

Walking Flow of Thoughts

The success of Silicon Valley is founded on the culture of innovation, which starts from collaboration and sharing of thoughts. It is the continuous flow of new ideas, generated through discussions and explorations, that drives the development of Silicon Valley. As the habit of “walking meeting” emerges, more people have realized the benefit of discussion of ideas along a path. The rhythm of walking generates the rhythm of thinking. The passage of a landscape could generate a series of thoughts.

The design aims at reminding everyone of the success factor of Silicon Valley – the continuous flow of ideas and thoughts through discussion and exploration. It emphasizes humbleness and exploration more than celebrating the ego of an individual. Unlike most traditional landmarks, that towers up and converges at a single end, this design cuts into the ground and creates a loop. With no specific start or end of the pathway, the design creates a non-directional flow for people to wander and explore.

The overall design strategy is to create a continuous passage for people to explore a sunken area. Two circular structures intersect with each other and act as two connected loops. As one path submerges to the ground, the other path rises, creating an alternation of enclosed and open-up walking experience. Users can utilize the walkway for walking meetings, generating an unending flow of ideas along this unending road.

While the circular structure contrasts with surrounding buildings in terms of its architectural form, it is also connected to them by two new pathways – one linked to the main entrance of Arena Green (next to the SAP) and the other to the main road at the periphery of the park.

The design welcomes people of all ages and abilities. The slopes of the paths are designed at a minimum of 1:10 ratio for wheelchair users. Playful elements, such as the movable modular furniture and interactive lightings, are designed to enhance interaction among users and is an invitation for all to create and invent uses of the space.

At night, gentle lighting mimics the flow of water. It creates an immersive walking experience and resonates with the theme of the design. Light is emitted from the bottom of the wall such that it is less disturbing to the habitat. Energy for the interactive lighting will be supplied by solar panels paved on the new paths.