

ABSTRACT

REDESIGN OF SOREANG INTERIOR SCIENCE CENTER USING SPACE

PSYCHOLOGY APPROACH

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Soreang is a sub-district that is the capital of Bandung District. The regional government of Bandung District from year to year always keeps improving by making various developments in the form of activity programs to infrastructure projects. One of its major projects is the Sabilulungan Cultural Area, which is an integrated tourism area and convention center on an 8-hectare land. This project began to be worked on in stages from 2010, and began with the inauguration of 3 buildings simultaneously, namely the Sabilulungan Cultural Building, the Soreang Science Center, and the Bale Rame / Sabilulungan Dome in 2014. All infrastructure built in this area is intended to facilitate the activities and needs of the Bandung District society. Cultural Building and Bale Rame are facilities for large-scale indoor and outdoor events, while the Science Center is educational tourism facilities.

The Soreang Science Center facility was created to support and boost public knowledge about science and technology which is constantly evolving over time. With target visitors from kindergarten to university students, this facility requires an educational and recreational atmosphere by providing hands-on and minds-on displays that are highly interactive based on science and technology. With a building area of around 2300 m², the Soreang Science Center is projected to provide room facilities in the form of a lobby, storage room, counter, exhibition area which is further divided into several sub-theme exhibitions (especially science, history, and culture), auditorium (4D cinema), digital lab, digital libraries, toilets for men and women, disabled facilities (ramps and special toilets), prayer rooms, souvenir shops, foodcourts/cafeterias, medical rooms, office rooms for directors and each division, meeting rooms, control rooms, mechanical rooms, workshops, loading dock, staff toilet, and security room.

The Science Center is realized by applying a concept that uses a spatial psychology approach to the character of children and teenager visitors so they get the impression of pleasant space for learning and playing. So this facility can be right on target as out-of-school learning facilities that provide new experiences.

Keywords: Science Center, Science and Technology, Psychology, Children, Teenager, Fun