

※ 考生請注意：本試題不可使用計算機。請於答案卷(卡)作答，於本試題紙上作答者，不予計分。

本測驗共四大題，各題配分、答題要求如後。

一、近年的都市設計研究與實務- 尤其是英語國家- 越來越有共識，公共領域是都市設計關懷的核心 (public realm)，而發展一段時日的場所理論(sense of place)及圍繞它的相關設計原則，已益受專業界的重視。場所理論的核心在確立實質環境支持都市活動、建構空間及場所意義。好所在、好地方、public places 等概念隨之而生，所指顯然不只是個人的情感連結，而有一定的公共認知；關於空間的分析也多會顧及較大的環境及社會脈絡。

請舉一個你生活周遭的好地方(可以是城市空間、可以是校園)，以空間專業常用的圖面標明其空間構成、週邊關係、場所活動，討論人的感知、意義連結，說明它為什麼是個好地方。請盡可能分點、系統地說明。40%

二、澳洲學者 Cuthbert 認為都市設計關懷的實質對象是公共領域、內涵核心是市民社會(不同於建築及都市規劃)。丹麥建築師 Jan Gehl 帶著哥本哈根的成功經驗全世界跑，鼓勵人性的城市、活絡的公共空間。他特別提醒都市設計者注意關注順序：life, space, and buildings，因為失衡的關懷造成了不少失敗的公共空間。有些都市設計學者便因而認為建築設計沒那麼重要；但也有不少人認為建築設計在形塑公共領域裡扮演重要的角色、尤其是環境敏感地區，甚至認為建築對公共領域設計有一定的道德使命(比如英國的藝術家協會及英國一些重量級的都市設計學者)。請談談你的見解！(不是感覺，而是有論據的認識) 20%

三、台灣已經進入高齡社會(65 歲以上人口佔 14%，2018)，並快速地邁向超高齡社會 (20%，2025)。長期照護、社區安養、高齡友善等等面向的討論研究多了，甚至一些政策也將上路。面對高齡社會，從國家到城市、乃至社區，我們需要預備因應的面向或不只此！請問我們的城鄉公共領域哪些方面(設計與管理)可以改善，以因應越來越多的高齡使用者？20%

四、請以中文摘節以下文字的重點。20%

Usually, designers of buildings and outdoor spaces attempt to base their proposals on an understanding of the needs and the behaviour of users. This understanding may be founded on empirical research such as that carried out since the early decades of the 20th century. One example of such research involved measuring the average distances travelled by pedestrians when visiting public parks from their homes. Knowledge of these distances helps to determine the optimal location and sizes of parks. Similarly, observation has suggested that park visitors prefer to use the edges of open spaces over other areas, a conclusion that was supported by Jay Appleton's 'Prospect and Refuge Theory' (Appleton 1975). In the same way, useful studies of the uses of small neighbourhood parks in Philadelphia (USA) in relation to their location were conducted by Jacobs (Jacobs 1972).

Despite these insights, which have been supported and refined by more recent research, knowledge of human behaviour in relation to designed outdoor spaces remains limited (Lipman 1974). Too often, speculation and fantasy are dominant (Lang 1987). For example, in the early 20th century, adepts of the Modernist Movement in architecture and town planning believed that human behaviour could be guided by 'good' design. However, because they relied too much on utopian visions, their products were disappointing. Open spaces- hopefully labelled 'meeting grounds'- remained empty; public spaces were labelled 'communal', but turned out to be unsafe areas favoured by vandals.

In the 1970s, the idea that human behaviour would be determined largely by qualitative aspects of the environment was supported by behavioural theories based on the so-called stimulus-response model (Skinner 1971, Rowe 1991; Knox 2000). However, because the human 'behavioural system' is too unpredictable, design processes have not proved equal to the task of creating sustainable and harmonious relationships with the environment: too much irrationality is involved (Simon 1969).

More research into the history of the built environment is needed. 'It should be focused on the interactions which in the course of time connect interests, institutions, conceptual frameworks, design decisions and human relations' (Lefaivre 1990).

In recent years the relationship between human behaviour and the quality (and design quality) of urban environments has acquired a negative meaning. Aggression and vandalism have become so common that some housing areas have been converted into so-called 'gated communities', where residents isolate themselves within protected neighbourhoods. In this way, behaviour affects the layout of housing areas rather than the inverse (Hajer 2000). Apparently, more research into the actual use of outdoor space is also needed.