DESIGN STRATEGIES FOR INTEGRATION OF SOCIAL INTERACTION IN CIVIC CENTRES FOR MINNA, NIGER STATE, NIGERIA

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**A THESIS SUBMITTED TO THE POSTGRADUATE SCHOOL FEDERAL
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ABSTRACT

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Due to urbanization, civic centre has remained a subject of utmost importance because of its role in the city and human existence at large. Civic centre is the city's symbolic public space where activities such as ceremonial mass gathering, rallies, convention, social and commercial activities takes place. However, civic centres are places that encourage an inflow of people, therefore, there is need to integrate design strategies that will enhance social interaction in the facility. Yet, little or no attention have been given to civic centres especially in Minna, Niger State, Nigeria. This thesis examines the adequacy of social interactive spaces provided in Minna civic centres, Nigeria. The objective is to identify design features and activities that will enhance social interaction in civic centres. Seven civic centres were purposefully selected in Minna, Niger State, Nigeria to enhance the study. A combination of quantitative and descriptive method of research using observation schedule, case studies and questionnaire survey was adopted. The data gathered was analysed using Microsoft excel and four point Likert scale calculation which revealed the inadequacy of interactive spaces in civic centres that could encourage cohesion in the community. The analysis further identifies the various design features in the visited civic centres which shows that fourteen percent (14%) provided features that enhances social interaction such as game arcade, fitness centre, cinema and sporting facilities. The study concludes that there is a need for redirection of designers of civic centres to integrate social interactive spaces that can successfully improve public life. This research therefore proposes making cost-effective inclusion of current interactive spaces to improve their design merely by breaking up the present trend of monotony observed in many civic centre designs. Such interactive spaces include game arcade, departmental store, library, vocational department, restaurant, exhibition halls, seating's around lobbies and walkways. In addition, attention should be paid to other interactive components such as lighting, accessibility, entertainment and other pull variables that will create an enormous difference in civic centre's improvement.

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CHAPTER ONE

1.0   INTRODUCTION

1.1   Background to Study

Over the years, research by Rabinowitz (2016) shows that most people in the world grew up, lived their lives, and died within 15km to 30km of where they were born. Their communities intended what they had always understood, i.e. families, neighbours, familiar locations, daily routine, social structures and customs. With emigration owing to increased physical and social mobility, however, individuals discover themselves in locations far from home, living in societies that are not characterized by common acquaintance, understanding and culture, but by geography or economics (Rabinowitz, 2016).

Social interaction is the meaningful contact people have with one another. It can be described as the real communication, even if only for a moment, and feelings that each party leave or shared with one another (Morris, 2005). Good areas for communication are areas where individuals from many areas of the society meet naturally with different backgrounds and communicate comfortably and often pleasurably due to the nature, the attraction of the room and the activities connected with the room. (Rabinowitz, 2016).

Great civic spaces are great public places with several facilities which makes the building to be more functional. They are valued and recognized in their cities and towns as places with their own unique flavour that relate to and nurture the larger community and bring the public together. When cities and neighbourhoods have good civic spaces, residents have a strong sense of the community.

Civic spaces as the focal point of planned cities became the constant resort of most citizens - daily scene of positive of social, political and business interaction. A fully realized civic centre proclaims the mission and identity of its institutions for all, so that it becomes a forum for public expression and source of community pride (Cynthia, 2015).

Moreover, a sense of place is of fundamental value to people everywhere, every city, every town, every neighbourhood, and every culture for all ages regardless of their abilities or disabilities. Therefore, how best can we design sense of place that will be effective for good social interaction? However, public spaces are essential ingredient in every community. It gives individuals the opportunity to meet and be exposed to a multitude of neighbours. These meetings often take place by opportunity, but they can also be organized actively.

1.2   Statement of Research Problem

Civic centre serves as a stage for public lives and functions as where celebrations are held, social and economic exchanges take place and cultures mix. They are places where people can interact with each other and with government. However, most civic centres in Nigeria are not design to always be seen as cohesive district or perform the true civic role, and often fail to function as engaging public spaces (Olaofe, 2010). There are few things more dishearten than an empty courthouse, civic hall, square or grand library steps without a soul in sight. Furthermore, people hang around civic centre for several interactions because there were no provisions for interactive spaces. In addition, civic centre in Minna are frequently found empty except when an event is taking place, which shows the low level of interaction within the

facility. The failure of such places raise disturbing question about the fate of the public realm itself.

In many societies, encouraging positive communication between individuals in government areas has been almost forgotten, according to (Borrup, 2007). Architects, planners, and public administrators have concentrated more on establishing aesthetic sites and offering free motion and automotive storage than on developing sites that promote social interaction.

1.3 Aim of the Study

The aim of this study is to examine the adequacy of social interaction spaces in the design of civic centre with a view to propose design strategies that accommodate social interaction for the users.

1.4 Objectives of the Study

The above aim will be achieved by the following objectives:

   i. To examine the current design elements in relation to providing social participation and interaction in the use of Civic Centre.

  ii. To identify the design features that can be integrated for social interaction in the design of civic centre.

 iii. To propose the design of a civic centre that integrates design strategies to enhance social interaction.

1.5 Research Questions

This research shall seek to answer the following questions:

   i. What design element(s) can be integrated to enhance social interaction in the use of civic centre?

  ii. How can a civic centre be designed to enhance social interaction for the users?

1.6 Justification of the Study

Civic Centre is a publicly funded municipal building or building complex with room for conventions, sporting events, and theatrical entertainment. It is a prominent land area built to be its focal point or centre within a society. It generally includes one or more predominant public buildings, including a government building as well. Therefore, there is need to integrate the design strategies that will enhance social interaction in civic centres which promotes the knowledge of the culture and humanity of each other. They understand better as individuals get to know each other that we are all human, with fundamentally the same hopes and fears. The facilities that will be provided will also provide a forum for the exchange of ideas. The more individuals communicate, the more they participate together in pleasant or substantive operations.

1.7 Scope of the Study

This study concentrates on enhancing social interaction in a civic centre using architectural design strategies and factors, the strategies will be employed base on the activities and users involved in the design of civic centre.

This project reviewed different design strategies, factors and it applications, which will provide maximum social participation and interaction of the users. It is a fact that everyone, regardless of his or her abilities requires a sense of place where maximum security, comfort and accessibility are important. Several data will also be gathered from relevant research works in the area of design strategies that enhances social interaction in the design of a civic centre.

1.8 Study Area

The study area for the research work is in Minna the capital of Niger state, which is located in the North Central Geo – Political region of Nigeria. Niger State is on latitude

80º to 11º30' to 07º40' east as shown in Figure 1.1. Notably, Niger State has the Federal

Capital Territory towards its east and a boarder with the Republic of Benin towards the

west direction as shown in Figure 1.2. Niger state covers a total estimated land area of

74,244km^2.

Figure 1.1: Location of Niger State in Nigeria
(Source: Adeleye *et al.,* 2014)
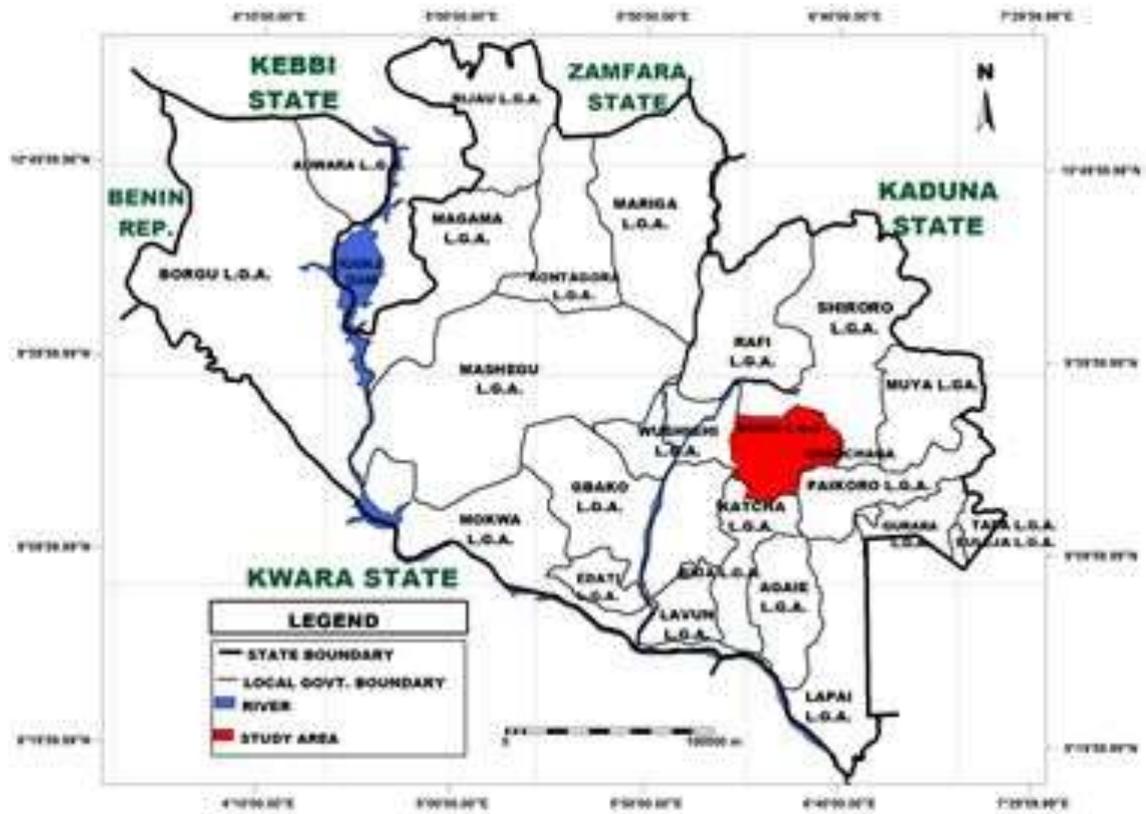
Figure 1.2: The study area

(Source: Adeleye *et al.,* 2014)

CHAPTER TWO

2.0   **LITERATURE REVIEW**

2.1   **Social Interaction**

Social interactions are the demonstrations, activities, or practices of at least two individuals commonly arranged towards one another's selves, that is, any conduct that attempts to influence or assess each other's emotional encounters or aims (Rummel, 1976). It is an exchange between at least two people and is a structure square of society. It may be considered between gatherings of two (dyads), three (sets of three) or bigger social gatherings.

According to Askdefine, (2016), the word 'Social' alludes to people living respectively in sorted out gatherings. The social idea is to expand upon shared relations that can bring to welfare to people. The word 'Interaction' conveys various meanings in different orders. In human science, it alludes to dynamic activities between at least two on-screen characters (Latour, 1996). The level of association can shift. At its base level, it can include just two entertainers with each having complementary activities. However, there can be multiple entertainers with each being associated with dynamic activity with both of the on-screen characters at different degree and with fluctuating interims. The type of activity can be through verbal or nonverbal correspondence, and it can happen continuously space or in virtual space, for example, Internet (Bailenson *et al.*, 2004). Figure 2.1 shows the rules of interaction which include occasion, situation and encounter
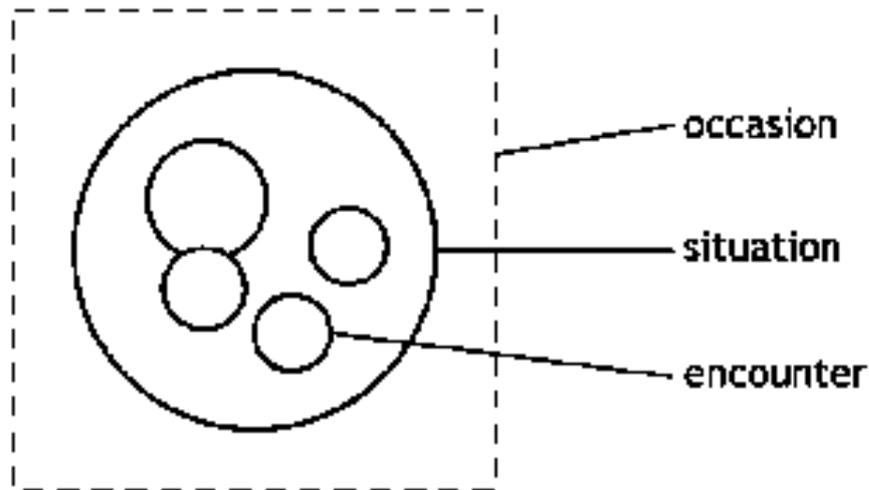
Figure 2.1: The concept of occasion, situation and encounter
(Source: Ludvigsen, 2006)

Goffman (1963) demonstrated the guidelines of interaction in public by depicting a scope of instruments and decides that oversee how social gatherings are organized and how individuals connect in these circumstances. The figure above demonstrates his fundamental ideas are introduced that reflects the plan for social interaction. The 'occasion' is the social construct that gives the motivation to gatherings. In connection to space and place hypothesis, event can be deciphered as 'place', where 'place' is the idea that offers the measurements for live involvement, cooperation, and utilized by its occupants (Hornecker, 2005), like what 'occasion' brings to the table.

'Situation' is the particular sign of the 'occasion'. It is an environment that opens up conceivable outcomes to communicate between the individuals accumulated as of now in light of the event. In connection to the space and spot hypothesis, 'situation' is like 'space' which alludes to the auxiliary and geometric characteristics of a physical domain, or a UI for a virtual situation (Harrison and Dourish, 1996). An 'encounter' includes a progressively unique arrangement of exercises which can frame, change, and vanish in motion at the circumstance. Therefore, if a 'situation' is the social 'space' that gives the chance to assemble, an 'encounter' is the real interaction that happens.

However, Goffman (1963) contends that being available in a 'space' for an 'occasion' already opens up opportunity for dynamic exercises. Despite the fact that individuals don't really interact with one another, a situation can at present be viewed as in a phase of 'passive' interaction, while if they start activities that they begin encounter, for example they can be respected to be occupied with a phase of 'active' interaction. He additionally recognized two levels at each stage. Level I in stage I (Passive) is 'co-presence', where gathering take place and individuals may have their own focus, which are not the same as one another, an idea he marked as 'distributed attention'.

Level II is 'co-attention', when some event at the space can draw everybody's attention towards that however nobody really interacts with others. This has been marked as 'shared attention'. For instance, an exhibition in the open space can stand out for everyone towards that solitary point however individuals may not trouble who are next to them. A designer can make a space with spatial characteristics that can give decent involvement to individuals who can move around and appreciate without anyone else's input, in this way making distributed attention. A designer can likewise make a focus point, where something fascinating can draw attention from the individuals, and thus make shared attention. In any case, it isn't that clear in the following two levels at stage II.

Tang and Tareef (2012) further explained that in level III, individuals in little gatherings begin discourse with one another by sharing an article and affecting each other's involvement. Here the term 'dialogue' refers to a two-way communication, which was absent in any of the levels in stage I. For instance, stimulus, such as a touch sensitive walkway can create surprise, beguilement or excitement among those individuals who at that specific minute are sharing that walkway. Immediately they can share their

emotions to one another, in this manner making an exchange. While they move away from that walkway, they may not collaborate anything else for the remainder of the time they spent in that space. Similarly as was in level II of stage I, level IV in stage II urges individuals towards some objective, and requests association. Here individuals open up discourse with others due to the common objective set up by the circumstance at the space. This isn't fleeting, however may be long enough to raise associate eventually. For instance, a specific youngster's action can destroy the guardians together to respond to a similar improvement for a lot of time together. Another model is 'conceptualizing' practice in an open space, which can spread an objective situated 'collective action'. This is viewed as the last phase of dynamic association, which can have long effect among the members (Tang and Tareef, 2012). In any case, every one of these stages allude to spatial communication and henceforth offer test to designers to make a 'circumstance' where each of the four levels can occur as shown in Figure 2.2.
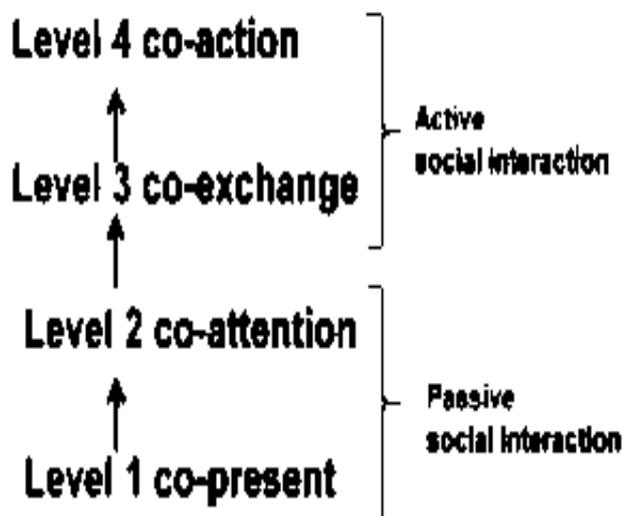
Figure 2.2: The two stages and four levels of social interaction
(Source: Nee and Khan, 2012)

2.1.1 Concept of place in architecture

A place is a specific space which is overlaid with significance by people or gathering and this has been communicated concisely as "place = space + man + nature". Figure 2.3 demonstrates the constituent of place.

man + nature + space
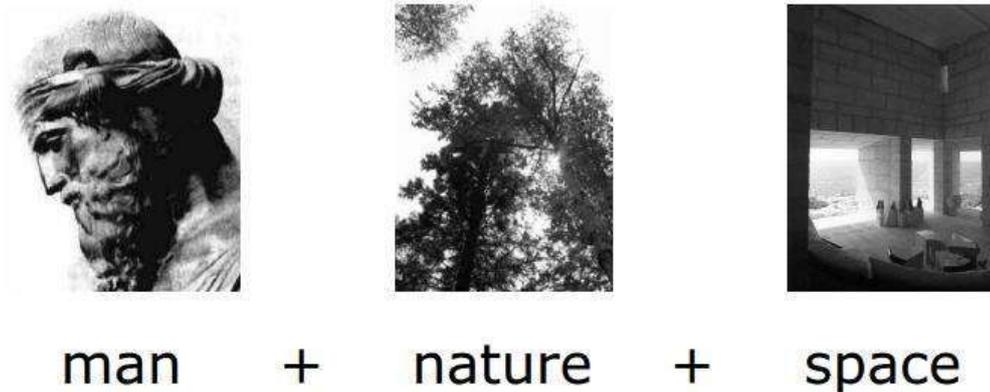
Figure 2.3: Constituent of place
(Source: Stechyshyn, 2005)

Sense of place in architecture is about setting just as the personality or one of a kind qualities of a structure or space that make importance for a occupant. A sense of place can be determined by fusing vernacular design components, neighborhood materials and craftsmanship and associating with the regular and social assets of a community. Sense of place has additionally been characterized as individuals' observations and encounters of a domain.

Creating a sense of place includes seeing how individuals create place connection and feel some portion of their physical and social environment (New Jersey Green Building Manual, 2011). Furthermore, Relph (1976) says "Place is a type of familiarity with space observation," and further considers it a result of the lived-world experience. The association between our requirement for a sense of place and character and the structure of the built environment expects configuration to be seen as a creative procedure.

2.1.1.1 Features of sense of place in architecture

Canter (1997) sets that physical environments are huge because of interaction of three area: physical locale, action performed in the district, and implications doled out to that association of place with action, together are constituents of place. Relph (1976) added that there are three settings that must be viewed as when structuring to accomplish an interesting sense of place: physical attributes of the environment (climate and land), exercises managed by the place; that is the social connections related with the place and community; the impact and implications including recollections and relationship, just as undertones and significations (history, culture, individuals).

According to Gehl (2011), the features of sense of place in architecture are divided in to three; meaning, activities and form as shown in Figure 2.4.
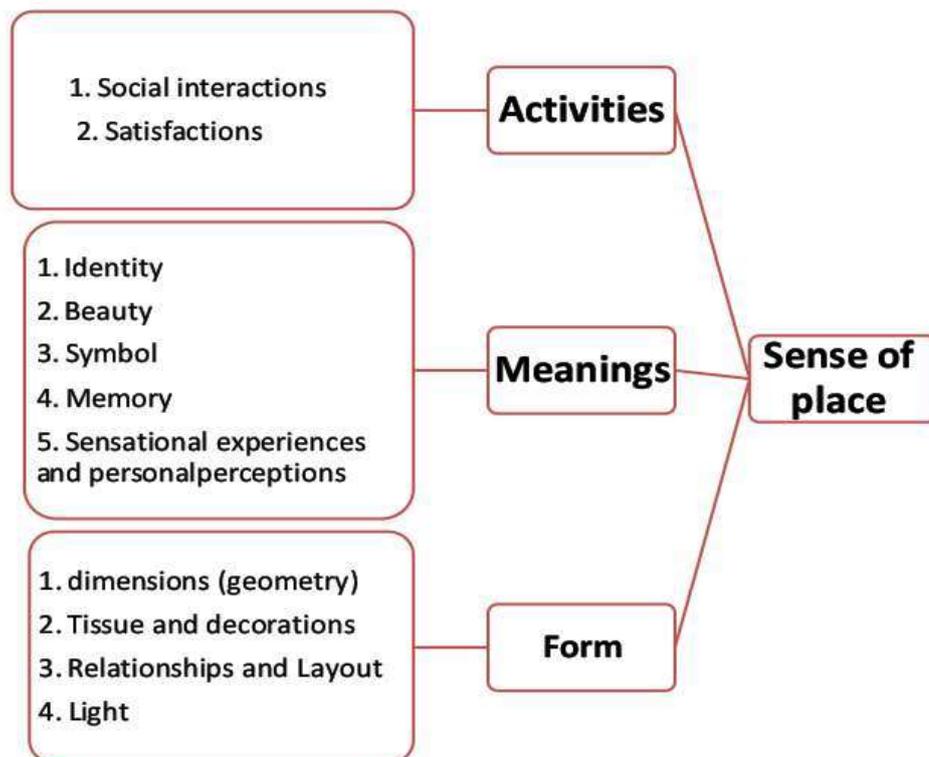
Figure 2.4: Representation of the factors shaping sense of place in architecture (Source: Gehl, 2011)

i.   Activity

Activity is one of the significant parts of place related with individuals' works, actions or recreation; therefore, exercises interface human to places. Sense of place connects the individual to nature so his recognition and feelings get incorporated to the semantic field of the environment (Relph, 1976). He accepts that sense of place of every condition relies upon the people's relationship to that condition, the connection among people and places are intuitive which means individuals give constructive or antagonistic things to nature at that point take them.

The primary test is to make sense of what sort of activities are reasonable to produce more elevated amount of interaction in public space. Gehl (2011) states that activities can be separated into three classifications:

a. Necessary activities

b. Optional activities

c. Social activities.

Necessary activities incorporate those that are progressively obligatory. These exercises happens each day or in routine intervals. For instance, studying or going to class, having breakfast, arrangements to rest and so on.

Optional activities are those which one wishes to do if time and space permits. For instance, taking pictures while strolling, doing some exercise and moving around. Depending upon the 'event', and if 'situation' permits, optional activities can occur in open space, yet because of the unforced pattern of the activities, it is bound to make just passive interaction (co-presence and co-attention).

Social activities are things individuals like to do within the sight of others. These are frequently named as 'resultant' activities as the pattern of these exercises are created by the environment (Gehl, 2011). Social activities will undoubtedly happen in public space and are probably going to create 'encounter', and along these lines make co-exchange and co-activity. For instance, eating out and partake in a presentation and performance.

ii.   Meaning

Mankind has always delved into the meaning of existence as witnessed through the philosophers and theorists that have influenced the laws, sciences, politics and religions that make up our world today. Mankind is the only known animal that defines itself through the meaning has been depicted as a part of self-identity that upgrades confidence, expands sentiments of having a place with a network and is a powerful factor in deciding ecological qualities and strategies (Relph, 1976). Additionally the quality of place identity depends on the passionate speculation made by people towards a particular place and their related length of inclusion with the place (Stechyshyn, 2005).

iii.   Form

Postmodernists wrote passionately about form in architecture as communicator, and as a medium to reflect human experience. Gehry's belief has long been that architecture is art, in his intelligent and controlled use of sculptural geometric forms and materials that offer original works of architecture. Gehry claims his buildings exhibit a sense of discovery and delight to its users, creating an adventurous and sculptural form that resolves the synthesis of form and function in an architecture that is creative art (Stechyshyn, 2005).

2.1.2 Factors that influence the user's perception

Understanding of activities, meaning and form in open space may not be sufficient for architects to structure an interactive space, as social investigations demonstrate that similar highlights of sense of place should be possible differently if individuals do it separately and on the off chance that they do in gatherings (Kocher and Sutter, 2002). Since in an open space individuals are probably going to carry on in gatherings, a concise comprehension of factors that will influence the view of the users might also be useful at this stage.

2.1.2.1 Physical factors of sense of place

The physical factors that influences observation and sense of place, incorporates size, area, and level of enclosure, contrast, scale, extent, human scale, space, surface, shading, smell, sound, and visual diversity. He additionally thinks highlights such as character, history, creative mind and dream, riddle, euphoria, surprise, security, vitality, and enthusiasm cause escalated memory association with the spot (Steele, 1981). The physical properties of a place such as recorded destinations, shopping malls, gardens, parks and lakes improve a sense of place. The qualities of the physical condition impact sense of place through representative spot meaning consequently, just milestones that occupants relate to add to sense of place, as these are important to the inhabitants and help shape their impression of their locale. However, communities that are intended to be outwardly particular and assorted give an additionally satisfying visual experience, which expands a feeling of spot (Brocato, 2006). By and large, the tasteful intrigue of the road scene and brilliant lodging in a zone adds to the visual just as social intrigue of the community. Occupants' dread of wrongdoing in their locale can influence the degree of feeling of spot experienced. Fear of crime confines inhabitants to their homes, diminishing their association in network occasions and activities and their utilization

of open offices thus, occupants become less joined to their locale and may encounter a lower sense of place (Brocato, 2006).

2.1.2.2 Social factors of sense of place

Community involvement gives chances to individuals to mingle and frame bonds, which thusly expands a sense of place. Sense of place is improved on the grounds that occupants see the community as having a social environment, which results in them being bound to take part in community activities, it has likewise been discovered that inhabitants with children are bound to take an interest in the community and structure social ties, as they have more grounded associations with their locale through their kids (Relph, 1976).

2.1.2.3 Structural factors of sense of place

Research has distinguished that length of living arrangement upgrades the improvement of a sense of place; longer-term occupants experience more sense of place than more up to date inhabitants do as they have dwelled longer in the network and accordingly, have created noteworthy associations with different occupants (Brocato, 2006). Furthermore, they are progressively comfortable and close with the community, feel more at home, secure and that they have a place. Studies have demonstrated that age is an indicator of a sense of place, as individuals age, their connection to a spot fortifies as they will in general think about spot as far as geological place or the prompt home setting, expanding their feeling of spot. Also, the training level of a network test and its effect on feeling of spot has once in a while been inspected.

2.1.3 Strategies of sense of place

Creating a sense of place includes seeing how individuals create place connection and feel some portion of their physical and social environment (New Jersey Green Building Manual, 2011) and the strategies include.

2.1.3.1 Integration of culture and historical value

This strategy discusses living and talking places, in which habitation supports transaction between occupant and structure that prompts a specific sort of relationship, structures that inspire thoughts, feelings and stories (Taylor, 2011).

2.1.3.2 Use of iconic symbolic form

Postmodernists expounded energetically on architecture as correspondence, as a medium to reflect human experience. Sense of place ought to not only be obvious with the eyes but rather perceived by all the sense (Relph, 1976). Therefore, using basic forms will increase the sense of place of a particular area.

2.1.3.3 Integration of nature

This declares that the designer should be able to integrate the nature of the environment to increase sense of the place. Sense of place is characterized as individuals' recognitions and encounters of an environment (Carter, *et al.,* 2010).

2.1.3.4 Integration of spaces of cultural importance

The quality in a building that enables us to 'discover our foundations' through making associations with important history and recollected past (Flynn, 2002).

2.1.4 Qualities of a good place for social interaction

It is important that any new development helps to create a good sense of place and is designed to enhance a strong sense of community and wellbeing. The Scottish government planning provides the following six qualities of a good place for social interaction.

2.1.4.1 Distinctive places

This is creating a sense of identity where unique landscapes, natural features, buildings, streets, spaces and skylines inspire patterns of new building.

2.1.4.2 Safe and pleasant places

Places where avenues are livelier and feel more secure in light of the fact that a structure has windows, entryways or dynamic uses on to the road, instead of displaying a blank façade. Additionally, places where trails and open spaces feel more secure in light of the fact that structures ignore them.

2.1.4.3 Spaces that enhances easy movement

The following are the form of spaces that is easy to move around with which increases the quality of social interaction within an area;

  i.   Places that guarantee that the thickness of advancement is most noteworthy where access to public transport is ideal.

  ii. Places that site bus stops all the more advantageously and make them more secure and better lit.

  iii. Places where streets and walkways are better associated into very much utilized courses, with the goal that the nearness of more individuals makes them feel more secure.

iv.   Places with open spaces that are better connected into a course that is all around utilized by individuals by walking.

v.   Places that empower cycling.

vi.   Places that people on foot go to and from which are associated by more direct routes.

2.1.4.4 Welcoming places for interaction

The following are the form of spaces that are welcoming which increases the quality of social interaction within an area;

i.   Places where new landmarks make or improve perspectives and help individuals discover their way around.

ii.   Places where views are opened up.

iii.   Marking places that go about as entryways to specific territories.

iv.   Places where better lighting improves wellbeing, enables individuals to discover their way around, features landmarks, flaunts appealing buildings.

v.   Places that create distinctive works of art and craft.

vi.   Places where better signage is utilized.

2.1.4.5 Adaptable places for interaction

Places that guarantee that new advancement, or different upgrades, bolster a blend of perfect uses and residencies, making the place one where individuals live, work and play, as opposed to having a solitary use. Additionally, places where buildings and regions are versatile to an assortment of future uses, by guaranteeing that they are not firmly intended to a specific use.

2.1.4.6 Energy efficiency places for interaction

To optimize energy efficiency in a building one needs to use building materials that are accessible from nearby or potentially feasible sources. Likewise, using regular highlights that are essential to ration and emphasize. Places where new and existing structures limit their utilization of vitality through the manner in which they face the sun, how they are protected from the breeze by the incline of the land, trees and different structures, and how they are developed.

2.2   Origin of Civic Centre

Civic centre is a central land region within a community, containing at least one overwhelming public structures. The term civic centre has likewise been as of late used to allude to a whole focal business area inside a community (Robert, 2009). This research sees the appearance and importance of a civic centre with some unobtrusive notes about separation nations and old development in which city focuses advanced. The mental capacity of civic centre is as valid for the present and future as it has been for the past. Though the necessities and demands of the past may have been less and less perplexing, however they were as fundamental for the assurance of the states of the centre now. This analysis of the instance of the past is anything but a negligible verifiable dialog, yet to animate a few considerations for urban civic centre of today. While specialized capacity and financial conditions have changed since the modern insurgency, this ought not deflect use of exercises from the past to conditions and needs of the present. This methodology is useful so as to characterize precisely what a civic centre is and what it isn't, and how moderately late ever, social conditions and aesthetics came to shape this particular spatial structure inside the urban community.

2.2.1 Primitive concept of civic centres

In primitive settlements, these spaces mostly developed around the residence of the divine kingship. This provided focal points for the community and often were used for informal as well as formal gatherings and most cases they developed into community commercial centres. (Zucker, 1959). It was only after 500BC that genuine civic centres developed in Greece. City planning as a cognizant, group and coordinated activity beyond the simple development of individual houses, existed as of now in India and Egypt in the third thousand millennium BC, but never the motivation to shape a void inside the town into a three-dimensional zone called 'civic centre'. This might be clarified sociologically just inside a development where the unknown person had turned into a 'Citizen', where vote based system had unfurled somewhat, could the gathering place becomes significant enough to take on a particular shape. This sociological improvement was parallel by an aesthetic phenomenon, just when a full awareness of space advanced.

2.2.1.1 Greek concept of civic centre (Greek Agora)

The Agora was the core of antiquated Athens, the focal point of political, business, administrative and social action, the religious and social focus, and the seat of equity. The site was involved without intrusion in all times of the city's history. Early in the sixth century, in the time of Solon, the Agora turned into a public area. After a progression of fixes and rebuilding, it arrived at its last rectangular structure in the second century. Broad structure activity happened after the genuine harm made by the Persians in 480 B.C., by the Romans in 89 B.C. also, by the Herulae in 267 AD. Plate I shows the image of Athens Agora site.

Plate I: Athens Agora
(Source: Constantine and Charilaos, 2016)

Usually, the Agora as the point of convergence of the town was situated at the centre, if land conditions permitted it. However, in certain towns of the early period, the Agora has been found close to the gate. In the first place, as depicted by Homer, the Agora was basically the spot for political social occasions and authoritative gatherings. It changed progressively into a middle for promoting and in the long run turned out to be exclusively business, though the political capacity of the Agora was taken over by agent gatherings in the holy territory of the acropolis (city). What was left of legislative, authoritative and legal exercises regarding the Agora were taken care of in shut uncommon structures. Source and steady change in capacity of the marketplace don't get the job done to clarify the difference in it shape. From the part of the arrangement century down to the start of the fifth century BC, the format of the Agora was as sporadic as that of the entire town and was mostly characterized by geological conditions (Constantine and Charilaos, 2016).

2.2.1.2 Roman concept of civic centre (Roman forum)

The Roman Forum was at one time the focal point of antiquated Rome, where the Romans used to meet, work together, governmental issues and shop. In 46 BC, Julius Caesar assembled another gathering in light of the fact that the former one was getting little for the developing populace of the city. Today current Rome is 25 feet higher than the city was the point at which the Forum was manufactured as a result of the trash that has gathered throughout the years. Plate II shows the image of the old Roman forum civic centre.

Plate II: The Roman Forum
(Source: Constantine and Charilaos, 2016)

The Roman Forum today is a zone of remnants of sanctuaries, curves and basilicas yet there is a ton to be seen. The vital gathering in Rome, the Forum Romanum Magnum (Great Roman Forum), was of this sort, or more the corridors that encompassed it were displays for observers. As urban areas developed, notwithstanding, it wound up important to build up a different discussion (gathering civile) for legitimate and managerial issues, just as trade gatherings (fora venalia), each gave to the closeout of a significant ware. Among the trade gatherings were the creature, vegetable, fish, grain, and wine markets. The shops were arranged around the square of the commercial gathering and regularly on lanes prompting it. In addition to the open discussions, a

few urban areas likewise had secured markets. The term gathering step by step ended up synonymous with market and was utilized as a distinct designation in the names of many market towns, for example, Forum Appii and Forum Julii (Mellor, 2009).

The Forums in the ancient Roman cities which corresponded to the Agoras of the Greek cities, were central spaces used for social, commercial, recreational and political purpose. The surrounding buildings of the forum usually reflected not only religious, law and commerce, but also the busy cooperate life of the city. Contrary to the Greek, the general design of Roman towns and the type of their civic centre were indistinguishably coordinated, a relationship to the concentrated arrangement of the state and the idea of exacting request which invaded Roman business lifes. The Roman forum was far less interspersed with status, alters, and temples than the Greek Agora had been. A forum's floor plan was rectangular in theory, but was sometimes adjusted to local circumstances, depending on the significance of current structures in each example.

2.2.1.3 Medieval concept of civic centres

A part of the Late Ancient urban communities and cities in Italy, France and central Germany are suffering from the collapse of the Western Roman Empire and the period of migration. In the Early Middle Ages those urban communities filled in as regulatory centres, seats of imperial or mainstream specialists, or ministerial offices but in the long run developed into exchange centres. Most of medieval urban areas and towns were established somewhere in the range of eleventh and fourteenth hundreds of years frequently for guarded purposes. Medieval urban communities and towns were frequently established close palaces or houses of primitive rulers and close religious communities just as on other appealing areas like close to the forested areas (for kindling), shores of

waterways and oceans, and close to the vestiges of Antique urban areas where could have been discovered structure material.

Apart from the market place, building of public, administrative and religious institutions also needed a certain amount adjacent public space. These public spaces later developed into crowded focal points of social and commercial activities which made urban spaces a luxury. There was a high demand of urban land to provide adequate spaces for numerous businesses and also to house the large population generated by urbanization. Civic arena in medieval towns, both streets and public grounds virtually ended up as commercial spaces (Hinkle and Brown, 1990).

2.2.1.4 Renaissance concept of civic centres

The word "renaissance" means renaissance and describes the revived interest in ancient Greece and Rome's scholarship, philosophy, and arts that evolved at this moment, more widely, it also depicted a fresh liberty of thought and speech, a more rational and scientific view of life, and the development of trade and travel in European life. As merchants, bankers, and traders ' fortunes improved, they had more than sufficient food, clothing, and shelter to satisfy their fundamental needs. They started to want bigger and luxurious homes and public space, sumptuous clothes to show off their riches in public, and exotic delicacies to eat.

During the Middle Ages, the need to enclose the towns within protective walls required construction in a compact region that left little room for public gardens and social arenas, as the Renaissance era started, European urban planning was characterized by broad avenues, lengthy approaches and monumental characteristics, as well as public squares and walks, often decorated with statues (Mellor, 2009) as shown in Plate III.

Plate III: Madrid plaza, Mayor, Spain
(Source: Microsoft Encarta, 2009)

The Renaissance civic centres are an element of civic design of excellence. It is remarkably characterized by:

i.   Symmetry about one or more axis

ii. Space usually surrounding by important public building and unified by means of repetition of basic elevation design and articulation of details usually in co-junction with unbroken row of colonnades

iii. Use of limited vistas achieved by selective placement of imposing status, obelisks and monumental buildings

iv. Enriched with fountains, sculpture and a variety of architectural landscape elements, trees and flowers.

2.2.2   Concept of civic centre in ancient towns of Nigeria

2.2.2.1 Yoruba civic settings

The major factors governing the plan of typical Yoruba town are:

i.   Administration

ii. Trading

iii.   Defence function of the town

The Oba palace was the most dominant feature of the Yoruba towns. It was centrally placed. The Oba was the head of the town administration and the symbol of urban status. The palace ground was the first organized civic spaces in Yoruba towns. The palace apart from housing the oba, also provides extensive open space for recreation, religious and social gathering, and usually enclosed by a very high wall. Opposite the palace was the most important market ground or within its own spaces was the fetish temple or shrine or the central mosque of the town (in some cases both are present. From the city centre, road radiates to other parts of the town forming the residential areas and links to neighbouring towns. Figure 2.5 shows the plan of Oyo Ile traditional civic settings.
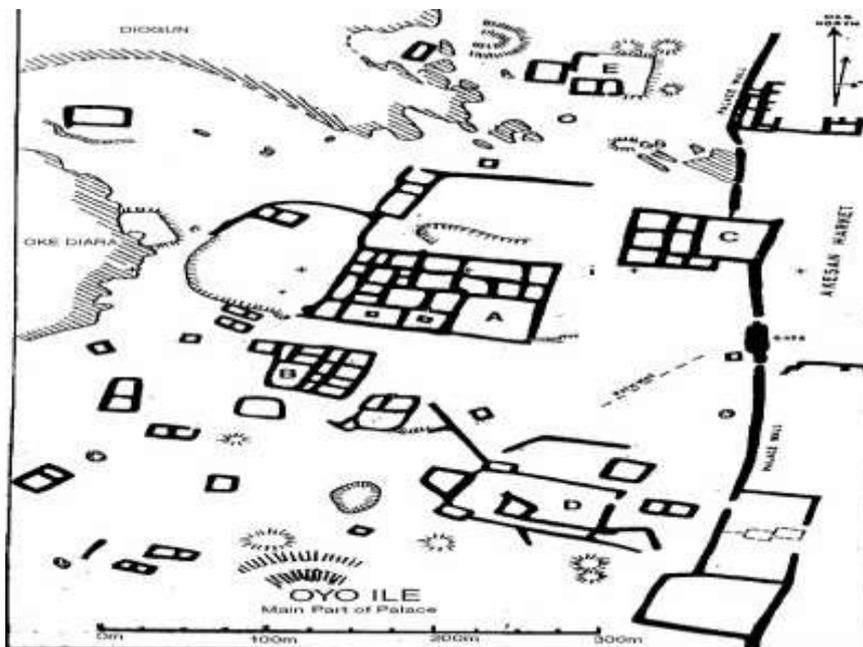
Figure 2.5: Plan of Oyo Ile Palace
(Source: Lakal, 2011)

2.2.2.2 Hausa civic settings

The typical characteristics of the structure of most house town are as follows:

 i.   Presence of a fortified city wall.

 ii.   The city centre which include the Palace.

 iii. The different clans based on social stratification in terms of occupation

The civic centre was the principal civic and community gathering space. It was seat for administration, social and economic activities for the surrounding rural area. The Emirs palaces were usually centrally placed within the city centre with central mosques and central market close by. Figure 2.6 shows the views indicating fortified city wall and the cultural symbols.

Figure 2.6: Views showing fortified city walls and cultural symbols
(Source: Aliyu, 2015)

2.2.2.3 Igbo civic settings (Ilo)

The format structure of Igbo town as investigated by researchers, for example, Ottenberg (1968), and Nsude (1987), portray Igbo towns as stretching out from a circular centre. In spite of the fact that, design of Igbo town centre varies in different parts of Igboland, nonetheless, basic topics and components empower significant investigations on Igbo civic centre generally (Onochie, 2008). Every town has an open central space known as an Ilo. The Ilo talks about the network and not of the person,

since it is an agreeable image. Being an agreeable image, it should likewise represents the community completely. Both emblematically and spatially, the Ilo can be believed to play out a luminal job. It is therefore no surprise to find that it is the site of most aggregate hallowed places, and on different days the site of the market, town excitement and gatherings. There is additionally another representative component of this village centres. The linage obi (linage civic centre) are much of the time found on the border of the Ilo, (Cole and Aniakor, 1984). Most piece of Ilo are sacrosanct territory alluded to as Ihu Agbara (the substance of god). The Ilo is along these lines seen as the spatial architectural heart of a community. Figure 2.7 shows the schematic layout of an Igbo village with the Ilo (open space at the centre of the town.
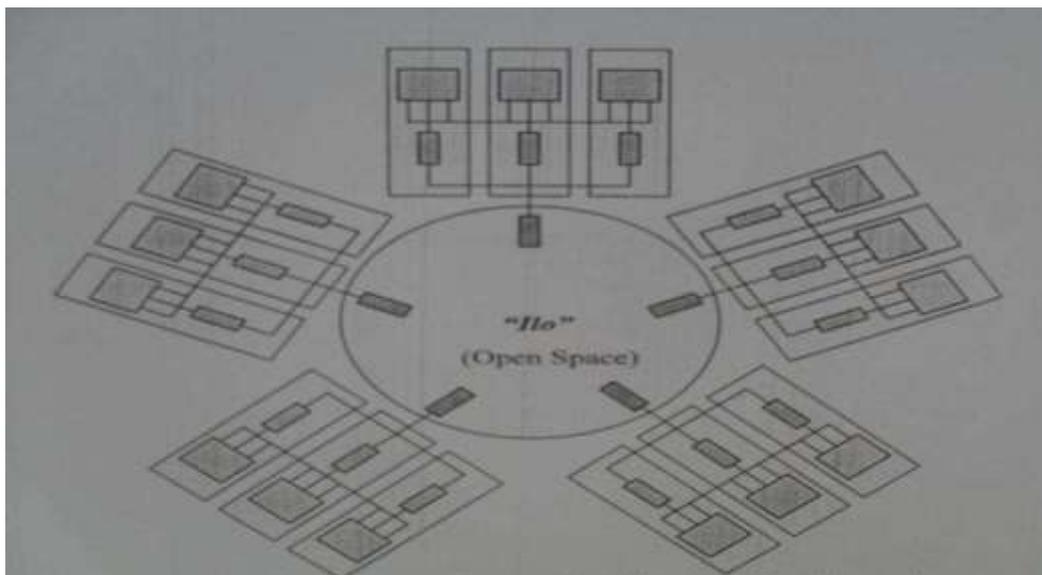
Figure 2.7: Schematic layout of an Igbo village with the 'Ilo' at the Centre (Source: Osaka, 2008)

In this room are all the Ikoro or war drum, the linage obi meeting house and significant temples of the village. No architectural components, however, described the ' Ilo ' periphery or edge. They are often adorned with the best details of architecture. An Ilo's typical scheme is circular, but most are often marked as ideal geometric circles. (Onochie, 2008). It is most probable that the form of an Ilo was the result of Igbo villages ' concentrated planning. In turn, the concentrated plans are likely to be reflected in the Igbo gnosis by the significance of the 'centre'.

2.2.3 Modern town civic centres

Whereas the concept of civic centres is not new, the complexity of contemporary urban environment requires that they be larger and grander than they have in the past. This makes the present interpretation placed on them to change and their needs keep growing. With this manifestation, these spaces have generally metamorphosed into monumental public areas, hubs of social intercourse and public spirit, with their prior uses yielding to a host of new functions such as cultural facilities, tourist venues, recreational centre, and educational centre. Their symbolic functions now are becoming more essential to the degree that their visual significance often meets or exceeds their practical use. To highlight these new uses, civic centres are being created as symbols and icons to attract interest and serve as rallying points in uniting and defining civic image.

Moreover, major civic centres in the world become civic symbols not only because of their beauty of design, but also because of the colourful and important civic events that takes place in them. This symbolic expressiveness of civic centre is not only important in attracting people's interest to participate in individual and civic activities. It is largely within these urban centres that the city dwellers find for themselves some

variety of experience, which makes life in a city great and stimulating. It is the urban space which gives a character and quality to city life, establishes its tempo and pattern. Urban spaces occupy a position of central importance within the city network and can provide for the much-needed contact with the elements of natural environment. The function of the civic centre has been fragmented into administration, recreational, social, and educational or combination of two or more functions.

2.3   Civic Centre Design

Steiner (2006) described Civic Design as an attitude to how we use, plan, design physically, and promote our communities and the public sphere in a manner that benefits citizenship, town, and citizenship. It implies the first place for individuals. It's an attitude, a process, a way of working, and a way of thinking. Civic design asks what's best for our citizens and their citizenship, what's going to encourage individuals to spend time enjoying them in the public sphere, interacting as a group, building connections between themselves and the community. What is best for the collective good and the choices that we have, what favours people most, citizenship, community well-being, feeling of location and belonging, and society that will result in a dynamic, lively, joyful, wealthy government sphere (Steiner, 2006).

Zucker (1959) clarified that civic design, which is so strongly a component of allied arts and an essential part of architecture, has a tremendous authority, the ability to move us profoundly even to evoke the greatest types of social co-operation through its appeal to individuals and organizations and to project an picture of our most cherished domestic traditions.

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Turnard (1970) also gave the following criteria on civic design;

i. The unpredictable uniting of structures of various character in a place calls for solid knowledge in aesthetics.

ii. Learn not to make space designs from space-stream charts for individuals to follow in their everyday lives, but to make space in which individuals can shape their very own pattern. A mystery known officially to civic designers of the Renaissance. We ought to be at freedom to direct and channel the eye, however not to control human activity.

iii. Remember that all other innovative professions are available too such as painting, design.

iv. Civic configuration must be incorporated appropriately with all urban communities arranging movement, where they should work as guards and promoters of everything to do with vision.

v. People must be shown a visual way to deal with their environment.

Civic design has objectives of producing a sense of place that serves and symbolizes institutional qualities and purposes. Suitable tasteful articulations can be made through architectural forms and shapes, materials and hues, that commends their time, disposition and innovation (Lidsky, 2002). Civic design is tied in with grasping an all-encompassing way to deal with work by place making and community building. Civic design isn't only the demonstration of structure or repairing a space; it is a procedure that encourages the formation of essential open goals—the sort of place where individuals feel a solid stake in their communities and responsibility to improving things. It benefits from a nearby community resource, motivation and potential, making great public spaces that advance individuals' wellbeing, bliss, and financial prosperity. Thomas (1935) in his framework of town and city arranging felt that this

term ought to be connected to the specialty of place making to recognize it from the demonstration or hardware of making arrangements. 'To be a workmanship', he proposed in his presentation, community configuration must be inventive structure, coordinated by insight and connected to the structures and masses of structures and the spaces about them. It must perceive the fundamental solidarity among structures and among design and building components in structure. Abercombie (1986) says that it is a blend of architecture, arranging standards and scene structure and a strategy for organizing all the innovative expressions which must be given urban articulation to accomplish a combination of art and life.

2.3.1   Principles of civic design

These principles are designed to inform civic centre design to guarantee attractiveness, durability, and functionality fulfil community objectives. Each project will have to be reviewed separately, and some principles can be emphasized over others for each project (Public Facilities Review Committee, 2008).

2.3.1.1 Civic values

i.   Respect the context of the neighbourhood and significant historical buildings.

ii.   To develop courageous architecture, take advantage of prominent locations and significant civic programs. Emphasize energy conservation and environmental sustainability management through architectural design, materials, and techniques of building.

iii.   Use universal design to guarantee accessibility to all people is accessible and welcoming.

iv.   Explore adaptive reuse of current important structures and construction components and consider potential future reuse of new buildings.

v.   Optimize the open room for public relaxation and recreation and minimize the footprint of buildings and parking spaces, highways on site and service drives.

vi.   Support joint development and use of school and county equipment if both activities are in the best interest.

2.3.1.2 Sitting and orientation

i.   Orient the main entrance of the construction to the suitable neighbouring road or public space so that it is natural and intuitive to move and enter the houses.

ii.   Emphasize the positioning, entry, and architecture of buildings by pedestrians, bicycles, and mass transit through cars.

iii.   Ensure the functional and spatially consistent construction and site facilitates the flow of individuals to, from and within the site.

iv.   With a pedestrian emphasis, create favourable outdoor spaces.

2.3.1.3 Building form

i.   Develop adequately scaled massing strategies for the site and neighbourhood.

ii.   Use massing to accentuate the building's pedestrian, human scale, breaking into smaller sub-parts that react to site and program. Develop a feeling of hierarchy in massing, highlighting and leading to the building's significant tasks and spaces, including the entrance.

CHAPTER THREE

3.0   **RESEARCH METHODOLOGY**

3.1   Method of Data Collection

In carrying out the study, the descriptive and quantitative method of studies was used. Data were collected from the field through observation schedules and questionnaires to determine the design characteristics that can be incorporated into the design of the civic centre for social interaction. Observation schedules and questionnaires were used to obtain data from the field. Using a qualitative methodology, seven (7) significant civic centres have been purposely chosen as samples and case studies that typify certain features of the research areas of civic centres to look for observed and illuminating trends in the layout of the civic centres as shown in Table 3.1. The quantitative methodology consisted of fifty (50) questionnaires administered in each sample region providing a total of three hundred and fifty (350) questionnaires administered in the study region to randomly chosen users.

Table 3.1: Selected Civic Centre and their location

S/N	Name of Civic Centre	Location
1	Legbo Kutigi Intl. Conference	Opp, Govt House, Minna
2	Abdulsalam Youth Centre	City Gate, Minna
3	U. K. Bello Arts Theatre	Chanchaga, Minna
4	The Civic Centre	Victoria Island, Lagos
5	Shehu Musa Yar'Adua Centre	CBD, Abuja
6	Ibadan Civic Centre	Ibadan
7	City Hall	Lagos Island, Lagos

(Source: Author's fieldwork, 2019)

3.2   Method of Data Analysis and Presentation

For illustration purposes, table, pie chart and images were used to clarify the information. Data were collected by questionnaire and observation schedule from the field survey. Analysis was carried out using descriptive and inferential statistics to provide social participation and interaction in civic centres on the present design components. The

questions were made up of a set of structured closed-ended questions and choices were selected from the given options. Required data were collected at specific periods on the sampled civic centres to facilitate meeting the respondents when an event is taking place.

3.3 Data Type and Sources

The sort of data source, link information and the type of credentials to use are included in a data source. Primary and secondary data are the main sources of information collection used in this study.

3.3.1 Primary data

The technique used in the primary source includes questionnaire, observation schedule, and appropriate characteristics were also taken from photos. The questionnaire played a key role in getting the user perception on current design elements in relation to providing social participation and interaction in the civic centre visited. Observation schedule also provides very nice insights into what's available in each of the visited civic centres. The description of the data is shown in table 3.2. The Observation was done physically during the fieldwork for the data required to be achieved.

Table 3.2: Primary data categories and source

Data	Categories	Source
Availability of sitting areas	Quantitative	Questionnaire
Movement within lobbies	Quantitative	Observation
Ability to perform different activities	Quantitative	Questionnaire
Closeness to public transport	Quantitative	Observation
Seating's within the lobbies	Quantitative	Questionnaire
Multiple entry into the civic centre	Quantitative	Observation

(Source: Author's fieldwork, 2019)

3.3.2 Secondary Data

The secondary data were collected from publications namely; such Journals, textbooks, magazines and unpublished information such as papers. The data obtained was used as a

background upon which the research was carried out in other to assist in similar design of the facilities

3.4   Population of Study

The population of study covered the three major civic centres presently located in Minna, Niger state. It was discovered that there are three major civic centres in Minna, hence, four other civic centres were purposefully selected outside the study area to help and enhance the study.

3.5   Summary

This chapter looks at the technique used in information collection and how information is analysed and treated. Most of the information gathered are quantitative, meaning they can be measured. The observation scheduled used allows for gathering detailed information from the fieldwork. The population of the study is all the major civic centres within study area and other selected ones from the major cities within the country.

<div align="center">**CHAPTER FOUR**</div>

4.0   **RESULTS AND DISCUSSIONS**

4.1   Data Analysis

The chapter covers the analysis of the data generated from the use of research tools in selected civic centres, represented in tables, figures and plates forms. After the outcome presentations, the discussion of the outcomes also follows on the basis of the goals mentioned in chapter one of this study.

4.2   Findings from Legbo Kutigi International Conference Centre, Minna

4.2.1   Background information

Legbo Kutigi International Conference Centre is the largest civic centre in Minna. It focuses majorly on conferences, exhibitions and events. It also has some recreational facilities, which is meant to enhance and improve social interaction within the facility. Plate IV shows the perspective image of the conference centre.

Plate IV: Legbo Kutigi international conference centre, Minna
(Source: Author's fieldwork, 2019)

4.2.2 Site plan

The site is mainly consist of hard landscape and some soft landscape. The hard landscape is meant for vehicular parking and also pedestrian access to the building while the soft landscape is basically for beautifying the surroundings. The pedestrian access is not well defined. The site plan consists of the main civic building, fitness centre and pool changing room. There are little or no sittings within the site premises for interaction. The site has low level of interactive spaces as shown in plate V below.

Plate V: Site view of Legbo Kutigi international conference centre, Minna
(Source: Author's fieldwork, 2019)

4.2.3 Building spaces and functions

The services of the centre are directed largely to events such as high profile weddings, birthday parties, concerts and conferences. The main features of the centre is the hall and the gallery of 600 capacity that is exquisitely decorated for high class events. It comes with banquet chairs and tables with a stage. Some recreational facilities such as fitness centre and swimming pool are also provided within the centre. Plate VI shows an

empty pool that is no longer functional because seating's and other interactive features were not put in place for interaction.

Plate VI: Empty pools at Legbo Kutigi international conference centre, Minna (Source: Author's fieldwork, 2019)

4.3 Findings from Abdulsalam Youth Centre, Minna, Nigeria

4.3.1 Background information

Abdulsalam Youth Centre is a great civic centre located in Minna. The centre was designed to empower youth and accommodate several activities at a time. All this activities taking place would enhance youth social interaction and participation within the community. Plate VII shows the image of Abdulsalam Youth Centre.

Plate VII: Abdulsalam Youth Centre, Minna
(Source: Author's fieldwork, 2019)

4.3.2 Site plan

The centre is well landscape because it has a very large space for different activities. The landscape of the centre is characterized with majorly with road asphalt, concrete pavement and few of green areas. The parking lots are well defined and there is distinct planning for the pedestrian. The site plan consists of the main civic building, restaurant, gazebos and sporting facilities as shown in plate VIII.

Plate VIII: Site view of Abdulsalam Youth Centre, Minna
(Source: Author's fieldwork, 2019)

4.3.3   Building space and function

The building is a commercial development and youth empowerment providing facilities for educative, recreational, social and cultural gatherings. The main building consist of Banquet Hall, Conference Rooms and Auditorium for social gatherings and events while Vocational Classroom and Offices for youth empowerment trainings. There are gazebos within the site for interaction as illustrated in plate X. Sporting facilities such as football pitch, basketball court and volleyball court were also provided for recreation. Despite all the interactive features present within the facilities, the omission of stores where people can easily buy things did not go unnoticed because the main entrance of the civic centre is used for buying and selling which make the place to be congested as shown in plate IX.

Plate IX: Different form of interaction at the main entrance of Abdulsalam Youth Centre (Source: Author's fieldwork, 2019)

Plate X: Interactions at the sit out of Abdulsalam Youth Centre (Source: Author's fieldwork, 2019)

4.4   Findings from UK Bello Arts Theatre, Minna, Nigeria

4.4.1   Background information

UK Bello Arts Theatre is a great civic centre located at Minna, Zungeru road. The centre

was designed to showcase the art and culture of the state. The centre can also be used for

conferences or events. It also has the National Institute for Cultural Orientation (NICO) state office within the centre. Plate XI shows the view of UK Bello Arts Theatre, Minna.

Plate XI: UK Bello Arts Theatre, Minna
(Source: Author's fieldwork, 2019)

4.4.2   Site plan

The centre has a very large space which is well landscaped. The landscape of the centre is characterized with majorly with road asphalt, concrete pavement and few of green areas. The parking lots are well defined and there is distinct planning for the pedestrian. The site plan consists of the main civic building, NICO, mosque and huts as shown in plate XII.

Plate XII: UK Bello Arts Theatre site view
(Source: Author's fieldwork, 2019)

4.4.3   Building spaces and functions

The services of the centre are directed largely to corporate clients in such areas as

seminars, conferences, and product launches. The main features of the centre include

the auditorium of 400 capacity that is exquisitely decorated for high-class events. The

auditorium has a large lobby for easy movement but there were no seatings around where

people can sit and interact with each other. People were found sitting on the floor and

hanging around the entrance to interact. Plate XIV shows a large lobbies without seatings

for interaction at the Uk Bello Arts Theatre, Minna.

Plate XIV: UK Bello Arts Theatre large lobbies with no seatings
(Source: Author's fieldwork, 2019)

4.5   Findings from Civic Centre, Lagos, Nigeria

4.5.1   Background information

The Civic Centre is situated on the island of Victoria, Lagos ' business highbrow nerve.

It is one of the biggest and most significant civic centres thanks to the evolving megacity

landscape, and continues to serve as a venue for many domestic and international

activities in the past, offering state-of - the-art event hosting facilities. The Civic Centre

was designed in the form of an inverted ziggurat with successive upper floor projecting

beyond the floor below. This was dictated by the limited site area. Plate XV shows the

Lagos Civic Centre.

Plate XV: Side view of the Lagos Civic Centre, Lagos
(Source: Author's fieldwork, 2019)

4.5.2   Site plan

The site is mainly consist of hard landscape due to limited site area but has the advantage of lagoon which is occupied with private yacht and also for commuters. The site is characterised with undefined site plan (the pedestrian and vehicular way are not defined). There are no seatings or dining space within the site premises that will aid interactions as shown in plate XVI.

Plate XVI - Aerial view of The Civic Centre, Lagos
(Source: Author's fieldwork, 2019)

4.5.3 Building space and function

The building is a commercial development covering an area of 2,190m² providing facilities for shopping, administrative, social and cultural gatherings.

i. Grand Banquet Hall: - The grand banquet hall was designed for large corporate functions such as conferences or for grand social functions such as banquets and cocktail receptions. The hall can accommodate 1,000 Conference or Cocktail guests or 600 guests seated at banquet tables.

ii. Panoramic view Hall: - The panoramic hall serves for administrative and social activities. It can seat 200 guests for a conference and 150 for banquets. The spectacular view from this glass walled panoramic hall is that of the yacht club below and of the Lagos lagoon

iii. Meeting Rooms: - The meeting rooms serves as a great venue to deliver highly focused Presentations, Trainings, Seminars or Meetings. The meeting rooms are ideal for mid-size audiences of up to 500 people.

Other facilities include three conference rooms, Shopping facilities and Exclusive Yacht club which are good for social interaction and participation. Plate XVII shows the civic centre auditorium.

Plate XVII - Lagos Civic Centre auditorium
(Source: Author's Fieldwork, 2019)

4.6   Findings from Shehu Musa Yar'Adua Centre, Abuja

4.6.1   Background

Shehu Musa Yar'adua Centre is located in Abuja, Nigeria. It is a perfect venue for all types of events and trade shows. The centre is best suited for events such as Seminars, Meetings, Conferences, Networking Events and Exhibitions. The centre is located at the Central Business District where it can be easily access by everyone. In addition, it has Shoprite and Silverbird (Cinema) as its adjourning properties, which will increase the social interaction within the area. Plate XVIII shows the approach view of Shehu Musa Yar'adua centre, Abuja.

Plate XVIII – Approach view of Shehu Musa Yar'adua Centre
(Source: Author's fieldwork, 2019)

4.6.2   Site plan

The centre is well landscape because it has a very large space for different activities. The landscape of the centre is characterized with majorly with road asphalt, concrete pavement and many green areas. The parking lots are well defined and there is distinct planning for the pedestrian. There are seatings all over the site for interaction and there

is a pedestrian bridge on the site which is used for viewing the site and appreciating the environment as shown in plate XIX and XX respectively.

Plate XIX - Shehu Musa Yar'adua Centre Aerial view
(Source: Author's fieldwork, 2019)

Plate XX – Pedestrian bridge at Yar'adua Centre

4.6.3   Building spaces and functions

The services of the centre are directed largely to corporate clients in such areas as seminars, conferences, and product launches. The main features of the centre include the auditorium of 500 capacity which is on the ground floor that is exquisitely decorated for high class events. Also, there are meetings rooms on the upper floor which can be used for meetings and seminar presentations. An extensive library is also present which can be visited during events. Lastly, there is a multimedia exhibition displayed on Shehu Musa Yar'adua's life and legacy as shown in plate XXI and XXII respectively.

Plate XXI - Shehu Musa Yar'adua Centre Auditorium
(Source: Author's fieldwork, 2019)

Plate XXII – Exhibition centre within the lobby at Yar'adua Centre
(Source: Author's fieldwork, 2019)

4.7   Findings from Ibadan Civic Centre, Ibadan, Nigeria

4.7.1   Background

Ibadan Civic Centre was commissioned in 2009. It's a facility that was designed on a land size of almost two acres and located right in the heart of the city of Ibadan. The Civic Centre offers an expression in taste and Uniqueness in entertainment. The office of the State Government and the Government House is also located within the Environment of the Civic Centre. Plate XXIII shows Ibadan Civic Centre.

Plate XXIII – Entrance of Ibadan Civic Centre
(Source: Author's fieldwork, 2019)

4.7.2 Site plan

Ibadan civic centre is sited on a land size two acres. The landscape of the centre is characterized with majorly concrete pavement and few of green areas. The parking lots are not well defined and there is no distinct planning for the pedestrian. The site plan consists of the main civic building, maintenance building and gate house as shown in plate XXIV.

Plate XXIV – Site View of Ibadan Civic Centre
(Source: Author's fieldwork, 2019)

4.7.3 Building spaces and functions

The services of the centre are directed largely to corporate clients in such areas as seminars, conferences, and product launches, symposia, theatre acts and also high profile weddings, birthday parties, concerts and so on. The main features of the centre include The Agbeke Hall which is on the ground floor and consists of a 2,000- seater venue that is exquisitely decorated for high class events. It comes with banquet chairs and tables with a stage. There is also a 3- units-400-seater conference rooms on the upper floor with each of them having their own conveniences for males and females. These are ideal for smaller crowd functions like engagement parties and others. The site is left will no green areas and no interactions spaces because the whole site is full of concrete paving as shown in plate XXV.

Plate XXV – Site concrete pavement of the Ibadan Civic Centre
(Source: Author's fieldwork, 2019)

4.8 Findings from City Hall, Lagos, Nigeria

4.8.1 Background

City Hall, Lagos was commissioned in 1968 as the top seat of local government administration in Lagos and Nigeria, City Hall was restored to its present splendour by the government of the Lagos State under the Lagos State formal. It is now a major event centre and tourist attraction. It is situated in the quarters of Brazil, right in the center of the business district of Lagos. It is also close to the Holy Cross Cathedral, Lagos, King's College, St. Nicholas Hospital, Lagos. The hall is a landmark for metropolitan Lagos in history, politics and culture. Plate XXVI shows the Lagos city hall.

Plate XXVI: Side View of the City Hall, Lagos
(Source: Author's fieldwork, 2019)

Plate XXVII: Front View of the City Hall, Lagos
(Source: Author's fieldwork, 2019)

4.8.2 Site plan

The site general provision for car parking is inadequate. The front phase of the site plan was used outdoor lawn court. The site is characterized with few green areas due to limited space. In addition, the building access with tarred ramp that links it with the access road.

Plate XXVIII: Aerial View of the City Hall, Lagos
(Source: Author's fieldwork, 2019)

4.8.3 Building space and function

The complex is conceived as a single compact designed block with no external emphasis given to any of its functions. The entrance foyer is well decorated with art murals and contains two staircases that lead to the various space of the complex. The City Hall consists of a banquet hall, 5 offices space, 1 banking hall, council chamber with offices all completed with leading – edge construction finishing. The site consist of some sporting facilities such as lawn tennis and badminton court which helps in enhancing social interaction and participation as shown in plate XXVIII above.

4.9 Findings from Questionnaire Survey

The questions were made up of a set of structured closed-ended questions and choices were selected from the given options to obtain the perception of the users on the current design elements in relation to providing social participation and interaction in civic centres. Required data were collected at specific periods on the sampled civic centres to facilitate meeting the respondents when an event is taking place. Of the three hundred and fifty (350) questionnaires, three hundred and twenty-seven (327) were returned and of this number, five (5) invalid questionnaires were recorded as shown in Table 4.1 below.

Table 4.1: Breakdown of administered questionnaires

Respondent	Frequency
Valid response	322
Invalid response	05
Not returned	23

(Source: Author's fieldwork, 2019)

The data thus produced was analysed using SPSS (Statistical Package for Social Scientist) and the outcome of the study was imputed to Microsoft Excel for charts design that would be used for the discussion of results.

Out of the three hundred and twenty-two (322) valid respondents, 14.3% were less than twenty years (<20), 52.4% were between the age of twenty to forty (20-40) while the elderly between the age of sixty-one to eighty (61-80) were 9.5% implying that the respondents were vibrant. Table 4.2 shows the age of respondent in the selected civic centres.

Table 4.2: Age of respondent

	Age	Frequency	Percent	Valid Percent	Cumulative Percent
	<20	58	18.1	18.1	18.1
	20-40	139	43.2	43.2	61.3
Valid	41-60	82	25.4	25.4	86.7
	61-80	43	13.3	13.3	100.0
	Total	322	100.0	100.0	

(Source: Author's fieldwork, 2019)

One hundred and thirty-seven (137) of the respondents were males and one hundred and eighty-five (185) were female, hence majority of the respondents were females, which could imply that females go to civic centres more than male.

Table 4.3: Gender of respondent

	Gender	Frequency	Percent	Valid Percent	Cumulative Percent
	Male	137	38.1	38.1	38.1
Valid	Female	185	61.9	61.9	100.0
	Total	322	100.0	100.0	

(Source: Author's fieldwork, 2019)

The research found that the respondent spending six to eight hours in the Civic Centre was only six percent (6%), those spending over eight hours were two percent (2%), thirty - five percent (35%) spent three to five hours, fifty – seven percent (57%) spent zero to two hours. Figure 4.1 below reveals the percentage of the time spent in the civic centre by the respondents.
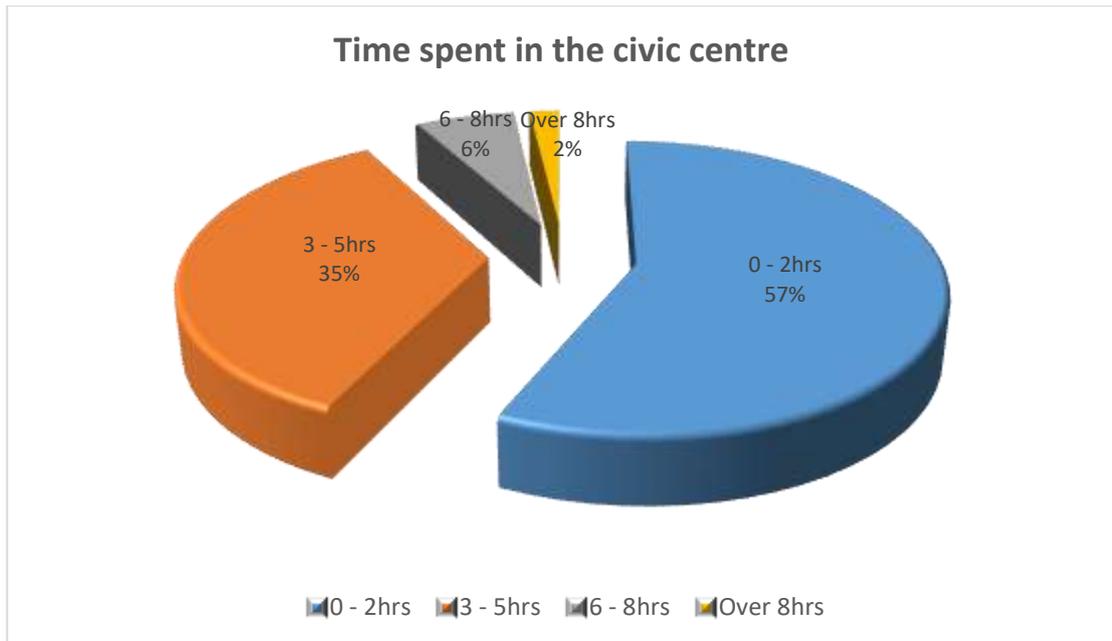
Figure 4.1: Time spent in the Civic Centre
(Source: Author's fieldwork, 2019)

The study also revealed that sixty-one percent (61%) of the respondent visit the centre 0 – 2 times per month, twenty percent (20%) visit the centre 3 – 5 times per month, those that visit 6 – 8 times per month were fifteen percent (15%) while four (4%) of the respondents visit the centre more than 9 times per month as shown below in Figure 4.2.
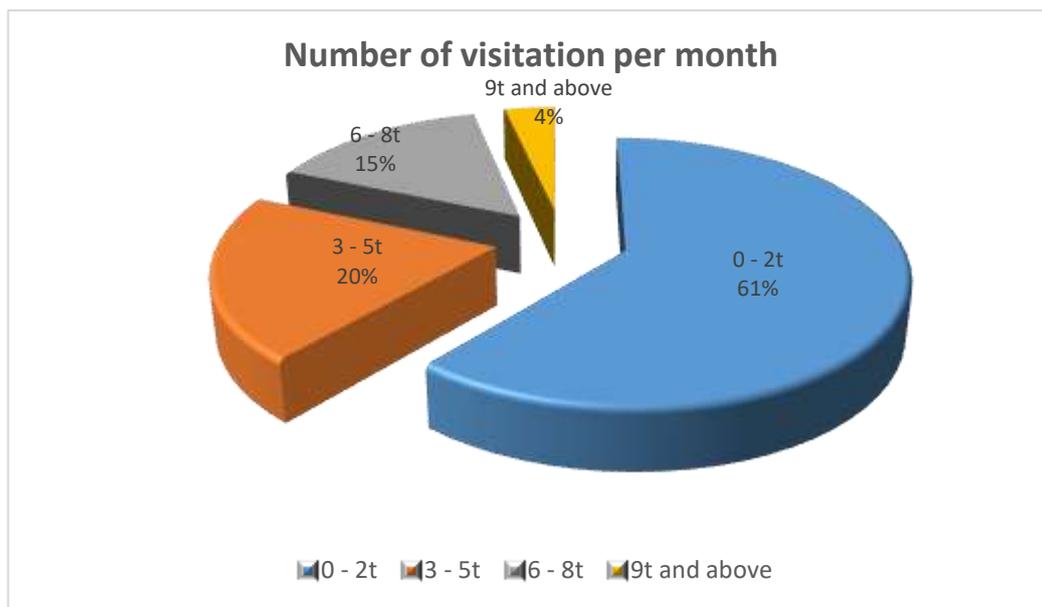

Figure 4.2: Number of visitations per month
(Source: Author's fieldwork, 2019)

Figure 4.3 shows the facilities that enhances social interaction which were provided within the selected civic centres. The study revealed that just 14% of the selected civic centre provided facilities that will enhances social interaction such as cinema, fitness centre, bar, departmental store and bar while 0% provide game arcade.
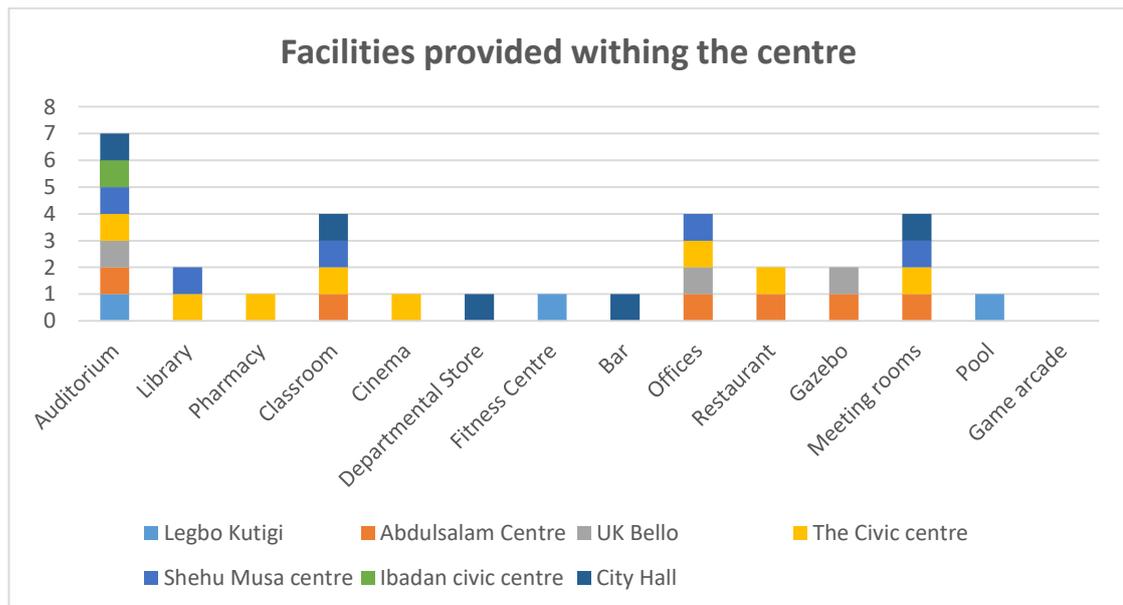

Figure 4.3: Facilities provided within the centre
(Source: Author's fieldwork, 2019)

The study further revealed the user's purpose of visitation and facilities that the users often make use of within the centre in other to deduce user's perception on social interaction design features. It shows that sixty-three percent (63%) of the users visit the centre for entertainment purpose (events and concert) while nineteen percent (19%) of the users visit the centre for educational purpose (seminars and conferences). Ten percent (10%) and eight percent (8%) are for commercial and recreation purpose respectively as shown in Figure 4.4.
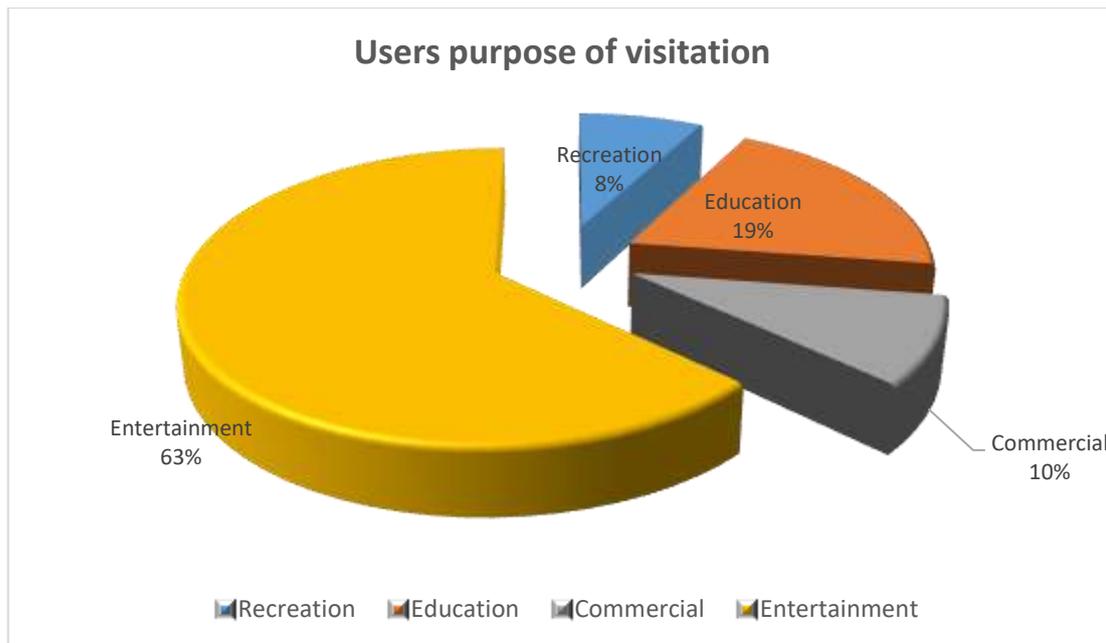
Figure 4.4: Users purpose of visitation

(Source: Author's fieldwork, 2019)

A regimented scoring of 1-4 was given to the varying options for the respondent perception on the questions that was asked. The scoring options are Highly Adequate (1), Adequate (2), Inadequate (3) and Highly inadequate (4). Table 4.4 shows that majority of the respondents are spread within the adequacy and inadequacy section of the scale of measurement.

Table 4.4: Number of respondent per opinion on adequacy of variables that affects interaction that was measured.

Measured variable	Highly Adequate (X1)	Adequate (X2)	Inadequate (X3)	Highly Inadequate (X4)	Tot
Seating's within the lobbies	4	27	93	198	322
Closeness to public transport	116	151	31	24	322
Ability to perform different activities	41	69	115	97	322

(Source: Author's fieldwork, 2019)

The number of respondents in each section is multiplied by the weighted score allocated to it, the calculation for this is shown in Table 4.5 and the total score across the rows are added up and presented as the total at the end of the table.

Table 4.5: Number of respondent On adequacy of variables that affects interaction

Measured variable	Highly Adequate (X1)	Adequate (X2)	Inadequate (X3)	Highly Inadequate (X4)	Tot
Seating's within the lobbies	4	54	279	792	1129
Closeness to public transport	116	302	93	96	607
Ability to perform different activities	41	138	345	388	912

(Source: Author's fieldwork, 2019)

The interpretation of the results obtained based on the Likert scale calculation is from the range of scale indicated as Highly Adequate (1.00 - 1.49); Adequate (1.50 - 2.49); Inadequate (2.50 - 3.49); Highly Inadequate (> 3.50). It can be observed from Table 4.6 that seating within the lobbies were highly inadequate while closeness to public transport were said to be adequate by the respondent. Ability to perform different activities within the centre was discovered to be inadequate. This shows that the available sitting areas were insufficient hence showing the inadequacy, there were little or no sittings for dining both within the site and the building. The major activities performed in the selected civic centre is event activities, hence the response signifying inadequacy of the ability to perform different activities such as recreation and commercial activities.

Table 4.6: Respondents' opinion on adequacy of variables that affects interaction

Measured variable	Sum	Mean	Interpretation
Seating's within the lobbies	1129	3.51	Highly Inadequate
Closeness to public transport	607	1.89	Adequate
Ability to perform different activities	912	2.83	Inadequate

(Source: Author's fieldwork, 2019)

4.10 Proposed Civic Centre that Integrates Design Strategies to Enhance Social Interaction

Design of a civic centre that integrates design strategies to enhance social interaction.

The proposed civic centre is located along western bye-pass road, opposite Fadipe road and not too far from Kure market. The site is easily accessible because it is directly facing the western bye-pass. The site contain many features that will enhance social interaction

and participation within the community. The features include sit-out, wide range of walkway for easy interaction, seating's around walkways, children playground, sporting facilities as shown in Figure 4.5.

Figure 4.5: Proposed site plan
(Source: Author's fieldwork, 2019)

The concept of the design was derived from the northern civic setting where the Emir, entourage, populace and concourse celebrate events or hold a meeting in a particular form. This settings helps in arrangement of activities within the centre. The Auditorium is the prominent facility which stand as the Emir, the departmental store, store, library, classrooms, meeting rooms are entourage complimenting the auditorium. Recreational facilities such as game arcade, fitness centre and bar are the populace which enhance the interactions within the centre. The concourse is a large circulation space with atrium above it and people can easily interact within the space as shown in Figure 4.6.
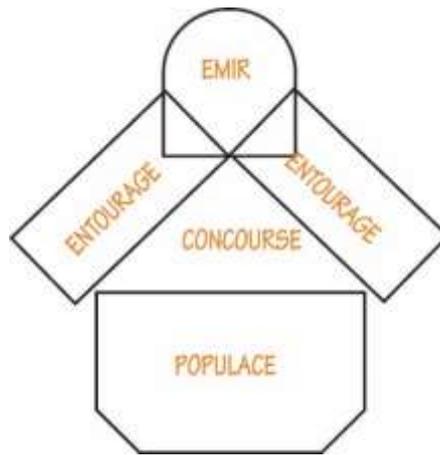
Figure 4.6: Design concept
(Source: Author's fieldwork, 2019)

The building design consist of various functions and activities that will enhance interactions within the centre. The activities include game arcade, fitness centre, departmental store, cinema and wellness/spa as shown in Figure 4.7.
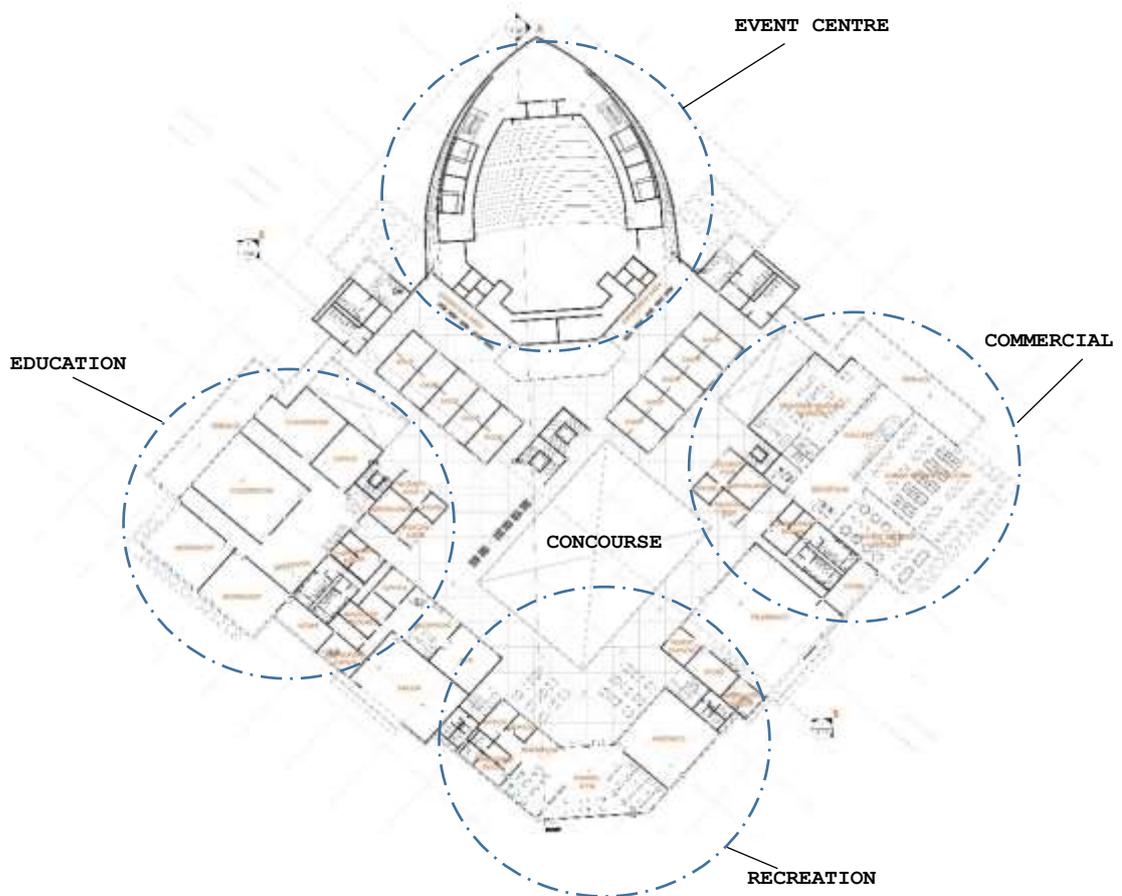

Figure 4.7: Proposed first floor plan
(Source: Author's fieldwork, 2019)

There are seats along walkways at strategic points within the site. In addition, there are designed interactive platform on site where seats can be arranged and interaction can take place comfortably as shown in Figure 4.8 and 4.9.

Figure 4.8: Platforms for interaction
(Source: Author's fieldwork, 2019)

Figure 4.9: Seating's within wide walkways for interaction
(Source: Author's fieldwork, 2019)

Movement within the lobbies is made easier by designing a wide lobby where interaction can easily take place among people. A fountain is places within the lobby and an atrium is directly above it to light u the space and make it aesthetically pleasing.

In addition, seats are provided within the lobbies to accommodate people interacting with one another without disturbing people moving from one place to another as shown in Figure 4.10.

Figure 4.10: Seating's within concourse for interaction
(Source: Author's Fieldwork, 2019)

4.11   Summary of Findings

The data analysis revealed that 61% of the respondent visit the civic centre zero – two times per month from the seven civic centres visited which signifies that people hardly visit the civic centre excepts for an event or special occasion. The analysis further identifies the various design features in the visited civic centres which shows that 14% provided features that enhances social interaction such as game arcade, fitness centre, cinema and sporting facilities. It revealed that more attention should be paid to social interaction design features in designing civic centres because the civic centres are lacking some of the design features that enhances social interaction.

CHAPTER FIVE

5.0   CONCLUSIONS AND RECOMMENDATIONS

5.1   Conclusions

This study establishes that while interactive spaces are offered in some of the visited civic centres, the interactive spaces supplied are grossly insufficient according to the users ' wishes. The users of the chosen civic centre's subconsciously want social interactive spaces; however, this specific need is not met by the current spaces. It was noticed that there were spaces that were redundant but not yet used for social interaction because at the design point they were not preconceived; the site was let bare without seating provision. Providing extra furniture such as sofas to promote relaxation when customers are not in the event room would increase interaction and enhance their level of comfort. The research also shows that the provisions of amenities such as vocational centre, department store, library, casino gaming arcade and recreational facilities enhance interaction in some of the civic centre. The findings stated that more suitable design is needed to integrate interactive spaces. Since civic centres are prominent building within the community which a lot of interaction takes place within it. For the advantage of users, it is suggested that the development of civic centres be accompanied by interactive facilities. Spaces like lounges, gaming arcade, galleries should be given for interactions that would provide users with opportunities for indoor relaxation and socialization. For outdoor interaction, spaces such as a garden, food courts, playground and defined competitions should be given.

5.2   Recommendations

This research has shown that Minna's civic centres provide places for the basic and the mundane, while important functional (i.e. interactive) spaces are overlooked and innovative and dynamic-looking places are missing. Thus, this research therefore

proposes making cost-effective inclusion of interactive space to improve their design merely by breaking up the present trend of monotony observed in many civic centre designs.   Such facilities include game arcade, departmental store, library, vocational department, restaurant, exhibition halls, seating's around lobbies and walkways. In addition, attention should be paid to other interactive components such as lighting, accessibility, entertainment and other pull variables that will create an enormous difference in civic centre improvement.

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SAMPLE OF QUESTIONNAIRE

FEDERAL UNIVERSITY OF TECHNOLOGY, MINNA, NIGER STATE
MASTER DEGREE PROGRAM IN ARCHITECTURE
DESIGN STRATEGIES FOR INTEGRATION OF SOCIAL INTERACTION IN
CIVIC CENTRE FOR MINNA, NIGER STATE

Dear Sir/Madam,
We are currently working on a research project about social interaction in civic centre's. This research is being carried out to know user's perception about integration of social interaction design features within at the civic centre. Your assistance in completing this questionnaire will be of great importance for the study. The information you provide will be made confidential and anonymous, if you agree to participate in this survey.
This questionnaire is aimed at integrating design strategies that enhances social interaction in civic centres. Thanks so much for your assistance.
The survey

NAME OF CIVIC CENTRE: ....
Section A: Background Information
1.   Please indicate your gender.
☐☐ Male   ☐☐ Female
2.   Please kindly indicate your age bracket.
☐ Less than 20   ☐☐ 20 – 40   ☐☐ 41 – 60   ☐☐ 61 and above
3.   What is your highest educational qualification?
☐ No formal qualifications   ☐☐ GCSE/ O-Level
☐ ND or Vocational   ☐☐ HND or Degree
☐ Post Graduate Qualification
4.   Marital status (tick the most appropriate)
☐ Single   ☐☐ Married   ☐☐ Divorced   ☐☐Widowed
☐☐ Separated
5.   What your occupation?
☐ Unemployed   ☐☐ Unskilled Labour   ☐☐Skilled Labour
☐Farming   ☐☐ Trading   ☐☐Civil Servant
Others (specify) …………………………………………………………

Section B: Building Characteristics
6.   Number of Buildings at the Civic Centre
☐ 1   ☐☐ 2   ☐☐ 3   ☐☐ 4 and Above
7.   What are the facilities that are provided within the centre
☐Auditorium   ☐☐ Pharmacy ☐☐   Gazebo
☐ Classroom   ☐☐ Cinema   ☐☐   Pool
☐ Department Store ☐☐ Restaurant   ☐☐   Playground
☐ Gym   ☐☐ Bar   ☐☐   Meeting Rooms
☐ Library   ☐☐ Offices   ☐☐   Game Arcade
Please specify others _____

8.   Kindly thick the sporting facilities available within the premises?
☐Football   ☐☐ Basketball   ☐☐ Handball
☐Table Tennis   ☐☐ Lawn Tennis   ☐☐ Volley ball
☐Pool Table   ☐☐ Badminton   ☐☐ None

Section C: Perception of Social Interaction

9. How long do you spend in the civic centre per visitation
   ☐ 0hr – 2hrs   ☐☐3hrs – 5hrs   ☐☐ 6hrs – 8hrs   ☐☐   Over 8hrs

10. How often do you visit the civic centre per month?
    ☐ 0 - 2 ☐☐ 3 - 5   ☐☐ 6 - 8   ☐☐ 9 and above

11. What is your purpose of visitation?

RECREATION	EDUCATION	COMMERCIAL	ENTERTAINMENT
☐ Gym ☐ Spa ☐ Sport ☐ Swim ☐ Bar ☐ Playground	☐ Library ☐ Conference ☐ Vocational ☐ Meeting ☐ Book stores	☐ Shopping ☐ ATM Gallery ☐ Food court ☐ Pharmacy	☐ Event ☐ Cinema ☐ Concert ☐ Arcade

Please specify others _____

12. Please thick three facilities that you often make use of within the Centre
    ☐Auditorium   ☐☐ Pharmacy ☐☐   Gazebo
    ☐ Classroom   ☐☐ Cinema   ☐☐   Pool
    ☐ Department Store ☐☐ Restaurant   ☐☐   Playground
    ☐ Gym   ☐☐ Bar   ☐☐   Meeting Rooms
    ☐ Library   ☐☐ Offices   ☐☐   Game Arcade

Please specify others _____

13. Ability to perform different activities at a time
    ☐ Highly adequate   ☐☐ Adequate ☐☐ Inadequate
    ☐ Highly Inadequate

14. How adequate are the furniture within the circulation area for interaction
    ☐☐ Highly adequate ☐☐ Adequate ☐☐ Inadequate
    ☐ Highly Inadequate

15. How close is the civic centre to public transport
    ☐   Very Close   ☐☐ Close   ☐☐ Far   ☐☐ Very Far

APPENDIX B

OBSERVATION SCHEDULE SAMPLE

Checklist
Name the adjourning notable facilities (landmark) around the Civic Centre (e.g Market, Hospital, School etc.)

    (i)   (iv)

    (ii)   (v)

    (iii)   (vi)

Are there multiple entrances to the civic centre

    (a) Yes   (b) No   (c) Barely

What is the size of the walkway used in moving around the site

    (a) Large   (b) Medium (c) Small

S/N	Features	Variables of Study	The Level of Reflection			Remarks
			Low	Moderate	High	
	Accessibility	☐ Welcoming				
		☐ Flexibility				
		☐ Spatial relationship				
	Building Form	☐ Use of decorative motifs of traditional significance				
		☐ Dimension/geometry shapes peculiar to the region)				
	Comfort ability	☐ Sense of identity				
		☐ Safe and Pleasant				
		☐ Use of colors of cultural Significances				
		☐ Design with the landscape (integration of site in design)				
	Activities	☐ Adaptability				
		☐ Integration of spaces of other activities apart from event hall				

APPENDIX C
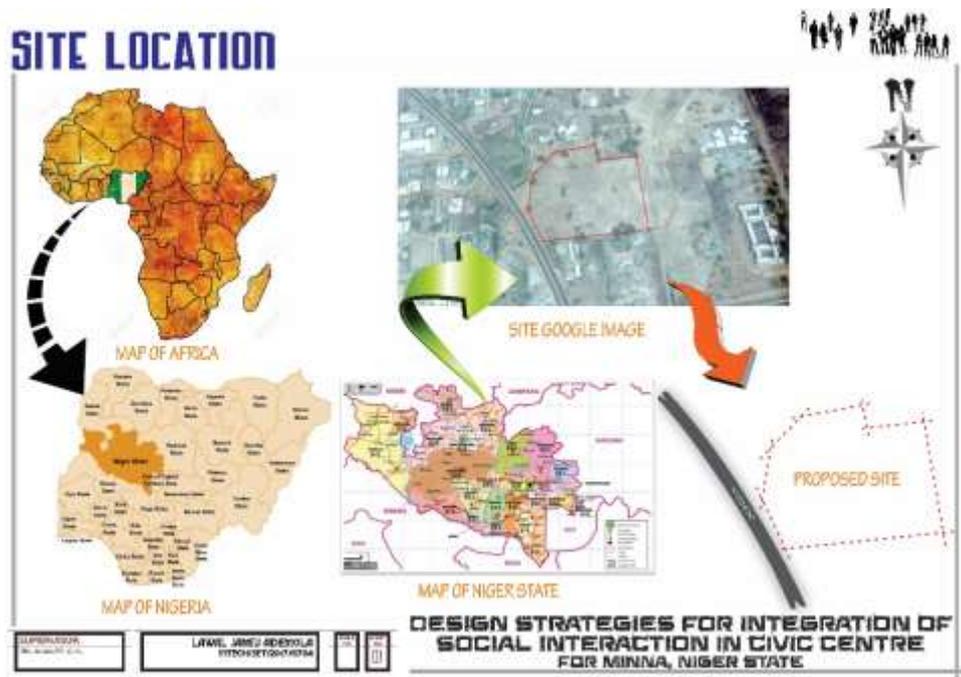
SITE LOCATION

APPENDIX D
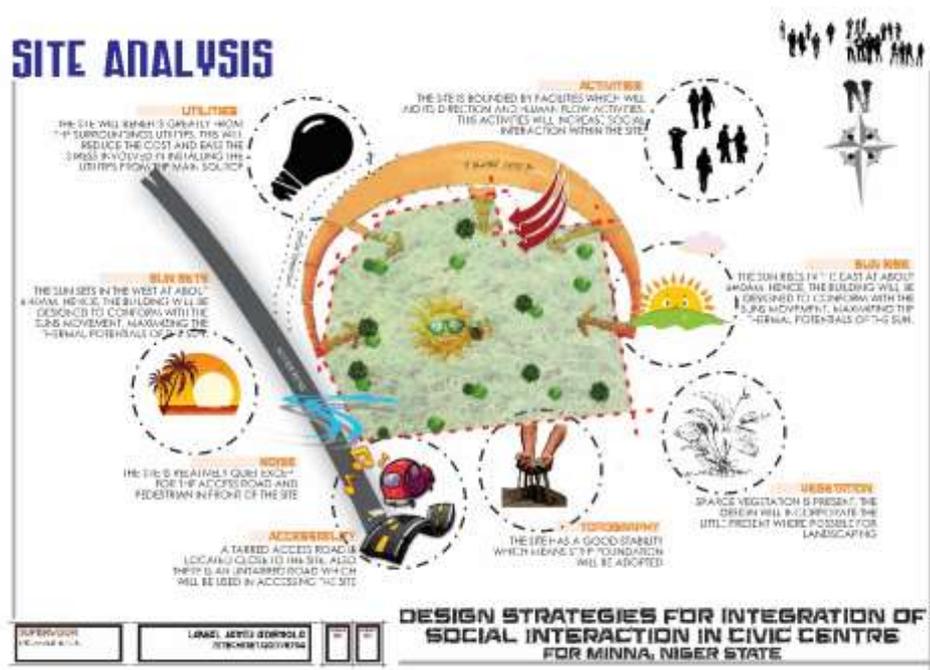
SITE ANALYSIS

APPENDIX E
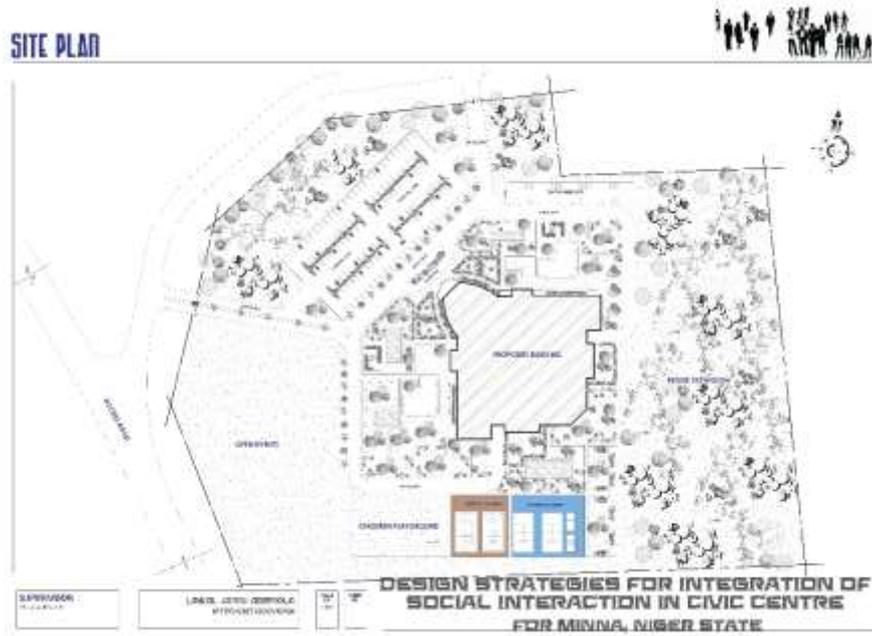
SITE PLAN

APPENDIX F
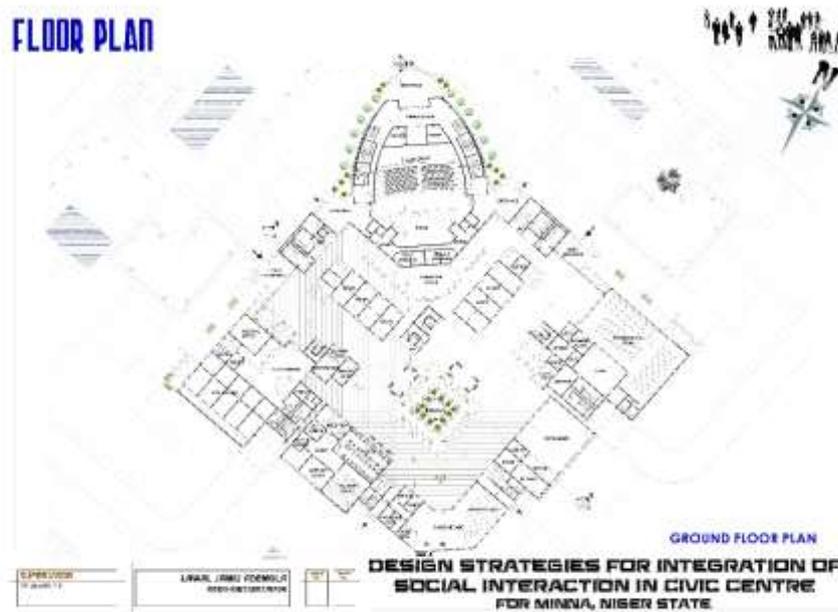
GROUND FLOOR PLAN

APPENDIX G
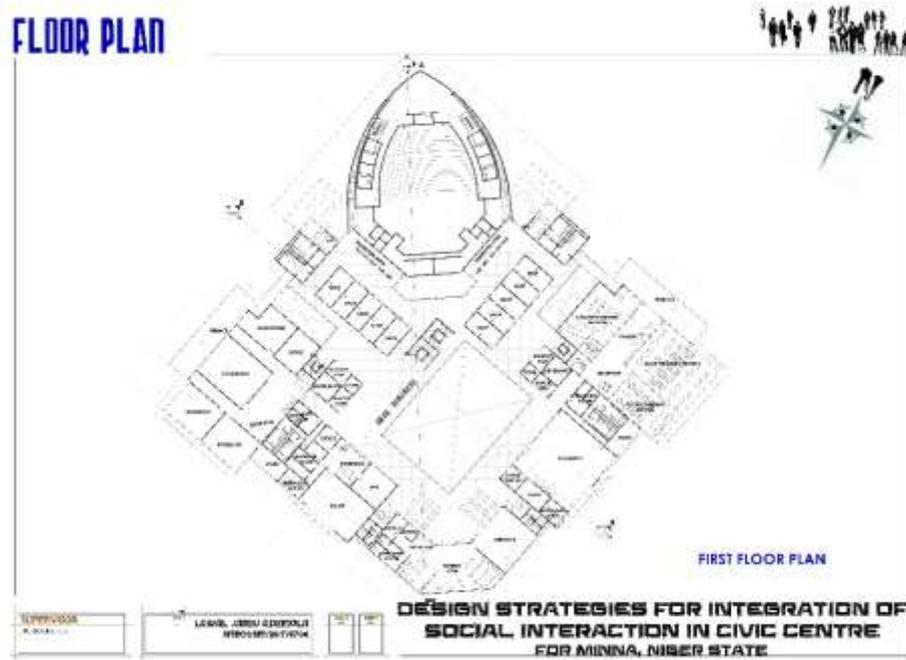
FIRST FLOOR PLAN

APPENDIX H
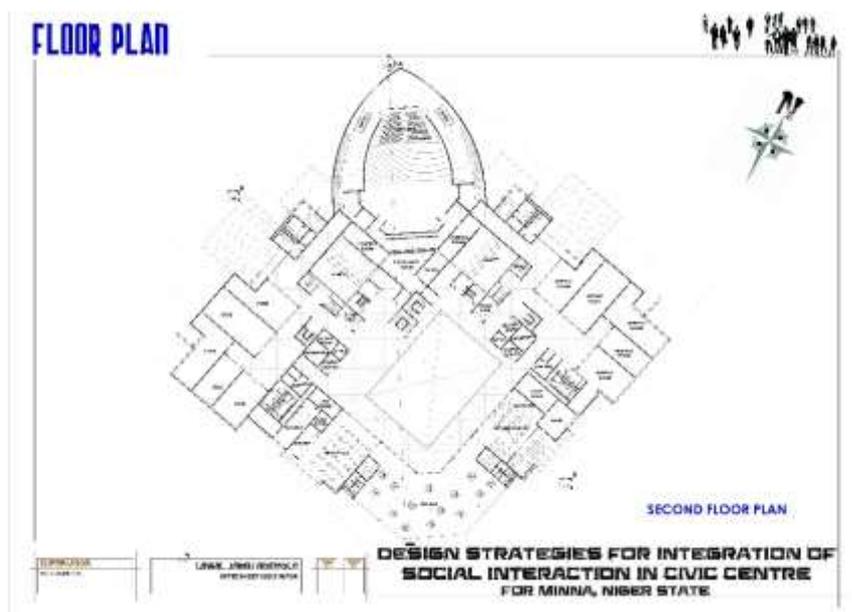
SECOND FLOOR PLAN
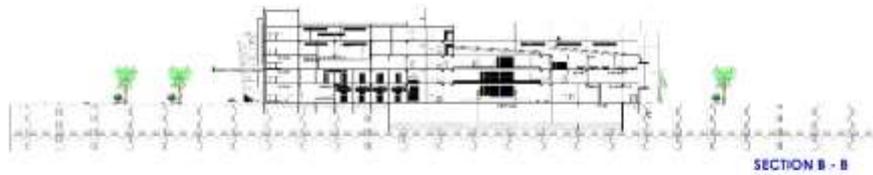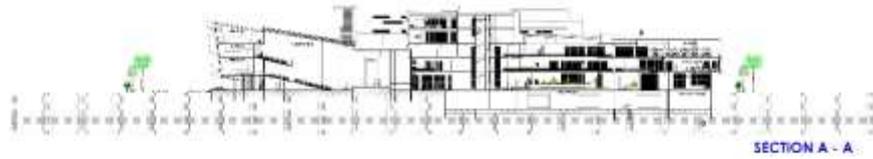
APPENDIX I
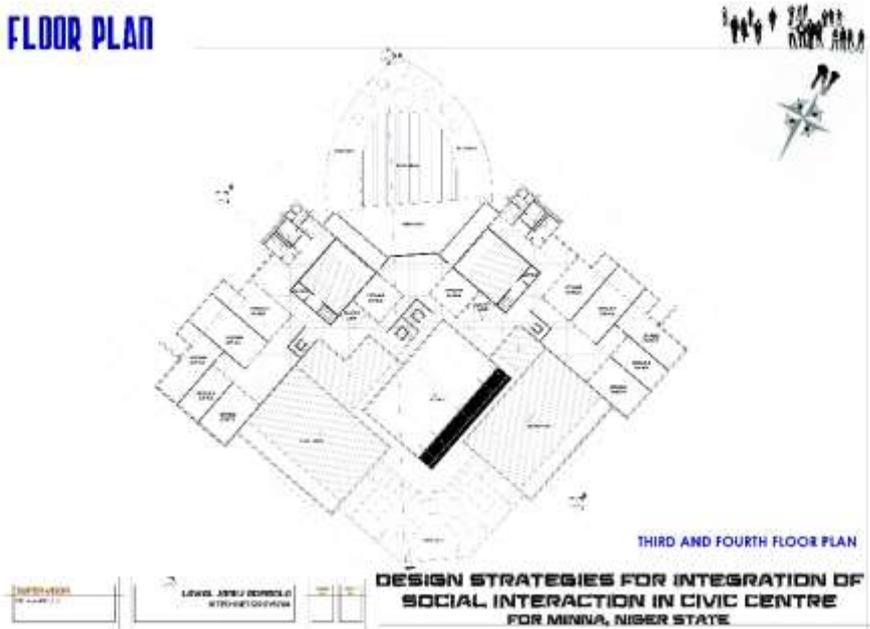
THIRD AND FOURTH FLOOR PLAN

APPENDIX J

ROOF PLAN

APPENDIX K

SECTIONS

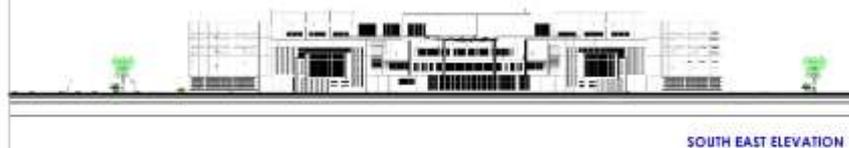**APPENDIX L**

ELEVATIONS