

Research on the Design of Public Space for Social Interaction of Young People in Small Towns

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Abstract: The purpose of this paper is to study the design of public space for the social interaction of young people in small towns, so as to further understand their social needs and create a better social environment. With the disappearance of demographic dividend, the value of talents becomes increasingly prominent. The development trend of labor-intensive industries has shifted to focus on high-tech industries, and small-town youth refers to young people living in smaller towns or rural areas, who usually face limited social places and resources. Therefore, this study will focus on analyzing the social behaviors and needs of young people in small towns, and exploring the influence and acceptance of different types of public space design on them. Through case study, interview and field observation, this paper tries to provide targeted public space design ideas for small town communities and create an environment that meets the social needs of young people in small towns, so as to enhance the self-identity and sense of belonging of young talents and alleviate the psychological and social problems of "lying flat" young people.

Keywords: Public Space; Youth; Town; Service Design.

1. Introduction

Small town youth generally refer to young people from the third - and fourth-tier cities below, and even in small towns in county-level cities. Some of them work in their hometown, and some of them are distributed in different cities. With the continuous advancement of economic development and urbanization, the infrastructure and business supporting facilities of sinking cities are becoming more and more perfect, and the scale of young people in sinking cities is growing, and the use of mobile Internet is deepening, and young people in small towns are gradually becoming a new force for consumption upgrading.

Small-town youth is a specific group living in a small town or rural area, and their social needs and characteristics are different from those of urban youth. Small-town environments often have limited resources and fewer public Spaces and social Spaces. Therefore, the design of social public Spaces suitable for young people in small towns is crucial to meet their social needs. Small-town youth often crave social places to connect with peers and find common interests. When designing social public Spaces, consideration should be given to providing a variety of activities and facilities to meet their communication and interaction needs. For small-town youth, public Spaces should provide an environment that creates social opportunities and promotes their social inclusion and sense of belonging.

2. Survey and Analysis of the Needs of Young People in Small Towns

2.1. Overview of Town Social Public Space

The social public space of a small town is a public place for community residents to gather, communicate, entertain and engage in activities, and plays a key role in daily activities. These are not only places that provide community activities and social interaction, but also core Spaces that reflect and carry community culture, shape community style, and enhance community cohesion. In the design, it is necessary to consider the specific geographical environment, cultural

characteristics, community needs and sustainable development requirements of the town. At the same time, the social public space of a small town should not be considered static and unchanged, but should be adjusted and optimized with the changes of the needs of the town and the community to achieve sustainable community development. Moreover, these Spaces need to be open to all community members, inclusive and equal, giving everyone the opportunity to participate in community activities and social interaction, and contributing to the harmonious development of the town.

2.2. Characteristics and Needs of Small-town Youth

2.2.1. Resource Constraints in the Small-Town Environment

Unlike the first - and second-tier cities, which have developed economy, strong openness and fast pace, the towns host few large-scale activities, and the government does not have too much financial expenditure to create a large and excellent social environment (such as Wuhan Happy Valley, Shanghai Disney and Beijing Forbidden City). Therefore, the towns will focus on the construction of small but fine public facilities to provide corresponding services. Such public facilities are inherently inseparable from the essential elements of daily life of residents, and often include public facilities such as plazas, parks, community centers, sports equipment, libraries, and markets.

In recent years, Chinese governments have paid more and more attention to the construction of urban public space, and various information media have continuously reported new construction achievements, and the quality of many public environments has been greatly improved. However, some common problems are more prominent in the small-town environment and are difficult to solve in the short term. These problems are mainly:

- (1) The number of public Spaces is small, the land is insufficient, and some original Spaces are swallowed and occupied, and the publicity is lost;
- (2) Single form, sameness, lack of personality;
- (3) One-sided emphasis on grandeur, scale imbalance,

gaudiness, boring;

(4) The simple pursuit of formal composition, does not adapt to behavioral needs, only for viewing rather than participation;

(5) Eager for quick success, chasing the wind and waves, blindly demolishing construction regardless of actual conditions;

(6) Less greening, insufficient facilities, lack of activity support;

(7) elements piled up, space disorder, human-vehicle interference, serious pollution;

(8) replacing the true with the false, damaging the authentic historical and cultural information;

(9) Vulgar function, cultural taste is not high;

(10) One-sided pursuit of economic benefits, the public space as an accessory to the building, ultra-density development and construction.

It can be seen that there are many problems we face, including design and implementation factors, but also understanding and management factors. This paper discusses the corresponding countermeasures on the design problems.

2.2.2. Social Patterns and Values of Small-Town Youth

The "town" mentioned here, its main characteristics are: the age range of 14-35 years old, moral and talented young group. They are generally more prominent, excellent personnel, with a clear development future, characteristics can be summarized as:

(1) Life habits: the pursuit of a relaxed and happy lifestyle, for complex and tasteless life is more resistant to "carpe diem" as the main way of life, with strong consumption power, there is no "safety" development awareness.

(2) Thinking habits: They have more active thinking. At the same time, they are affected by some new culture in the current society, and they have a high ability to think and judge. At the same time, they use the Internet as the main tool to solve different problems in life.

(3) Interactive mode: strong desire for expression and personalization. In the process of expression, I am willing to be self-centered, lack of collective concept, team consciousness is not strong, and sometimes show a certain egoism.

(4) Career planning: At present, the society is developing rapidly, and the development pressure of young talents is increasing day by day. Under such an environment, they have more serious internal problems, and the sense of helplessness for life is constantly increasing.

3. Explore the Service Design of Social Places for Young Talents in Small Towns

To sum up, the public Spaces that young people like to go to in small towns usually have the following characteristics: First, these places are usually community gathering points, such as parks, cafes or markets, which can provide a friendly environment for young people to gather, communicate and meet their social needs. Secondly, these venues often have a multi-purpose function that can meet a variety of needs, such as learning, entertainment, sports or artistic activities. Third, these places are often very local, showing the culture, history and characteristics of the town, triggering young people's exploration and curiosity. Finally, these places usually provide a comfortable, spacious and safe environment, bringing a good sense of experience, so that young people like

to spend their spare time in such places. This article will divide this kind of place into two categories to discuss.

3.1. Co-living Center Mode

At present, in order to bear low economic pressure, young people in domestic towns and villages usually choose to live in collective dormitories or youth apartments. It is true that the economic situation of young people will improve after a few years of work, but it is worth paying attention to the daily social entertainment of young people during the economic transition period of five to ten years. Because of the age concentration of the living environment, the co-living center of young talents based on the co-living model can be built in the location of the youth community.

At present, the elements of "co-living center" can be divided into three aspects: space configuration, activity content and personnel management. Therefore, our research on "co-living center" can be divided into improving space utilization, building mutually beneficial activities and management service platform to carry out research and analysis. There is an important relationship between improving space utilization, building mutual benefit activities and management service platform. In the process of interaction, a good "mutual living center" has been formed. Comprehensive analysis and study of citizens' demands for space allocation, effective improvement of space utilization efficiency, the design of public space should meet the requirements of residents in large sectors, so the functional layout and design should have diversified characteristics; To construct mutual benefit activities, it is necessary to comprehensively analyze and understand the forms of residents' co-living communication, and explore the mode of launching offline activities online; The establishment of the management service platform should comprehensively analyze and study the culture of the interactive center, so that residents can have a strong sense of belonging in the use of the co-living center. Apartment "co-living center" should be defined as an apartment place that provides free exchange, leisure and office, emphasizes autonomy, cooperation and sharing, and emphasizes affordability and sustainability. Its basic functional characteristics are: it can realize the utilization of different Spaces such as entertainment, catering and office.

3.2. Regional Interactive Exhibition Hall

In addition to the places that play the role of daily entertainment in the city, there need to be some places that bear more responsibilities. The regional interactive exhibition hall is one of them, and it can be one of the future trends in the service design of social places for young talents in small towns, and it also captures the focus of young talents, with interesting, special, affordable, novel and other characteristics.

The "Only Henan · Drama Fantasy City" in Zhengzhou, Henan Province, is a good example, with 21 theaters of different sizes and nearly 1,000 actors, divided into 3 main plays and 18 small plays, with a total duration of nearly 700 minutes. Only Henan Drama Fantasy City has 21 theaters of different sizes and nearly 1,000 actors, divided into 3 main plays and 18 small plays, with a total duration of nearly 700 minutes. The scenic area project takes the Yellow River civilization as the creative foundation, takes the immersive dramatic art as the technique, and takes the unique drama "Fantasy City" as the carrier: "56 Spaces, each space has 4 doors, each space has different scenes, and 21 large and small

theaters are ambushed in these 56 Spaces." With a checkerboard pattern, 622 acres of place lattice, but also dramatic. "Only Henan" captures the characteristics of Henan's own culture, and it is the first time in China that elegant and serious dramatic art forms are regarded as the "subject of consumption" and the "destination works" of cultural tourism. It has advanced and leading artistic value and social value, it not only pays attention to the external performance effect, but also goes directly to the core of the Central Plains culture and the Yellow River civilization."

It is a good idea to integrate serious drama innovation with local culture, and the integration of regional local characteristics can inject the spiritual core of such venues. However, it is difficult to grasp the characteristics of local culture, which requires designers to find a lot of data and analysis.

Nowadays, the choice of social places for young people in small towns has become more and more close to having high-quality service experience on the basis of meeting social needs. Therefore, in the design of such public Spaces, the external shape, interior layout, music design and image effect of buildings usually need to achieve a high balance relationship. Each focus must be grasped in order to effectively provide more young talents with social places.

4. Conclusion

Most young talents, due to their new entry into the labor market, have limited wealth accumulation and difficulty in buying a house. In this case, the city youth talent apartment came into being. Whether the supporting services provided by

the young talents apartment co-living Center meet the needs of young talents in living, whether they meet their lifestyle and life concept is a key issue that needs to be considered. According to the needs of young talents, the design of high-quality regional interactive exhibition halls is also the key to improve the quality of life of young talents.

The research direction of this paper is to explore the design of public space for the social interaction of young people in small towns, and to make a simple trend analysis of the public space that young talents are willing to visit and live in the future. Combined with service process and pain point analysis, develop service blueprint, create a system of service framework, site design and service design as the starting point, service system optimization and innovation

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