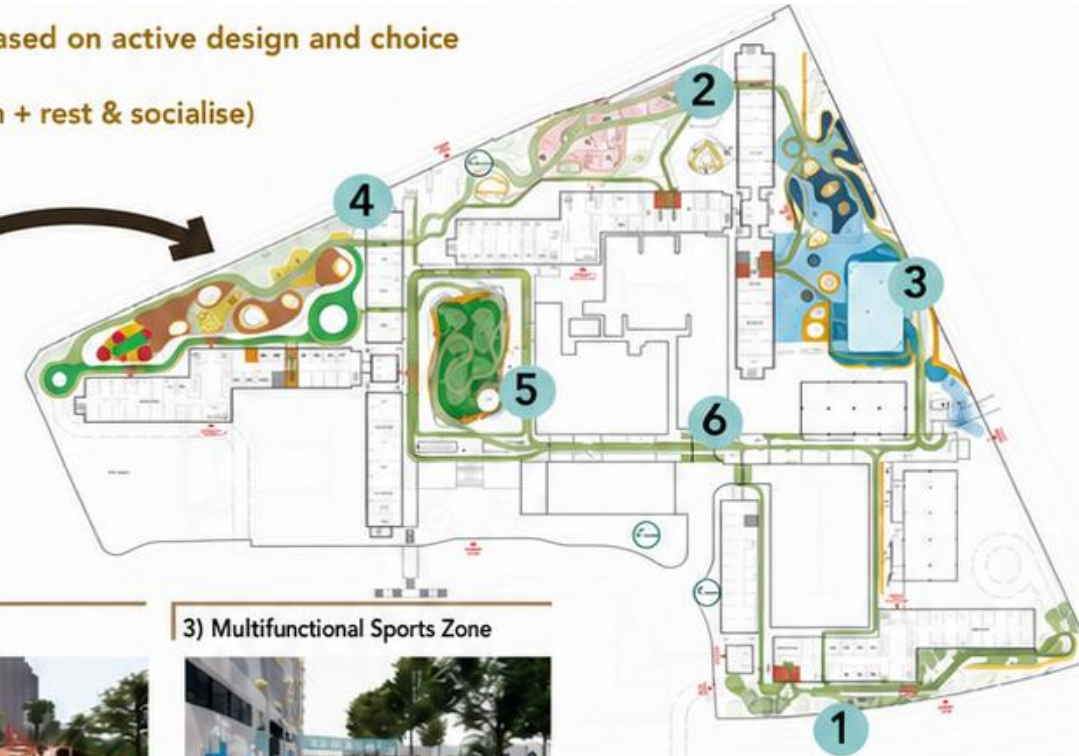
From Age-segregation to Age & Functionally-integrated Play Space Design

Integrating play and exercise experience along daily route to make play and exercise a part of daily habit

1. **OT and PT informed** play and exercise embedded in the Software-led Hardware Design concept
2. Walking trail to **connect the nodes and create a minimal effort doorstep play experience**
3. **Active Design and choice architecture** to incentivise movement and play and interactions
4. **Minor works approach** to minimise disturbances to residents and affecting their routine
5. Phased approach allow for **incremental upgrades**

Walking trail connecting the entire estate based on active design and choice architecture
(exercise + play + positive sensory stimulation + rest & socialise)

50 minutes journey (3.4 km, 4,000 steps)
AM + PM stroll = 8000 steps a day



1) JMC Iconic Park



2) IG Playscape!



3) Multifunctional Sports Zone



4) IG Sensory Garden



5) Central Plaza



6) Elevated Walkway



First custom-designed IG Play Space opened on 7th February 2026 in Jat Min Chuen



HKHS Chairman Prof Ling Kar-kan, District Officer (Sha Tin) Frederick Yu, PolyU President Prof Teng Jin-Guang, Deputy Secretary for Justice Dr Cheung Kwok-kwan, Steward of HKJC Jackson Woo, and HKHS CEO James Chan.



The play space features fitness facilities suitable for all ages, including rope course, children's trampolines, and a charging exercise bicycle, fostering IG bonding and interaction to improve well-being.



JCDISI is currently exploring potential collaborations with HKHS and HKFYG to leverage the IG play space as a platform for supporting social prescribing, promoting physical activity, delivering cognitive training for individuals with MCI, and addressing social isolation.

Why the IG Play Space Model is replicable for both existing and new developments and/ or public space

IG Play Space Playbook to support replication and adoption

It can be applied to:

- ageing estates
- public housing
- podium decks
- rooftop gardens
- school edges
- community parks
- corridors and undercrofts
- healthcare-adjacent spaces
- mixed-use developments
- neighbourhood walking networks

It is adaptable because it works through:

- phased upgrading
- modest capital works
- co-design with residents
- management-sensitive interventions
- layering programmes onto existing infrastructure
- transforming circulation space into destination space



[Five Guiding Principles for Designing and Delivering IG Play Space +](#)

[Eight Best Practice For Designing And Managing IG Play Space](#)

From Open Space Provision to Social Infrastructure for Ageing in Place



J.CDISI Double Smart All-age Inclusive Community Assessment Indicators (CAI)

Supporting all-age inclusive community planning to boost community resilience and pre and post monitoring



七個評核友善社區的核心指標

Seven core indicators for assessing an age-friendly community

- 可達性 (Accessibility)**
無障礙的環境讓不同年齡和能力的人可以輕鬆方便地在步行距離內到達想使用的設施和服務
Ensure easy navigation for all physical and cognitive abilities, with accessible transport and facilities.
- 安全性 (Safety)**
安全的環境可以降低認知障礙症患者的焦慮，並減低行動不便人士和長者跌倒的機會，讓人可以放心地消磨時間。
Design spaces to minimise risks, ensuring a secure environment for movement across all ages.
- 舒適性 (Comfortability)**
友善且不具威脅的環境減少感官刺激，讓人們感到愉悅，亦有助他們稍作休息和社交。
Create pleasant, welcoming areas that promote relaxation for everyone, enhancing community interaction.
- 便利性 (Convenience)**
老齡化過程中，長者的日常生活活動能力難免下降。具便捷度的環境應配有不同的設備、設施或服務，方便長者適應變化和提升自我照顧的能力。
Provide readily available services and amenities for all ages with minimal effort and disruption.
- 清晰性 (Legibility)**
顯眼的指示牌可以清楚傳達空間、路徑或建築物的功能，幫助有需要人士走進社區的不同部分。
Create understandable spaces using clear layouts and signage for easy navigation.
- 獨特性 (Distinctiveness)**
具標誌性的環境會設有特徵，而且都是明確、多樣化而有趣味的標誌，可以發揮視覺提示的作用，成為有需要人士的尋路工具。
Integrate unique characteristics to help individuals identify different areas.
- 熟悉性 (Familiarity)**
隨著年紀增長，長者記憶力會逐漸衰退，對認知障礙症患者而言更需要得到適切的支援。熟悉的環境有助提升他們的獨立自主與尋路的能力。
Incorporate recognisable elements for comfort and orientation across all ages.

Demonstrating How Data-Driven Insights & Inspire Well-being focused Design

Feedback received from Urban Hiking with children and parents

1. **Parents:** “Sterile – nothing happening”
2. **Children:** “Boring and too many rules” “want to run or scoot but gets told off all the time
3. **Youth and teens:** “Won’t go there, just only for older adults to do tai chi or for grandma dance”



Queen's Hill Roman Plaza at present

Showing How Community Intelligence Can Shape Design Under Different Objectives (Images generated using AI)



Based on **8 themes of the Well-being Design Guide**



Responding to the **comments received from the families** and in reference to the **8 themes of the Well-being Design Guide**



Responding to the **comments received from the families** and in reference to the **8 design and management considerations in JCDISI's Intergenerational Play Space report**

Thank you!

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