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**IMPLEMENTATION AND
DESIGN GUIDE CONSULTANTS**

執行顧問及設計指南顧問



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&dear

INTRODUCTION

POSSible! Tower

Feeling stuck? Pick a timber block randomly as a daily dose of Public Open Space (POS) design inspirations.



POS Dice

6 POS Types:

- Sitting-Out Area
- Public Play Space
- Plaza
- Public Park
- Country Park
- Waterfront Promenade



Please refer to POSSible! Design Guide Vol. 1 Ch. 5.1

PERSONA Dice

6 Persona Categories:

- the Magnet
- the Conductor
- the Regular
- the Mediator
- the Genie
- the Sage

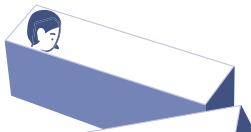


Please refer to POSSible! Design Guide Vol. 1 Ch. 5.4

POSSible! Building Blocks

User

Example of users in POS



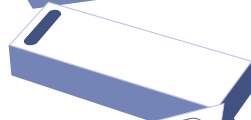
Quote

Quotes captured from previous research, in form of a speech bubble



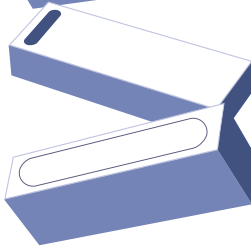
Design Goal

The goal of a Design Strategy - please refer to Vol. 2 Ch. 2.1 for more information



Design Parameter

Design Parameters are the fundamental design units in POS - please refer to Vol. 2 Ch. 2.2 for more information



This Game is for ...

#UserNeeds

#POS-Users

#POS-Idea

#DesignStrategy

#PrepMeetings

#DesignParameters

#DesignOptions

#Roles

遊戲介紹

POSSible! 積木塔

缺乏靈感？隨心抽取一塊的積木可能會成為你的公共空間靈感來源！



公共空間骰子

六種公共空間類型：

- 休憩處
- 公共遊樂場
- 廣場
- 公共公園
- 郊野公園
- 海濱長廊



相關內容可參考第一冊第5.1章

角色骰子

六種公共空間角色：

- 磁石
- 指揮家
- 常客
- 調解員
- 精靈
- 智者



相關內容可參考第一冊第5.4章

POSSible! 靈感積木



使用者

公共空間使用者

金句

用家的心聲——來自「空間大可能！」計劃的考察及研究

設計策略

「空間大可能！設計指南」內的不同設計策略目標——相關內容可參考第二冊第2.1章

設計要素

營造公共空間時的基本設計單元，包含不同面向的設計考慮及執行細節——相關內容可參考第二冊第2.2章

INTRODUCTION

POSSible! Tower

Feeling bored? There are 7 games for a creative and collaborative design process. Follow the game card instructions, look at the size of your team, pick the suitable game, and ENJOY!



MONDAY BOOSTER

30mins+ 3-6 Players Type of POS Open
For Planning and Action Phases

TUESDAY RECHARGE

10mins+ 2-4 Players Type of POS Fixed
For Planning, Action and Evaluation Phases

WEDNESDAY PUMP

5mins+ 1+ Players Type of POS Fixed
For Planning Phase & Meeting Preparation

THURSDAY DEVIL

5mins+ 1-4 Players Type of POS Fixed
For Action Phase

FRIDAY TURBO

3mins+ 1+ Players Type of POS Open
For Action and Evaluation Phases

SATURDAY STRETCH

1min+ 1+ Players Type of POS Fixed
For Action and Evaluation Phases

SUNDAY ENERGISER

1min+ 1+ Players Type of POS Open
For Action and Evaluation Phases

This Game is for ...

#UserNeeds

#POS-Users

#POS-Idea

#DesignStrategy

#PrepMeetings

#DesignParameters

#DesignOptions

#Roles

遊戲介紹

POSSible! 積木塔

覺得苦悶？這裡的七個遊戲將提供突破思考框框的方法！不論是單人上陣或與工作伙伴合作，你都能在短時間內得到充實的討論。



星期一強心針

30分鐘+ 3-6 玩家 公共空間類型 不限
適合於 計劃及行動階段

星期二叉電器

10分鐘+ 2-4 玩家 公共空間類型 指定
適合於 計劃、行動及評估階段

星期三打打氣

5分鐘+ 1+ 玩家 公共空間類型 指定
適合於 計劃階段及會議準備

星期四搞亂檔

5分鐘+ 1-4 玩家 公共空間類型 指定
適合於 行動階段

星期五衝衝衝

3分鐘+ 1+ 玩家 公共空間類型 不限
適合於 行動及評估階段

星期六鬆一鬆

1分鐘+ 1+ 玩家 公共空間類型 指定
適合於 行動及評估階段

星期日熱熱身

1分鐘+ 1+ 玩家 公共空間類型 不限
適合於 行動及評估階段

本遊戲是為了……

#使用者需要

#公共空間使用者

#公共空間意念

#設計策略

#預備會議

#設計原則

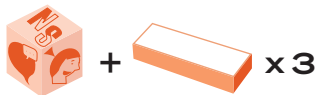
#設計選項

#不同角色

It is POSSible!

Build a POSSible! Statement with ONLY 3 POS building blocks before the POSSible! Tower falls!

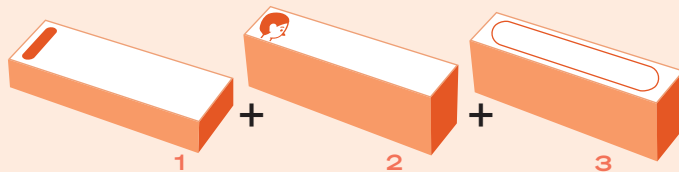
- Best for team brainstorming sessions that require new design ideas.
- Expanding feasible Design Parameters to be adopted in your POS project.



How to compose a POSSible! Statement

To compose a POSSible! Statement, you need to pull out 3 blocks.

Pick 1 side from each block according to below order and compose the best POSSible! Statement:



POSSible! To achieve a [1. Design Strategy] POS, [2. User] will need a [3. Design Parameter] so that... (describe the desirable result that makes sense to you).

For example:

POSSible! To achieve an **Inviting POS**, a **Mother and a Child** will need a colourful **Entrance** so that **they will feel welcomed into the POS.**

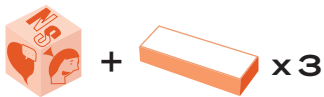


Let's Play

空間大可能！

利用三塊 POS 積木來創造一句具體又有說服力的《空間大可能！宣言》吧！要趕在積木塔倒下之前完成喔！

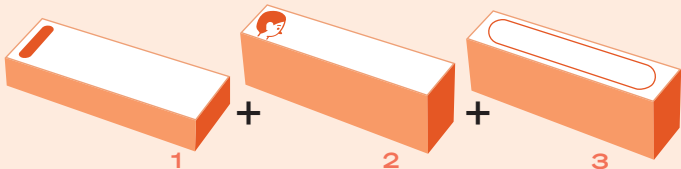
- 如果你的團隊正需要新的設計意念、或專注於擴展開發可行的設計原則，一起玩這個遊戲就最適合不過了。



如何創作一句《空間大可能！宣言》

要撰寫一句《空間大可能！宣言》，你需要先抽出三塊積木。

根據以下次序排列三塊積木，選取其中一面以寫出最好的《空間大可能！宣言》…



POSSible! 要實現 [1. 設計策略] 的公共空間，[2. 使用者] 需要 [3. 設計原則] 從而…（描述你認為的理想結果）。

例句：

POSSible! 要實現**吸引**的公共空間，**一對母子**需要色彩繽紛的**入口**從而讓他們接收到「歡迎進入這個公共空間」的訊息。



玩喇喂

Let's Play

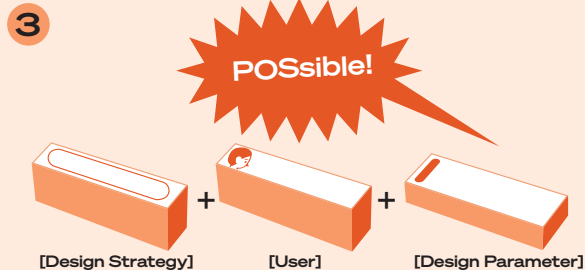
Be the first player to compose a POSSible! Statement that survives the Challenge Round from the other players!

- A player in **facilitator** role is recommended for a better experience.
- The facilitator will have the final call for the validity of a POSSible! Statement.



- 1 Take turns to pull 1 timber block from the Tower until all players have 3 blocks each. (Be careful - if the Tower falls, we'll have to start over!)
- 2 After all players have 3 blocks each, instead of pulling a timber block on your turn, you now roll the **Persona Dice** to determine your action for the round (see graphic below for details). The action must be executed.

<p>+0</p> <p>no action taken this round</p>	<p>+1</p> <p>pull 1 block from the Tower and put 1 back on top</p>
<p>(1)</p> <p>exchange 1 block with another player</p>	<p>(SET)</p> <p>exchange all your blocks with another player</p>



At any point during the game, you can compose a POSSible! Statement using 3 of your blocks. You will then enter the **Challenge Round**.

The player who is the first to survive the Challenge Round will win the game, so make sure you're confident about your POSSible! Statement before sharing it! Step 2 will help give you more options for your brainstorming.

玩喇喂

來做第一個撰寫《空間大可能！宣言》的玩家，並接受其他玩家一個回合的挑戰，屹立不倒！

- 建議由一位玩家擔任**組長**，令遊戲更加暢順。
- 組長可以判決《空間大可能！宣言》是否有效。



- 1 首先，每位玩家要從塔中輪流抽取一塊積木，直至每位玩家都有三塊積木在手。
(小心！若積木塔倒下，遊戲將重新開始。)
- 2 下一回合開始，每位玩家在輪到他的時候擲一次**角色骰子**，決定可以採取甚麼行動 — 包括從塔中換走或放回手頭上的積木，或者與其他玩家交換積木。

+0 本回合不准行動	+1 從塔中抽一塊積木 再放回一塊在頂層
(1) 從任意一位玩家手中 交換一塊積木	(SET) 將手上所有積木與 任意一位玩家交換



在遊戲中的任何時間，每個玩家都可以用手上的三塊積木撰寫《空間大可能！宣言》並大叫「POSSible!」進入挑戰回合。

第一個在**挑戰回合**成功捍衛《空間大可能！宣言》的玩家才會勝出遊戲 — 不妨花點時間好好思考，或重覆第二步以嘗試更多組合。

Enter the Challenge Round

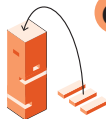
4 Each player must ask 1 question to challenge the POSSible! Statement and the player who proposes the statement must defend it by answering all the challenge questions.

5 The facilitator will have the final call on whether the player has successfully defended their POSSible! Statement.

WHAT part of the problem could it solve?

HOW will this improve the existing design solutions?

WHEN will the Design Parameter be the most relevant to the scenario?



6 If the defending player cannot successfully defend their POSSible! Statement, they need to return all their blocks to the Tower and start again from step 1.



The first player who successfully defends their POSSible! Statement in the challenge round wins the game!



If the Tower falls, each player has to compose a POSSible! Statement with their blocks to enter a final challenge round! The player who survives the challenge round wins.

Food for Thought

Which was the most unexpected combination that worked?

What Design Parameters appeared that were not normally considered in your POS design?

How can these new ideas enrich the desirability of your POS design?

Related Content in POSSible! Design Guide:

Vol. 1 Ch. 5.1 POS Users
Vol. 2 Ch. 3 Desirable POS Practice

挑戰回合

4 在挑戰回合，每位玩家需要提出一個問題，去考驗當前的《空間大可能！宣言》，宣言的撰寫人就要好好回答所有問題，捍衛宣言。

5 玩家是否成功捍衛宣言？組長有最終決定權。

宣言可以解決甚麼部分的問題？

宣言會怎樣改進現有的設計方案？

設計原則何時才與情境最相關？



6

如果被挑戰者未能成功捍衛他的宣言，就要將手上所有的積木放回塔上，由遊戲第一步重新開始。



能夠率先在挑戰回合成功捍衛宣言的玩家為勝出者！



如果塔倒下了，就會立即進入最終挑戰回合。每一位玩家都要用手上的積木創造一個宣言，哪一位成功回應所有挑戰問題，就是贏家！

諗一諗...

哪個最出人意表的組合其實原來行得通？

有發現到你在項目裡忽視了的一些設計原則嗎？

這些新想法可以令你的項目更令人嚮往嗎？

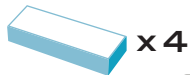
「設計指南」中的相關內容：

第一冊第5.1章 公共空間使用者
第二冊第3章 令人嚮往的公共空間實踐

Who am I?

Put yourself in others' shoes!
See who understands the most about your POS users!

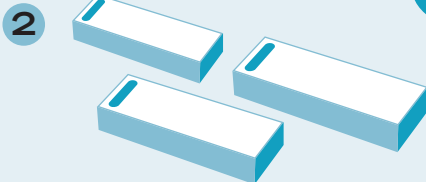
- Explore user needs in detail in developing POS design.
- Identify the common ground of Design Parameter to all kinds of users.



x 4



- 1 Each player pulls 1 block from the Tower and assumes the identity of the **[User]** on their block as their secret identity.



Each player takes turns to pull 1 block from the Tower and places it on the table with the **[Design Parameter]** facing up so that everyone can see clearly.

- 3 Each player takes turns to describe a desirable experience of their secret identity with all the **[Design Parameters]** on the table.
Other players may guess the player's secret identity after each description.

The purpose of the visit is...

The **[Design Parameter]** is placed in...

The experience takes place at...

- 4 The last player to have their secret identity revealed loses the game.



Food for Thought

How difficult was it to describe the needs of your user?

How would you balance the different expectations of different users on the same Design Parameter?

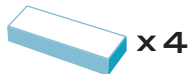
Related Content in POSSible! Design Guide:

Vol. 1 Ch. 5.1 POS Users
Vol. 2 Ch. 3 Desirable POS Practice

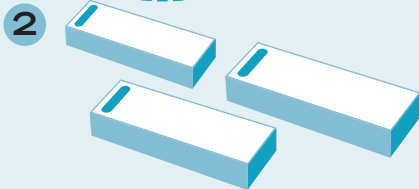
我係邊個？

試試换位思考，考驗誰人最了解你的公共空間使用者！

- 這個遊戲旨在讓你在開發公共空間設計時，深入探索使用者的需要。
- 這個遊戲可以有助找出不同使用者需要的共通之處，在採用設計原則時就可以填充設計細節。



- 1** 每位玩家在塔中輪流抽一塊積木，按上面所寫的【使用者】，決定他的「秘密身份」。



每位玩家在塔中輪流抽一塊積木，放在桌面上並將【設計原則】一面向上，讓所有玩家可清晰看見。

- 3** 每位玩家輪流扮演他的「秘密身份」並根據桌面上所有的【設計原則】，詳細描述他/她在公共空間之中的理想體驗，讓其他玩家猜想「秘密身份」。

我的體驗是在何時發生…

【設計原則】是這樣地被設置…

我到訪公共空間的目的是…



- 4** 在不直接揭露身份的前提下，玩家要最快讓其他人猜中「秘密身份」。

最後一個被猜中的玩家就會輸掉遊戲！

諗一諗…

要扮演你的使用者去表達需要，有多困難？

你要如何平衡不同使用者對同一個設計原則的不同期望？

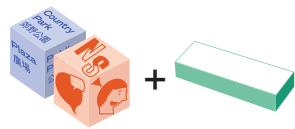
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第二冊第3章 令人嚮往的公共空間實踐

Swap your Hats


Want to get away from your daily role today? Let's swap roles!

- Equip yourself before meetings and learn the tips in bringing different personas onboard for more desirable POS projects.





1 Determine the type of POS by your project's need or through rolling the **POS Dice**.

2 Throw the **PERSONA Dice**, then pull 1-2 blocks and answer a question below:


 **MAGNET** —• As a client, how would you define the success of a **[Design Strategy] POS**?

 **CONDUCTOR** —• As a designer, how would you improve **[Design Parameter]** to create a **[Design Strategy] POS**?

 **REGULAR** —• As a **[User]**, what can make a **POS [Design Strategy]** for you?

 **MEDIATOR** —• As an NGO, how would you follow up for **[Quote]** about **POS**?

 **GENIE** —• As a researcher, what do you consider as the criteria of a **[Design Strategy] POS**?

 **SAGE** —• As a POS manager, what are some management areas you would pay attention to in a **[Design Strategy] POS**?

Food for Thought

How did the questions help you to rethink the current challenges in your project?

What were the pitfalls you have not yet considered in your project?

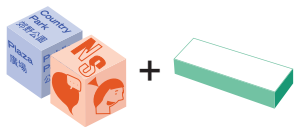
Related Content in POSSible! Design Guide:

- Vol. 1 Ch. 5.4 The 6 Personas and Their Characters
- Vol. 2 Ch. 3 Desirable POS Practice

角色轉換

想暫時擺脫日復一日的身份嗎？
今日就來換換角色吧！

- 這個遊戲可以助你在會議前做好準備，學會如何邀請不同角色加入項目的技巧，建設更令人嚮往的公共空間項目。



1 按你的項目需要來決定公共空間的類型，或擲**公共空間骰子**去選擇。

2 擲**角色骰子**，並抽取一至兩塊積木以回答骰子上的相應問題。

-  **磁石** —— 作為項目客戶，你會如何定義**公共空間**是否達至**【設計策略】**？
-  **指揮家** —— 作為一個設計師，你會如何改進**【設計原則】**去建造一個**【設計策略】**的**公共空間**？
-  **常客** —— 作為一個**【使用者】**，甚麼可以讓**公共空間****【設計策略】**對你有用？
-  **調解員** —— 作為非政府組織，你將如何跟進這個使用者在**公共空間**的**【金句】**？
-  **精靈** —— 作為一個研究員，你認為**【設計策略】****公共空間**的標準是甚麼？
-  **智者** —— 作為公共空間的經理，你制定什麼措施以管理一個**【設計策略】****公共空間**？

諗一諗...

這些問題如何幫助你去重新思考計劃目前面臨的挑戰？

有找到你未及考慮的隱患嗎？

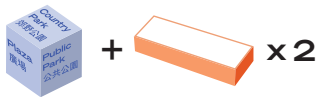
「設計指南」中的相關內容：

第一冊第5.4章 六種角色及其特質
第二冊第3章 令人嚮往的公共空間實踐

Be Your Own Worst Enemy

Be a troublemaker! Design the least welcoming POS today!

- Discover current blind spots in a POS project.



1



Prepare a pen and a stack of sticky notes for each player.

2



Determine the type of POS by your project's need or through rolling the **POS Dice**.

3

Pull a building block to complete the question below:
How can we design a POS that is NOT **[Design Strategy]** for a **[User]**?



4

Start a 5-min timer and each player writes as many user-hostile design ideas responding to the proposed question as they can.

5

Each player picks their most user-hostile idea and takes turns to present the idea.

6

Each player takes turns to vote which player writes the most user-hostile idea. The player with the most votes wins!

Food for Thought

What made the ideas user-hostile?

How can the ideas be made user-friendly?

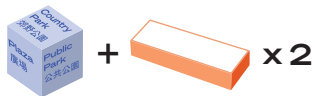
Related Content in POSSible! Design Guide:

Vol. 1 Ch. 5.1 All About POS
Vol. 2 Ch. 2.1 Design Strategies
Vol. 3 Ch. 3 Resources

拆自己招牌

來搗亂吧！今日要設計一個最不受歡迎的公共空間！

- 這個遊戲旨在令團隊審視公共空間計劃中當前的盲點。無論是個人抑或團隊，嘗試思考如何設計一個對於特定使用者群組相當不理想的公共空間。



1



為每位玩家準備一支筆、一疊紙。

2



按你的計劃需要來決定公共空間類型，你亦可以透過擲**公共空間骰子**去選擇。

3

抽一塊積木，代入以下問題：
如何為 **[使用者]** 設計一個不 **[設計策略]** 的公共空間？



4

計時五分鐘，每位玩家針對問題，在限時內盡力寫下各種對使用者不友善的設計。

5

每位玩家輪流匯報。

6

每位玩家輪流投選出令使用者最煩厭的方案，討厭鬼勝出！

諗一諗...

是甚麼令到這些想法對使用者不友善？

怎樣可以令這些想法變成使用者友善？

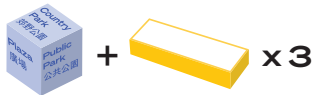
「設計指南」中的相關內容：

第一冊第5.1章 關於公共空間
第二冊第2.1章 設計策略
第三冊第3章 資源

I'Mpossible Design

Make the craziest design in the world!

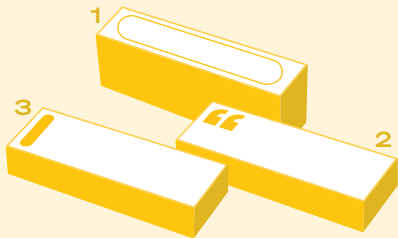
- Brainstorm and review the design.
- Put away all realistic concerns and come up with the most creative answers to the scenario.



1 Determine the type of POS by consensus with the other players or through rolling the **POS Dice**.



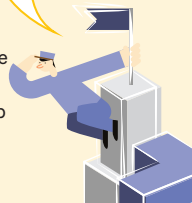
2 Pull 3 blocks from the Tower with 1 side facing up and arrange in below order to compose a POSSible! question:



You want to design a [**1. Design Strategy**] POS but you received such feedback: [**2. Quote**]. How could it be improved with [**3. Design Parameter**]?

3 For example:
You want to design a **Comfortable Public Park** but you received such feedback:
“I cannot find anything special about this public open space.”
How could it be improved with **Technology**?

4 Answer the question with the craziest design you can come up with!



Food for Thought

What are the unconventional ideas being brainstormed?

What are the varieties of design solutions meeting the same Design Strategy?

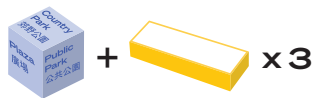
Related Content in POSSible! Design Guide:

- Vol. 1 Ch. 5.1 All About POS
- Vol. 2 Ch. 2.1 Design Strategies
- Vol. 2 Ch. 2.2 Design Parameters
- Vol. 3 Ch. 3 Resources

瘋狂設計師

建造最天馬行空的設計吧！
只需拿起三塊積木，你可以突破極限，腦力激盪出最瘋狂的設計。

- 這個遊戲最適合用於啟發創意和審視設計。你可以放低所有現實考慮，盡情狂想，提出回應情境最具創意的方案。



- 1 透過與其他玩家商討來決定公共空間類型，你亦可以透過擲**公共空間骰子**去選擇。



- 2 從塔中抽出三塊積木，按以下順序排列，代入問題：



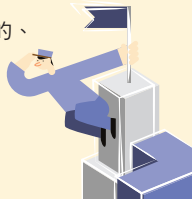
你想設計一個 [1. 設計策略] 的公共空間，但你收到以下意見：[2. 金句]。可以怎樣透過 [3. 設計原則] 去改進呢？

- 3 例如：

你想設計一個舒適的**公共公園**，但你收到以下意見：
我發現不到這公共空間的特色和亮點。

可以怎樣透過**科技**去改進呢？

- 4 以你能想像到的、最瘋狂的設計去回應吧！



諗一諗...

過程裏哪些想法最反傳統？

有甚麼設計方案的變奏，也可以達至同樣的設計策略？

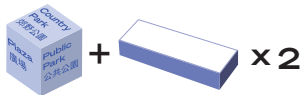
「設計指南」中的相關內容：

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- 第二冊第2.1章 設計策略
- 第二冊第2.2章 設計要素
- 第三冊第3章 資源

Parallel Universe

Wonder why people never understand your design?

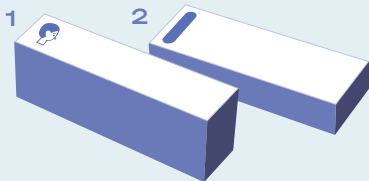
- Stretch your mind by translating the Design Strategy to the users.



- 1** Determine the type of **POS** by rolling the **POS Dice**.



- 2** Pull 2 blocks from the Tower to determine the **[1. User]** and the **[2. Design Strategy]**.



- 3** For the selected **[POS]**, give one suggestion to explain **[Design Strategy]** to a **[User]**.

For example:

To a **Mum and her Kid** in a **Public Place Space**, **Inclusivity** means play equipment that allow parents and kids to play together.



- 4** Take turns to pull a block and explain the new **[Design Strategy]** to the user until the Tower falls!

You will then be equipped with enough vocabulary to communicate with the POS users.

Food for Thought

Is the user present in your POS project?

How to make the users buy-in your ideas?

Related Content in POSSible! Design Guide:

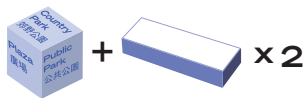
Vol. 1 Ch. 5.1 All About POS
Vol. 2 Ch. 3 Desirable POS Practice
Vol. 3 Ch. 3 Resources

平行時空

好奇為什麼別人總是無法理解你的設計？

嘗試動動腦筋，將設計策略「翻譯」成用家能夠明白的用語吧！

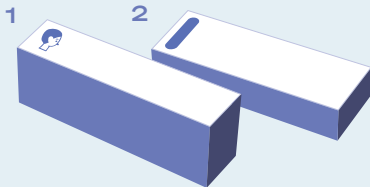
- 這個遊戲旨在訓練你將設計概念轉化成簡單易懂的語言和含意，傳遞給公共空間的大眾使用者。



- 1 以擲公共空間骰子去決定公共空間的類型。



- 2 從塔中抽出一塊積木，定出 [1. 使用者] 和 [2. 設計原則]。



- 3 就著選定的公共空間，為向 [使用者] 解釋 [設計原則] 提出一個建議。

例如：

對於**公共遊樂場**中的一對母子而言，**共融**設計是可讓親子參與的遊玩設施。



- 4 輪流抽一塊積木並試著向用家解釋新的 [設計原則]，直至塔倒下！

你將累積到豐富的詞彙，可以與公共空間用家好好溝通。

諗一諗...

你的公共空間項目中有這些使用者嗎？

如何讓使用者認同你的想法？

「設計指南」中的相關內容：

第一冊第5.1章 關於公共空間
第二冊第3章 令人嚮往的公共空間實踐
第三冊第3章 資源

POS Unwinded

Refresh yourself - pick a block and be inspired!

- This game is designed as a POS design refresher before the start of a new week!
- Relax! This game does not come with any winner or loser!



1

Roll either the **Persona Dice** or **POS Dice** and answer the corresponding questions below:

Persona Dice:

Whom are the people you are working with under this Persona* category?



POS Dice:

Based on this POS, give 3 examples of Desirable Design*.



*Tips: Please refer to POSSible! Design Guide Vol. 1 Ch. 5.4 for Persona definition and Vol. 2 Ch. 3 for Desirable POS Practise.

2

Pull a block from the Tower. Pick a random side and answer the corresponding questions below:



[User]: In your project, what are some possible pain points this user would encounter?

[Quote]: In your project, who is likely to make this comment shown on the block?

[Design Strategy]: Think of 3 meanings of this design strategy.

[Design Parameters]: What are some features under this design parameter in your project?

Food for Thought

Check out the POSSible! Design Guide or case study if you cannot think of examples of desirable designs.

Which question was the most difficult to answer? Anything we could focus on in the week ahead?

Related Content in POSSible! Design Guide:

- Vol. 1 Ch. 5.1 All About POS
- Vol. 2 Ch. 3 Desirable POS Practice
- Vol. 3 Ch. 3 Resources

POS健身操

為自己提提神 — 選一塊積木，尋找靈感！

- 這個遊戲旨在於新一周開始前為各位公共空間設計者鼓勵一下。
- 放鬆！此遊戲沒有勝負之分！



1

擲**角色骰子**或**公共空間骰子**，並回答以下問題：

角色骰子

在你參與的項目裏，有哪些合作的人屬於此人物角色群組*？



公共空間骰子

根據這個公共空間，交出三個理想設計*的例子。

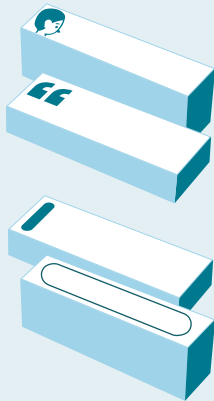


*貼士：

可參考第一冊第5.4章 - 六種角色及其特質及第二冊第3章 - 理想公共空間實踐。

2

從塔中隨意抽一塊積木，任意選一面，並回答相應的問題：



[使用者]：在你的項目中，對於這一類使用者有甚麼可能要面對的痛點？

[金句]：在你的項目中，誰人有機會作出積木上所寫的评价？

[設計策略]：為這項設計策略舉出三個定義。

[設計原則]：在你的計劃中，有哪些設計屬於這個設計原則？

諗一諗...

未能想出理想設計的例子？翻開「空間大可能！設計指南」，參考一下不同案例吧！

哪一個問題特別難以回答？在接下來的一星期，我們可以專注於改善這些弱點嗎？

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