Brief probe into Decorative Design of Children’s Learning Center

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Abstract. From the perspective of edutainment, this paper summarizes the basic principles and methods of the interior decoration design of the children’s learning center by means of survey data, data analysis and analysis of practical design cases, and initially explores how to achieve the effect of edutainment through effective design methods.

1. Introduction

Children’s learning center is a place for learning and games that adopts the method of edutainment to exploit the intelligence of the children and improve their knowledge in the course of games and entertainment in accordance with the theory of early education.

"Edutainment" was first proposed by Quintus Horatius flaccus, a literary theorist in ancient Rome more than two thousand years ago. He said, “The poet should desire to benefit the others and make others feel funny, and what he wrote should make others feel delighted and do some help to the life. Edutainment, which not only exhorts the readers, but is also loved by him, can meet the expectations of the public. [1]” Generally speaking, "edutainment" is a method of education in the form of art and beauty.

Now, this concept has been generally accepted by the society, and edutainment has become the main method of children's education. A large number of scholars in early childhood education both at home and abroad have published their papers in this field, and summarized that the concept of edutainment represents the relationship among environment, education and happiness, and that it should be advocated to stimulate children's interests and hobbies, so that they can learn and grow in the course of playing games happily.

Due to the concept of edutainment, the interior decoration design of the children's learning centers plays an extremely crucial role.

Now the author will elaborate on how to improve the interior decoration design of the children's learning center to allow them to better meet the needs of children's growth and development, better stimulate children's interest, and improve their intelligence.

2. Coordination is the principle of decoration design of the children's learning center.

Environment is an important component of edutainment. The view of environment in Reggio Emilia approach is reflected in the following three aspects: first of all, environment is the third teacher; secondly, environment is the key factor that affects the formulation and implementation of the
curriculum; thirdly, environment serves as the bridge between children, and their peers, adults and things [2].

The environmental design of the children's learning center should fully take into account the needs of children in all aspects in the center, which is not only involved in two factors for children’s physical and mental growth, but also the development of children's cognition and learning about themselves. The development of children's environment should meet the requirements of maximizing the activity space for the children.

The famous architect A. Kojevnikov said, “Any architectural creation should be the outcome of interaction between internal components and external connections, namely, ‘from interior to exterior’, and ‘from exterior to interior’ [3].”

There is a children's learning center called “Children’s World”, in which the first, second and third floors are decorated and designed into three worlds: forest, ocean and continent. The three worlds are decorated as if they were real, each doing its magic. The teacher then organizes and leads the children to take turns to play various games in the three worlds, so that they can know about the world and increase their knowledge in the process of entertainment.

3. Color selection is an important part of decoration design of the children's learning center.

Various factors in indoor environment, such as layout, ventilation, lighting and color, will affect people's spirit, interest and attention, especially for children aged one to five years old.

Here the author will focus on the impact of color.

Applied color artists believe that in the recognition system, color has the character of surpassing all forms. Moreover, color appeals directly to people's emotional experience. It is an emotional language, which expresses some extremely complex feelings in the inner life of human beings. People's eyeballs show diverse responses to various colors. For example, warm color will make people feel bright and clear, while cold color will make people feel quiet; soft color may make people feel comfortable and joyful, while too deep color may stimulate the visual nerve.

3.1. It is children's nature to like color.

The cognitions of color and form are indispensable in the development of children's cognition during their growth, while color, as a visual sense, is presented in children's eyes prior to cognition. Wassily Kandinsky once said, “The key to the harmony and unity of colors is ultimately the purposeful inspiration and stimulation of human mind, which is one of the guiding principles of internal needs [4].” Children's growth is inseparable from color. Children need to understand color in many aspects in the process of developing their cognition in their growth. We must study the topic on how to use color design in children's activity space, match the colors of varying degrees of lightness and pureness with the patterns and graphics, and meet the psychological needs of children of different age groups.

Children's favourite color is blue, followed by green. Some people have investigated 252 children's preference for different colors, and the results showed that 65.87% of them like blue very much, 30.16% like blue, only 3.97% don't like blue; 49.21% of them like green very much, 40.48% like green, only 10.32% don't like green [5]. In view of this, the children's learning center should be designed with the color that is vibrant and represents the vitality as the primary color in accordance with the children's preferences.

Maria Montessori, an Italian educationist of children, pointed out that the beautiful colors not only enable the children to concentrate, but also restore their exhausted energy. Only by transforming the colors to concrete scenes and images to form some visual scenes that make sense, can the children develop a perceptual knowledge about the colors in the environment, and then they can be educated and guided to some extent based on the colors.
3.2. **Children's activity space is enclosed by various interfaces, and the colors of different space in design should vary from each other due to varied functions.**

Generally speaking, children's activities and entertainment areas should be designed in the colors that are highly pure, gorgeous and delighting, such as orange. Children's rest area should be designed in relatively soft colors, such as blue and related similar colors. Children's reading and learning areas should be designed in relatively modest colors, such as green.

In addition, we should also pay attention to avoiding the colors that are disliked by children, such as dark blue, purplish red and black and other dark colors.

In the eyes of every child, everything in the world can only be divided into interesting things and boring things. We should give children colors that they find interesting, not the opposite.

4. **Decorative art is another important part of decoration design of the children's learning center.**

Decorative art refers to the art of beautifying the decorated item by using the painting or sculpture technology attached to the item so as to meet its utility requirements.

We can draw some art patterns and cartoons on the wall. As a decorative art, these patterns or pictures are independent forms of art with their own subjects and connotations.

Decorative paintings in the children's learning center, in addition to decorating and beautifying the center as ordinary decorative paintings, should also have the following functions: first, it should be loved by children, attract children for a long time, and be deeply rooted in their minds; second, it should reflect the real life and increase the children's knowledge about the social life; third, it should be meaningful and play a role in inspiring and educating the children so as to achieve the goal of edutainment.

The paintings in different rooms should be diverse from each other. The paintings in the same hall should be continual, and inspire the children from different perspectives or according to different themes, so that they can be inspired and educated when the view the paintings and amuse themselves.

Last year, I designed and drew a series of illustrations for the children's learning center of Fineland Oriental Academy. The characters in the painting are a family of six in three generations. There are four paintings in the series, among which the first painting is entitled “Expectations” (Fig. 1). This painting shows parents' expectations for their children, as they expect that their children can get a doctor's degree from Tsinghua University in the future, so as to stimulate children's desire for improvement.

The second painting is “Love” (Fig. 2). This painting shows the scene that the parents love their children, and induce and inspire them to learn new knowledge, thus encouraging them to study hard.

The third painting is “Filial Piety” (Fig. 3). This painting shows the scene that the children show their filial respect for their elders, delivering water to their grandparents and pounding their backs, so as to encourage children to develop their filial piety to the elders.

The fourth painting is “Partner Training” (Fig. 4). This painting shows the scene that the grandmother and grandfather accompany their grandchildren to practice calligraphy, so as to further encourage children to study and train hard.
The series of paintings were recognized and highly praised by the teachers in the children’s learning center and the parents of the children.

5. **The design of logo and auxiliary graphics should be interesting and enlightening.**
The logo and auxiliary graphics of the children's learning center should be designed as novel and interesting as possible, involving the concept of teaching through entertainment.

5.1. **Here are two examples.**
One is the logo of Puzzle gakuen in Japan designed by Masaomi Fujita. With the tangram puzzle as the basic element, Masaomi Fujita completed several different images of the tangram puzzle as the brand images of the Puzzle gakuen. Tangram puzzle is a kind of educational toy that is highly popular among the children, which can be reorganized into various interesting figures, so as to train children's creativity and imagination. Masaomi Fujita's design not only makes the brand image more interesting, but also enables children to become keen on the figures and be enlightened by them.

The other is the environmental guidance design of Beijing Jingdu Children’s Hospital. According to the characteristics of each department, the hospital designed different cartoon pictures and symbols on the guide pattern, which not only aroused the children’s interest, but also enabled the people to have a rough understanding of the characteristics of each department and played a role in knowledge dissemination.

Such a design is not only novel and interesting, which is loved by the children, but also enlightens them, enhances their imagination and creativity, and plays a role in teaching the children through lively activities while fulfilling its own mission.

Childhood is the best time in everyone's life. When we recall our childhood, we will find that at that time we were innocent, lively and lovely, and curious about everything around us, and that we used to live in the fantasy world, which is so memorable.

The children's learning center is a place designed for children to develop their thoughts in an unrestrained and vigorous manner, and a place for children to become healthy and happy, and acquire knowledge and skills, as well as the starting point for the children to set sail to the future.
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