

DAFTAR PUSTAKA

Buku

- Bronfenbrenner, U. (2009). *Ecology of human development: experiments by nature and design*. Harvard University Press.
- Budiati, I., Susianto, Y., Adi, W. P., Ayuni, S., Reagan, H. A., Larasaty, P., Setiyawati, N., Pratiwi, A. I., & Saputri, V. G. (2018). *Profil Generasi Milenial Indonesia*. www.freepik.com
- Bühmann, S. (2007). New seamless mobility services. Public bicycles. In *Transport*. http://www.rupprecht-consult.de/NICHES_downloads/4_public_bicycles.pdf
- CABE. (2006). *The principles of inclusive design (They include you.)*.
- Canter, D. (1988). *Environmental social psychology*. Springer Netherlands.
- Direktorat Penataan Ruang Nasional. Direktorat Jenderal Penataan. (2009). *Pedoman Penyediaan Dan Pemanfaatan Ruang Terbuka Non Hijau Di Wilayah Kota/Kawasan Perkotaan. 12*.
- Dyer, H. (2010). *Watch this space: designing, defending and sharing public spaces*. Kids Can Press.
- Gehl, J., & Gemzøe, L. (2004). *Public spaces - public life* (3. ed). Architektens Forl.
- Harvey, D. C. N.-H. . H. 2006. (2006). *Spaces of global capitalism*. Verso.
- KEPUTUSAN MENTERI NEGARA LINGKUNGAN HIDUP NOMOR: KEP-48/MENLH/11/1996 (1996). *BAKU TINGKAT KEBISINGAN*.
- Keputusan Menteri Permukiman dan Prasarana Wilayah No 534/KPTS/M/2001. (2001). *Pedoman Standar Pelayanan Minimal Pedoman Penentuan Standar Pelayanan Minimal Bidang Penataan Ruang , Perumahan Dan Permukiman Dan Pekerjaan Umum*. In *Kementrian Permukiman dan Prasanara Wilayah* (Issue 534).
- Laurens, J. M. (2004). *Arsitektur dan perilaku manusia*. Penerbit PT Grasindo.
- Lefebvre, H. (1991). The Production of Space. In *Blackwell Publishing* (Vol. 53,

Issue 3). <https://doi.org/10.2307/378107>

- Lippsmeier, G. (1997). *Bangunan tropis* (I. P. W. Indarto (Ed.)). Erlangga.
- Pedoman Penyediaan dan Pemanfaatan Ruang terbuka Hijau Di Kawasan Perkotaan*. (2008).
- Shackell, A., Butler, N., Doyle, P., & Ball, D. (2008). Design for Play: A guide to creating successful play spaces. *Department for Culture, Media and Sport Department for Children, Schools and Families*, 156. <http://eprints.mdx.ac.uk/5028/>
- Soekanto, S. (2002). *Sosiologi: suatu pengantar*. RajaGrafindo Persada.
- Tangerang, B. P. S. K. (2018). *Kecamatan kelapa dua dalam angka*.
- Thaler, R. H., & Sunstein, C. R. (2009). *Nudge: improving decisions about health, wealth and happiness*. Penguin Books.

Artikel Jurnal

- Bencsik, A., Juhász, T., & Horváth-Csikós, G. (2016). Y and Z Generations at Workplaces. *Journal of Competitiveness*, 6(3), 90–106. <https://doi.org/10.7441/joc.2016.03.06>
- Gamze Şensoy, & Mehmet İnceoğlu. (2015). Design Guide for Playgrounds. *Journal of Civil Engineering and Architecture*, 9(11). <https://doi.org/10.17265/1934-7359/2015.11.013>
- Hutapea, C. R. (2015). Taman Bermain Anak Dengan Penekanan Aspek Keamanan Dan Kenyamanan Di Tarekot Malang. *Jurnal Mahasiswa Jurusan Arsitektur*, 1(3), 2.
- Kupperschmidt, B. R. (2000). Multigeneration employees: strategies for effective management: In *The Health Care Manager* (Vol. 19, Issue 1). <https://doi.org/10.1097/00126450-200019010-00011>
- Larkin, C. M., Jancourt, M., & Hendrix, W. H. (2018). The Generation Z World: Shifts in Urban Design, Architecture, and the Corporate Workplace. *Corporate Real Estate Journal*, 7(3), 230–242. <https://hga.com/the-generation-z-world-shifts-in-urban-design-architecture-and-the-corporate-workplace/>

- Moulay, A., Ujang, N., & Said, I. (2017). Legibility of neighborhood parks as a predictor for enhanced social interaction towards social sustainability. *Cities*, 61, 58–64. <https://doi.org/10.1016/j.cities.2016.11.007>
- Osti, G. (2015). Socio-spatial relations: an attempt to move space near society. *Poliarchie. Studi e Ricerche Del DiSPes*, 4(April), 6–24.
- Piazzoni, F. (2019). *Authenticity makes the city: How “the authentic” affects the production of space. December.*
- Sanei, M., Khodadad, S., & Khodadad, M. (2018). Flexible Urban Public Spaces and their Designing Principles. *Scienceline Publication Journal of Civil Engineering and Urbanism*, 8(4), 39–43. www.ojceu.ir
- Saragih, J. F. B. (2012). Fenomena Bermain Generasi Z dan Hubungannya dengan Eksistensi Ruang Bermain Terbuka di Lingkungan Perumahan Sederhana. *ComTech: Computer, Mathematics and Engineering Applications*, 3(1), 8. <https://doi.org/10.21512/comtech.v3i1.2367>
- Shores, K. A., & West, S. T. (2010). Rural and urban park visits and park-based physical activity. *Preventive Medicine*, 50(SUPPL.), S13–S17. <https://doi.org/10.1016/j.ypmed.2009.07.023>
- Susanti, A., & Natalia, T. W. (2018). Public space strategic planning based on Z generation preferences. *IOP Conference Series: Materials Science and Engineering*, 407(1). <https://doi.org/10.1088/1757-899X/407/1/012076>
- Wolfgang F.E, P. (2016). *Environmental design research. Volume 1, Volume 1.* <https://search.ebscohost.com/login.aspx?direct=true&scope=site&db=nlebk&db=nlabk&AN=1240143>
- Zukin, S. (2009). Changing landscapes of power: Opulence and the urge for authenticity. *International Journal of Urban and Regional Research*, 33(2), 543–553. <https://doi.org/10.1111/j.1468-2427.2009.00867.x>

Sumber dari internet (World Wide Web sites)

- Benefits of natural playgrounds | pdplay. (2015). In *PD Play - Playgrounds for this Planet*. <https://pdplay.com/benefits-of-natural-playgrounds/>
- BMKG. (2020). *Bmkg | badan meteorologi, klimatologi, dan geofisika.*

<http://www.bmkg.go.id/>

Generationally Speaking, PGAV report, cultural shifts impact. (2020). In

Blooloop. <https://blooloop.com/news/generationally-speaking-pgav-report/>

How to use authenticity to innovate architectural design. (2020).

<https://marialorenaehman.com/post/how-to-use-authenticity-to-innovate-architectural-design>

Playground safety | kidsafe sa. (2020). <https://kidsafesa.com.au/playground-safety/>

Smart technology in public spaces can help create cities that are both smart and

sociable. (2018). In *Tech Explorist*. [https://www.techexplorist.com/smart-](https://www.techexplorist.com/smart-technology-in-public-spaces-help-create-cities-both-smart-sociable/13421/)

[technology-in-public-spaces-help-create-cities-both-smart-sociable/13421/](https://www.techexplorist.com/smart-technology-in-public-spaces-help-create-cities-both-smart-sociable/13421/)

Teen shopping habits and trends. (2017). In *Practical Ecommerce*.

<https://www.practicalecommerce.com/teen-shopping-habits-and-trends>

Universal Design: Playgrounds | [asla.org](https://www.asla.org/universalplaygrounds.aspx). (2020).

<https://www.asla.org/universalplaygrounds.aspx>

