

# “Psychological” Landscape

Sense and Psychology in Landscape Design



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companies  
in China and  
abroad

36

45

45 successful  
cases in  
landscape  
design  
psychology

Four

4 well-known landscape masters overseas had written theories  
for this book

2400

2400 words on research of the psychology and landscape



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# “心” 景观：景观设计感知与心理

“Psychological” Landscape  
Sense and Psychology in Landscape Design

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In the fast-paced modern life, people are suffering unprecedented pressure both physically and psychologically. As a subject integrating psychology, ergonomics, architectonics and aesthetics, landscape design has become an important platform for people to sense, experience and interact with the external world. The requirement of designed landscapes to support participation, recreation and psychological wellness has risen accordingly. This book presents some representative design case studies, incorporating interactive entertainment, medical health, meditative relaxation and physical exercise to fully demonstrate the indispensable role of perception, experience and psychology in modern landscape design. Its premise is that successful landscape design should be rooted in an understanding of the needs of people and must reflect the interdependent and interactional relationship between humans and landscapes.

The psychological effect of landscape environment is embodied in all aspects of the landscape design. But in different places, it has different focuses on the specific manifestation forms and design methods, shouldn't be invariably emphasis on the visual effect of the landscape design, interactive experience or the healthy medical treatment effect. For example, the design of the city park should embed more design elements which have the function of interaction and experience, and then use this function to strengthen the "perception" between tourists and environment. Entertainment venues should pay more attention to the entertainment and leisure function of the environment through the design. And in medical places, how to discover and use the environment for adjuvant treatment of patients are the key points of this kind of landscape design.

The purpose to compile this book is to analysis the psychological effect through people's awareness and experience of the environment, to study the relationship between human behavior and the different sites and venues they are in. And apply relevant knowledge and insights to make more designers realize that landscape design has deeper impact on human society and then to inspire the professional designers to maintain and reform human's survival environment from a broader direction and point of view, then to improve the quality of people's life.

在快节奏的现代社会生活中，人们越来越感受到前所未有的生理及心理上的双重压力。作为一门融心理学、人体工程学、建筑学、美学等于一体的学科门类，景观设计发展至今已成为人们感知、体验、与外界互动交流的重要平台。人们对景观的心理暗示作用和景观的可参与性、娱乐性的要求也越来越高。本书基于此点，结合诸多具有代表性的设计案例，充分说明感知与心理在当今景观设计中的不可忽视的重要性，并提出了成功的景观设计应本着“以人为本”的设计理念，体现景观与人之间相互依存的关系。

景观环境的心理效应体现在景观设计中的方方面面，在不同场所中，景观具体的表现形式和设计手法应该有不同的侧重点，而不应该是千篇一律地强调景观设计的视觉效果、互动体验感受，抑或是康健医疗作用。比如城市公园的设计中往往更需要植入具有互动和体验功能的设计元素，以此来强化游客与环境之间的相互“感知”，娱乐场所更要通过设计强调环境的娱乐、休闲功能，而在医疗场所，如何发掘和利用环境对患者的辅助治疗作用，则成了此类景观设计的要点。

编写本书的宗旨是通过分析人们对环境的认知和体验所起到的心理学效应，研究人的行为与人所处的不同场地、场所等物质环境之间的关系，让更多的设计师意识到景观设计对人类社会的更深层次的影响，从而启发专业设计师从更宽广的方向和角度去创造和改善人类的生存环境，提高人的生活质量。

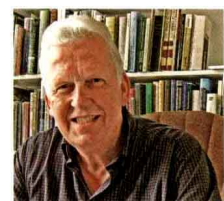


# Modern Living and the Need for Restorative Environments

## 现代生活与治愈性景观需求

*Patrick Francis Moone (USA)*

帕特里克·弗朗西斯·穆尼 (美国)



*Patrick Francis Mooney, PhD, ASLA, CELA  
Associate Professor, Landscape Architecture Program  
School of Architecture and Landscape Architecture  
University of British Columbia  
President, Council of Educators in Landscape Architecture*

Patrick Francis Mooney holds a Masters degree in Landscape Architecture from the University of Guelph and a PhD in Landscape Architecture from the School of Natural Resources and Environment at the University of Michigan, where he studied restorative landscapes with the noted environmental psychologists Stephen and Rachel Kaplan. He has been a registered landscape architect in the province of British Columbia for over 30 years. He is a Fellow of the Canadian Society of Landscape Architects, a member of the American Society of Landscape Architects and the current president of The Council of Educators in landscape Architecture.

He teaches garden and planting design, the design of therapeutic and restorative landscapes, and sustainable landscape planning, design and management in the Landscape Architecture Program at the University of British Columbia. His research and consulting work has focused on therapeutic landscapes and landscape restoration. In this capacity he consults with other landscape architects, and government agencies.

The majority of people on the earth today live in cities. By 2050, it is estimated that two-thirds of all the people in the developing world will live in cities. (Montgomery, 2008) While there are many benefits to living in cities, cities are increasingly crowded, noisy and fast-paced. Urban residents are presented with competing visual and aural demands and prolonged and unwelcome social interaction. Attempts to find their way and to secure the many services they require are frequently frustrated. Respite from these incessant and irrelevant mental demands is difficult if not impossible for many city dwellers.

This way of living often results in a condition that psychologists refer to as directed attention fatigue. In this condition, people experience the inability to focus mentally, irritability and a lack of clarity about their situation. This condition affects all parts of an individual's life and over the long-term will have many deleterious consequences for both the individual and for society. (Van Den Berg, et al, 2007)

Fortunately, there is a large body of research that has shown that contact with natural or designed landscapes positively affects people's state of mind, stress levels and mental and physical wellbeing. Multiple research studies have shown that contact with nature is restorative to human psychological wellbeing and leads to reduced stress, improved mental and physical health and social functioning. (Lewis, 1996; Hartig and Evans 1991; Ulrich, 2002; Kuo, 2010)

Environmental psychologists, hypothesize that the restoration of directed attention through the mental processing of natural environments is the mechanism behind the improved mental function that results from contact with nature. They posit that since humans have developed evolutionarily as hunter-gatherers, they are predisposed to mentally process the information contained in natural environments. Because the mental processing of natural landscapes is so innate, so effortless, it is able to improve people's moods and restore their cognitive functioning. (Kaplan and Kaplan1982) It must be noted that it is not the environment itself that is restorative but that the interaction between the individual and the environment.

These theories have been applied, principally, in health care facilities and to the design of what are termed therapeutic gardens. I prefer to use the term restorative landscapes since these landscapes restore psychological well-being and in my view should not be restricted to institutional environments. I have proposed that these benefits are needed outside of healthcare facilities and should be broadly applied within all built or urban environments for the benefit of the general populace. (Mooney, 2009)

In order for decision makers, environmental designers, environmental psychologists and others to engage in a discussion of this field, it is important to begin by qualifying what may be considered as the 'natural' environment. In the context of restorative landscapes, natural environments are understood to mean environments that contain natural elements i.e. vegetation, water, landforms and rocks. Thus, designed landscapes that are completely artificial can and do function as restorative 'natural' landscapes.

Such landscapes need not be large but their occurrence must be frequent for them to have a sustained and cumulative effect or the wellbeing of the urban resident. Conversely, living in a densely-built, unnatural environment where one only encounters nature on the weekend and for a few hours will not be restorative. Just as mental fatigue and chronic stress do not occur over night, neither is recovery from these conditions instantaneous. Frequent contact with urban nature is required for the restorative effect to be achieved. Having a view of green vegetation from one's office or hospital window that is seen daily or walking in the park a few times a week will result in restoring mental capacity to the urban dweller. (Ulrich, 1984; Cimpich, 1992; Wells, 2002)



现如今地球上大多数人生活在城市。到2050年，预计发展中国家将有三分之二的居民在城市生活。（蒙哥马利，2008）尽管生活在城市有许多便利之处，但城市环境会变得拥挤、嘈杂，并且人们的生活节奏也会加快。城市居民将会面临着视觉与听觉上的干扰，并且要忍受长时间且不受欢迎的社交活动。他们试图以自己的方式去保护他们应有的福利免受侵害。对很多市民来说，想从这些连续且不相干的环境中得到精神上的放松是很困难甚至是不可能的。

这样的生活方式往往会导致人们陷入一种状态，心理学家称之为“注意力疲劳”。在这种条件下，人们容易精神不集中、烦躁不安，并且对他们所处的环境缺乏清晰的认识。这种状态会影响个人生活的方方面面，长期下来将会对个人和社会造成很多不良影响。（范登伯格等人，2007）

幸运的是，一个大型的研究机构研究表明，接触大自然或者设计景观会对人的思想状态、抗压能力、心智及身体健康产生积极的影响。多项研究表明，多接触自然有利于人的心理健康的恢复、缓解压力、改善身心健康和提升社交能力。（路易斯，1996；哈蒂格和埃文斯，1991；乌力奇，2002；库奥，2010）

环境心理学家推测，通过自然环境使人恢复注意力是改善心理功能的重要手段，这一切都源于人与自然的接触。他们断定，当人类进化成聚集在一起的狩猎人时，人类便开始在头脑中处理自然环境中所包含的信息。由于人们对自然景观的理解力是与生俱来且毫不费力的，因此景观可以改善人的情绪及恢复人的认知功能。（卡普兰和卡普兰，1982）必须指出的是，环境本身并不具备恢复性，这种恢复性体现在个人与环境之间的互动中。

这些理论已经被广泛应用在医疗保健设施和治愈花园的设计之中。“我更倾向于使用‘康复型景观’这一词语，因为这些景观有助于恢复心理健康，并且在我看来它们不应该被局限于特定环境之中，而应该运用到外部医疗保健设施的建造中，以及城市环境的建造中，从而真正造福于民”。（穆尼，2009）

为了使决策者、景观设计师、环境心理学家和其他人参与这一课题的讨论，首先要确定什么才是“自然”环境。在恢复性景观的背景之下，自然环境被理解为是含有自然元素的环境，即含有植被、水、地貌和岩石等元素。因此，半人造或完全人造的景观具备着和自然环境相同的治愈性。

这样的景观不需要特别大，但是应该尽量多地去建造，以达到一种持续和积累的效果，使其有利于城市居民的身体健康。正如精神疲劳和慢性压力不会在一夜之间发生一样，生活在人口密集的非自然的环境中，人们只能在周末或者拥有几个小时的时间去接触自然，景观环境的治愈性也不可能很快见效。经常性地与城市自然环境接触有利于增强康复的效果。每天从办公室或医院的窗口观看绿色植被，或者每周在小公园里散步几次，有助于改善城市居民的精神和心理健康。（乌力奇，1984；西姆皮斯，1992；威尔斯，2002）

并不只是景观的自然性和视觉效果使其具备了康复性，景观的各项元素如何配置同样起到了重要作用。斯蒂芬博士和蕾切尔卡普兰博士，作为环境心理学领域的先驱，通过他们的研究证实，景观的很多特征可以增进人们与景观的互动，从而发挥其康复作用。这些包括景观环境的生活化及景观的范围、迷人度和兼容性。（卡普兰和赖安，1998）



帕特里克·弗朗西斯·穆尼，博士学位，美国景观设计师协会及国际风景园林教育理事会会员。英属哥伦比亚大学景观设计学院园林建筑学副教授，国际风景园林教育理事会主席。

帕特里克·弗朗西斯·穆尼持有圭尔夫大学的景观设计硕士学位，同时取得了密歇根大学自然资源与环境学院的园林学博士学位，在那里他跟随知名环境心理学家斯蒂芬和蕾切尔·卡普兰学习康复性景观的相关理论。他在不列颠哥伦比亚担任注册景观建筑师一职已超过30年。他是加拿大社会景观建筑师协会和美国景观建筑师协会的会员，同时担任景观建筑教育理事会的现任会长。

他在英属哥伦比亚大学景观建筑系教授园林与种植设计、治疗与康复性景观设计、可持续发展景观规划等相关课程并担任管理工作。他一直专注于治疗性景观和康复性景观的研究与咨询方面的工作。在这方面，他一直与其他景观建筑师和政府机构保持着紧密联系。



It is not just the natural content of the landscape, or view, that creates the restorative effect but also the way in which the elements of the landscape are configured. Drs. Stephen and Rachel Kaplan, who have pioneered this area of environmental psychology have, through their research, established many characteristics of landscapes that increase the restorative effect of interaction with that landscape. These include being away, extent, fascination and compatibility. (Kaplan and Ryan, 1998)

A landscape that manifests the characteristics of 'being away' allows one to feel, if just for a moment, that one is far away, or at least away from the source of mental fatigue. Such a landscape may be separated from the normal landscape of every day encounter by any form of physical and view separation and also through a design that creates one or more distinctively different characters or experiences within the landscape.

Fascination is a precursor to the mental processing of place which is required for the restorative process. Water is extremely attractive to humans and its presence greatly increases their preference for a view or landscape. It and other natural elements, as well as the ephemeral effects of clouds, rain, seasonality and blossoming, are some of the elements that add fascination to a designed landscape and help to make it restorative.

Extent is the quality of being large, either physically or psychologically. Such landscapes have places for the eye, mind and body to wander and are designed to provide multiple experiences and to seem larger than they truly are.

Compatibility is an extremely important component of restorative landscapes and restorative cities. A compatible landscape is one that supports what it is that people need to or wish to do. Thus, a landscape where circulation and way finding is effortless would contain elements of compatibility. In nature, people often bird watch, walk for pleasure, or enjoy a sunset on the beach. Thus, the natural landscape supports the intent of people in visiting it and is highly compatible.

If these and other characteristics are in place, people will seek out and use the designed environment. The more time spent in restorative environments and the more deeply engaged in those environments the person is, the greater will be the restorative effect. So, a community garden, where people recreate with their hands in the soil, will be more restorative than simply walking by this garden, although that also has benefit. Playing tennis in natural surroundings will be more restorative than playing on indoor courts that lack natural views and walking through a park will be more restorative than viewing it from a window.

While the body of research in this area is large, the conscious application to environmental design is not. The implication of the research is that we could design or retrofit cities to mitigate the stressful aspects of urban living and foster the well-being in our citizens. With knowledge and careful consideration of the elements and characteristics of restorative landscapes we may create cities that function as restorative environments. This publication demonstrates multiple examples of urban landscape design that contribute to making cities restorative environments.



景观会以其自身的方式让人们感受到一种存在感，即使是在景观中待上一小会儿，人们也能够缓解精神疲劳，或至少已经远离精神疲劳的根源了。这种景观可以通过任何物理和视觉分离或独特的设计方式，与我们日常见到的景观中区别开来，并且创建一个或多个不同的景观特色和景观体验感。

景观的迷人性是将某地打造成具有治疗作用场所时首要考虑的。水对人类来说很具吸引力，它的存在极大地提升了人们对某一场景或景观的偏爱程度。水和其他自然元素如短暂的云雨、时令开花植物等，都可以增强某一人造景观的迷人性，并且有助于发挥景观的康复作用。

景观范围是影响人们生理和心理的重要因素。范围较大的景观可以为人的眼睛、思维和身体提供自由翱翔的空间，而景观空间可以通过某种设计手法使其看起来比实际要大。

兼容性是康复型景观的重要组成部分。兼容性景观可以支持人们去做他们需要或想要做的事。因此，景观的交通流线通畅是兼容性景观的构成要素之一。在大自然中，人们喜欢观鸟，感受行走的乐趣，喜欢享受沙滩上的阳光。因此，景观也需要有一定的观赏特征，这再一次体现了景观的兼容性。

如果景观的这些及其他特性都通过设计真实呈现出来，人们将会努力寻找并利用这些规划好的景观。越是花更多时间在康复型景观之中，并且深深地投入到这种景观中的人，就越能感受到这种治疗作用。因此，亲自参与社区花园建设的人会比单纯只是在花园旁经过的人获益更多。在自然环境中打网球会比在缺乏自然景观的室内打网球更有利于康复，同时，在花园里散步会比只是透过窗户远眺对身体更有益。

虽然在环境心理学方面的研究很广泛，但是将其有意识地应用到景观设计中的不是很多。设计师应该将这些理论运用到城市的设计和改造中去，以缓解人们的生活压力，改善人们的身心健康。本书展示了很多城市景观设计的实例，这些设计都是基于对环境心理学的专业研究而建造的康复型景观。

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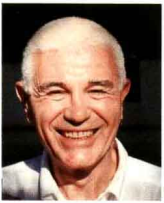
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Martin Mosko, also known as Hakubai Zenji is the co-author of the book “Landscape as Spirit: Creating a Contemplative Garden” (Shambhala Press). He founded Marpa Landscape Design Studio, with offices in Colorado in 1974 and has been designing and building these transformative environments throughout the world.

Currently he is working in Kauai, Hawaii building an environment surrounding the Iraivan Temple at the Hindu Monastery. He is also working in Auroville, India on the park at the Savitri Bhavan and the gardens surrounding the Matri Mandir.

Mr. Mosko has received 52 awards for excellence and Marpa gardens have been published in numerous books and magazines. He is also the abbot of Plum Mountain Temple in Boulder, Colorado. This is a Soto Zen practice temple.

Marpa’s mission is to bring peace to the world one garden at a time.

Currently there is a lot of interest in how we sense and perceive our world, and how what we sense and perceive affects our psychology: at once the consciousness, mind, body, and behavior. This interest comes from many communities - the scientific, the business, the public health, the health-care, and the political

As we increasingly become more urbanized and removed from the ‘natural’ world – with food arriving in plastic containers and plants and animals appearing as digital images, we have a new pathogen – “nature deficit disorder”.

It has been demonstrated in many scientific studies that exposure to nature can increase productivity in the workforce, reduces stress, lower blood pressure, and improve health and mental acuity. It is no wonder that health-care providers are particularly interested in this subject.

In “Sense and Psychology In Landscape Design” a broad range of high quality projects are illustrated and examined. It is a beautiful book with excellent photography. Let us hope that it will engender a lively discussion about how gardens affect us and how they can significantly contribute to the healing process.

I also hope that it will help the reader to better understand what is a “healing environment”.

At Marpa Landscape Design Studios in the Rocky Mountains, we have been examining and answering this question for forty years. We believe that a garden of any size can be a place where we lose all sense of ourselves. Our senses awaken, and our minds empty of identity. We experience compelling views, sounds, exquisite meaning.

This is the experience of a contemplative garden, and I think the mind that it reveals is capable of enormous transformation. It seems that just the sight of a tree can confer enormous benefit on those who apprehend it. Imagine, then, how much more benefit there would be in a garden that joins Heaven and Earth, and is a balanced and harmonious ecosystem. I look forward to studying this book to learn how to improve the power of a Marpa garden.



现如今，人们对如何去感知并认识世界，以及这种感知和认识如何反作用于我们的心理，非常感兴趣，包括瞬时的意识、思维、身体状态及行为。这种兴趣来源于科学、商业、公共卫生、医疗和政治等多种团体机构。

当我们变得越来越城市化并远离自然界时，食物都是用塑料容器盛放的，植物和动物也只是以数字、图像的形式出现在我们的眼中，我们便患上了“自然缺失症”。

许多科学研究已经证实，亲近自然可以提升劳动生产率、减少压力、降低血压，并且可以改善健康和精神敏锐度。毫无疑问，卫生保健供应商对此课题尤其感兴趣。

在《“心”景观：景观设计感知与心理》一书中，列举了一系列的高品质景观设计项目。它是一本包含了众多精彩项目实景照片和平面图的优秀图书。我希望通过此书可以引发关于花园对我们的影响，以及它们是怎样促进人类身体治愈过程的热烈讨论。

我同时希望该书能够帮助读者更深入地理解什么是“康复型景观”。

我所在的玛帕景观设计公司坐落于落基山山脉，我们致力于景观对人身体康复这一课题的研究已经超过40年了。我们相信任何大小的景观都能让人们产生忘我的感觉，人们的感官即被唤醒，头脑出现空白，同时，人们感受着迷人的景色、动听的声音及高雅的意境。

这是一个冥想型景观所赋予我们的感受，它揭示了人类思维的巨大转换。那些懂得冥想型景观用途的人，即使只是看了一眼其中的树木，也会从中受益匪浅。这个连接了天与地的景观空间可以为我们带来许多益处，同时它又营造了和谐、平衡的生态系统。我希望通过对此书的学习来提升我们玛帕公司的设计水准。

马丁·莫斯科也被称为“哈库伯·善地”。他是图书《景观作为精神:创造一个沉思的花园》(香巴拉出版社出版)的合著者。他于1974年在科罗拉多创办了玛帕景观设计公司，从那时起他便开始在世界范围内设计并改造自然环境。

他目前正在夏威夷考艾岛工作，他在那里为印度教修道院设计了新的景观环境。他同时也在印度奥罗维尔为萨维特里大楼设计公园，并且为马特里寺庙的周边地区设计花园。

莫斯科先生已经凭借其优秀的设计赢得了52项奖项，并且在众多图书和杂志上发表过作品。他现在同时担任位于科罗拉多的帕尔马山修道院院长一职，这是一个索托禅宗寺庙。

玛帕景观设计公司的使命是通过花园的建造为世界带来平静。



How we perceive a space is a highly psychological matter. Without being aware, we unconsciously 'sense' how we are supposed to use a space. We feel where we should walk, where we can sit, where we may play. In other words: the design of a space has great impact on how we move and act. Most public spaces are divided into functional and infrastructural zones, materials and shapes. A neatly designed square, with spick and span benches to sit on, does not necessarily invites informal use, or stimulates spontaneous movement.

The most interesting spaces, however, evoke different kinds of use without creating conflict. Learning by doing taught us that activities stimulate other activities. Bystanders are just as important as active users, parents just as important as their playing children. To us, activity is a valuable catalyst in the public realm. We think that public spaces should offer multiple options for use instead of the rigid programming for certain use, evoking movement beyond its physical borders.

The same counts for the sense of a place. Visual, tactile and auditive stimulating of the senses is a valuable element in designs. But we think that sense can also be seen from a social perspective: the sense of a place is not only determined by materiality and physical appearance, but also by its contexts and its actors, vividly colouring the place. An unused space makes no sense. People using it are just as an important factor as the shape, colour or tactility of the area. This is what fascinates us and this is what we try to incorporate in our practice.

We do this by adding the element of 'play' throughout our works. Children of all ages, including adults, should be able to temporarily possess parts of the space in their very own way. Without excluding others. To accommodate this, we strive for an overlap in functions, through time of the day, age and user groups. This creates more possibilities than thought of first hand: a bench can become a favourite hang out spot, a climbing object and part of a fitness parcours. By incorporating these intended and possible uses and 'playable' functions, we rule out preconceptions about play and the strict locating of different user groups, leaving room to be filled in spontaneously. There is no beginning and no end to playful use.

We are honoured to be part of this publication, which shows a wide range of projects that, all in their very own way, contribute to an environment in which psychology and sense are an intangible part.



Elger Blitz is co-founder and senior designer at Carve. He has more than twenty years of experience in relevant projects in public space. His cross-disciplinary and innovative approach on designing for children and youngsters has proved to anticipate to actual demands and trends. Over the years Carve has grown into a company within which several design disciplines meet, from industrial design to landscape architecture.

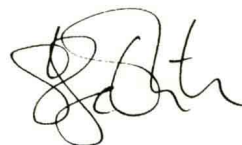
我们怎样认知一个空间是一件与心理相关的事情。许多时候，我们都浑然不觉，我们很少“感知”如何使用空间。我们感觉“我们应该往哪里走、在哪里做、在哪里玩”，换句话说，空间的设计对于我们的行为有巨大的影响。大多数公共空间通过材料和形式被分成功能区和基础设施区。一个设计干净利落的广场，带有整洁的长椅可以坐，但并不意味着可提供其他使用，抑或激发无意识的移动。

最有趣的空间设计，可以提供不同使用功能却不彼此冲突。“从做中学”教会我们“一些活动促进其他活动的发生”。旁观者和积极的使用者一样重要，如同父母们同他们玩耍的孩子一样重要。对于我们来说，活动是涉足公共领域的宝贵催化剂。我们认为公共空间需提供多种使用选择，激发本身界限外的功能，而不是僵化地限定在某类特定的功能上。

感知空间的方式有：看、触摸和听。激发感官是设计的重要考虑因素之一。但是我们认为，通过社会角度了解感官，空间的感知不但靠物质或外在表现，也依靠其本身内容和载体及色彩丰富的空间表现。无人问津的空间是没有感觉的。人们在使用空间时，关注的是空间的形式、色彩及局部的触感。这些都使我们着迷，这也是我们试图在实践中不断加强和改进的。

我们在景观中添加“游戏”的成分。不同年龄的人大多会以自己的方式出现在空间里。为了达到这种效果，我们对景观功能进行了重叠设计，从而产生了很多的可能性：一个长椅可能成为最佳休闲地点、可攀爬的物体或者运动器材。通过综合这些预想的使用方式和“可玩乐”的功能，我们的设计越来越模糊不同使用群体之间的界限，为自发的活动留下空间。娱乐功能是没有开头和结尾的。

我们十分荣幸参与这次出版，此书展示了许多心理和感知与景观设计密不可分的独特设计。



艾尔格·伯利兹是卡沃尔景观公司的创始人和资深设计师，他有着近20年的公共空间设计经验。他采用跨学科和创新的方法，为儿童和青少年设计景观空间，使他们对景观产生兴趣，并且能真正参与其中。在过去的几年里，卡沃尔景观公司已近成长为一个涉足多个设计领域的公司——从工业设计到景观、建筑设计。



Humans are gifted with a range of senses that allow interpretation of the world around us. We intrinsically desire beauty and are programmed with an aversion for the bleak and blackened. We seek the support of social systems and organize ourselves into communities to better enjoy our daily lives.

The world around us has changed rapidly in recent times and with it the landscapes that we inhabit. Humans have developed the power to alter our environments at a rate unimagined only a hundred years ago. As world population heads for the nine billion mark by 2050 the ability of our landscapes to remain healthy is under pressure and with it our own health as a species. The right for all people to access equal prosperity will continue to exert pressure for us to consume our landscapes as a resource.

Humans have now constructed more than 4000 cities globally and these city-scapes are the primary places we occupy, our habitats for living. In this changing world our design impact on urban and rural landscape settings has never been more important.

Landscapes touch our senses in powerful overt or subliminal ways, leaving an imprint through memory. Our engagement with them triggers emotion. They provoke, instill calm, joy and can even help heal pain. Our psychological attachment to landscapes generates the 'sense of a place', the qualitative memories that we rely upon to navigate our world. Emotional attachment to place can be a powerful driver of community sentiment. Collective attachment to place is often expressed through the mobilization of citizens action groups as a reaction to planning proposals.

Well-designed landscapes enrich our lives at many levels but too often the role of the designer goes unrecognised. The most significant landscape artifacts inside our cities have often been delivered through courageous acts of design. The delivery of great design involves calculated risk and there can be no reward without embracing the uncertain. Through engaging in dialogue, investigating drawings, or studying models, we gain insights into the methods and processes of the designer, thus extending our understanding of the finished work beyond a photograph.

The anticipated behavior of users is a fundamental input in the design process. By researching, mapping and analyzing a place appropriate design solutions can be determined that manifest new patterns of use. Designed environments are often initiated to alter public places that harbor inappropriate behavior. In such cases the Landscape Architect may seek to alter cognitive behavior through impacting the physiological and neurological processes of users.

This book explores concepts of the sense of a place, the psychology of place, encouraging the reader to make their own interpretation of what they see. Collectively we all share a responsibility to ensure that our cities can be freely enjoyed by all peoples. Through intelligent design in our public places we can make a positive impact on the lives of global citizens.



The founding principal of McGregor Coxall has over twenty six years international experience working, teaching and writing about urban design, landscape architecture and the environment. Nominated as one of Sydney's 100 most creative people, his expertise lies in combining development feasibility, politics, culture and ecology with a passion for design, to create sustainable places in the built and natural environments. His design and mediation skills have been successfully applied to many projects bringing communities, authorities and developers together. Adrian founded biocitystudio.com in 2006 and is in demand as an internationally acclaimed lecturer and author. He teaches the Biocity Studio at the University of New South Wales.