

ABSTACT

Zakat, Infaq, Sadaqah, and Wakaf (Ziswaf) are some of the worship in Islam which is an attempt to equalize the economy in a society. BAZNAS West Java Province (BAZNAS Jabar) was present as an initiative of the West Java Provincial Government to manage Ziswaf funds in the West Java region. The Secretary General of Islamic Community Guidance of the Ministry of Religion of the Republic of Indonesia, Tarmizi Tohor, said that, the National Zakat Acceptance is only around 6 trillion per year, which is 0.027% of the Potential of National Zakat. Seeing the number of national zakat receipts that are still far from the existing potential, it is necessary to improve performance and BAZNAS strategy, especially BAZNAS Jabar as a regulator in the zakat sector in the West Java region. To support it all, it is necessary to design the interior of the Zakat Center of BAZNAS Jabar to maximize the performance and service of zakat. After observation, there are interior problems in the old building such as a narrow and untidy room, ineffective space layout, lack of space privacy and less ergonomic furniture which then becomes a design consideration in the new building in order to achieve the ideal design according to the standards and user requirements.

The problem was resolved with the design theme, The Warmth of Zakat Services, namely the zakat service environment that warmly welcomes all who come (Muzakki, Mustahik, Zakat Manager). Muzakki and Mustahik were connected by the Zakat Manager in the worship of performing zakat. From this caring relationship created a warm atmosphere in the interior of the Zakat Center of BAZNAS Jabar. The warm atmosphere was achieved from the spatial layout and the amount of space and circulation which was adjusted to the needs of activities and literary standards, the selection of shapes, colors, and materials to achieve comfort so that they could become Zakat Center of BAZNAS Jabar with an ideal interior design.

Keywords: *Zakat Center, BAZNAS, West Java, Zakat, Warmth, Service, Interior, Room Atmosphere.*