

Johnny Wong

Designer, founder of FAK3

Welsh-born Johnny Wong is an example of how the fertile mind of the designer can find inspiration virtually anywhere. In Wong's case, his fascination with design was first stirred by computer games — usually derided as a 'waste of time' by parents around the globe. "I grew up at a time when the Atari 2600 was one of the most advanced machines available — and although the games weren't as sophisticated as the Playstation stuff nowadays, the excitement and addiction was there. It was one of my many ambitions to conceptualise and design a computer game," he recalls. The drive to design led him to the Royal College of Art in London, and then to Asia where he joined OMA and worked on a series of key Korean projects. In 2004 he founded FAK3, and through projects like the Miele Boutique in Causeway Bay (the Perspective Design Recognition Awards Best Retail Design winner in 2006), soon established a reputation as one of Hong Kong's most forward-looking creative talents. Wong has also been deeply involved with design education in Hong Kong, and has held posts as adjunct assistant professor at Chinese University, IVE and Hong Kong University Space. **Currently, Wong is spearheading an exciting portfolio of service apartments in Hong Kong for the Kush Living brand.**

FAK3創辦人及設計總監

生於威爾斯的Johnny Wong，是那種能把生活點滴化作無窮創意的年青設計師。當電腦遊戲被全球家長視為浪費時間之物時，卻激發了Johnny Wong的設計創意。他憶述：「在我成長期間，Atari 2600是當時最先進的遊戲機，雖不能與今日的Playstation相提並論，但已足以令人著迷和興奮。設計電腦遊戲因而成為我的目標之一。」於是，他考進位於倫敦的英國皇家藝術學院，然後回到亞洲加入OMA，參與南韓多項大型項目。2004年，他創辦FAK3，憑著多個出色的項目，如銅鑼灣Miele店的設計（此贏得2006《PA透視設計大賞》（前身為PDRA）「最佳零售空間」），被譽為香港最具潛力的年青設計師之一。他更投身本港的設計教育界，為香港中文大學、香港專業教育學院和香港大學專業進修學院助理教授。目前，他負責Kush Living於香港服務式住宅項目的設計工作。

