

## ABSTRAK

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### **PERANCANGAN TEENS' SCAPE BAGI REMAJA DALAM FAST-PACED WORLD MELALUI PENGEMBANGAN POLA PENGALAMAN SPASIAL**

(lxxxvii + 87 halaman: 44 gambar; 10 tabel; 26 lampiran)

Masa remaja identik dengan pengenalan hal baru sekaligus adaptasi dengan lingkungan serta proses transisi dari anak-anak menuju dewasa. Perkembangan ini berpengaruh langsung terhadap emosional, perilaku, kognitif dan juga fisik. Fase remaja juga diikuti dengan perubahan fast-paced world, yang mana remaja berada di kondisi serba tersedia dan bersifat serba cepat. Dunia modern serba cepat, tergesa-gesa, dan ekspektasi tinggi akan mengakibatkan peningkatan tingkat stres. Melalui fenomena yang ada dapat dipahami bahwa, hidup di fast-paced world dapat mendorong hadirnya penyimpangan dalam keselarasan hidup remaja. Melihat dari proses pertumbuhan remaja yang beriringan dengan fast-paced world, pemahaman mengenai 'live fully' dapat membantu remaja untuk menyeimbangkan kehidupan agar selaras. Maka dari itu dalam perancangan teens' scape ini bertujuan untuk membentuk perwujudan ruangan nyata yang memiliki korelasi erat dengan perkembangan psikologis individu dalam menghadapi fast-paced world. Perancangan ini akan menggunakan metode kajian literatur, dan studi preseden yang bertujuan untuk membentuk teens' scape agar dapat merancang ruang dan landscape yang memberi pengalaman 'sense of slowing your own pace' dan pola pengalaman ruang serta dimensi dan strategi perancangan teens' scape yang mengakomodasi remaja mendapatkan positive experience. Proses perancangan ini didapat dari kajian teori, studi preseden, dan analisa tapak. Hal tersebut menghasilkan beberapa strategi perancangan teens'scape diantaranya program ruang teens' scape, pemilihan tapak, pertimbangan akses eksisting dan akses tapak, programming serta area to expose, and hide, presentasi bangunan dan breathing spaces, strategi pertimbangan macro climate dalam penentuan orientasi massa bangunan, strategi eksplorasi massa bangunan. Beberapa strategi tersebut akan berjalan beriringan dengan konsep perancangan diantaranya konsep open & dynamic, connection and fluid, konsep gubahan massa bangunan dan susunan lanskap, konsep seen & hide, dan konsep zonasi & akses. Dari strategi dan konsep yang berjalan selaras menghasilkan penerapan konsep desain dalam perancangan yang mana diantaranya perancangan pengembangan gubahan massa & lanskap sekitar, program ruang dan pengembangan rencana tapak, view dari beberapa point area tapak, dan berakhir pada desain keseluruhan tapak.

Referensi : 23 (1999-2021)

Kata Kunci : remaja, *early-late teens' scape*, *live fully*, pengalaman spasial

## ABSTRACT

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***DESIGNING TEENS' SCAPE FOR TEENS IN FAST-PACED WORLD THROUGH DEVELOPING SPATIAL EXPERIENCE PATTERN***

*(lxxxvii + 87 pages: 44 iamges; 10 tables; 26 attachment)*

*Adolescence is synonymous with the introduction of new things as well as adaptation to the environment and the transition process from child to adult. This development has a direct effect on emotional, behavioral, cognitive and physical well-being. The adolescent phase is also followed by changes in the fast-paced world, where adolescents are in a state of availability and fast-paced nature. The modern world of fast-paced, hurried, and high expectations will result in increased stress levels. Through the existing phenomenon, it can be understood that living in a fast-paced world can encourage the presence of deviations in the harmony of adolescent life. Looking at the growth process of adolescents that goes hand in hand with the fast-paced world, an understanding of 'live fully' can help adolescents to balance their lives to be in harmony. Therefore, the design of teens' scape aims to form the realization of a real space that has a close correlation with the psychological development of individuals in facing the fast-paced world. This design will use a literature review method, and a precedent study that aims to form a teens' scape in order to design spaces and landscapes that provide a 'sense of slowing your own pace' and spatial experience patterns as well as dimensions and design strategies for teens' scape that accommodate teenagers to get positive experiences. This design process is obtained from theoretical studies, precedent studies, and site analysis. This resulted in several design strategies for teens' scape including teens' scape space program, site selection, consideration of existing access and site access, programming and areas to expose, and hide, building presentation and breathing spaces, macro climate consideration strategies in determining building mass orientation, building mass exploration strategies. Some of these strategies will go hand in hand with design concepts including the concept of open & dynamic, connection and fluid, the concept of building mass and landscape arrangement, the concept of seen & hide, and the concept of zoning & access. From the strategies and concepts that go hand in hand produce the application of design concepts in the design which includes the design of the development of mass change & surrounding landscape, space program and site plan development, views from several points of the site area, and ends in the overall design of the site.*

*Reference : 23 (1999-2021)*

*Keywords : adolescent, early-late teens' scape, live fully, spatial experience*