

主辦 Organisers	保安局禁毒處 Narcotics Division, Security Bureau	禁毒常務委員會 Action Committee Against Narcotics	香港賽馬會藥物資訊天地 Drug InfoCentre
支持機構 Support Organization	香港建築師學會 The Hong Kong Institute of Architects	HKIDA HONG KONG INTERIOR DESIGN ASSOCIATION 香港室內設計協會	THE HONG KONG POLYTECHNIC UNIVERSTTY 香港理工大學 SCHOOL OF DESIGN 設計學院
	Caritas Bianchi College of Careers 明愛白英奇專業學校	HONG KONG DESIGN INSTITUTE 香港知專設計學院	CO1 設計學校 CO1 School of Visual Arts

## 香港賽馬會藥物資訊天地場館設計計劃

### 2012 Design Ideas Collaboration Programme by Hong Kong Jockey Club DrugInfo Centre

本計劃於 2011 年 9 月開展，旨在邀請本地大專院校修讀建築或室內設計的學生為「香港賽馬會藥物資訊天地」提供具創意的設計概念，令場館成為一個屬於年青人及公眾的禁毒教育及資訊空間。獲選的合適設計概念，將有機會用於更新「香港賽馬會藥物資訊天地」。計劃亦同時透過工作坊，加強學生對毒品禍害的認識。

今次計劃的評審委員包括羅乃萱女士，M. H.，J. P.（禁毒常務委員會委員）、鄧振強先生，M. H.，J. P.（禁毒常務委員會禁毒教育及宣傳小組委員會委員）、林國強先生（禁毒常務委員會戒毒治療及康復小組委員會委員）、劉永然先生（建築署代表）、甘向華女士（香港建築師學會代表）及陳德堅先生（香港室內設計協會代表）。經兩輪評審後，評審團在三十一份參與作品中選出五份優異作品及兩份入圍作品。

Launched in September 2011, the Programme invited students in architecture / interior design faculties of local universities / higher education institutions to contribute creative design ideas for enhancing the Hong Kong Jockey Club Drug InfoCentre (the Centre) as an anti-drug education and resources centre for youths and the public. Suitable winning design concepts may be used for updating the Centre. The Programme also enhanced participating students' understanding of the harms of drug abuse through organisation of anti-drug workshops.

An Assessment Panel comprising Ms Shirley Marie Theresa Loo, M.H., J.P. (member of Action Committee Against Narcotics), Mr Teddy Tang, M.H., J.P. (member of Action Committee Against Narcotics Sub-committee on Preventive Education and Publicity), Mr Kent Lam (member of Action Committee Against Narcotics Sub-committee on Treatment and Rehabilitation), Mr Vico Lau (representative of Architectural Services Department), Ms Briena Kam (representative of the Hong Kong Institute of Architects) and Mr Kinney Chan (representative of the Hong Kong Interior Design Association) adjudicated the submissions. Five distinguished designs and two shortlisted designs from 31 entries were selected after two rounds of assessment.

## 香港賽馬會藥物資訊天地

香港賽馬會藥物資訊天地位於金鐘道政府合署低座頂層，是全港首個以禁毒教育為主題的永久展覽館。展覽館共分兩層，佔地 900 平方米。第一層是主要展覽場地，主題是人物、藥物及環境；第二層設有互動影院、課室、資訊站、圖書館及專題展覽區。資訊天地不時舉辦不同類型的活動，如展覽、家長講座、音樂及舞蹈節目等等，藉以結合各界力量，為年青下一代建立「抗毒天地」。

### Hong Kong Jockey Club DrugInfo Centre

The 900m<sup>2</sup> two-storeyed exhibition hall, located at Roof Floor, Low Block of Queensway Government Office, comprises three core areas of the exhibition (Host, Agent and Environment) on the lower floor, and a library, an info cafe, a multi-purpose classroom, a thematic exhibition area and an interactive theatre on the mezzanine level. In collaboration with different sectors, the Centre provides various activities such as thematic exhibitions, parenting talk series, music and dance programme, etc to help foster a drug free culture among our young generation.

## 香港金鐘道政府合署低座頂層

**Roof Floor, Lowblock, Queensway Government Offices,  
66 Queensway, Hong Kong**

(港鐵金鐘站 C1 出口)

(Admiralty MTR Station- Exit C1)

## 開放時間

### Opening Hours

星期一至星期六：

Monday to Saturday:

10:00am - 6:00pm

星期日及公眾假期：

Sundays and Public Holidays:

休館

Closed

查詢 Enquiries:

2867 2748

<http://www.nd.gov.hk>

# 毒品趨勢

## Drug Trend

不可一 不可再  
企硬唔 take 嘢

### 最新吸毒趨勢

近年香港的毒品問題有改善跡象，但我們不可以掉以輕心，因為吸毒有「隱蔽化」的跡象。資料顯示，近八成的吸毒人士會在自己或朋友家中吸毒，難以被人發現。此外，青少年流行吸食的危害精神毒品（如俗稱「K 仔」的氯胺酮、冰、可卡因以至咳藥水），一方面與傳統毒品不同，未必會在短時間內出現斷癮的症狀，但另一方面同樣會為身體帶來不能逆轉的傷害。

因應吸毒「隱蔽化」的情況，社區人士，尤其是家長，應裝備自己，了解毒品及其禍害，及早識別高危人士，及早介入並提供協助。公眾人士（包括家長）可善用香港賽馬會藥物資訊天地的設施，亦可以透過 186 186 熱線電話查詢禁毒資訊，或直接聯絡全港十一間濫用精神藥物者輔導中心、戒毒服務輔導中心及戒毒治療康復中心向專業社工以尋求協助。

### 毒品數字

- 根據藥物濫用資料中央檔案室的資料，整體被呈報的吸毒總人數由 2008 年的 14241 人下降 19.5% 至 2011 年的 11469 人。21 歲以下青少年的吸毒人數，則由 2008 年的 3474 人下跌 42.3% 至 2011 年的 2006 人。
- 大部份青少年吸毒者均吸食危害精神毒品(96%)。在 2012 年上半年，最常吸食的為 K 仔(61.3%)，其次為冰(29.4%)、可卡因(22.8%)、及大麻(8.6%)。
- 首次被呈報的吸毒人士在 2011 年有一半已吸毒超過 3.5 年，較 2008 年的 1.9 年，在四年間差不多倍增。
- 近八成的吸毒人士會在自己或朋友家中吸毒。

### Latest Drug Trend

Although there are signs of easing in the local drug situation in recent years, the drug problem should not be treated lightly as there is a growing sign of hidden drug abuse. Statistics showed that about 80% of drug abusers take drugs at home or friends' home and these drug abusers may not be easily identified. Unlike traditional drugs, psychotropic substances (say, Ketamine, "Ice", cocaine and cough medicine) commonly abused by young people may not result in withdrawal symptoms in the short term. Nonetheless, they will cause irreversible harms on the health of young drug abusers.

In light of the hidden drug abuse problem, members of the public, particularly parents should equip themselves with knowledge on drugs and their harms and enhance their skills in early identification of high-risk youths for provision of early intervention and assistance. Members of public (including parents) are welcome to make use of the facilities of the Drug InfoCentre. You can also call the anti-drug telephone hotline "186 186" to obtain anti-drug information, or contact professional social workers of the eleven counselling centres for psychotropic substance abusers, centres for drug counselling and drug treatment and rehabilitation centres direct for assistance.

### Drug Statistics

- According to statistics of the Central Registry of Drug Abuse, the total number of reported drug abusers decreased by 19.5% from 14 241 in 2008 to 11 469 in 2011. Those aged under 21 also dropped by 42.3% from 3 474 in 2008 to 2 006 in 2011.
- Among all the reported abusers aged under 21, almost all (96%) of them were reported taking psychotropic substances in 2011. In the first half of 2012, the most commonly abused psychotropic substances were Ketamine (61.3%), followed by methamphetamine ("Ice") (29.4%), cocaine (22.8%) and cannabis (8.6%).
- More than half of newly reported drug abusers have taken drugs for 3.5 years or more in 2011, compared with 1.9 years in 2008, having almost doubled in four years.
- About 80% of drug abusers take drugs at home or friends' home.

## 優異作品 DISTINGUISHED DESIGN

香港賽馬會禁毒新知館

**UNCOVER**

by The Hong Kong Jockey Club

**SPATIAL DESIGN**

### Project Description

The Hong Kong Jockey Club Drug Info Centre has served as a focal point for drug education and anti-drug educational activities since it opened in 2004. Moving into the second decade of the 21st century, the Centre is seeking innovative and experiential design ideas to provide an “Edu-tainment” (Education + Entertainment) experience to visitors of the Centre, and in particular convey anti-drugs messages to visitors through a “3-I” (innovative, interactive and informative) approach.

With the proposed spatial design, visitors will experience four zones in a walk-through journey:

- The Figures: a white wall with projections of facts and figures about drugs that can be updated periodically
- The Feelings: a corridor in which visitors can experience the post-drug-taking world
- The Truth: an interactive table showing information about drugs and the damage that they cause to the mind and body
- The Dialogue: a multi-functional space for group discussion and temporary exhibitions

The students also proposed way-finding signage and a new identity

### *Students' reflections*

“Working with a client is a totally different experience. We had to carefully consider and balance ergonomics, lighting, material properties, budget, aesthetics and functionality to suit the client's needs.”

“Multidisciplinary projects are truly beneficial for all design students. We all grew, and learned a thing or two from each other.”

### **Students**

#### *Environment and Interior*

CHEUNG Man Wai

FONG Lok Ping Dorothy

LAI In San

LI Ka Yan Viki

LOK Sze Nga

YOUNG Hiu Ching

#### *Visual Communication*

SHIN Deokyoung

TANG Ming Wai

ZHANG Xiaowen Karen

THE HONG KONG

POLYTECHNIC UNIVERSITY

香港理工大學

SCHOOL OF DESIGN

設計學院

SD 400 Co-operative Workshop

## 優異作品 DISTINGUISHED DESIGN

### RESEARCHINSTITUTE

### REDESIGN THE HONG KONG JOCKEY CLUB DRUG INFOCENTRE

### 研究所

#### 設計概念

展覽區會以研究所作為主題，參觀者以研究員的身份進入展區，在場內，進行不同的研究和討論，最後抱著研究成果離開。其次，毒品是一種化學品，以研究所的作為主題，研究毒品的禍害和影響，能夠令作品和主題互相呼應。

展區內多以六角形的設計，其意念取自藥物的化學結構式。由於大部份的藥品都擁有該結構，所以在設計上大多以六角結構作為基本。

#### 主要展區

##### 機構簡介

為加強本港的禁毒教育工作，以免青年人受到毒品的禍害，禁毒常務委員會在一九九九年十二月的會議上通過設立香港賽馬會藥物資訊天地。藥物資訊天地位於金鐘道政府合署低座頂層，是全港首個以禁毒教育為主題的永久展覽館。展覽館共分兩層，佔地 900 平方米。第一層是主要展覽場地，主題是人物、藥物及環境；第二層設有互動影院、課室、資訊站、圖書館及專題展覽區。

##### 白色區

白色去代表幻覺，意思是吸毒人士一般都覺得吸食毒品能夠帶給他們很舒適、快樂、有如置身於天堂的感覺，因此，展區內的設計會以白色為主。然而，小小的白色展區其實是想表達這些表面快樂卻是很短暫，參觀者只會感受到展區一時美麗，很快就會完結。

接待處門口以弧形設計，令展覽入口有廣闊而引人進入的感覺。其次，鄰近接待處的位置設置指示牌，讓剛進來參觀的人對展場有初步的了解。

專題展覽設於近大門口位置，可以讓參觀者第一時間獲得展場最新的消息。其次，集合點與專題展區設於同一地方，可以讓參觀者在等待的期間，瀏覽相關的資訊。

##### 黑色區

黑色區代表現實的世界，比喻吸毒者會由虛幻的世界回到現實的世界，然而，由於吸毒是會上癮的，因此對他們而言，回到「這邊的世界」只會令他們感到有如地獄的般痛苦。

玻璃與單向玻璃之間的玻璃牆展示 6 種毒品的仿製實物和吸食工具，前方的螢幕配有短片介紹不同毒品的名稱、俗稱、吸食方法和對身體不同器官構成的長期和短期害處。

討論區以老鼠籠作為設計，場中間會放置一隻白老鼠手抱著毒品，尾部被捕鼠器夾著的大擺設，比喻吸食毒品的人就好似白老鼠般將自己拿來做實驗，以生命作為賭注，以身犯險。

##### 綠色區

最後，參觀者會去到綠色區，亦即是綠洲。顧名思義，綠洲是為吸毒者提供協助的地方，展區內會設置不同的出路資料予吸毒者。同時，為表達出綠洲該有的生氣，所以參觀者由第二層看外望出時，會看到第一層黑色區的六角形上方會有凹陷處，裡面放置了一些鳥巢、雀鳥和樹藤，用以表達「重生」的感覺。而遊戲區亦同時安置於綠色區，意思是希望小朋友遊戲時的歡笑聲能夠感染到綠洲的氣氛，同時讓參觀者感受到「溫暖」。

資訊站設有多部輕觸式電腦，為吸毒者提供不同的出路資料，和作為吸毒者身邊的家人、朋友該如何協助他們走出困境。

為提高圖書館的人流，圖書館會由較為偏僻位置移至第二層較為中心的部分，並以玻璃作為間隔，增加座位數目，一方面能吸引更多人途經參觀，一方面亦提高讀者的閱讀興趣。

CO1 設計學校 CO1 School of Visual Arts

黃芷蔚 WONG Tsz Wai

# 優異作品 DISTINGUISHED DESIGN

## CHOICE

踏入 2012 年，濫藥仍然是香港一個嚴峻的社會問題。政府設立藥物資訊天地，希望透過教育及宣傳，令受眾對藥物有進一步認識，並針對濫用藥物的問題，教育人們濫藥的禍害與預防方法。

這個主題是「選擇」，為什麼採用選擇作為我的主題呢？因為當一個人遇到藥物的誘惑時，心裏間最快呈現的念頭，就是接受或拒絕，簡單的兩個選擇。另外，這個資訊天地目標是青少年，不必過分複雜，所以我便以最簡單直接的方式表達出來，每個人都要選擇的權利，而不同的選擇，便有不同的結果。

顏色方面我採用藍色，由於主題是「選擇」，所有選擇都是自己決定的，作出選擇就如天空一樣自由，沒有任何人能代替，故此採用了天空的顏色作這次主題的顏色。

## 空間規劃

每個人都要選擇的權利，而不同的選擇，便有不同的結果，而這次的主題是選擇。圖書館設在最地下，是因為方便工作人員管理和空間感較大，而圖書館的出口較多，是因為配合主題，人生不只是一個選擇。專題展覽放置近大門，是因為方便工作人員更新和一進入便看見。而資料區便以汽水機的原理表達出來，可以選擇不同的藥品觀看，放置專題展覽前面，目的是鼓勵大家觀看完資料區，然後，再觀看專題展覽。另外，討論區設置下層，可以避免群眾，上落樓梯時的嘈音。個人分享設置在較高的樓層，因為外面加設道隧道，會比較突出：課室放置在一樓較遠的位置，可以避免群眾阻塞通道和出入口。遊戲區分設兩個地區，避免聲音聚集。最後，4D 體驗館設置在一樓最遠的位置，因為是整層最暗的地方，能夠避免光線的問題。

1. 圓柱形的指示牌，分別指向各各區域，目的加強突出主題。接待處和借還圖書結合在一起，能夠節省不少空間和方便職員工作。
2. 資料區是汽水機的原理表達出來，陳列的是毒品，價錢牌並非你購買的價錢，是吸食毒品所付出代價而按下按鈕，出來的不是藥品，而是一張紙條，說明藥品的簡介和禍害。
3. 圖書館是開放式，增加空間感。整個分設三個部份，電腦區，閱讀區和寫作區，能配合參觀者不同的要求。而出口較多，能突出主題，人生不只是一個選擇。
4. 我們作出選擇時，是由大腦發出指示控制的，所以我便利用大腦本身彎曲的線條，來制作腦形的迷宮。進入腦形迷宮，當參觀者走進數條分叉路時，便會出現有一條問題，吸食或拒絕，他們便要面對選擇。而不同的選擇便有不同的結果。
5. 討論區採用對立的 U 形設計，目的是集中聲音，提高討論氣氛。放置在窗旁，能借用天然光線，令整個空間更光猛，又能解決反光問題。
6. 個人分享是以幾個圓柱體組成，內設小影幕，由於出現反光的問題，所以外面加設隧道包圍著，令參觀者觀看得更舒服。
7. 拍攝區當拍下相片時，螢光幕上會出現吸食毒品後的醜態，例如：爛牙，爛面，樣殘等，完成拍照後，拍照機會編制一張卡片，會印制剛才的醜態，並加上一些誓言，堅是方便參觀者收藏，作為日後警惕。而每個拍照機之間含有一個屏風，是給予參觀者一個空間。
8. 這個遊戲區中間設置直線加上弧形的屏風，能配合整個設計的風格，而最終目的是分散和阻隔遊戲時所發出的嘈吵聲。
9. 整個遊戲區都是由直線和弧形組成，而凹入的半圓形能節省不少空間。
10. 課室的外牆下半部份是採用玻璃，能大大提高整個空間感。又能夠被外面的參觀者知道，課室裏正在進行活動，應需把聲音降低，既能突顯其功能又不會對參觀者造成尷尬。
11. 4D 體驗館會播放一些吸毒故事，包括一開始選擇吸毒，吸毒時所產生的幻覺以至吸食後的後果等，目的是給他們體驗濫藥後的禍害。

一樓和二樓地板上的路線圖案，能增加兩層之間的連貫性，亦都是腦形迷宮的伸展，由於迷宮空間有限，不能同時數十人進入，未能進入迷宮的參觀者，便可以跟據地上的路線玩樂一番。而每個區的出入口都有一條路線可到達。

CO1 設計學校 CO1 School of Visual Arts

蔡小穎 CHOI Siu Wing

# 優異作品 DISTINGUISHED DESIGN

## “ Too-NAIVE ”

### Concept TooNaive

We are engaged in smoking-mediated drug users understand what is a poison in their daily lives, bring us the benefits of these drugs, but the emergence of undesirable elements ,so that was originally used for medical purposes of drugs become toxic distortion.

### Experience & Design Idea

“Distortion” is our main design concept, also is what we want the visitors can get the information and feel the experience from our concept, reveal the true face of the drug during the visit. Let them know how to refuse the temptation of drugs and not naive as to believe these lies.

Duplicity is another meaning of distortion, we believe that this contact relationship between drug traffickers and drug addicts.

The simple explanation is that the use of drug has been distorted , some bad people the original use of medicines are for medical purposes but some bad people let the medicines processed into drugs, the outlook is same but the functions and characteristics have changed.

In the design process, we try to use lines, material and space partitioning to express the element of distort.

For instance, let the space becomes unusual, seem to the feeling after ate the drug to make the visitors feel the influence of drugs.

### Final Design Isometric

#### Area List

Entrance  
Lobby  
Reception  
Information Area (Agent & Host –Suitcases)  
Information Area (Info station)  
Pantry Area  
Stair Case  
Library  
Theater  
Class Room  
Exhibition Area  
Thematic Exhibition  
Store Room  
Server Room

#### **Level 1**

Lobby and Reception  
Entrance  
Library  
Pantry Area  
Information Area (Agent & Host –Suitcases)  
Information Area (Info station)  
Stair Case

#### **M/F**

Theater  
Sever Room  
Exhibition Area

#### **Level 2**

Class Room  
Thematic Exhibition  
Store Room

### **2/F - Thematic exhibition**

The Second floor is to provide new information on the long corridor; on the other side is the classroom where feels like a bubble pool.

### **Reception & Lobby & Library**

#### **Information Area (Info station)**

When the visitors stand on the grid, then the wall will play the type of the drugs, different grids represent different drugs, there are also have the speaker on the grid which are independently and can adjustable the height.

Caritas Bianchi College of Careers

明愛白英奇專業學校

葉澤林 YIP Chak Lam 黃天琳 WONG Tin Lam

# 優異作品 DISTINGUISHED DESIGN

## TRUTH or CONSEQUENCES

### AIM

The Drug InfoCentre is a permanent exhibition hall dedicated to drug knowledge, harms of drug, anti-drug messages and refusal skills through **INFORMATION, INTERACTION and CREATIVE IDEA.**

### TARGET GROUP

6-12 HEIGHT(cm)116-152 EYE LEVEL(cm)106-142 Seat(cm)32 EYE LEVEL(cm)92

Primary Student

Imitate & No Fear

### NARRATIVE

12-18 HEIGHT(cm)152-172 EYE LEVEL(cm)142-162 SEAT(cm)40 EYE LEVEL(cm)110

Secondary Student / Adolescent

Curious & Rebel

### INTERACTIVE

18-25 HEIGHT(cm) 152-188 EYE LEVEL(cm)142-178 SEAT(cm)45 EYE LEVEL(cm)120

University or Collage Student / Audit

Independent & Decisive

### TERRORISE

### OBJECTIVE

NARRATIVE – to narrate the consequences of drug abuse

INTERACTIVE – use interaction to attract visitors to receive drug information

TERRORISE – show the photos or videos with horror to tell the truth of drug abuse

EDUCATION INTERCTIVE ENTERTAINMENT

### CONCEPT

THE EMPEROR'S NEW CLOTHES

### IDEA

CHOICE >>> TRUTH or CONSEQUENCES

### ECPERIENCE

#### INCENTIVE

new suit is invisible to those unfit for their position, stupid, or incompetent

#### ADDICTION

the Emperor parades before his subjects in his new clothes

#### DEPRAVITY

a child cries out,"But he isnt wearing anything at all!"

#### RECOVERY

the child's honest so the emperor rewarded him

#### CHOICE

**When knowing the TRUTH. What would you CHOOSE?**

### G/F

#### RECPTION

#### INCENTIVEAREA

##### FEATURE WALL

Touch screens and projectors will be used show the information about the incentives of drug abuse.

##### TOUCHSCREEN TABLE

There are some postcards can be obtain by tourists. Use the postcards to play the information of drug abuse on the touch screen table.

#### EXHIBITIONAREA

##### TRAN. CUBIC

There are some transparent display systems to show the information of taking drugs and display the drugs. Visitors can turn to look at various.

##### PLATFORM

There are some information of drug display in the platform, and the mirror will reflect the information to show on it.

#### DRUG INFO. AREA

##### 3D IMAGE GLASS

There are 3 pieces of glass with projectors to show a 3D information or story.

### M/F

#### RECOVERYAREA

##### FEATURE WALL

They will project the recovery of drug abuse on the feature wall.

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麥文龍 MAK Man Lung 鄭冠富 CHENG Kwun Fu

# 入圍作品 FINALISTS DESIGN

## HONG KONG JOCKEY CLUB

### Institution design

### Druginfo Centre

#### 01 Concept

##### Design Aim

“To let the audience easily and clearly understand what is drug and how the drugs affect their life, so that they would not dare to try taking drugs.”

##### Design Objective

“Create a wonderland for the children to trigger them what is drug abuse.”

##### Theme

Virus Crossover Invasion

Virus (noun)

1. Informal a viral disease.
3. a computing influence on morals or the intellect; person.

Invasion (noun)

1. an act or instance of invading or entering as an enemy, especially by an army.
2. the entrance or advent of anything troublesome an harmful, as disease.

##### Storyline

Then ten kind of drugs represent ten different enemies/devils and become these 10 characters.

Stage 01: Invasion	Stage 02: Destruction	Stage 03: Fight Back	Stage 04: Prevention	Stage 05: Recover
Feeling: Cautionary	Feeling: Homible	Feeling: Hopeful	Feeling: Protection	Feeling: Refreshment

Color Scheme

Red Green Yellow White Black

#### 02 Floor Finishes Plan

G/F (N.T.S)

Environment Discussion Area      Experience Area      Host-suitcases      Drug Information Zone  
Reception      Lobby      Thematic Exhibition

M1/F(N.T.S)

Interactive Theatre      Library      Info Café      Teaching room      Server room

#### 03 Elevation(N.T.S)

M1/F

G/F

#### 04 Isometric(N.T.S)

G/F

Experience Area      Host-suitcases      Environment Discussion Area      Exit Corridor      Drug Information Zone Area  
Reception      Lobby      Thematic Exhibition

M1/F

Staircase      Interactive Theatre      Library      Info Café      Teaching Room      Sever Room

## **05 Perspectives(N.T.S)**

### **Reception /Lobby**

- To attract children's attention using fresh color, and also wanting to let visitors feel the firm and tough feeling as they should have a firm attitude to face by using concrete on some parts of the surface in the interior.
- There is also a counter in orange facing the reception in the lobby, where the booklets will be settled there.
- Moreover, there will be different colors of LED lights inside the feature walls, but when you look at the surface of the walls, the LED lights will make in different patterns to attract visitors to get into the next area.

### **Host-Suitcase**

There will be touching monitors for the visitors to look at the real cases of the drug users. In the cases, there will be describing the drug users' different stages of facing the bad impacts which have brought to themselves and people around them by taking drugs; the feeling and advice from the policemen and social workers when they face the drug users will also be played on the monitors. In the middle of the room, there will be putting related resources or materials of the old days of the drug users.

### **Experience Area**

The Experience Area is mainly to let the visitors experience the feeling after taking drugs, by using three-dimensional projects to show the drugs and projectors to show pictures of themselves after taking drugs, to remind them how terrible they will become if they take drugs.

### **Info Café**

Info café is an area where there will be computers and computer games about drugs provided for visitors to play, in order them to learn and understand about the information of drugs and impacts that could that have brought from taking drugs.

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溫子希 WAN Tsz Hei 劉駿傑 LAU Chun Kit

# 入圍作品 FINALISTS DESIGN

## Hong Kong Jockey Club Druginfo Centre INSTITUTION DESIGN

### Area List

Reception  
Information Area  
Product Exhibition Area  
Experience Area  
Narrative Area  
Environmental Attraction  
Info cafe  
Environment  
Temporary Exhibition  
Classroom  
Resource Library

### **RERSPECTIVE 01 – Shop Front**

Many clocks, mean taking a drugs will make you lose yourself.

### **REPSPECTIVE 02 – Reception**

In the reception, there is a feature wall, In this wall there is a figure and a prison. Inside prison there is variety of drugs. If you take a drug, you will be imprisoned.

If you put your hand inside, impact of taking drugs will be projected in your hand.

### **RERSPECTIVE 03 – Experience Area**

Experience area Part1. If you put your hand inside, impact of taking drugs will be projected in your hand.

### **RERSPECTIVE 04 – Information Area**

If you stay on the floor, the visceral will be changed, It increase its effect it according to time changes. It means that if you have abuse for a long time, your visceral will deteriorate.

### **RERSPECTIVE 05 – Narrative Area**

There is a Figure in this area. If you touch it, it will share the experience to you.

### **RERSPECTIVE 06 – Temporary Exhibition**

Use images to introduce the latest information, can be changed at any time more.

This grass wall can display some drug information.

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陳碧儀 CHAN Pik Yee 張家謙 CHEUNG Ka Him

## 參與作品 PARTICIPATING WORK

### HONG KONG JOCKEY CLUB DRUG INFO CENTRE

#### Redefine the meaning of a Centre

Tradition approach in designing a Centre with public education purpose, like this in the existing Drug info Centre, would refer to an exhibition venue or a library. It stresses on the function to transfer the information and message of anti drug to the visitors. And thus, the visitor's experience is one-off, and passive. The head counts of the visitors can be record, but the effectiveness of the function is hard to measure.

Instead of redesign a new image to the drug info centre, I would like to redefine the nature of this place, so that it serves for the mission rather than fulfilling the figure.

#### Form Visitors to Members – From Passive Viewer to Active Participant

I try to introduce a new system in running the Centre, say for instant, a “club” with the practice of membership. So that the members will establish a sense of belonging to the centre. They will come frequently, they participate in projects, they become helpers, volunteers or even the program planners.

#### My Design

A Life style Café – It serves not only an image building element for promotion, It does in itself a real and a stylish café to attract the middle class within the community. Instead of promoting the anti drug message in a preaching tone, the concept of care to humanity and healthy life will be expressed through the display of high quality and artistic photo images, and of course, under a decent designed atmosphere.

The platform for participation – Other than having a permanent exhibition place and facilities for the required information (on upper floor), there will be an open area for seasonal activities. Outside partners, like schools, charity organizations, or even commercial bodies will be invited to take part in. Programmers, such as exhibitions, shows on plays with topics related will be launched.

#### ■ The Site.

The Hong Kong Jockey Club Drug Info Centre located on the roof floor at Low Block, QGO, is a focal point for drug education and anti-drug educational activities in the territory. The site is around 900 sqm , and has around 7.7 metres ceiling height.

#### ■ The Concept – Image Factory.

**Image.** The concept highlighting the damage of drug which can ruin one's actual outlook. In views that nowadays' youngsters are always concern about their image building , this issue may be the best way to promote the message of anti- drug.

**Factory.** Implies the concept of making, which will further project the message that one's future is in his/her own hand.

#### ■ The Design.

**Restructuring.** The factory like structure not only carry on with the concept of “factory”, it also re-build the interior space of the 2 stories shell and maximize the possibilities of the high ceiling by introducing the third levels within the original envelop.

**The Digital Media.** Through the use of digital media/projection, the impact of reality could be enhanced. Glass projection technology is used as a feature in the main exhibition. The projected images bare another function in lighten up or soften the atmosphere structured by the construction frames.

1. Main exhibition area
2. Art works display from drug-rehabilitators
3. Theatre
4. Library
5. Reception
6. Lift

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陳澤奇 CHAN Chak Ki 陳均藝 CHAN Kwan Ngai

## 參與作品 PARTICIPATING WORK

### THE COLOURS OF YOUR LIFE

#### INTRODUCTION

Drug abuse is a serious topic and a critical social issue.

We can never underestimate what teenagers can absorb and how strong impact is to be left in their mind.

The interior atmosphere of drug Info-center should accompany with the drug information and audio effect to bring inspiration and reflection on viewers.

I use ART PAINTINGS from van Gogh and Munch whose art pieces image mentality to be the main tone of my design. Spaces are coordinated by smooth curve WALLS and art paintings are stretched to exaggerate the effect. All these ENLIGHTENING teenagers in thinking what life is.

Most of the sunlight penetrates into the reception and gather point. Students gather and may take a photo at this spacious area.

Walking from the dark and narrow MIRROR WALL, the viewers then go into the open tapered cone. The art painting is stretched and surrounded all over the wall. LCD is projected on the ceiling and the floor, showing the short clips of taking drugs.

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方贊君 FONG FREEY

### Exploring In This Anti-Drug Forest

#### Re-design for Hong Kong Jockey Club Drug InfoCentre

##### Concept Statement:

The use of illegal drug is now regarded as the crucial problem among Hong Kong youngsters. The heartbreaking fact is that the average age of drug abusers is lowering, which means there is a soaring number of lost teenagers ruining their own lives. In order to spread out the message of anti-drug abuse effectively, an impressive and active re-design approach is used in this drug info centre.

Considering this new trend, the innovative and appealing info Centre with the inspiration of the nature, forest, is designed to suit the youth target. All the existing dull and business-like style of arrangement is replaced by the energetic and smart ones.

Leveling spaces, rooms, corridors, displays and resource zones are showed with different elements (like river, tree and sky) in forest. The youngsters just need to step into this forest and seek knowledge of anti-drug abuse.

For those young life explorers, we are here to create a vivid place which is full of hope and support.

Zoning for introducing drug abuse (interactive game)

Floor Plans Of Drug InfoCentre

Floor Plan Ground Floor

Floor Plan First Floor

Different Viewers In Drug InfoCentre

Zoning for introducing drug abuse (interactive game)

Zoning for Displaying Drug's abuse updated information

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李嘉欣 LEE Ka Yan

# 參與作品 PARTICIPATING WORK

## THE NEW SCHOOL

### Challenge

This project is an attempt trying to breakthrough a common interior mindset in designing an exhibition venue, especially for general public, like here the drug Info centre.

The problem found in the existing centre mostly rested on the confusion of focus group of target visitors. The impression presented by the interior design is playful, funny and healthy. The use of the primary colours, in certain extent, is projecting an image of a primary school. My point is that, who are caring for? Is the general public? Are the good boys and girls guided by the teachers in kindergartens and primary schools? Or the ones who are being termed to be problem students in schools and within our community? Are they the potential victims that we should care for? From this point of view, is such clean, tidy and healthy environment or image be the goal in this project?

### Concept – Those school days

My concept is based on the sense of empathy with the specific group of teenagers that they may not be accepted by the general public. A typical school campus frame work is being employed to construct the interior, while I intend to furnish the places with raw and dark finishes, and in such a way providing a wild and rebellion atmosphere.

### How

The message of anti drugs would be expressed and facilitated through various means:

1. The spatial planning was based on the concept of a school. I intend to make use of the rectangular shapes but with some variations in height in order to make a split leveling design. This is trying to breakthrough the spatial planning in typical school which is usually divided into several single classrooms with no connection at all.
2. In terms of materials, mainly I am using raw materials such as concrete, dark gray bricks and some black steels and ceramic tiles with some addition of colourful and sharp lighting effect to create an atmosphere of rebellion, wild and underground to express the empathy with the teens at the age of puberty.
3. “Register Zone”  
To encourage the visitors to learn the information better. I try to make the programmes more interactive. In the “Register Zone”, visitors are welcome to input their basic personal information such as nickname and school name, then they are assigned a student card with the information by the centre. With this card, visitors can record their results and ranking in each computer games. Such a design makes the centre more interactive with the visitors.
4. “Mobile beard display zone”  
In this area, the info of drugs is displayed on the boards which are able to be relocated by the staff. Such a design could bring a different and unique experience to the visitors.
5. “Classroom”  
Classroom is one of the school elements. In the classroom, the visitors who are playing the roles of student are taking some quizzes in computer games to prove how much they gained.
6. “Laboratory”  
Laboratory is another school element. In such an area, visitors can play a hi-tech computer game of anti- drug message. Let them know how bad drug is. The extent of getting visitors participated in the centre is larger. On the other hand, make the centre more interesting and entertaining.
7. “Stories sharing zone”  
Some stories of overcoming the drugs would be shared in this area. With some sunlight filtered by the glass, shining on their handmade art pieces and their wordings of wisdom, the message of anti-drugs will be enlarged and more convincing.
8. Media walls  
The media walls are made of a surface of LED lights covered with a glass. The media walls contribute the colourful and sharp lighting to the centre which will boost the atmosphere of rebellion.

## **SAY NO TO PRESCRIPTION OF DRUG ABUSE SAY YES TO LIFE**

### **why there are so many young people trying to take drugs?**

Are they all so innocent and do not have any ideas that drugs will ruin their lives?

I believe, the real reason behind is, they are lacking of the willpower.

The centre as a church more than a library

As a drug info-centre, I believe it should bare the characters more than the three basic requirements Initially listed in the brief, “informative”, “Innovative” and “Interactive”, rather, it should be a place embed the quality of seriousness.

To certain extend, it serves

as a church more than a library, that the visitors will be enlightened by the messages and moved by the stories of the drug addicts more than just getting the knowledge.

As an interior designer, I believe space work more than just a place for human activates, it has interactive relationship beyond human behaviors.

In this project, I try to raise the power of spatial quality, so as to more people’s emotions and make their visit memorable.

### **Concept–Enlightenment**

The word “Enlightenment” represents the objective of my design approach in this project, that to make the place bare the power of moving people. Second, it does undermine the way I construct the interior that most of the arrangements serve more than functional purposes, they also express positive messages.

1. The high ceiling make people feel fear and be humble, and start to meditate;
2. The dim lighting calm down the emotion of the visitors
3. Pure color tone make people focus inward. Therefore, the interior space can encourage people to ponder spiritual matters.
4. The turning points in 45 and 90 degrees, narrow pathways represent the mystery in reality.

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龐小慧 PONG Siu Wai

# 參與作品 PARTICIPATING WORK

## AIM & FOUND

### Background

**Hong Kong Jockey Club Drug Info Centre** is expected to take an important role on anti-drug promotion. Recent research showed that more than 50% youngsters under 21 had tried their first time taking drugs every year. In view that, family is the most important support for youngster, the role of parents, in this anti-drug war, is becoming crucial, but unfortunately, it has always been overlooked. While letting youngsters know about drug information and drawbacks, it is also important for families to know why teenagers want to try the first time taking drugs.

### Concept

“**Seek and Found**” is an interactive activity as well as a new experience to be introduced in this Drug info Centre instead of walking through the displayed items and watching the general information on boards or digital screen. “Seek and Found” let every visitor experience a different journey and receive a different message, from the picking up of a name card at the entrance, which directing the whole trip within the centre and lead one to a story of an Ex-drug taker. Visitors will have a deeper understanding.

Why they take drugs?

What is the consequence?

How drugs ruin their lives?

### The Design

To facilitate the story telling impact, high-tech interactive LED projection is employed, which not only enhance the effectiveness of the activity, but also generate an impressive and memorable experience. More importantly, the design benefits in provision of casual chatting spaces, which helps create an open atmosphere for communication between family members and friends to share their views about drugs as well as their feelings. From my point of view, this is not only a space for communication, but a platform for building up bonding between parents and children, and it is in such a way preventing another drug taking story.

THEATRE

RECEPTION

RESOURCES

TEMPORARY EXHIBITION

CAFÉ

EX-DRUG TAKERS LIFEJOURNEY

### SEEK & FOUND:

1. TAKE : Visitor take one character card for the journey
2. SEEK : Choose a particular display around the exhibition area
3. PUT : Put the character card on to the screen sensor
4. FOUND : information video sensor on the screen

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SHUM Ka Yiu 沈家耀

# Hong Kong Jockey Club Drug InfoCentre

## Background

The Hong Kong Jockey Club Drug InfoCentre (the Centre), located on the root floor at Low Black QGO, is a focal point for drug education and anti-drug educational activities in the territory upon its opening in 2004. It is a 900m<sup>2</sup> two-storeyed exhibition hall.

In the view of the anti-drug education, most of people in Hong Kong residents have acknowledge the harmfulness of the drug abuse. However, there are still a lot of teenagers try to abuse drugs. The main reason behind, in my point of view, is caused by family problems and the chaos of their way they living.

## Art Gallery

We would like the visitors to know what the post-abusers think, so an art gallery is placed at the 3rd floor.

## Concept statement

The concept of this project comes from “**the vertical tunnel**”. All we know that a tunnel is a typical transitional space in public area. Characterized by a long, narrow space area, dim lightings, and some graffiti on the wall, its becoming a symbol represent the feeling of **astray**. I would like to use this concept, letting visitors to **put in the shoes of the drug abusers**, that why they would take drugs.

## Feature wall at G/F

Expression is very important for everyone, especially the teenagers. If someone has recognized what teenagers thinking, it can avoid them to take drugs. Hence, a feature wall is painted with blackboard paint at the ground floor. This feature wall welcomes every visitor to **draw something** on it, to express about them, and also let them know the importance of the expression.

## Three-storied design

The original leveling has been rearranged to 3 levels. This design allocates a **one way path** that can lead the visitors to walk through the InfoCentre. Other than that, this setting can provide a feeling from “vague” to “clear”, with a connection between three levels.

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王遵睿 WONG Chun Yui

## 參與作品 PARTICIPATING WORK

### Design Statement

My concept comes from a "Maze". What is a maze? To certain extend, it means a lost and found game that may of us played while we were young. But, the word maze itself and the image that commonly used with an arrow showing the entrance while having complicated pathways and obstructions or blocks to hinder the one and only one way out, thus represents the more recognized messages, they are "getting lost", "anxiety" and "fear".

The application of "Maze" in this project is based on the attitude of empathy. I try to extend the sense of care to drug addicts and people who are/had been suffered from drug. I believe the total experience given by the "Zic Zac" tunnel and the "dimmed lighting" together with the photos and texts, will enhance the deeper understanding of matter from empathetic angel rather than analytical.

When you enter the center, a large space with sunlight provide a feeling of welcoming. After that, visitor will start the journey from the introduction path. The color tone will be turned into darker and darker in this area in order to create a preparing mood for visitor. Moreover, I put the oblique wall to the majority of the space to enhance the feeling of confusion and provide the main character of the space at the same time. Finally, visitor will find the space with feeling of bright, this aimed to make a contrast to the 1st floor. It signifies that drug addicts should get away from drug.

#### RECEPTION / GATHERING AREA:

The large space with sunshine provide a feeling of welcoming.

#### INTRODUCTION PATH:

The atmosphere is created and the visitors' mood is rising when they step into the darker and darker pathway.

#### MAIN EXHIBITION AREA (MAZE):

The space with dark tone provide a feeling of lost and fear. Moreover, the oblique wall enhance the feeling at the same time.

#### TEMPORARY EXHIBITION AREA:

The bright tone contrast to maze is representing found the way out.

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葉敬霆 YIP King Ting 陳玠郁 CHAN Kaai Yuk

### Box surface + Lighting = levels of emptiness

Except the physical influence such as addiction and side effect, abusing drug also brings emptiness and lonesomeness to the abuser. The characteristic of 'box form' is similar to these psychological influence. Therefore, no much patterned material was used in this Drug Info. Centre. Instead of it, more lighting was used to project different levels of emptiness.

### Function + Activation = Open Library + Media Room

Open Library provides most of the information in the whole centre. Activated it openly can enrich the content of exhibition. Media Room is equipped with sound media and lighting effect to create different moods and feelings, It is the most interactive and effective way to express anti-drug message. These two focus can enriching the visited experience.

## 參與作品 PARTICIPATING WORK

### Dream

#### Design Object

People with dream can be lifeful and positive.

Dream is bright and shiny, it gives people energy to do everything. Major functional space was located further from the glazing side to allow maximum sunlight into the venue. With the delightful light colour tone, an energetic and positive atmosphere was achieved.

Dream gives a feeling of wide and limitless. In the interior space, Double storey void along curtain wall as well as the new void in the provide a visual extension in both horizontal and vertical axis. For the form of the interior space, I choose to use curved line shape, because everyone's dream is different and full of imagination.

Functionally, the exhibition spaces were grouped 1st level while the activities area are on the upper floor. The clear delineation of function allowed use of coherent theme including color tones and lighting as well as acoustic control. Its also allow greater flexibility for functional expansion.

#### Area Planning

First Floor – Exhibit

Second Floor – Activity zone

After receiving the drug information in first floor, visitors pass through a long, wide, curve staircase to go upstairs. Second floor is library and cafe where are place for relaxation. It seems throwing away all the bad things, just enjoys and release pressure in the sky.

CHAN Siu Kwan

## MAKE YOUR OWN CHOICE

#### Design Objective

Everyday, we have to make decisions within choices. Sometimes, it is difficult for us to choose the right and a good one. However, we like making our OWN choices instead of giving us a fixed selection.

#### HERE, YOU CAN MAKE MAKE YOUR OWN CHOICES.

You decide the path and choose where to visit. Receive Drug Information first or Experience Drug Journey first.

#### Spatial Planning

1/F ..... > Placid ..... > Drug Information

2/F ..... > Experience ..... > Drug Journey

When going inside the center, visitors can choose whether stay in first floor to receive the Drug Information in Library, Rehabilitation Zone and Drug News Zone or go upstairs to experience the Drug Journey in Experience Room 1 and 2, Multi – Purpose Room and Refusal Room.

CHAN Wing Sze

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陳肇琨 CHAN Siu Kwan 陳泳詩 CHAN Wing Sze

## 參與作品 PARTICIPATING WORK

### DRUG INFO CENTER

The purpose of Drug Info Centre is to educate or tell people the information about drug and to prevent drug taking. My design concept is to make it serious because i want people to truly care about the aggravating problem of drug taking, i used different sizes and heights to partition the spaces in this exhibition and it created different levels, it means life always has ups and downs and everything will be alright if we keep walking. Besides, there are more spaces created because i fully used the spaces inside, outside and around the boxes. Last, a clear circulation happens in this exhibition, it has one way to go up and one way to get down.

1) This is the main exhibition wall in the ground level. I used concrete as the wall and black wood as the floor. These materials created a RAW style, raw means Being in a natural condition; not processed or refined. It is just like the condition that the drug addicts having. Hope the visitors would know more about drugs through reading the information board and looking at the drug samples that put in the glass boxes on the left hand.

2) This is the main box in the exhibition because people would directly go up on this box. It made a first level higher than the ground floor people can choose to watch the videos that played on the screen or look at some awesome pictures about drugs that taken by some famous photographers. So the boxes help to create and define different spaces. If you keep walking up, you would walk pass the top surfaces of audio room and cafe. Then you can continue go up to the Second level.

3) This is the second level of the exhibition-game zone. Focused floor lamps are the main element in this level.

CHU WAI LING

### Multi-Life Center

A Entrance

B Cafe Bar

C Multi Function Area

-Stage + Information zone

+Temporary exhibition

(movable display board and screen at behind)

D Game zone

E Library

F Drug Introduction Zone

G Balcony

H Anti-drug Zone

I Classroom

J Theater

The slogan is the main direction when I design drug info center. Life is the most precious present for us. The design purpose is let visitors understand how important of life and build up a health life without drugs after visiting Drug Info Center.

### Multi-

We should develop health hobbies to enrich our life which decrease the chances of drugs abuse. Therefore, multifunction is focused in space arrangement. This provides a stage for drug info center to open for public or shows their works, for example, painting, photographs, sculptures, drama and music performance. At the same time, that raises the use value of the center.

### Life

Tree is a strong symbol of life. A dynamic pattern on the ceiling to present tree and shows the positive image of center. Wood is chosen to be main material. It gives strong natural

Chung Kin Kwok

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朱偉玲 CHU Wai Ling 鐘健國 CHUNG Kin Kwok

## 參與作品 PARTICIPATING WORK

### PRISM

#### LEARN FROM THE DARK STAY ON THE BRIGHT

##### UPPER FLOOR

CIRCULATION

##### LOWER FLOOR

CIRCULATION 1

CIRCULATION 2

- BALCONY, ALSO THE TRANSITIONAL' AREA, WHERE A PLACE CHANGE FROM
- DARK SIDE TO BRIGHT.
- THIS IS AN AREA WHERE SATISFYING ALL THREE FUNCTIONS, ALSO THERE IS A HIGH FLEXIBILITY IN THE SPACE USE, AS ALL THE POSTERS CAN BE REMOVED.
- FEATURED WALL CONNECTING THE LOWER AND UPPER FLOORS, ALSO BRING A SENSE OF NATURE.
- 'DARK SIDE' WHERE LIGHTS ARE RATHER DIM, AND THE CEILING HEIGHT IS LOW, AS TO CREATE THE SENSE OF FEAR.

IT IS A JOURNEY OF EXPERIENCE.

THE EXISTING DRUG INFOCENTER IS A PLACE WHERE EDUCATES PEOPLE ABOUT DRUGS INFO AND SPREAD THE CONCEPT OF ANTI-DRUG. HOWEVER, THE SPACE PLANNING THERE IS NOT STRONG ENOUGH TO EMPHASIS ON ITS THEME. IN THIS PROJECT, I HAVE REORGANIZED THE SPACE INTO TWO CATEGORIES, WHICH ARE THE DARK SIDE SHOWING THE HARMFUL EFFECTS THAT DRUGS BRING, AND THE BRIGHT SIDE EXHIBITING THE REHAB SUCCESSFUL CASES, TEMPORARY EXHIBITIONS AND ALSO THE REFUSAL SKILLS.

THE EXPERIENCE OF VISITING THE NEW DRUG INFO CENTER IS LIKE A PRISM, WHICH CONSIST OF BOTH BRIGHT AND DARK SIDES, JUST LIKE TAKING DRUGS, YOU WILL FEEL FASCINATING ONCE YOU HAVE TRIED IT, BUT YOU INSIST OF FINDING A WAY OUT AND KNOW ABOUT THE HOW THE DARK SIDES HARM YOU AND WHAT THE BRING SIDE BRING YOU, YOU WILL DEFINITELY CHOOSE TO STAY ON THE BRIGHT SIDE AND SAY NO TO DRUGS.

IP HAU YIU SAMANTHA

### Information Torrent

#### What is Info-center?

Info-center is a place for informative demonstrating with a theme. Therefore, the information should be shown in an effective way to transmit messages. Most information also be shown in simplex media then shown limited messages to viewer. What if the center provides a place permitting several media put in the same places?

The shelf, which is in the center of exhibition area, were placed a lot of displays to demonstrate meaning, moods, experiences and pictures about drugs. It aims to use multi-media in the same time putting great impacts on viewer's 5 senses. No matter either the positive or negative information, the information can be combined to create many images and messages of the drug. No only videos, others creations such as paints, records and carves also can be put in the shelf, you can walk around the shelf as in the data base.

Lin Wai Leung

HONG KONG DESIGN INSTITUTE

香港知專設計學院

葉巧瑤 IP Hau Yiu Samantha 連偉樑 LIN Wai Leung

## 參與作品 PARTICIPATING WORK

### THE HONG KONG JOCKEY CLUB DRUG CENTRE

#### POWERFUL

This is the word throughout the whole of the design. It is powerful for both the addiction brought from the drug. Symbolically I adapted a strong and powerful space and design into the centre. The stand out scale tubes and the different programme, brings to you a different feeling of the space. Not just the space is different, the way of showing the information will also be different.

**DRUGS INFO CENTRE**, is a Centre for those who want to understand more about the harmful of drugs. It is really important to let them experience about it, to do so, I have created certain zones; "REFUSE", "REHAB" and "EXPERIENCE". These three zones were put into three different tubes which has become the main and important elements of my design. By doing this I can easily provide a zoning system with some kind of installation or art pieces in different places. Meanwhile, this, has also created a dynamic and powerful form. Because it is so powerful, it better have a simply finishing to create a contrasting feeling. No matter the materials use or the rest of the space planning, included the library, café, subdivision of spaces and also the display. I have chosen the material of black tile and the maple wood; it creates a simple modern feeling. It can bring out their characteristic without taking over the rest of the display area. This formed a clear tone of design and atmosphere and this is how I put people into my experience of the Centre.

#### REFERENCE IMAGE

Here are some images which carrying the similar design of mine, it creates a simple but strong architectural form. Following by the use materials, it also brings out the simplicities of the design itself.

These three angles of the rendering represent the most beautiful angles in my design. Fairly straight forward design elements, dynamic architectural form, but with the flow of beauty.

The floor plans can show how the form of the three tubes compose with the rest of the space, created a simple but interesting circulation. People can just go round with having the similar idea of space, but meanwhile they are traveling round the centre.

TAM ELVAN CHI LOK

### The Hong Kong Jockey Club Drug Info Centre

#### Design of G/F

The whole of this level is using white and bright tone with the curve line to present the wonderful feeling which like the feeling that people just begin to take drug and the fantasy they think about of drug.

All of the wall, furniture, display stand have the detail to raise up about 50-100mm from the ground, it is the illusion to make the audience think all of these things are not stand on the ground which like the Heaven, the meaning of this way is to present the vision and the experience like people who after take drug.

#### Inspiration

Show the different side of drug, both bright and dark side, to provide the fancy mood which never exit Show feeling by the guy who after drug, which is no hope in the whole life, and cannot leave the death circle.

Using the White & black tone to create Fantasy contrast to reality atmosphere and the path to the dead end & way to the hope, which can give the audience a deep and great impression.

#### Design of 1/F

Basically the whole colour tone of this level is black and the form is straight line combine angle, and make the audience feel dark and uncomfortable, but on the other side, the design of the path is one way only, the audience must walk through the whole experience exhibition if they start their first step, which is the same situation of the people who take drug.

After finish experience in this level, when people walk down to the lower floor, they will see the contrast of bright and dark and inspire them to think about what they have feel and see in this exhibition deeply.

TSANG Ming Kei

HONG KONG DESIGN INSTITUTE

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譚志樂 TAM Elvan Chi Lok 曾銘圻 TSANG Ming Kei

## 參與作品 PARTICIPATING WORK

### **Exhibition Walk-through**

The 900m<sup>2</sup> two-storeyed exhibition hall comprises the three core areas of the exhibition (Host/Agent/Environment) on the lower floor and then ,on the mezzanine level, a library, an info café, a multi-purpose classroom, a thematic exhibition area and an interactive theatre.

Content is divided into three main areas running the full length of the lower floor area of the exhibition: Host(i.e. YOU, the human body, and how drugs change your life),which runs along the rear wall of the exhibition area, Agent (i.e. the drugs themselves and what they do to your mind and body), which runs along the centre of the space, beneath the overhead 'Agent' structure and Environment (home, school and social etc and how you can say no within such environments),which runs just inside the glazed frontage of the exhibition.

#### **1.Feel What They Feel**

There are different videos of people who have different backgrounds that are willing to share their own experiences to us. Those are including a doctor who had healed the drug abusers, a mother who lost her son who had drug abuse problem, a police who had been in touch with some drug abusers...etc. I think these is a easy way to let the visitors know more about the harms about taking drug and the feeling from the drug abusers' family and friends. I hope the messages from the videos can be publicized by all the viewers.

#### **2.Recognize and Let Go**

That full height display rack shows different information of drugs. There are also some tickets for the visitors to take to play different games in the site. There are also different stamps in other zones for them to stamp on the tickets and to become a souvenir. I find it can be more memorable for people to remember what they learned in this site and also it will be more interesting to add some interactive games there.

#### **3.Something Inside My Heart**

I designed 3 room like the confession room for the visitors to share their minds or worries. I think some people might not want to share their minds in front of the others so I put some paper and bottle in the rooms to let them write down their feelings and to put into the bottle. They might also write down the way that they would like the social workers to contact them. I think one of the most important way to run away from drugs is to sharing what you think in your mind. let the others to care your feeling and let yourself to release.

#### **4.To Admire**

This area is including classroom and display room where to exhibit the art pieces made by the students. Visitors can view and admire the art pieces through the glass partition even if there is a speech is processing there.

## FILLET

### 主題闡述

FILLET是將直角變成圓角的過程，是修圓的意思。毒品就像充滿傷害性的直角一樣，我們需要足夠的認知，才能保護自己，修正價值觀。

場館主要用弧線分區，倘大的弧形空間可充分地發揮主體中的流暢感，讓參觀者有舒服，放鬆的感覺；而且弧形給人的感覺是流動的，好像引領參觀者不斷前進；同時，在某些地方我安排展示“直角”厲害的一面：藥物展示區和體驗區當中我利用破碎形態的鏡鋼描繪濫藥的傷害性；這部分的昏暗燈光與其餘空間形成強烈的對比，鮮明而立體地分割出“直角”和“圓角”的相異效果。

風格上，場館大量選用鏡鋼，玻璃，不銹鋼等冷調的物料配以直線，弧線及幾何圖案，拼湊成簡約的空間環境；同時於窗框及傢俬陳設上選用橙，綠色作點綴，令平靜的空間注入生氣。

### GF區域分佈

GF主要分為接待處，藥品展示區，體驗區和遊戲區。

弧形的接待處，阻擋門口的視線，為場館增加神秘感。

藥物展示區和體驗區主要用破碎的鏡鋼做裝飾，描述直角的厲害；“碎片”，仿佛碎片已經掉下來了，兩個空間形成前後關係。

遊戲區弧形分佈的WII機，參觀者可舞動起來，跟住遊戲活動，更輕鬆有趣地認知藥物。

### 1F區域分佈

1F 主要包括課室，背幕牆，主題展區，圖書館和社工輔導區。

課室半圓形圍坐的的沙發，讓師生交流更親近；1.2M 高的背板讓區域呈半開放式，外面的參觀者也可若隱若現地從導師的引導中知道相關的資訊。

背幕牆用很多的相框做裝飾，其中一些是曾經和濫藥有關的“過來人”的生活片段；有些是用屏幕顯示的電子書，參觀者可輕觸屏幕，翻閱他們的故事。

專題展區地面流動般的橙色燈箱與同學們的主題作品相映襯，充滿活力；發光的作品座增加時代感；寓意年輕一代引領潮流，充滿希望。

CO1 設計學校 CO1 School of Visual Arts

何靜文 HO Ching Man 關巧珍 KWAN Hau Chun

## 參與作品 PARTICIPATING WORK

### 你是下一個嗎？

#### 設計概念

為了今年青參觀者對場館有深刻的印象，故參考了漫畫當中經常出現在背景的誇張手法帶出爆裂、激烈震撼突出這分鐘的主角及用鮮艷奪目的顏色作為這次場地設計的風格。

#### 設計重點

1. 選用了大弧間隔，作為參觀者的引路線。
2. 選用了富現代感及色彩豐富的鋁塑複合版、防火膠板、地毯以及 Sticker 作物料，配托出年輕人明快多變化的感覺。
3. 牆身背景用上禁毒標語，提醒參觀者用藥物的不良影響。

### A SMART PLACE

#### 設計概念

現時的青少年誤己為吸食毒品是一個好“IN”好“型”的潮流文化。但其實毒品在很久的年代已經出現，到現在各種類凡多的毒品不斷出生。為了阻撓此事發生，加強教育和宣傳工作是刻不容緩的。透過在藥物資訊天地利用嶄新的方法，多類形的描繪推廣，從而提升市民提升他們濫用藥物的禍害及預防方法，並且遠離毒品的引誘。

將 S · M · A · R · T 分拆成五個英文字母，再運用不同的形容詞來配會區域。

S - Sensitive Sharing 敏感、憂愁、煩惱	+	M - Make a right decision 決心、判斷、作出正確決定	+	A - Alert 提高警覺、留神
R - Report 報告、告發、揭發	+	T - Talk to Friend, Teacher, Parents 說給你的朋友、老師、父母		

#### IT'S OUT BE SMART

#### 設計風格

顏色主調已紅為題，紅色給人熱情、溫暖、明亮、警醒的感覺，與主題互相緊扣。已「愛護·身體」為題，訪客就如身處身體內部，利用空間幾何，層次，規格化的造型編排，利燈光及嶄新的智能科技，提供一個新現代感的資訊天地。

### LOWER FLOOR

01

#### 3D SHARE 主體分享

透過現時最嶄新的 3D 立體電視技術，透過大螢幕，觀眾可以從中影片中了解毒品的個案、故事及相關知識，大大提高了影片的吸引力。

02

#### EXHIBITION ENTRANCE 展覽入口

配合機構形象，設計簡約、平實、鮮明。利用主題顏色—紅色，作為入口的主色系，給人一種耀眼、警醒的感覺，利用線條作點綴，帶出了立體感和層次對比。

03

#### DISCUSS ZONE 討論區

這提供了一個舒適獨立的環境進行討論，同學可以在這裡進行小組討論，房間也可按照特別情況進行移動、增加減少及分隔，大大提供了房間的靈活性。

04

#### DRUG-INFO 毒品認知館

一個介紹毒品的展覽廳，毒品個別會放置在如血管的展櫃中，展櫃兩則卻是平面電視，作為動態文字介紹外，還會播放相處影片及服食後反應的視象。

### UPPER FLOOR

05

#### R.P.G 體驗地帶

利用多面鏡折射、特殊燈光、懸疑音樂等.....場地變化。製造出緊張和不安的效果。在當中迴轉步行，高低起伏的環境，可讓訪客自身體驗，如服食毒品後的眩暈困擾感覺。

06

#### LIBRARY 圖書館

一個與眾不同的紅色生命圖書館，處於一角，是一個寧靜的環境空間。圖書館內提供了有關毒品的參考書、錄影帶、研究報告、教材等等。

07

#### COMPUTER 資訊站

資訊站與圖書館相連，這裏提供舒適的環境，並設有數台電腦，讓訪客瀏覽與毒品問題及有關的網頁及遊戲。

08

#### Hall 演講廳

演講廳提供舒適的環境，讓老師可輕鬆地與學生進行各種活動及討論，包括毒品問題的課題及以播放毒品為主題的互動電影等。

CO1 設計學校 CO1 School of Visual Arts

李曉筠 LI Hiu Kwan 李嘉欣 LI Ka Yan

## 參與作品 PARTICIPATING WORK

### 簡介 BACKGROUND

香港賽馬會藥物資訊天地是全港首個以禁毒為主題的永久展覽館，成立的目的為加強本港的禁毒教育工作，以免青年人受到毒品的禍害。

The Hong Kong Jockey Club Drug Info Centre (DIC), has become a focal point for drug education and anti- drug educational activities in the territory upon its opening. It's also the first permanent exhibition centre on drug education in Hong Kong.

目標觀眾	中、小學生	地址	金鐘道政府合署低座頂層
Target Audience	Primary, Secondary Students	Address	Roof Floor, Low Block, Queensway Government Offices, Admiralty

展覽目的	向青少年灌輸關於精神科藥物的正確知識。重點在於陳述不正確使用藥物的利與弊，引發青年人的獨立思考，作出正確的判斷，而避免因過分規勸而引起青年人的反感。	空間	9700 s.f.
Purpose		Space	

The elementary purpose of Drug Info Centre (DIC) is to educate teenagers, especially primary & secondary students, about the knowledge of drugs.

To explain the objective facts of drug abuse is the utmost important. Meanwhile, telling "NOT TO" information is not appropriate as this will cause resentment from teenagers. What the centre aims to do is to guide their thought and let them decide what they should or should 'nt do.

### CONCEPT

是次設計的概念是模仿高科技的研究中心，靈感來自不明飛行物體。

不明飛行物體給人的印象是高科技，神秘、卻又讓人摸不清是善是惡。對於從未接觸過正式藥物資訊的年青人來說，他們只知道很多精神科藥物可以帶來短暫的快感或歡愉，暫時忘記壓力，而並不知道不當使用藥物會為身體帶來甚麼確實影響。在某程度上，這些精神科藥物對他們來說其實亦是一種“不明飛行物體”。所以，是次的展覽設計以不明飛行物體加上流行科技元素，為青年人提供正確、適當的藥物資訊，解構“不明物體”，幫助他們作出正確決定

### LIBRARY 圖書館

圖書館藏品超過 8000 件，包括有關濫藥問題的參考書、錄影帶、研究報告、教材套、年報和醫學期刊等等。

圖書館的設計風格貫徹高科技的感覺，以簡約的書架及桌子配合燈光作出未來的感覺。

### GAME ZONE 遊戲區

電腦遊戲以宣揚禁毒信息為主所設計的小遊戲，所需時間較短。

體感遊戲是以參加者的身體動作融入遊戲的控制，所需時間較長。

競速遊戲容許 3 位玩家同時坐進太空船造型的裝置中進行競賽，3 位將隨機受到不同的模擬藥物影響，令參加者留下深刻的印象。

### ENVIRONMENT ZONE 環境討論區

此區希望參觀者透過觀察不同觀點的討論，加強對吸毒人士的不同見解。

透過模擬不同的環境以及人物的應對，令參觀者掌握處理毒品問題的重要技巧，包括拒絕技巧，如何處理朋友及家人的吸毒問題等。

現有的環境討論區分為 3 小區分別模擬 3 個不同的環境。新的設計利用嶄新的立體投影技術配合多媒體聲音去模擬不同的環境，能夠更靈活因應吸毒問題的不同趨勢。

### EXHIBITION ZONE 展覽區

### CLASSROOM 課室

# 積木人生 BUILD UP YOUR LIFE

## 空間構思

資訊中心分別有兩層，地面分別設有接待處，藥物展區，人物個案分享，還設有一個多用途的展區；二樓則是遊戲區，圖書館及課室。

## 設計概要

人生就是拼湊的積木

我們的一生中除了自己，還需要不同的人來成就我們。

從不同的人給予我們支持和幫助，例如：家人，朋友，老師…用正確的知識，勇敢的態度面對我們的人生。

這個積木人生並不是自己一個玩，砌積木就好想人生一樣，一點一滴地累積，砌錯了，不要緊，可以回頭再改正，知道了錯處在那裡。

最後也可以去到終點。

## 設計風格

兩層的空間都充滿了不同形式的堆砌設計，地下一層主要藍白色為主調，樓上則運用不同的顏色搭配，營造活潑，青春的味道。

跨進門口，不同大小的方形嵌在弧形板的 reception table 上。

把整個資訊天地的風格交代的清清楚楚

個案分享區，外形像一幅建築中的牆，前面是曾吸毒的人的自白。

後面則是專業人士的見解，所以說，要建築出美好的人生是需要不同人的幫助

藉著有趣的積木結構介紹沉悶的資訊。這樣就大大提升參觀者的興趣

在鮮豔顏色的渲染中，參觀者可以透過進行不同的遊戲學習應有的禁毒知識

課室裡呈彎形的沙發可因需要而隨意移動，隨時可以進行小組討論，活動性

色彩繽紛的書架令人眼前一亮，活化了沉悶的圖書館

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