



INVESTIGATING THE IMPACT OF DESIGN OF CHILDREN'S ROLEPLAY EDUTAINMENT CENTRES ON KIDS' DEVELOPMENT IN NIGERIA

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ABSTRACT

Childhood comes with play, adventure, exploration and roleplay, therefore, edutainment centres have been setup around the world to educate kids while giving life to their childhood. There are various types of edutainment centres, however, the children's roleplay edutainment centres have proven most effective in skill development than their counterparts. Due to the immense role of children's roleplay edutainment centres in kids' development, proposals have been made for its introduction in Nigeria. This study investigates the impact of the design of these centres, as well as analyses the impact of roleplay (the training tool) on kids' development. The results from the investigation should explain how the concept, design, layout, activities and planning of a children's roleplay edutainment centre affects children's learning and skill development and how roleplay impacts on kids. For this purpose, 2 international case studies were analyzed. Results from the case studies analyses show that the concept used in these centres stimulate learning, develops empathy, self-confidence, cognitive, psychomotor, speaking, and social skills in kids while roleplay enhances learning experience. Therefore, it is imperative that a children's roleplay edutainment centre is introduced in Nigeria.

Key words: Edutainment, children, kids, roleplay, simulation, development, Nigeria

1.0 Introduction

Various studies have established that children's roleplay edutainment centre is essential as they help in the development of skills necessary for a healthy childhood. Roleplay which is a key training tool in the children's roleplay edutainment centre is efficient in stimulating learning in kids. This research was carried out to investigate how a children's roleplay edutainment centre impacts kids' development in Nigeria. Deductions from studies have shown that the concept of edutainment is yet evolving, therefore it is pertinent to carry out a background study on edutainment.

Recent studies have shown that children's attention span is finite and play, adventure, invention, exploration, and role-play are inherent in kids. Lately, we will see that kids have been exposed and sustained with electronic devices and by this, they lose the fun of being a child (Keeler, 2008 and Kroner, 1994). However, in recent times, play has been given thin consideration when contrasted with what it used to be – less urban play spaces, less learning time channeled to play-fun and amusement, a lesser number of mates at home to have fun with. This adds to the inactive way of life of children and the issues, for example, stoutness, that may go with it (Jeffrey, 2012).

The need to evolve a concept that addresses these challenges and proffer a lasting solution to these underlying problems became pivotal, hence, the introduction of edutainment. Edutainment is education through entertainment. When discussing the topic of edutainment, an essential tool is recognized – roleplay. Roleplay most often adopts the concept of simulation. Simulations when discussed in the framework of kid's development denotes the origination of a setting which signifies situation and personal role in realistic work structure (Carol et al, 1979). Roleplay simulation is regarded as enormously effective tools that offers children a more affluent understanding and multiple viewpoints of a given situation (Carol et al, 1979). Roleplay simulation is more-or-less an avenue for teaching children the best way of making sense to the world as explained by children development experts (Asia society, 2018).

Children' edutainment centres, child– care settings, play areas, and theme parks, are the spots inside which kids should build up the mental and social aptitudes vital for them to flourish as grown-ups later on (Mistrey, 2011). These settings have to be designed with the utmost attention to detail to stimulate learning and fun experiences. Children's edutainment centres that exists around the world usually take the form of a single or multiple building, depending on the location and what is applicable in such location (White, 2003). Observations from recent studies have shown that the style and concept employed in the design of a children's facility (such as the children's edutainment centres) usually have an immense impact on the kids (White, 2003). Psychologically, these centres/building (s) have a way of shaping the actions and experiences of kids, in more profound ways than we can imagine (Mistrey, 2011). According to Mistrey (2011), the perspective upon which buildings and spaces are viewed might have a host of mental (psychological) and emotional effects on children who form the largest percentage of users of the centres.

The educational sector in Nigeria regularly ignores the play part of learning for children. Studies have demonstrated that it is intrinsic for children to learn through play however this is not the case in the Nigeria education system. For this reason, kids are not enthusiastic about learning since they are frequently exposed to complying with the rigid-structure setting in primary school where they need to sit in their classrooms for extended periods listening and following the mandates of their class teacher. They regularly have practically zero chance of finding their actual potential thus causing them to see school life as exhausting which consequentially influences their learning interest. It's upon this backdrop that a children's roleplay edutainment centre have been proposed in Nigeria.

For this reason, the purpose of this research is to answer one question:

How does the concept and design of a children's roleplay edutainment centre enhance the learning needs and develop the necessary skills for a healthy childhood?

More specifically, this research has two objectives:

1. to investigate the impact of the concept and design of a children's roleplay edutainment centre on kids learning and skill development.
2. to analyze the impact of roleplay as a training tool.

In summary, this research attempts to investigate how the concept, design, layout, activities and planning of a children's roleplay edutainment centre affects children's learning and skill development for a healthy childhood as well as to analyze the impact of roleplay.

The findings from this research are expected to guide Architects in the design of a children's roleplay edutainment centre, further enlighten psychologist on children edutainment, roleplay, simulations and skills development in kids, as well as enlighten Nigerian parents, teachers and guardians on the importance of roleplay in kids' development.

This paper has four parts. First it reviews the extant literature relevant to edutainment, roleplay, simulations, and design/architecture of roleplay edutainment centres (simulated built environment). Then the research methodology presented shows case studies of existing children's roleplay edutainment centre, after which the data derived from the case studies are

analyzed. Next, the findings are discussed and summarized. The paper concludes with a discussion and possible recommendations.

2.0 Literature Review

2.1. Introduction

The notion that learning could be experienced in a fun-filled setting and the fun experienced could promote learning stemmed a new word and concept – “edutainment” (education-entertainment) (White, 2003). The American Heritage Dictionary defined edutainment as a learning that is achieved through a medium that educates and entertains on a balanced scale upon which learning is the accentuation.

The concept of edutainment started from the computer industry, and summarized as education (learning) through entertainment (play). In 2003, White concluded that the concept of edutainment can be explained in a simpler way when we remember the childhood thrill of field trips where your entire class is instructed to visit an historical site. In this outing exercise, you felt really enthusiastic by participating fully through looking, touching and hearing things that are fresh to your understanding. You role-played as an artist, pioneer and an astronaut and while you partook in these roles, you felt a huge difference because you didn't fall asleep or fidget. You felt really excited about the entire exercise because it was fun-filled and you didn't experience boredom (white, 2003). In summary, all these explains edutainment.

2.2 Importance of edutainment

The attention span of toddlers is limited, and hence it is incredibly challenging for educators to hold their interest for a more extended period of time this is where edutainment comes into the picture (kidzania delhi, 2018). Some of the importance of edutainment are:

- keeping children engaged and drive learning through unique tools like role plays and simulations.
- keeping children involved both mentally and physically by presenting them with challenges in both these categories.
- It encourages higher learning and retention as well as provides the children with the holistic concept of real-life situations.

2.3 Edutainment through roleplay

Role-playing has emerged as a popular method of edutainment. Role-playing involves children to enact various roles pertaining to the concept that the educator is trying to teach. For e.g. If the concept of community helpers is being discussed in the classroom, then assigning roles of different community helpers like a doctor, firefighter, soldier, cobbler etc. to various students and asking them to enact a part of their job would be an ideal exercise to deliver the concept (kidzania delhi, 2018).

Role plays under the umbrella of edutainment have also evolved, and many facets have been added to it. Mock Parliaments, a day at the Stock Exchange, transacting at a toll booth etc. are all examples of role-playing techniques that help in building skills like cognitive skills, psychomotor skills, social skills, negotiation, problem-solving, conflict handling, to name a few (kidzania delhi, 2018). The many benefits of edutainment through role-playing are:

- **It provides learning freedom:** Forced academic setting and mandatory classrooms are passé. Children learn best when they are given the freedom to choose their learning. Self-directed plays and open-ended play help children develop cognitively, emotionally, socially and physically.
- **It kindles the exploratory streak:** Human beings are inquisitive in nature, and this instinct is stifled in standard settings. Edutainment through role play kindles the exploratory streak of children and keeps the quest of knowledge alive amongst them (kidzania delhi, 2018)
- **Brings about positivity:** The feeling of accomplishment of tasks and successful completion of these children learning games builds confidence and self-esteem. This further brings about positivity and openness to learning among young students (kidzania delhi, 2018)
- **Weaves technology into learning:** Technology is an integral part of everyone's life today. Role-playing games that involve usage of technology like using walky-talky, tablets and other gadgets ensure that useful technology becomes a part of the learning process (kidzania delhi, 2018).
- **Intellectual stimulation:** Role plays are mostly impromptu and need no preparation to be done beforehand. Thus, this activity becomes intellectually stimulating by involving

processes like assimilation of the situation, assessment of best methods to use in the case, choosing the right methodology and finding the perfect solution (kidzania delhi, 2018).

2.4 Simulated built environment

The design of a children's roleplay edutainment centre takes the form of an urban simulated project (a miniature city) where kids take on adult roles and roleplay as professionals. The simulated built environment is designed such that children aged between 1 to 14 years old interacts and take on various adult roles within a set period of time. In the miniature city, kids are at liberty to dress up in uniforms, play, cook, perform as a doctor, cashier and policemen, and even 'drive' on miniature streets taking considerations of the traffic signs and lights. The goal of these role-playing exercises is to hone children's life skills, so that they are well developed, healthy, safe and best behaved. The children's roleplay edutainment centre prepares kids for the future. The indoor and outdoor spaces in this centre are designed such that they appeal to the kids and stimulates learning. The environment arouses learning interest through kids' participation in activities in the various establishments.

Children's roleplay edutainment centres that are existing around the world are single buildings usually with a land area of 7,000-80,000 sqm. They are designed such that they house multiple buildings internally forming a miniature city. The buildings inside the city are connected by streets, walkways, vehicular driveways, overhead pedestrian bridges and a virtual sky to simulate the outdoor experience in an indoor environment. There might be variances in the façade of these children's roleplay edutainment centre, depending on the location and what is most suiting for the kids in such an environment, but the concept and layout remains the same. The design and layout of the centre is in consideration to height, colour, light, traffic control, safety, security, ambience, simulated activities, age group etc. According to Mistrey (2011), the perspective upon which the centre and its spaces are viewed might have a host of mental (psychological) and emotional effects on children who form the significant number of users of the centres. Psychologically, these centres have a way of shaping the actions and experiences of kids, in more profound ways than we can imagine (Mistrey, 2011).

The simulated environment promotes the futuristic situation of the built environment upon which users intervene (Eugenio and Barbara, 2015). The centre unites kids and families from various backgrounds, regions, ethnic groups which consequentially promotes peace and harmony in the society. Architectural simulation in this centre makes it possible for the actual sizes of spaces and structures to be scaled down (Eugenio and Barbara, 2015). By this reduction, kids feel more appropriate in these spaces and it gives them a sense of belonging in the society, and a proper understanding of how the real-world operates (Eugenio and Barbara, 2015).

2.5 Roleplay simulations in the children's roleplay edutainment centre

Roleplay simulation give kids a chance to learn by assuming a role in a downsized real-life circumstance in the centre. Experts have observed that children repeatedly take on the part of adult characters- most times as a parent or an expert in any career, when they play. Roleplay simulation is an avenue for teaching children the best way of making sense to the world as explained by children development expert (Asia society, 2018). Through kids' simulation of a role in the children's roleplay edutainment centre, they are able to figure out how the real-world system works and encounters the compromises associated with basic decision-making inside that system (Jane, 1996) see fig. 1,2,3. Simulations is highly imperative in children's development for the reason that it helps to nurture the knowledge, skills, and characters needed for success in the society. Simulations create an avenue for school pupil to attempt new roles, aptitudes, and duties (Asia Society, 2018).



Fig. 1: Surgeon roleplay, KidZania Delhi NCR, India

Source: <https://paytm.com/amusement-parks/mumbai/theme-park/kidzania-mumbai/577>, 2018



Fig. 2: Paramedic roleplay, KidZania Delhi NCR,

Source: <https://delhincr.kidzania.com/en-in/pages/edutainment-through-role-playing>, 2018



Fig. 3: flight simulator roleplay, KidZania Delhi NCR, India

Source: <https://paytm.com/amusement-parks/mumbai/theme-park/kidzania-mumbai/577>, 2018

2.5.1 Importance of children's roleplay edutainment centre

The following explains the impact of children's roleplay edutainment center on kids' development:

- **Cognitive skills:** Through roleplay simulations in the engineering, education, aviation establishments, kids are able to develop creativity and cognitive flexibility.
- **Speaking skills:** Through roleplay simulations in the media establishment, kids develop communication and language skill.
- **Self-confidence:** Through kids' participation in group learning like firefighting in buildings and police in a police station in the centre, self-confidence which is pertinent for a healthy development is built and helps them become better members of the society.

- **Social and emotional skills:** When children roleplay with their peer in the centre, they build social and emotional skills because during this process, they tend to place themselves in an imaginary situation where they understand that they have to interact with their peer. Through this they learn how to socialize and become more friendly.
- **Empathy:** when kids take on role like teaching in a school in the centre, they learn about different perspectives to life situations which in turn builds their empathy.
- **Cultural acquaintance:** cultural roles like acting, dancing, singing, cooking in the centre helps children learn about different cultures in the society.
- **Psychomotor skills:** Roles like building-climbing, racing, football, and other activities in the centre help develop kids' psychomotor abilities.

3.0 Methodology

3.1 Secondary data

Secondary data collection includes case studies of existing children edutainment centres in Europe, Asia and America in order to further discuss how children's roleplay edutainment centres (simulated environment) are planned, conceptualized and how they help kids develop the necessary skills for a healthy childhood. These edutainment centres were carefully studied with reference to planning, space allocations, medium of edutainment, age group of the kids, number of visitors of the Centre, type of activities, and security measures in the centres criteria. Data gotten from the internet were perused and employed, as well as E-books, magazines, journals, textbooks, reports, publications, and online videos.

4.0 Findings and Discussion

4.1 *Secondary data from survey*

As part of the objective of the study, case studies were carried out on existing children edutainment centres around the world. The case studies do not include one from Nigeria as there

are no existing children edutainment centres in Nigeria. These centres were carefully studied based on the scope and objective of the study. The data gathered from the case studies will help in the proper design and planning of the proposed centre, as well as in the investigation of the impact of these centres in children's development in Nigeria.

4.1.1 Selection of the Study Areas

Case studies choice was based upon the correlation with study topic, objective of the research, reviews and availability of information

4.1.2 Case Studies 1: Kidzania Delhi NCR, India



Fig. 4: KidZania Delhi NCR, India

Source: https://www.mycity4kids.com/Delhi-NCR/Fun-Places-To-Go/KidZania_Sector-38-Noida/71184_bd, 2019

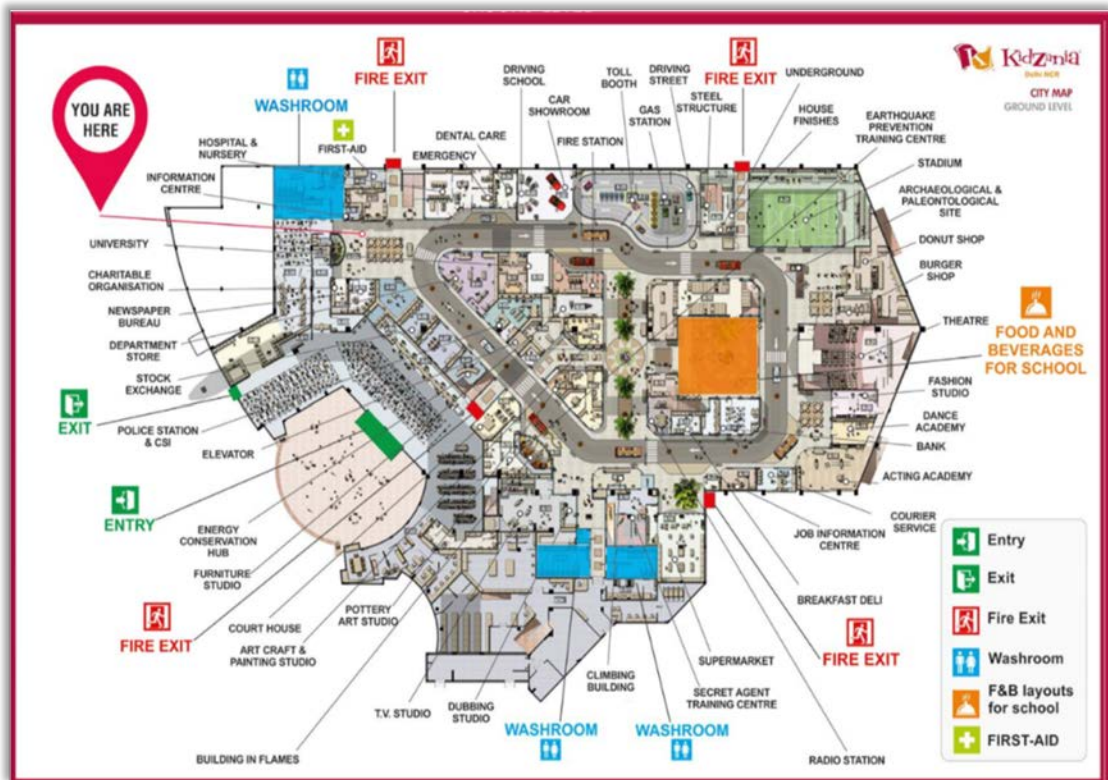


Fig. 5: Ground floor layout, KidZania Delhi, India

Source: https://www.mycity4kids.com/Delhi-NCR/Fun-Places-To-Go/KidZania_Sector-38-Noida/71184_bd, 2019



Fig. 6: Mezzanine floor layout KidZania Delhi, India

Source: https://www.mycity4kids.com/Delhi-NCR/Fun-Places-To-Go/KidZania_Sector-38-Noida/71184_bd, 2019



Fig. 7: A view inside kidzania Delhi, NCR, India

Source: https://www.mycity4kids.com/Delhi-NCR/Fun-Places-To-Go/KidZania_Sector-38-Noida/71184_bd, 2019



Fig. 8: A view inside kidzania Delhi, NCR, India

Source: https://www.mycity4kids.com/Delhi-NCR/Fun-Places-To-Go/KidZania_Sector-38-Noida/71184_bd, 2019

Age group (year)	Basic Roleplay Activities
1-3	Pre-school (stocked with toys and bouncy surface)
4-7	Aviation (cabin crew, pilot), Art (painting and sculpting) Health (surgeon, paramedics), media (singing, acting, dancing), cart driving, dental intern, engineer, banker, courier service intern, sport participant, radio and tv host, fire fighter, factory worker, photographer, horticulturist, cashier, police officer, journalist, window washer, chef
8-14	Building climber, sales agent, actor, chef, baby expert, mountaineer, journalist, museum curator, radio presenter, pharmacist, breakfast and native food chef, cabin crew, pilot, animator, architect, makeup artist, radiologist, video editor, crime scene investigator, pharmacist, lawyer, furniture designer, fashion designer.

Table 1: Activities in KidZania Delhi, India

Project Name: KidZania Delhi NCR, India

Type: Role-play children edutainment/ Indoor theme park

Levels: 2

Architect: New Arch Studio (NAS)

Location: Delhi NCR, Noida, India

Year of construction: 2016

Number of Role-play: over 60

Building Area: 7,431 SQM

Age group: 1-14

Currency: KidZo

Visitors per day: 15,000

Maximum number of participants per activity: 10

Time per Activity: 30- 45 minutes

The Architecture of kidzania:

kidZania is an interactive miniature city designed for kids between ages 1-14. In the miniature city, kids get to explore interesting, amusing, fun-filled activities and at the same time learn through a system called realistic role-play. In KidZania, children have the freedom to explore the scaled city of over 7,000 square meters characterized with more than 100 mind blowing careers. Stemmed from theories and facts that every child has the innate desire to create, explore and collaborate, kidZania creates the balance between entertainment and learning (edutainment), which gives it the fame as one of the greatest renowned and advanced family entertainment and children edutainment concepts in today's world.

The architecture of Kidzania follows simulation of a real world and is two-thirds the scale of reality. In kidzania there are scaled down buildings to kid size like aviation school, banks, construction site, hotels, airport, culinary school, media houses, theatres, sports hub, hospitals, schools, fire stations, police stations etc. Aside from the buildings, every other constituent of the miniature city is equally scaled down to kid size. The spaces in each of these buildings are well simulated such that kids feel a sense of realism as they perform various roles in these spaces. The hospital for instance has spaces like consultation room, wards, operation theatre, reception etc. which is similar to a real hospital. As kids simulate doctoral roles in the simulated hospital, they develop vital skills. Another instance is the miniature airport, the design of the miniature airport is such that there are spaces like security check, screening room, customs check etc. The façade of these buildings takes on the look of a real-world building. The façade of these buildings is designed in such a way that as kids approach each of the buildings, they can immediately tell what type of activities they expect. These buildings are connected by paved streets, pedestrian walkways, vehicular driveways, overhead bridges, and a virtual sky. The virtual or artificial sky is a simulation of real sky. It's inclusion in the miniature city gives an outdoor feel while inside the city. The color and light choices used in the play areas are carefully chosen to intrigue kids as they learn through play.

Through the concept of ultrarealistic role-play, kids get to learn about various careers, how a city functions and money management. Every experience is geared towards kids' empowerment, thereby building self-esteem and self-confidence needed for them to be their best and to live a well-behaved life and great members of the society.

Strength:

- Ease of visitors' circulation and way finding in the centre was properly considered.

- Each space was carefully designed to enhance kids' safety.
- Spacing between individual buildings is adequate and within walkable distance.
- The introduction of the virtual cloud along the streets makes visitors and users of the centre retain the outdoor feel while walking along the streets in the centre.
- The avoidance of private cars into the facility makes it more beneficial to kids' safety.

Weakness:

- Waiting areas during peak periods are usually congested thereby making it inadequate for use at such time.
- Due to the large influx of visitors during peak periods, the number of space allocation per activity is usually not sufficient at such time.

Opportunities:

- Kidzania centre are present in 19 countries and 24 cities in the world. This global recognition and reach translate into continual relevance in the industry. This will in turn help kidZania in retaining their title as one of the top ranked brands in children edutainment in the world.
- In time to come parents will no longer have concern over the future and progress of their kids as constant visit to this centre would help in shaping every kids' future.
- Because kidzania always successfully adjusts their menus to fit a native country, cultural diversity and socio-cultural problem will no longer pose any concern.

Threats:

- All the highlighted weaknesses could pose futuristic threat to both parents and kids if they are not properly handled.

4.1.3 Case Studies 2: KidZmondo Beirut, Lebanon



Fig. 9: KidZmondo Beirut, Lebanon

Source: https://www.tripadvisor.com/Attraction_Review-g294005-d11753561-Reviews-KidZmondo-Beirut.html, 2019



Fig. 10: Kidzmondo international airport Fig. 11: kids role-playing in a radio station in KidZmondo Beirut, Lebanon

Source: <https://www.kidzmondo.com/Beirut/En/Home>, 2014



Fig. 12: Ground floor plan KidZmondo Beirut, Lebanon

Source: <https://www.kidzmondo.com/Beirut/En/Home>, 2014



Fig. 13: Upper floor plan KidZmondo Beirut, Lebanon

Source: <https://www.kidzmondo.com/Beirut/En/Home>, 2014

Project Name: KidZmondo Beirut, Lebanon

Type: Role-play children edutainment/ Indoor theme park

Architect: G n J Architects

Location: Solidere, Beirut, Lebanon

Year of construction: 2011-2013

Number of Role-play activities: over 120

Built up Area: 10,000 sqm, **Age group:** 2-14

Level: 2, **Number of Visitors per day:** 12,000

Currency used in the miniature city: Kidlar

Maximum number of participants per activity: 10

Time per Activity: 30- 45 minutes

Project Information: KidZmondo is regarded as an indoor theme park designed for children between ages 2 to 14 years. The centre uses the concept of a miniature replica of a city where kids role-play as adults following various professions. KidZmondo is aimed at blending local school curricula with edutainment concept and teach kids the basic citizenship values, by giving them enlightenment about things that are trending in the society. In KidzMondo, selected activities and establishments are created in order to help encourage physical growth and at the same time stimulate knowledge and intellectual growth. Children are free to choose from 120 professions.

Architects view: The Architects involved in the project had the vision that is greatly inspired by Beirut culture and architecture, with a lot of roman, neo-classical, art deco and modern architectural influences. The architects have attempted to create an entirely new and inspiring space that captures the spirit of Beirut.

The centre is designed to teach children the priceless values across the commercial, moral, and cultural realms. There was a need for architecture of the city to reiterate this message, which is reflected in the KidZmondo city.

Strength:

- Employed an efficient security measure that serves both in the design process and operations
- Individual spaces are user friendly and fully serves its intended purpose
- Clearly defined walkway and circulation path

- Each space interacts with one another and are well maximized
- Proper building and activities zoning
- Distances between buildings are within walkable distance
- Properly planned pedestrian and vehicular movement path where there is no interference

Weakness:

- Following customers review during peak periods there tend to be slow movement as walkways are filled with pedestrians.
- Waiting time for an activity is sometimes longer than expected

4.2 Case-studies deductions

Design Principle:

- Anchorage: These centers are usually anchored to shopping malls, Hotel, water park, casino or mixed used buildings/ resort.
- Safety: kids' safety is the utmost priority in the design of these centres as parents will not always be in close proximity with their kids.
- Smooth transition among activities: kids and parents have ease transiting from one activity to another.
- Integration of multiple activities: activities zoning is such that activities bearing close characteristics were grouped under a category.
- Way finding: routes leading to individual buildings is self-directing. Obstructions and excessive turnings along travel Route were totally avoided.
- Walkability: distance between buildings is within minutes' walk.
- Intensity: increased intensity of land use

Deductions from both case studies points to the fact that the Architects involved in both projects had the objective of creating a simulated environment or miniature city where kids are in control and are free to explore from various real-world professions. The idea is to bring the outdoor experience into a miniature indoor environment without any reasonable difference from what the outdoor experience would have been. The environment itself is appealing and stimulates kids learning. The individual buildings inside the city were designed following a simulation of the real-world establishment buildings. The indoor spaces were designed and planned following a simulation of the intended activities in the various professions. The idea is to create an interactive, entertaining, educative and appealing environment for kids of ages 1-14 to feel in control while taking on roles in various professions. The goal is that as kids get this experience, it develops their cognitive, psychomotor, social, and speaking skills, as well as self-confidence, empathy and brings out their true potentials.

The result suggests therefore that the design of children's roleplay edutainment centre impacts on kids psychologically and mentally and also functions by stimulating learning, causes an increase in kids learning interesting and develops skills like cognitive, psychomotor, social, and speaking skills, as well as self-confidence, and empathy which is pertinent for a healthy childhood.

5.0 Conclusion

The study investigated how the design, layout, activities and planning of a children's roleplay edutainment centre impacts children's learning and skill development necessary for a healthy childhood as well as analyzed the impact of roleplay as a training tool. The findings from this research could serve as a guide to Architects in the design of a children's roleplay edutainment centre, could further enlightens psychologist on roleplay, simulations and skill development in kids, as well as enlighten Nigerian parents, teachers and guardians on the importance of roleplay and the impact of a children's edutainment centre on kids' development.

Case studies were used as the source of secondary data. Two case studies of existing children's roleplay centres were used to investigate how the concept, design, layout, activities and planning of the children's roleplay edutainment centre impact on kids' development.

The result from the investigation and analyses shows clearly that roleplay is an essential tool for training and skills development in kids. Roleplay provides learning freedom, kindles the exploratory streak, induces positivity, weaves technology into learning, and creates intellectual stimulation. We could also see that a children's roleplay edutainment centre is a simulated built environment where kids between ages 1-14 take on different adult roles. The simulated urban environment and activities in the city build cognitive skills, speaking skills, self-confidence, social and emotional skills, empathy, cultural acquaintance, psychomotor skills which is pertinent for a healthy childhood. This is in conformity with previous studies postulating that children repeatedly take on the part of adult characters- most times as a parent or an expert in any career, when they play and also in conformity with studies that states that children's attention span is finite and play, adventure, invention, exploration, and role-play are inherent in kids and in a situation where they are deprived of these things, they become inactive, develop stoutness.

Absence of local case studies and inaccessibility of some international study materials were the major limitations of the study. Although an international case study is accepted, a local case study and access to some study materials would have increased data content and created room for more understanding. Therefore, future study should seek for other potential factors that might further influence the overall study, design and layout of a children's roleplay edutainment centre in Nigeria.

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