

ABSTRACT

DESIGNING INTERIOR GUDANG SELATAN 22 BANDUNG MAKERSPACE

Krisna Panji Wijaya Nata

*Desain Interior, Fakultas Industri Kreatif, Universitas Telkom
Jl. Telekomunikasi No.1, Terusan Buah Batu, Sukapura, Bandung, Jawa Barat 40257*

Bandung is a city where the development of the creative industry is growing rapidly, starting with awards stating that Bandung as a creative city turns out to be based on BEKRAF data Bandung is the third city out of 99 cities with developing potential for creative industries. According to 2016 BEKRAF data on the development of the creative economy with the Culinary Subsektor 67.66%, Fashion 15%, Craft 15.56% and other Creative Industry Subsektors 2.77% ., But things are actually inversely proportional to the creative space provided in the form of the Bandung Creative Hub for the Fashion industry which is very weak developing in this creative space. Facilities for producing products or making prototypes are not well available. With the planning of space in the form of Makerspace, it is hoped that it can complement the unplanned facilities in Bandung creative hub, in order to support the mining of creative industries in Bandung, besides the design of the makerspace will not only become a creative workshop but must be in accordance with its essence, namely facilitating users to can build communication, networking and it is hoped that collaboration can occur between creative actors in it to create new ideas. Through *Communal Space* that can be used together to build a collaborative atmosphere and spatial planning that gives the impression of open space and the implementation of the design in the interior of the room that describes connectivity such as applying a hallway for users to pass each other is expected to be able to provide encouragement to communicate. The Makerspace design which is located at Gudang Selatan 22 Bandung is expected to be able to provide benefits as a space, center and recreation area for the general public and creative practitioners in Bandung to get to know a process and learn to make products.

Key Words: Networking, Collaborative, Makerspace, Communal Space, Process