論 文 の 内 容 の 要 旨

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<tr><td>論文題目</td><td>Spontaneous Development of Entertainment Environment
for Elderly in Taipei
(台北における高齢者の娯楽環境の自然発生的展開)</td></tr>
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Taiwan had reached Aging society in 1993, expected to become aged society in 2018 and enter hyper aged society from 2025 onward. Taiwanese government had already proposed various facilities for assisting elderly community and enhancing their lifestyle. However, what is really needed might not be easily discovered from top down perspective, thus, this research aim to learn directly from perspective of elderly to understand their wants and needs.

Entertainment can be explained as enhancement of lifestyle. Such aspect is especially important for retired elderly. Entertainment environment does not only provide entertaining services but the opportunities for individuals to gather and to associate. The new finding of this research is Longshan Underground Mall, as its original development intention from government does not match with the needs of society, so it failed. Then programs developed later by local community turn it into an entertainment hub for elderly and was a huge success. In many aspects. The process of development is considered as "spontaneous development", and this particular model has gained huge support from elderly community in Taipei.

Learning from development history of entertainment culture in Taiwan, there was never an collective entertainment facility like Longshan Underground Mall. The setting of spatial quality is new, thus new behavior of users had been encouraged to develop. The diversity of entertainment culture has also been emerged into this model, thus various users can be accepted and sense of belonging are obtainable. Refer to Japanese theory, this model can be interpreted as *Ibasho* of elderly community.

The aim of this research is to extract the design concepts from the process of reconstructing this model, which is no longer existed after July 2014. Chapter one explains the purpose of research. As

this research focus on social issue as a starting point for development, intention and motivation, method of data collecting, as well as research framework are explained. Chapter two focuses on social background of entertainment culture in Taiwan, from history of development, issues and current situation, as well as five selected facilities, Longshan Underground Mall, Hon Bao Chang, Twatiutia, Nakashi and Karaoke, for detail analysis.

In order to set up proper approach for design or for assistance of elderly community, one has to learn from their perspective, such as past experience reflect setting of behavior, certain memory relate to their value judgment, and habits developed through time. Therefore, chapter three presented data collection categorized by five model attributes which were developed from feedback of survey. The structure is followed by chapter four to develop findings of design attitudes from each categoy. Observation survey of spatial quality, furniture arrangement, circulation movement are also emphasised to explain the interpersonal association between users.

Learning from survey, elderly community as target users should considered as specific user group, it should not be mixed with "general user", thus to apply general design concept for proposals. The uniqueness of Longshan Underground Mall is explained in chapter five, and it leads to the architectural proposal of "Polymodal *Ibasho*", according to analysis of model attributes.

Although concept of "Aging in Place" is one of the most widely adapted concept for aging society in Taiwan. However, as elderly population change through time, interpersoanl relationship base on living location might not be the only option. According to model of Longshan Underground Mall, facility base on common interest also allow establishment of network relationship and can be utilized as new design concept, as proposal of "Aging in Network".

Design is a process for problem solving and the outcome is to create better environment for the future. As traget users are the key to determin whether the proposals will be accepted, thus define the success of those proposals. To understand the value judgment according to culture background and past experience of users is necessary for setting the correct approach. This research demonstrate the process by extracting concepts from what has been accepted from society, therefore, the approach can be referred as cultural responsive design and aim to creat a better environment to enhance the qulity of lifestyle for elderly community.