

DAFTAR PUSTAKA

- (DTI), P. D. (2018, Januari 16). *AEON Mall, BSD City*. Retrieved from Serpongku: <https://serpongku.com/aeon-mall-bsd-city/>
- Ahmadi, M. (2020). The experience of movement in orbital space architecture: A narrative of weightlessness. 1.
- BPS, B. S. (2021). *Kabupaten Tangerang Dalam Angka*. Tangerang: BPS Kabupaten Tangerang.
- Brophy, M. (2020, January 7). *Planning Your Retail Store Layout in 7 Steps*. Retrieved from Fitsmallbusiness: https://fitsmallbusiness.com/planning-your-store-layout/?_cf_chl_jschl_tk__=bb3156dd3b3241712cdc8e6ea2fe0868d825cae8-1606068209-0-Ab1Do_U46vTkTWh0hoSIN4e31vqCU1Nx_HRRyG6u2iybterDXmWt8rUWZX5--nxJYeTS4A3Vd2uQ5nRDSOD2JML8-bnXTYw75jbc4w90J5f-BNFsehQQLoEPEcyb
- Cisauk. (2016, November 30). *Profile SKPD Kecamatan Cisauk*. Retrieved from Tangerangkab.go.id: <https://tangerangkab.go.id/cisauk/profile-skpd/show/845/67>
- Coates, N. (2012). *Narrative Architecture Architectural Design Primer*. John Wiley & Son.
- Conditt, C. W. (1964). *The Chicago School of Architecture: A History of Commercial and Public Building in the Chicago Area, 1875-1925*. University of Chicago Press.
- Erawan, A. (2012, September 21). *Rumah.com*. Retrieved from Sinar Mas Land Perkenalkan The Breeze BSD City: <https://www.rumah.com/berita-properti/2012/9/1769/sinar-mas-land-perkenalkan-the-breeze-bsd-city>
- Gifford, R. (2002). *Environmental Psychology: Principles and Practice (3rd ed.)*. Colville: Optimal Books.
- Greenhalgh, T. (1999, January 02). *Why study narrative?* Retrieved from thebmj: <https://doi.org/10.1136/bmj.318.7175.48>
- Hanging Garden of Babylon*. (2021, January 19). Retrieved from Simple English Wikipedia: https://simple.wikipedia.org/wiki/Hanging_Gardens_of_Babylon
- Indonesia, P. (2011, Desember 30). PERATURAN DAERAH KOTA TANGERANG SELATAN NOMOR 15 TAHUN 2011 RENCANA TATA RUANG WILAYAH TAHUN 2011 - 2031. Tangerang Selatan, Banten, Indonesia. Retrieved from dprd.tangerangselatankota.
- Indonesia, P. (2013). *Regulasi Bangunan Gedung NOMOR 5 TAHUN 2013*. Tangerang Selatan, Banten, Indonesia.

- Indonesia, P. K. (2020). *Jumlah Penumpang Kereta Api (Ribu Orang), 2020*. Retrieved from Badan Pusat Statistik: <https://www.bps.go.id/indicator/17/72/1/jumlah-penumpang-kereta-api.html>
- Ismail, S. (2014). Shopping Mall Terintegrasi Kawasan Stasiun Tugu. *Undergraduate thesis*, 120.
- Kunjana, G. .. (2016, Maret 2). *The Breeze, Mall Alternatif untuk Rekreasi dan Kuliner*. Retrieved from Beritasatu.com: <https://www.beritasatu.com/lucius-gora-kunjana/archive/352527/the-breeze-mall-alternatif-untuk-rekreasi-dan-kuliner>
- Kusuma, N. R., & Arvanda, E. (2019). RASA TAKUT AKAN TINDAK KEJAHATAN PADA RUANG PUBLIK TRANSIT BAWAH TANAH STASIUN MANGGARA. *Vitruvian*, 17-25.
- Lambert, J. (2015). Asia-Pacific *Shopping Center Classification*. ICSC, 9.
- Lee, E. (2015). The Architecture of Consumption: A New Transient Shopping Space. *Architecture Thesis Prep*, 300.
- Longstreth, R. (2000). *The Buildings of Main Street: A Guide to American Commercial Architecture*. Rowman & Littlefield.
- Lukas, S. A. (2013). *The Immersive Worlds Handbook*. United Kingdom: Focal Press.
- Ping, L. S. (2019, Agustus 15). *www.designandarchitecture.com*. Retrieved from The Architecture And Design Of Jewel Changi Airport: <https://www.designandarchitecture.com/article/the-architecture-and-design-of-jewel-changi-airport.html>
- Quici, F. (2017). Architecture and Visual Narrative†. 12.
- Radwan, A., Zou, Z., Tseng, H.-a., Ergan, S., & Han, X. (2019). Quantifying Human Experience in Architectural Spaces. *Journal of Computing in Civil Engineering*, 13.
- Raut, A. (2019, April 23). *architecturaldigest*. Retrieved from Singapore's Jewel Changi Airport is home to the world's tallest indoor waterfall: <https://www.architecturaldigest.in/content/singapore-changi-airport-worlds-tallest-indoor-waterfall-safdie-architects/#s-custphoto-caption-jewel-changi-airport-is-a-mixed-use-development-at-changi-airport-in-singapore-that-includes-gardens-and-attractions>
- Ritter, I. (2017, Juni 19). *7 Standard Retail Spaces in a Transforming Industry*. Retrieved from VTS: <https://www.vts.com/blog/7-standard-retail-spaces-in-a-transforming-industry>
- Satria, D. H., Astuti, W., & Rini, E. F. (2019). Desa-Kota Volume 1, Nomor 2. *FAKTOR-FAKTOR PEMILIHAN LOKASI SHOPPING MALL*, 121-129.
- Schaumann, D. (2019). Simulating multi-agent narratives for pre-occupancy evaluation of. *Automation in Construction*, 19.

- Simanjuntak, M. B., Yulianto, & Rajagukguk, W. (2018). STUDI EFEKTIVITAS PENGGUNAAN JEMBATAN PENYEBRANGAN ORANG (JPO) DI KAWASAN LAPANGAN MERDEKA MEDAN. *Jurnal Arsitektur ALUR*, 22-31.
- Sorensen, H. (2009). *Inside the Mind of the Shopper: The Science of Retailing*. New Jersey: Pearson Education.
- Thackray, I. R. (1981). The stress of boredom and monotony: a consideration of the evidence. *Psychosomatic medicine*, 165-176.
- Trotter, C. (2020, may 28). *How will retail store designs change post-Covid?* Retrieved from Insider Trends: <https://www.insider-trends.com/how-will-retail-store-designs-change-post-covid/>
- Underhill, P. (2009). *Why We Buy: The Science of Shopping--Updated and Revised for the Internet, the Global Consumer, and Beyond*. New York: Simon and Schuster.
- Zuhriyah, D. A. (2019, Agustus 7). *Ekonomi*. Retrieved from Bisnis.com: <https://ekonomi.bisnis.com/read/20190807/12/1133723/kejar-pertumbuhan-20-ini-strategi-pengelola-pusat-belanja-di-indonesia>

