

ABSTRAK

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PERANCANGAN *DAYCARE* SEBAGAI TEMPAT INTERAKTIF ANAK USIA DINI TANGGAP PROTOKOL KESEHATAN

(xiv + 67 halaman: 53 gambar; 10 tabel; 17 lampiran)

Daycare merupakan sebuah sarana pengasuh anak dalam kelompok yang dilakukan disebuah fasilitas khusus anak selama beberapa jam. Perancangan *daycare* pada umumnya memiliki fasilitas yang sama dan memenuhi kebutuhan anak-anak dalam kegiatannya. Setelah terjadinya pandemi, *daycare* terpaksa ditutup dan kesehatan anak terancam karena terabaikan oleh orang tuanya sendiri. Penyebaran virus pada ruang dapat tersebar melalui udara, sentuhan dengan orang lain, dan objek yang terkontaminasi. Bagaimana merancang *daycare* yang memperhatikan aspek-aspek yang menanggapi protokol kesehatan dan kegiatan keseharian anak?

Melalui kajian literatur ditemukan bahwa kriteria desain ruangan pada *daycare* ditentukan berdasarkan kegiatan anak dalam kesehariannya. Dalam observasi dan analisis studi kasus, *daycare* cenderung memiliki kegiatan interaktif agar anak dapat berkembang dengan optimal. Analisis pada studi kasus mengungkapkan bahwa strategi desain pada umumnya kurang memperhatikan protokol kesehatan untuk berjaga jarak, namun kegiatan anak dalam *daycare* tetap interaktif dan menyatukan suasana *outdoor*.

Perancangan akhir pada *daycare* merespon protokol kesehatan namun tetap memiliki aspek interaktif dalam kegiatan anak. Menggunakan pembatas yang memberikan visual agar anak tetap dapat berinteraksi, dan memiliki sirkulasi satu arah untuk menghindari kepadatan pada koridor. Program ruang pada *daycare*, dirancang beralur berdasarkan kegiatan dalam seharinya. Lalu dari konteks tapak, *daycare* dirancang untuk menjauhkan kebisingan dari hunian sekitar, maka dari itu program ruang diatur berdasarkan tingkat keaktifannya.

Referensi : 16 (2003 – 2020).

Kata Kunci : *Daycare*, Anak usia dini, Interaktif, Protokol kesehatan.

ABSTRACT

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DESIGNING DAYCARE AS AN INTERACTIVE PLACE FOR EARLY CHILDHOOD RESPONDING TO HEALTH PROTOCOL

(xiv + 67 pages: 53 images; 10 table; 17 attachment)

Daycare is a means of caring for children in groups which is carried out in a special children's facility for several hours. Daycare plans generally have the same facilities and meet the needs of children in their activities. After the pandemic, daycare was forced to close and children's health was threatened because they were neglected by their own parents. The spread of the virus in space can be spread through the air, touch with other people, and contaminated objects. How to design daycare that pays attention to aspects that respond to health protocols and children's daily activities?

Through a literature review, it was found that the room design criteria in daycare were determined based on the children's daily activities. In observation and analysis of case studies, daycare tends to have interactive activities so that children can develop optimally. Analysis of case studies revealed that design strategies generally pay less attention to health protocols to keep their distance, but children's activities in daycare remain interactive and unify the outdoor atmosphere.

The final design for daycare responds to health protocols but still has an interactive aspect in children's activities. Using barriers that provide visuals so that children can still interact, and have one-way circulation to avoid congestion in the corridor. The space program in daycare is designed to flow based on activities in the day. Then from the context of the site, daycare is designed to keep noise away from surrounding dwellings, therefore the space program is arranged based on the level of activity.

Reference : 16 (2003 – 2020)

Keywords : Daycare, Early childhood, Interactive, Health protocol.