



ISSN: 2350-0328

**International Journal of Advanced Research in Science,
Engineering and Technology**

Vol. 7, Issue 12 , December 2020

Development of Architecture and Functional Structure of Youth Leisure Institutions

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ABSTRACT: Based on the analysis of foreign and domestic practice of design and construction, the prerequisites for the formation and development of a leisure institution are revealed, typical examples of prototypes of club institutions are highlighted, and prospects for the direction in the development of the architecture of leisure youth centers are outlined. A fundamental complex methodology for organizing a functional structure for the design of a cultural and leisure center for youth was applied, using a graphic-analytical construction of a diagram of interconnections between premises.

KEYWORDS: leisure architecture, youth leisure, club, club institutions, leisure center, functional structure, graph diagram.

I.INTRODUCTION

The interest shown at different stages in the development of architecture to the leisure institutions of youth was based on the idea of education, culture and science. If the idea of a cultural and educational nature in places and institutions of leisure has been formed since antiquity, today leisure in architecture will undergo transformations and additions. The flow of information, the platform of habitation, the interests of young people in communication are currently considered in the form of concepts of real and imaginary leisure. Today, as before, in architectural research, leisure spaces for young people remain as one of the hot topics. At the same time, at the present stage, the design of multifunctional leisure centers, creative spaces in world practice finds a diverse, individual and creative character.

There are many works of research devoted to improving the leisure of youth. Numerous studies of youth leisure spheres have always been relevant, because the development of leisure activities depends and proceeds from the degree of variability in the sociocultural environment.

Extensive practical experience in the design of leisure facilities was supported by theoretical work. Since the 1920s, meeting the requirements of the time, along with practical ones, theoretical development of multifunctional centers, universal leisure centers, youth centers has been carried out. So, scientific works on the design of leisure centers for young people include: Research by I.E. Rozhin, A.I. Urbakh, I.G. Lezhava, T.V. Terkunov, M.S. Usmanov, A.M. Kravchenko and others. Scientific works show the principles of the architectural organization of leisure centers, pay attention to a flexible planning structure and artistic and aesthetic image, the necessary cooperation and the principles of combining groups of institutions.

The accumulated theoretical and practical experience of creating leisure facilities is rich and relevant for this research. To create leisure centers for youth, there are currently certain temporary, cultural, economic factors indicating the need for research and development of the architectural environment for organizing student leisure, as a special part of youth leisure.

The research objectives in this article are: the formation and development of leisure institutions in different eras; determination of foreign models of youth leisure facilities; analysis of the functional structure using methods of hierarchical construction of the functional structure in the form of a diagram-graph.

A. Formation and development of leisure facilities in different eras.

A diverse network of cultural institutions in cities, which includes a large number of types and types of institutions, is being formed in the context of the rapid growth of cities and the population served, an increase in the budget of free time, an increase in demands in the field of leisure, the development of new forms of leisure activity. Prototypes of leisure facilities date back to ancient times. In the societies of the Ancient World, the most important prerequisites and conditions for the emergence of leisure activities began to form. Large urban settlements grew intensively, where many new occupations and professions appeared.

One of the most important distinguishing features of the great culture of antiquity (Ancient Greece and Ancient Rome) as a civilization sui generis was the perception of leisure, which was widespread among the Greeks and Romans, i.e. time free from any materially necessary occupations, as an integral property of civil status. This is how the theme of leisure will be interpreted by the greatest philosophical mind of antiquity, Aristotle [1].

The material base of the Greek antique culture is the facilities for communication and spending free time, such as agoras, theaters, stadiums, baths, gymnasiums, libraries, temples. Also, there were regular demonstration performances and competitions in sports, poetry, music in the common Greek centers in Delphi, Olympia, Athens, Nimes. These centers complemented the system of free communication in ancient Greece. Despite all the achievements of progress, much in man and his spatial environment remains unchanged from ancient times to the present day. At the modern design stage, spaces and functions are used that are identical to the samples of historical time (Fig. 1.).

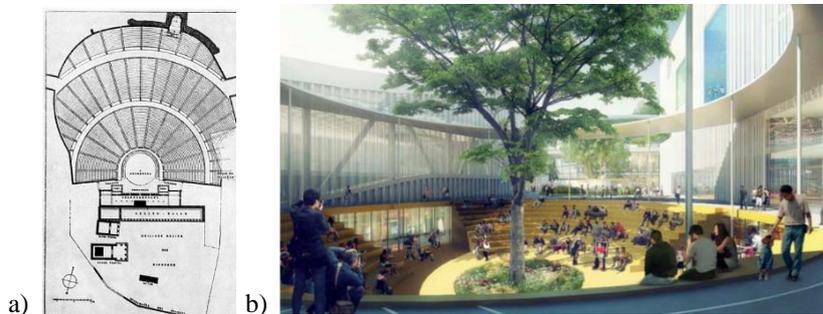


Fig. 1. Ancient greek amphitheater (a), MVRDV's Xili Sports and Cultural Centre (b) [2].

In the Middle Ages, unions of meistersingers, chambers of rhetoricians, etc. arose. In the XVIII century. the term "club" is assigned to structures of this type in England. In the XIX century. in England the first proletarian clubs with a wide program of leisure activities appeared. They incorporated elements of those cultural and educational institutions that functioned independently and independently of one another in the city center [3].

The successors of the English clubs were club-type institutions in the architecture of the Soviet period, which found wide application of the idea of universality and transformation of space. In the 1920s, the Soviet architecture of club institutions began its systematic development, calculated on the ideas of enlightenment and creative activity. The most common type of club building has become a two-part club with two different types of activities: mass (entertainment part), and circle (club part). The block of the spectacular part is dominant in the composition of the two contrasting parts of the building.

In the cities of the Soviet period, there is the emergence of many ideas and prerequisites for the formation of specialized club institutions designed for the creative activity of youth, people of the same profession, which were further embodied in the projects of large Palaces of Culture, folk art houses, youth houses, amateur clubs, etc. ...

The variety of leisure activities also reveals the prerequisites for the formation of a multifunctional complex.

Currently, there are Palaces and houses of culture built in the Soviet period in Uzbekistan. Also, the most common type of club building is the youth centers erected in recent years in the cities of Uzbekistan. Youth centers have identical



ISSN: 2350-0328

International Journal of Advanced Research in Science, Engineering and Technology

Vol. 7, Issue 12, December 2020

functional planning solutions for palaces and houses of culture, i.e. In the plans of the youth centers, there are also two different parts of the building: an entertainment and a circle.

At this time, there is a theoretical and practical experience in the creation of youth leisure facilities, which is rich and relevant in the practice of construction. For the study of foreign theoretical and practical experience in the design of leisure centers, the following sources were used: "Education and culture. Architectural design" by Eduard Broto, Lindner "Concert Halls, Theaters and Auditoria", magazine "CLADmag for Leisure architects, designers, investors and developers" etc. Important criteria in foreign leisure centers for young people are given to the role of communication, creative activities and sports.

The modern socio-cultural situation in the field of youth leisure leads to a change in the content of the previously existing types of youth leisure activities and the formation of new ones. At the same time, she herself is influenced by the activities of various social subjects - including young people themselves, as a result of which she changes, transforms [4]. In recent years, there has also been a tendency to modernize factories and factories into a space for youth leisure, with the concentration of the program on amateur creativity, associations by interests, recreational leisure, etc.

The basis of club activities in youth leisure establishments is a wide program of leisure activities. Such centers have incorporated the elements of those public institutions that functioned independently and independently of one another in the city center. Leisure centers include a library, electives, entertainment and play areas, exhibition spaces, sports and auditoriums, and more.

The historical development of the environment of leisure institutions testifies to its systemic structure, based on a limited number of active processes and the development of each of them along the line of internal complexity in connection with specializations, changes in social relations and the improvement of utilitarian-comfortable requirements.

B. Methodical model of the functional organization of a leisure center.

When designing a spatial environment for youth recreation, one should take into account the necessary requirements of functional expediency [5]. The functional patterns of education in leisure institutions, as in all public buildings, are the basis for the classification division into primary types of environment.

All public service processes, according to the similarity of their conditions, can be grouped into several fundamental types. These processes are spectacles, training (education), nutrition, exposition (exhibition), trade, waiting - recreation. Also, the multifunctional processes that are part of the leisure centers represent features in the established models of leisure centers, according to the basic types of leisure activities:

- cultural and leisure;
- recreational and recreational;
- educational and leisure;
- entertainment and leisure;
- sport and leisure centers, etc.

The seemingly spontaneous variety of existing types of public objects in the architecture of leisure activities actually arises through a combination of leisure activities.

The fundamental character of each leisure process is reflected in its decisive role in the formation of the spatial environment in the building.

Thus, the functional organization in leisure centers is observed in various variations. The architecture of leisure facilities, especially for young people, is in constant development and modification. The practice of building leisure facilities for young people reveals new types of public buildings and complexes, the design of which can be carried out on new methodological bases.

The functional structure of public buildings has its own patterns of organization of subordination of components. Each of the structures has corresponding elements, ranging from a microelement of the primary link in a given structure and ending with large structural associations that are multiples of a microelement.

So, the functional structure is built according to the scheme: functional unit, room (PU) - functional cell (FY) - functional zone (FZ) - institution, enterprise (UP):

- (PU) - primary element, room;
- (FYa) - an element consisting of two or more (FU), related in their purpose and closely related;
- (FZ) - an element consisting of two or more (FY);
- (UP) -the last link in the chain of the functional structure.

The functional structure considered above can serve as a methodological basis for comprehending and analyzing the functional essence of a structure and its logical construction in the transition to the real process of design and "layout" of the structure into the main elements in a hierarchical sequence [6]. This method helps to identify the interconnections of premises when constructing a diagram-graph using the example of a cultural and leisure center (Fig. 2).

For the graphic-analytical method of constructing a diagram of the interconnection of premises, the mathematical method of "graph theory" is applied, as a method that has potential in architectural design. Revealing the functional structure of an object by building a graph - a schematic representation of an architectural device using "points" (elements) and their connections.

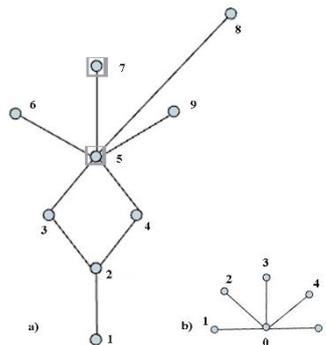


Fig. 2. Diagram-graph using the example of the interconnections of the premises of the cultural and leisure center:

lobby, 2- foyer, 3- wardrobe, 4- bar, buffet, 5- foyer, 6- library, 7- auditorium, 8- administration, 9- exhibition hall. b) (FA) - related in purpose and interconnected club premises: 0-foyer, 1-drawing studio, 2- sculpture workshop, 3- drawing, 4- workshop, 5- traditional art.

As a result, a diagram is proposed - a graph, in which an element of a functional cell (FY) is defined, consisting of two or more rooms, related in purpose and closely interconnected. This element represents the possibility of interconnection of club premises of various topics, for example: art (drawing studio, sculpture, drawing, workshop, traditional art), music (dance hall, choral, drafting, variety, recording studio), humanitarian (foreign languages, literature, journalism, publishing), etc.

The construction of such functional cells involves the addition or exclusion of interconnected spaces, depending on the volume of the project, the necessary specifics of the institution in the projected area.

II. CONCLUSION

Various types of leisure facilities have been investigated in numerous design and construction practices at different stages of construction, such periods as: antique, medieval, Soviet (Former Union), modern architecture. The prototypes of which were agoras, theaters, stadiums, baths, gymnasiums, libraries, clubs, palaces and houses of culture, youth houses, multifunctional palaces of culture, creative spaces, and leisure centers. As a result of generalization of foreign experience in the design and construction of modern leisure centers for youth, a classification of these complexes has been drawn up.

To construct the functional structure of a leisure center, a method was applied (in the form of a diagram: "functional unit" - "functional cell" - "functional area" - "institution, enterprise"). This principle is used for a rational transition from premises to building, complex. With the help of the functional structure, the interconnections of the rooms are determined and the construction of a graphic diagram. An alternative version of the graphical-analytical scheme of interconnection of premises was built using the principle of interconnection of functional cells.

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ISSN: 2350-0328

**International Journal of Advanced Research in Science,
Engineering and Technology**

Vol. 7, Issue 12 , December 2020

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