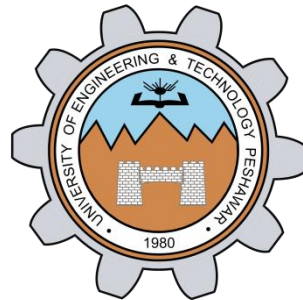


**ELEVATING SOCIETY
THROUGH
DESIGN INTERVENTION**

ACTIVITY HUB



By

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ACTIVITY HUB

YOUTH ACTIVITY CENTER

INTRODUCTION

AFTER SCHOOL PROGRAM:

After-school programs started in the early 1900s mainly just as supervision of students after the final school bell. (1) Today, after-school pro An after-school activity is any organized program that youth can participate in outside of the traditional school daygrams do much more.



What is the percentage of youth in Pakistan?
Currently, 64 percent of the nation is younger than 30 and 29 percent of Pakistanis are between 15 and 29 (an age group which we define as the youth).

Why is youth leadership important in our society?

positive development of the youth and their communitie
Helping young people to develop leadership skills
It can also help young people gain self-confidence and self-esteem



positive development of the youth and their communitie



Helping young people to develop leadership skills

What Is Drug Abuse And Its Effects ?

Longer-term effects can include heart or lung disease, cancer, mental illness, HIV/AIDS, hepatitis, and others. Long-term drug use can also lead to addiction. Drug addiction is a brain disorder



What is the most abused drug?

1. Marijuana - 4.2 Million
2. Cocaine - 821,000
3. Heroin - 428,000



How many people are addicted to drugs in Pakistan?
Pakistan has 6.7 million Drugs Use.
11 percent of the entire KP population use drugs.
2 percent of the khat population use drugs.

Teens Use Drugs? - Nida For Teens:

- 46,000 teens - 8th, 10th, and 12th graders
- 13 percent of 8th graders
- 30 percent of 10th graders
- 40 percent of 12th graders



How do after school programs benefit Youth / Students?

<p>1. Academic performance</p>	<p>2. Reduce risky behaviors</p>
<p>3. Promote physical health</p>	<p>4. Provide safe environment</p>

PROBLEM STATEMENT:

Alcohol, tobacco and other drugs use continues to be a problem among youth and adult.
Annual prevalence of the use of alcohol is 42%.
Approximately 1 in every 100 deaths among adults is attributed to illicit drugs.



WHAT IS THE ISSUE:

- 1) The Problem Is That Drug Use Are Becoming More Common Among Young People.
- 2) The Trend Of Education For Youth Is Coming To An End.
- 3) Young People Don't Have A Good Relationship With Society.

SYMPTOMS



Key Word

YOUTH, DEVELOPMENT, INTERACTION, GROW

PROJECT BRIEF:

To Provide A Facilitative Environment To The Youth In Which They Can Change Be A Life Through Social Interaction And Feel Than Self In A Comfort Zone.

PROJECT OBJECTIVES:

Drug and alcohol prevention for youth.
Creating work potential in youth.
This space can be the ultimate zone for all the youths of the city where they will come and feel relaxed.
Psychological comfort.
Experiencing comfort.



CERTIFICATE

THESIS TITLE:

DESIGN EFFECTIVE AFTER SCHOOL PROGRAMME

(YOUTH ACTIVITY CENTER)

(KDA KOHAT KPK)

It is here to certify that I have fully read the report of Mr. Muhammad Rehman. The report contents are as per minimum standard (Abstract, introduction, methodology, conclusion, Architect's brief, and design criteria, drawing Attached)



ACKNOWLEDGEMENT

In the name of Allah the most Merciful and Beneficent First and Foremost praise is to ALLAH, the Almighty, the greatest of all, on whom ultimately we depend for sustenance and guidance. I would like to thank Almighty Allah for giving me opportunity, determination and strength to do my research. His continuous grace and mercy was with me throughout my life and ever more during the tenure of my research.

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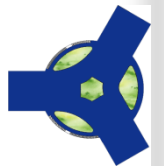
I also appreciate the support of non-teaching faculty of Department of Architecture, Uet Peshawar (Abbottabad campus) for all the things that facilitated smooth work of my research.

I would like to thank my colleagues and friends for discussions, suggestions and criticism. Many people have participated in the experiments for this research.



DEDICATION

This thesis is dedicated to:
My great parents, who never stop giving of themselves in countless ways,
my great teachers and fellow members without whom it was impossible for me to
complete this thesis work.



PROFILE

MUHAMMAD REHMAN

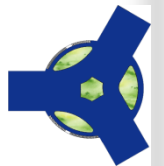
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ABSTRACT

The main purpose of this thesis is to establish the fact that youth need a space for themselves Where they will be guided in the right path. Moreover, youth from urban areas need it the most , since they are the most vulnerable and susceptible to the worlds every treacherous events and ideas and hence need the place where they can do everything to accomplish their goals and success with a positive competitive mind. Therefore, the paper will analyze the youths mind, and culture and propose the required program for the dedicated urban space that will help the youth to devote their time and energy at a positive sector.

This Thesis mainly focuses on the physical, social and perceptive development in youth. The physical development can be achieved by providing various spaces for sports and games, whereas the social development requires interactive spaces to be included in the building. The physical and social aspects are taken care by providing designated spaces to cater them, whereas the perceptive aspect is elucidated trough architecture and the entire structure itself.

These three factors play a crucial role in a youth's well-being. The main aim is to design a space, which caters all the above-mentioned factors, and youth should be able to explore new potentials with in themselves. The structure designed is an interpretation of these three factors.

This thesis is an attempt to achieve a sophisticated architectural composition, which can stimulate young minds and open them up to new possibilities.



1. Research background and objectives

1.1 Introduction

An activity centre for youth's is a social and recreational centre intended primarily for Youth. The Centre supports opportunities for youth to develop their physical, emotional, social, And cognitive abilities and to experience achievement, leadership, recognition, enjoyment, and friendship.

“Do not train a youth to learn by force or harshness; but direct them to it by what amuses their minds, so that you may be better able to discover with accuracy the peculiar bent of the genius of each.

It is very much essential for the young to fully realize their potential and thrive. For this, the youth need opportunities and relationships beyond what they have access to at school and at home. Especially, in today's context, where parents are unable to spare enough time for their ward, and children are getting compulsive with various digital gadgets, immersing in virtual networks rather than real social interactions, these centers are essential for the physical and mental wellbeing of the youth.



1.2 Aim

To create a space that provides inclusive, innovative, and sustainable programs and services Improving individual physical, mental, and emotional health and well-being of the youth.

1.3 Objectives

To make the spaces interactive and creativity evoking
To maintain a safe and healthy environment in the centre.
To create spaces which help children to maintain mental balance.

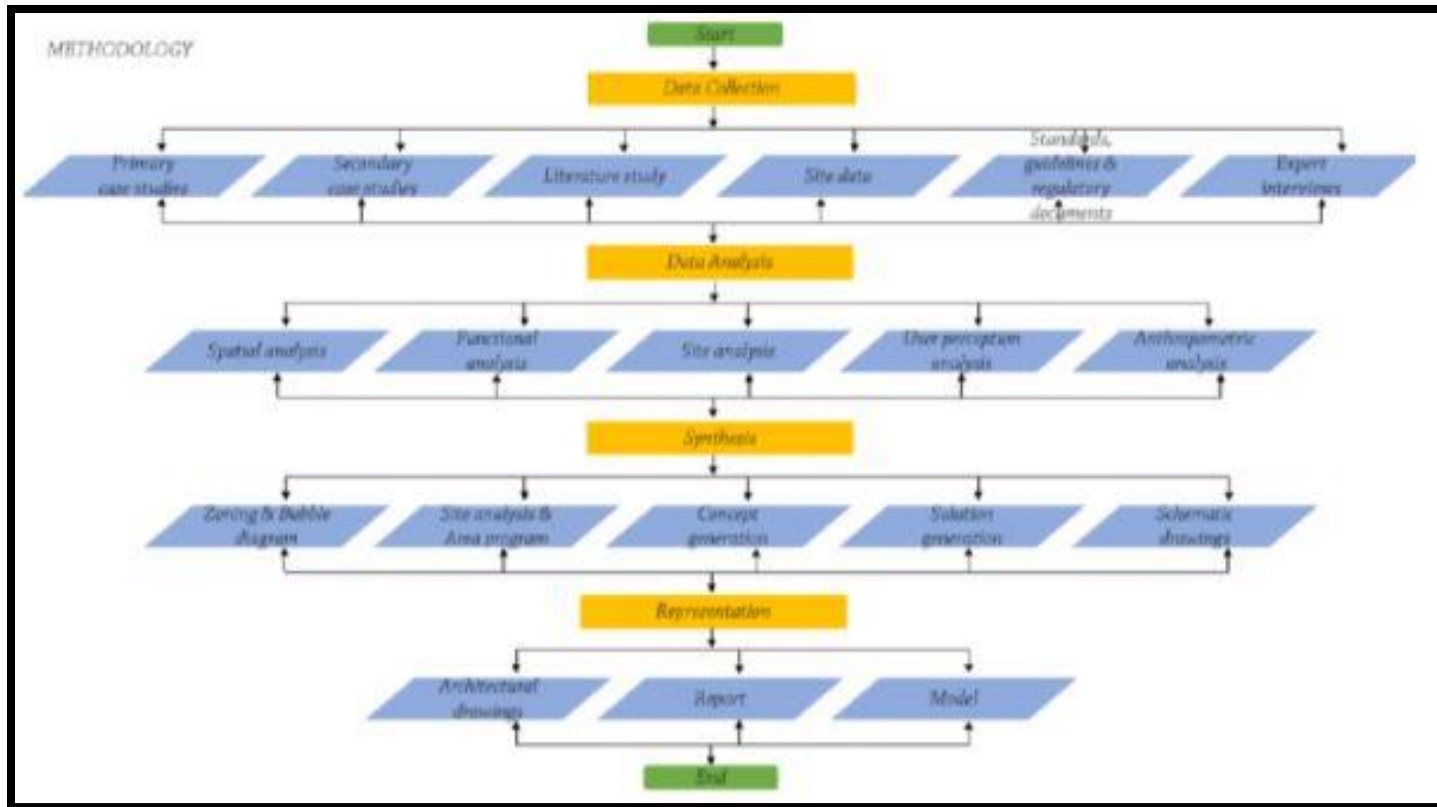
1.4 Dissertation

Designing for the young:

- Youth-friendly and youth-appealing design
- Age appropriate design
- Designing for social interaction and participation
- Interactive spaces in architecture



1.5 Methodology



In this paper could be effectively applied in any region. (Tungnung , 2016)

Diverging in terms of data collection from various sources such as primary and secondary case studies, literature study, site visits, standards etc., forming a series and converging by analyzing the data is carried out in the beginning.

After analyzing the important data required for the design, synthesizing the information helps to generate concept, design solution, zoning, area programming and schematic drawings. During this process, one can restart the process at required stage to obtain better results. Finally, representation of the data and design is done from the process.

The unidirectional strategies and flow of the research activities can be achieved in series.



2. Literature study

The three most important factors that contribute toward a youth's development are

1. Physical activities
2. Social interaction
3. Perceptive cognition

After referring various papers, there are several other micro factors, which are contributing to the betterment of the Activity centre but the above-mentioned factors are predominate.

Distinctive architecture

- Young people want their activity centers to look iconic and modern buildings they can feel proud of and get inspired.
- They are clear that they should not feel institutional.



Role in managing the centre

- They should be at the heart of youth-centre organization, designing the programmes of activity themselves.
- Being involved in management and decision-making is also an opportunity to gain experience and new skills.

A place to realize opportunities

- Young people want places where they can discover talents, develop skills and display their abilities.
- Their centres should act as a route to further education and work, providing them with guidance and training.

Accessibility and inclusivity

- It is important to clients that their activity centers are open to people of all ages, genders, ethnicities and abilities.
- There should be extended opening hours and wheelchair access throughout.



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Communicating a positive image

- Young people are keen for the local community to know about the positive activities going on in their youth centre.
- Design is one way to communicate this, such as creating a different spaces through the building, allowing people to see what goes on inside.

Reputation and identity

- Importance and advantages of an effective name and brand for their centre.
- They wanted a strong brand that represents them in a positive way and will attract young people to the centre.



Location and visibility

- Young people want their activity centers to be highly visible landmarks that also fit in with local architecture.
- They want them to be located at the heart of the community, helping young people to feel respected, proud and valued.

Flexible spaces

- Having multifunctional areas can help overcome space and budget restrictions.
- A dance studio might double as a drama space or an indoor sports hall, for example.

Outdoor spaces

- Outdoor spaces are a priority for young people, providing alternative areas for performance, sports and socializing.
- Develop kitchen gardens, art studios and skate parks.
- They were clear that car parks should not be intrusive or dominate the site.



Welcoming entrance

- Feeling welcome and secure as they walk into their centre is crucial for young people.
- Cafés or gallery spaces could be positioned at the front of the building to attract users and the wider community.

Safety and security

- Young people stress that everyone should feel safe in their centre, and free from concern about bullying or theft.
- However, they do not want security to present a physical or mental barrier to visitors.

