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An Analysis of Metropolitan Youth Center Services

A Review of the Euralille Youth Centre

Njoku Felix Chinedu[1], Ferdinand Daminabo[2]

[1]Department of Architecture, Rivers State University, Nigeria

[2]Department of Architecture, Rivers State University, Nigeria

Abstract

There is a deficit of secure, stimulating meeting areas for children and teens in Nigeria's ever-urbanizing and spreading neighborhoods, particularly for those who live in destitute conditions at home (Hager, 2006). These children frequently lack basic human needs like safety and a feeling of belonging, which all humans require on a daily basis (Howard & Prince, 2002). This lack of need fulfillment is exacerbated by a shortage of informal public places of refuge and safe social gathering. Developing a youth center as part of youth empowerment is a continuous growth process in which the community comes together to help youth meet their basic human needs and desires to feel safe, cared for, valued, useful, spiritually rooted, and to develop skills and competencies that allow them to function and make a significant contribution in their daily lives. The study recommends a set of fundamental ideas for youth center design, as well as locally suitable and entrepreneurial alternatives which equip practitioners and developers with a comprehensive toolbox from which to draw in order to stay relevant in design.

Keywords: *youth, public spaces, community, empowerment, safe*

1. Introduction

A Youth Center is a social and leisure facility aimed especially at youngsters aged 11 to 18. Youth as young as six years old may visit a Youth Center, but only if appropriate programming are available to meet their needs. The Center encourages adolescents to develop their physical, sociological, emotional, and cognitive capacities as well as to experience success, leadership, fun, friendship, and recognition. Physical activities such as dancing, yoga, and martial arts, as well as intellectual and artistic programs such as science, crafts, and theater, are all offered via the Youth Center. Unstructured events such as game playing, networking, club meetings, and outdoor recreation are also available. While unstructured activities are an important feature of a Youth Center, it is also a staffed facility where regulation and monitoring are required. These

factors, as well as concerns for youth-friendly and appealing design, have an influence on facility design. The significance of safety cannot be overstated.

The emotional upheaval that happens in youth should be prevented from different factors, including as neighborhoods, family, school, and classmates, as well as activities that occur in everyday life. This is seen by the number of teens who participate in activities outside of school to occupy their free time; helpful activities are carried out in accordance with his abilities and interests. Others spend their time engaging in negative activities such as fighting, criminality, and even drug usage. Seeing the difficulties with adolescent potential, as well as the necessity for a method to accommodate coaching and self-development activities for teens, leisure activities with good activity is one approach to keep adolescents away from hazardous things. As a result, a building Youth and Creativity Center with diverse amenities has been proposed in the city of Port Harcourt Nigeria, specifically in the District of Rukpokwu. The planning and design of Rukpokwu's Youth and Creative Center is expected to be guided by the characteristics of adolescents who constantly develop with the passage of time, allowing them to interact, create, and play in a positive and directed environment that combines educational, recreational, and sports activities. It's practical and easy to use. The target of the design is the adolescent group (15-29 years) in the Rukpokwu and nearby districts, based on the location of the design.

2. Methodology

This study's purpose is to evaluate the present conditions of Youth Center design. The researcher begin conducts a screening procedure to find a Metropolitan Youth Centre that is currently operational. Based on a study of the youth centers design centers in our collection, we create a typology of Youth Center design services.

Research Sample

Each Metropolitan youth facility is distinct from the others. The services provided vary greatly depending on the requirements of the community and the resources available at the design center. I looked at current community youth center (Euralille Youth Center) as a case study to see what sorts of services make up the range of youth design practice. The sample was initially identified by generating a list of all services provided by the youth centers or referring to them as such, in the research mentioned in this article.

3. Relevant Literature Review

A youth centre is a structure that primarily serves as an indoor and outdoor gathering place for young people to socialize. Young people use the facility to interact in a secure and friendly setting by participating in scheduled and unstructured artistic, cultural, and sports activities, as well as having access to a number of services and programs. The youth center is a priceless resource that provides long-term advantages to young people from all walks of life. The space itself is crucial to the facility's success. Its purpose is to foster a sense of ownership and expression for a variety of social and cultural activities, such as music performance and social spaces, life skills, recreation, and social interaction. Young people can drop in and engage in a range of supervised activities at Youth Centres. Participants are free to come and go from this

program, and once they leave, they are unsupervised. There are no admission requirements, and there is no registration cost. Sports, billiards, video games, movie evenings, discussion time, and guest speakers on current concerns are all available at the centers. Internet connection, homework support, peer mentorship, and educational programs are all available at the centers to encourage people to make good lifestyle choices. The websites connect young people with their communities, motivating them to volunteer and make a difference. Centres take pride in being smoke-free, drug-free, and alcohol-free environments where young people may socialize in a safe and non-judgmental setting.

Youth who use these centers will benefit from:

- Improved levels of physical fitness

- Expanded job prospects by learning how to write a resume and conduct an interview

- Spending time with other young in a nonjudgmental atmosphere where they feel secure developing leadership skills becoming active in the community, therefore building and boosting civic participation spending time with other youth.

- Through special event planning, youth may improve their financial and fundraising abilities.

- Having their accomplishments acknowledged and appreciated having access to assistance agencies and referral services that they would not have had access to otherwise

It's also a good idea to arrange the space properly for teaching and make a connection to the snack bar, which may be either full-service or self-service and include vending machines.

- The exhibition space, which is generally part of the common area, is meant to promote adolescent creativity in the disciplines of art, crafts, and multimedia.

- In typical educational structures, corridors and other horizontal communications take up around 25% of the overall space of the building and are solely used to go from one location to another. In modern designs, this major loss of space is avoided by converting these sections into study or recreational spaces. According to WBDG Staff and Subcommittee (2010), the flexible and open layout of the common area, as well as the exhibition area, raises the value of space, fosters community, and produces a pleasant working and leisure atmosphere.

- The teen room is a unique meeting area for senior minors. Despite the fact that it is not physically divided from the commons and the rest of the building, this area must create a sense of seclusion.

- Depending on the demands of the youth center, the children's room can alternatively be created as a distinct area.

- If there is a need and sufficient room, the infirmary might be a component of the structure.

- To provide suitable study places for different age groups. It is vital to construct contemporary, multi-purpose, and flexible study places with appropriate furniture and technical equipment in order to satisfy the demands of students and professionals. Some training activities need a specific type and size of environment. Movable partitions, double doors, and matching furniture are excellent solutions for a variety of room sizes and levels of seclusion. Controlling vistas, acoustics, temperature, and lighting improves the overall quality of the environment.

- The common study area is a study area that is centered on the commons. This is a place where you may work in groups, read, or study alone. Typically, activity rooms are arranged around a central common space, although they are visibly and functionally divided. It is vital to have at least one space for physical exercises and another for activities such as science, art, or workshops. All of these actions take place in a controlled environment. These areas can be set up as traditional classrooms or as a bigger auditorium.

4. Analysis of Euralille Youth Center

Lille has grown into a European hub in the last two decades, serving as a business and conference center, a superb place to study and live, and a tourism attraction. It is a city with a tumultuous history of conquest and re-conquest, as well as a past as a significant medieval city and subsequently an industrial hub. The initiative aims to highlight this history, as well as the distinctive and stunning presence of citadel rampart ruins. A youth hostel, offices, and a kindergarten are all part of the Euralille Youth Centre, which spans 6,000 square meters. Our concept is to create an urban catalyst that can accommodate three unique projects on a triangle site. We give maximum solitude while giving them a closeness and continuity of space, grouped around a garden, like a cloister of quiet in the heart of the city, by placing a program at each point of the triangle. The lifting of the program's bulk at the corners illuminates and stimulates the nearby public areas while also creating a sense of continuity from the outside to the inside of the building.
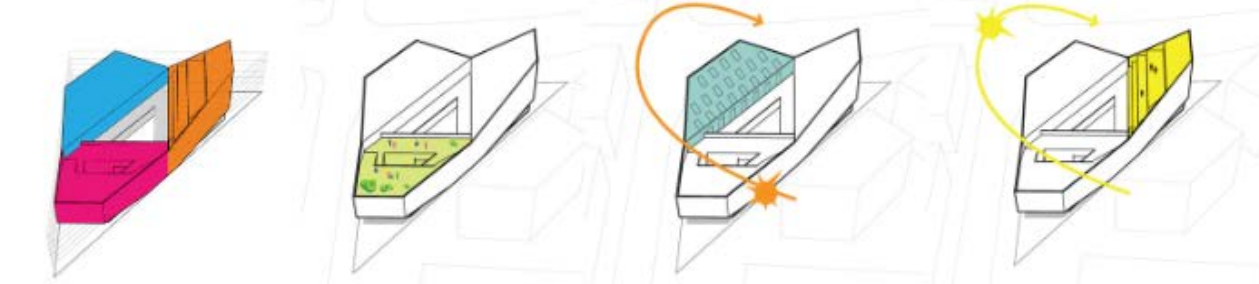
FIG.1: Euralille Youth Centre at night

Concept Development
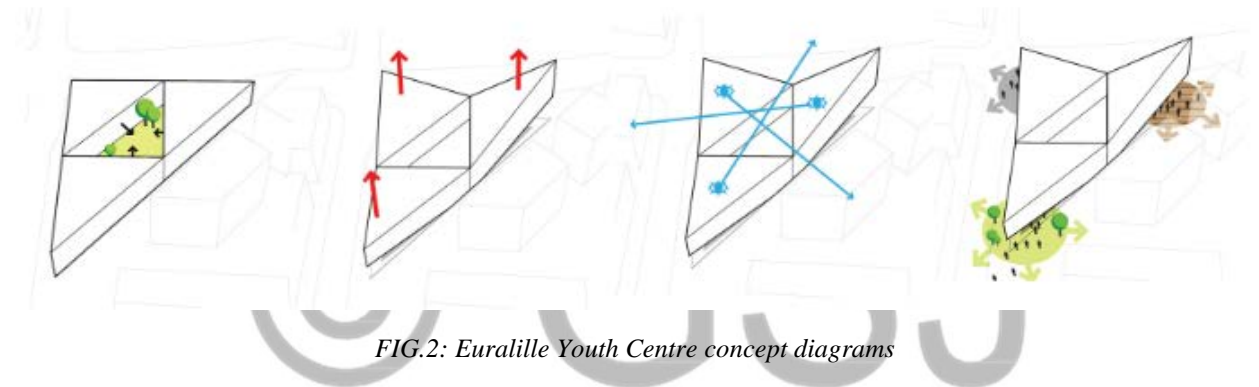
FIG.2: Euralille Youth Centre concept diagrams

FIG.3: Euralille Youth Centre concept diagrams

The lifting of the program's bulk at the corners illuminates and engages the surrounding public areas while also creating continuity from the outside to the inside of the building. The following functions were put in the three corners in accordance with the sun's orientation and connectedness to the city.

FIG.4: Euralille Youth Centre trifold form FIG.5: Euralille Youth Centre communal
arranged on a central garden hostel space

FIG.6: Euralille Youth Centre entrance

FIG.7: Euralille Youth Centre ground floor plan

FIG.8: Euralille Youth Centre first floor plan

5. Results of findings

5.1 Implementation

Apart from the functional needs, it is critical to place a strong emphasis on the environment in this type of facility. A warm and attractive working environment is conducive to productivity and success. Plenty of natural light, good ventilation, enough artificial lighting, and well-chosen colors, materials, and textures may pique a person's interest in learning, exploring, or socializing, as well as making the journey to the building more pleasurable. Every youth center should provide a secure, healthy, and long-term environment. It is necessary to maximize the building's flexibility, resilience, and durability. At the same time, energy consumption and negative environmental and economic impacts must be reduced. According to The Cambridge Green Challenge (2008), it is desirable to apply sustainable principles in new buildings from the outset in order to fully benefit from them. The architecture should incorporate sustainable concepts linked to location, orientation, temperature, and materials.

5.2 Location

Respect for natural factors such as temperature and location may be quite beneficial. The chosen position and orientation, as well as the appropriate exposure to the Sun and wind, may help save money and energy while also ensuring a high degree of interior comfort. The correct site selection and landscape design are the initial stages in creating a sustainable design. Effective land usage is a prerequisite for good landscape design. (2015, WBDG Sustainable Committee)In accordance with the principles of sustainability, places that already have the required infrastructure and are close to the traffic network and urban facilities are given precedence. Landscape solutions must incorporate the maintenance of existing green spaces as well as the creation of new green spaces, such as roofs, terraces, and gardens. The suggested solution must take into account the local ecosystem's characteristics and upkeep. (Federal Ministry of the Environment, Natural Resources, Buildings and Nuclear Safety, 2016).

5.3 Temperature, ventilation, lighting

According to Fielding (2012), temperature regulation accounts for around 40% of overall energy use in homes. Artificial lighting and air conditioning in educational facilities consume a lot of energy and money to maintain, but natural light is free and has been shown to boost students' creativity and learning ability. Solar energy may be used in both active and passive modes. The active technique entails the installation of solar panels, whereas the passive approach entails maximizing natural light and optimizing temperature through optimum orientation and sun angles. It is preferable to attain a low sun exposure in the summer and a higher one in the winter to promote interior comfort. The shade method used must deliver the maximum amount of daylight while without obstructing vistas. The right selection of the envelope and shading regulates temperature, humidity, and airflow, saving both energy and money.

5.4 Appropriate Spaces for activities

The following are examples of typical Youth Center activity areas:

- Commons/game room/control desk/check-in
- Snack stand
- Classrooms/activities rooms
- Gymnasium/multipurpose room
- Outdoor recreational spaces, as well as a computer room and a teen room.

The following are examples of typical Youth Center support spaces:

- Space for administrative offices
- Toilets and janitorial services are available.
- Mechanical/electrical/communications area, as well as a kitchen.

Organizing the activity spaces around the Commons—making it the hub of the program area around which the other program spaces revolve—is very successful. The Commons area is the facility's main social gathering spot and serves many of the facility's social engagement aims. A game room, a dining area (next to the snack bar), a television (TV) viewing area, and general gathering/conversation spaces are frequently included. The Commons should organically "expand" past the control desk from the lobby. The control desk should have a clear view of the whole Commons as well as any exits to other areas. The entrances to the various activity areas should be clearly marked and serve as gateways to those places.

The snack bar might range from self-service vending machines to a full-service hot bar with an attached teaching kitchen. It should be near a place to eat in the Commons.Depending on the facility's goal, programming offered, and available money, activity rooms can range from modest classroom areas to a full-sized gymnasium. At the very least, two activity rooms should be available. One is set up for academic or arts and crafts education, while the other is set up for physical activity.

5.5 Other design considerations

- *Encourage the creation of a homelike environment:*
  - o Finishes, furniture, fixtures, and equipment in Youth Centers should be pleasant and have a homelike atmosphere while satisfying the durability criteria for a public facility:

- *Allow for plenty of natural light.*
  - o At the entryway, lobbies, and control desk, create a sense of arrival and welcome.
  - o Use doors and windows that seem like they belong in a home.
  - o Use indirect lighting as the primary source of ambient light, and
  - o Avoid artificial finishes, textures, and colors that have an institutional feel to them.

- *Encourage creativity*
  - Encouragement of creative growth is one of the facility's goals. The project development process and final design can aid in this effort in a variety of ways:
  - Interior colors and textures should be carefully considered. Use restraint while designing the Youth Center to convey a sense of enjoyment (e.g., neutral tones for backgrounds and ceilings, with warm colors for accents). Consider using wall murals in public locations.
  - Consider mentoring a teen focus group to choose an interior color scheme, especially for the adolescent room.
  - Provide space for young artwork to be displayed and celebrated, and examine various strategies for doing so.
  - Design display sections such that they may be readily altered and updated, and keep permanent graphics to a minimum.

- *Encourage autonomy*

  Schools are not youth centers. While constant monitoring is required, the design should allow for autonomy in the unstructured activity areas. The following resources should be available to the youth clients on their own time:
  - Toilets and a snack bar
  - Computers, video games, and television
  - Friends and associates, as well as
  - Isolation in a peaceful environment.

- *Maintain a safe and healthy environment*
  - Design the facility to accommodate both protective equipment and operating procedures for the youngsters as well as a healthy atmosphere. Consider the following important factors:
  - Prevent potentially harmful persons from gaining illegal access.
  - Allow visual access to all areas in order to keep an eye on any possible cases of child abuse.
  - Provide finishes that are simple to clean.
  - Improved maintenance procedures and the use of non-toxic construction materials
  - Ensure that the interior air quality is good and that there is plenty of natural light, and
  - Ascertain that no asbestos or lead is present in the equipment, furniture, or finishes.

6. Conclusion

Despite the wide range of services offered by the Eurallile Youth center studied, over two-thirds of all centers use a core set of approaches rooted in assisting clients/partners in envisioning alternate futures for their local communities and effectively making desired changes on their own or through local advocacy. This imaginative part of community design is fundamental to the project, whether delivering conceptual ideas and feasibility studies for building construction or repair, revamping underused public areas, planning for neighborhood rejuvenation, or conserving treasured community resources. From the start, the goal of this research is to have a better

understanding of the everyday issues that at-risk and underprivileged children and teenagers experience.

This knowledge is required in order to create an atmosphere that will enhance their lives and affect their conduct positively. Throughout the study and design process, numerous more adjustments in direction or full u-turns in concept have occurred, but the basic purpose has stayed the same. This chapter summarizes the research applications inside the design, focusing on architecture and remarks on the study's methodology. Finally, ideas for additional investigation are proposed, followed by the project's overall conclusion.

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