

ABSTRACT

Interior Design of Bandung Young Generation Arena

By:

Gita Nadya Pratiwi - 1603160191

Gelanggang Muda Generasi is a building of facilities and infrastructure for the activities of fostering and developing the talents and interests of the younger generation. The Youth Generation Building or abbreviated as GGM was built by the Bandung City Government which is managed by the Youth and Sports Agency. This building functioned as a forum for the development of activities and creativity of the younger generation in the city of Bandung in the fields of arts and culture, self-defense sports and youth cottage facilities. GGM facilitates about 25 units of activities such as Karate, Tae Kwondo, Kick Boxing, Regional Dance, Theater, Guitar, Piano, Japanese, and many more and there is a floor available for hostels.

The existence of this GGM facility can be used by young people to channel their hobbies / talents with the chosen location also easily accessible. However, GGM has not been able to anticipate due to various obstacles such as the original condition of the space requirements that are not yet in accordance with the standards, especially for floors 2 and 3, room requirements that have not been optimal, the impression of the room that has not implemented the vision and mission of the Bandung Youth Center visually as a support the enthusiasm and creativity of the youth, the facilities are less attractive, so the attractiveness of the youth to come to GGM is not much. With the maximum facilities, it will be easier for adolescents to have a total expression. For example, the music area is given special treatment so that the maximum sound quality and does not interfere with outdoor activities.

GGM continues to improve its role and function as a forum for fostering activities and creativity of the younger generation in the city of Bandung in the fields of Arts and Culture, Martial Arts and Pondok Pemuda Facilities. This forum does not look at social, economic, cultural, religious and group backgrounds in order to provide knowledge and skills to young people to meet a good future. To support the building facilities and infrastructure provided for young children, the design used is modern, comfortable, and attractive. The design is applied to bright colors in the elements of the game both walls and furniture so that it can enhance the creativity and enthusiasm of users of these facilities.

The design process is through the study of literature on the GGM Building or facilities and infrastructure building, conducting a survey to the location, interviewing the Dispora, and a precedent study with a building that is more or less similar to the GGM.

It can be concluded that the use of a design that is comfortable and attractive and influential can increase productivity in terms of creativity to the spirit of the user of the facility.

Keywords: Youth Center. Facilities and Infrastructure, Creativity