Interior design of public library of arts, design and creative industries in Jakarta

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Abstract. To strengthen the basis of this industry, President Joko Widodo established a new non-ministerial institution called IACE (Indonesian Agency of Creative Economy)/BEKRAF. One of IACE’s missions was to open insight and appreciate everything related to the creative economy. It could be done by establishing a library. Under the IACE license, the library was set up to acknowledge and value all aspects of the creative industry itself. However, some of Indonesia’s libraries were lack of concerning design standards, customer needs, and aesthetical aspects. Therefore, those problems will be solved through design by doing this research. This research used a design thinking action research approach suitable to determine design objectives because it combined two kinds of thinking; analysis and creativity. By using that method, this research could solve any problems related to all libraries in Indonesia. In order to be accessible by people, public space should be created. This is done so that the library of art, design and creative industries can function optimally. The educational process that takes place in it can run well, and become a comfortable educational home for its users.

Keywords: public library, art design and creative industries, interior design

1. Introduction

The creative economy sector is one solution to overcome the economic slowdown in Indonesia. The sector is now developing quite rapidly. These developments turned out to be slowly causing Indonesia’s economic life to rebuild after previously experiencing a decline. The birth of the creative economy in Indonesia was caused by a prolonged global crisis that gave rise to more enthusiasm in creating and innovating something in creating new ideas and works [1]. Unlike other sectors that rely heavily on the exploitation of natural resources, the creative economy’s strength is based on the superiority of human resources. Therefore, the creative economy sector needs more attention in order to maintain national economic resilience.

To strengthen the economic foundation in the creative economy sector, President Joko Widodo formed a new non-ministerial institution called the Creative Economy Agency (Bekraf). This body is responsible for the development of the creative economy in Indonesia. Bekraf is tasked with assisting the president in formulating, establishing, coordinating, and synchronizing policies in the creative economy. In addition, one of Bekraf’s missions is to open people’s insights and appreciation of all aspects related to the creative economy [2]. This can be done by providing a place that can help the public find information about the creative industries and improve knowledge through books and social interaction. One way that can be done is by establishing a library.
The library is a gateway to knowledge, supporting both individuals and groups to conduct lifelong learning activities, independent decision making, and cultural development [3]. This makes the library very important to be present in the midst of the community. Through libraries, people can interact with each other, exchange ideas, add insight, knowledge, and experience. For a library to become an educational home that is easily accessible to the public, the library must be public. The establishment of a public library is the right step so that people can dig deeper into anything related to the creative industry.

Based on the economic population census listed in the creative economy business/enterprise profile, the 16 subsectors that constitute the creative industry are (1) visual arts, (2) performing arts, (3) television and radio, (4) advertising, (5) publishing, (6) application and game developers, (7) fashion, (8) music, (9) culinary, (10) crafts, (11) photography, (12) film, animation, and video, (13) product design, (14) visual communication design, (15) interior design, and (16) architecture. According to Mari Elka Pangestu, the creative industry is the main pillar in developing the creative economy sector that positively impacts the life of the nation and state.

The creative industry is an industry whose work comes from creative ideas of human thought [4]. The thinking comes from the elements that form the basis of the birth of an idea and work. These are elements of art and design. Art and design are seen as two united elements. Every developing art is always followed by design visualization because the design is a real implementation of an art concept. The more development of art and design innovation today, the more it attracts the public’s attention to express their creative ideas in exploring the disciplines of art and design. This is also one of the causes of the development of the creative industry.

Art, design, and creative industries are the three things that are the basis of the establishment of a library. Under the auspices of Bekraf, the library is built to open up people’s insights and appreciation of all aspects related to the creative industry itself. With the library’s existence, it is hoped that the public can search for information and explore knowledge through the books available there, both printed and digital books. In addition, with additional facilities such as seminar rooms, exhibition halls, and workshop rooms, it is expected to foster a sense of love and appreciation of the community for work, exchange ideas through social interaction, and learn how to do work and present it.

In designing the Public Library of Art, Design and Creative Industry facilities are needed to support the educational activities therein. The rooms in this library are also well designed, one of which is by paying attention to various aspects, both functional and aesthetic aspects [5]. In addition, the arrangement of furniture, lighting, color selection, and shape for the treatment of interior elements, zoning, conceptualization, ergonomic calculations, and circulation are also of great concern so that this library can be an ideal home for its users [6].

The formulations of the problem in this research are as follows.
1. How to create space according to the visitors’ needs so that the education process can run well.
2. How to design an interior space for the Public Library of Art, Design and Creative Industry that not only pays attention to its functional aspects but also aesthetic aspects so that it can encourage educational activities that take place in it.
3. How to design a Public Library of Art, Design and Creative Industry that provides optimal functions for its users by paying attention to the arrangement of furniture, lighting settings, color selection, and shape for treatment of interior elements, zoning, conceptualization, ergonomic calculations and circulation.

The purposes of this research are as follows.
1. Creating a space in accordance with the needs of the users so that the education process can run well.
2. Designing the interior space of the Public Library of Art, Design and Creative Industry that pays attention to functional and aesthetic aspects in order to encourage educational activities that take place in it.
3. Designing the Public Library of Art, Design and Creative Industry by paying attention to aspects of design standardization in order to provide optimal functions for its users.
2. Research methodology

2.1. Research stages

This research uses a design thinking approach. This approach combines analysis and critical thinking to solve problems [7]. In addition, the design thinking approach balances between two modes of thinking, namely, analysis and creativity, where it is very necessary for analyzing the data obtained and solving problems encountered during the research.

The action research approach is used as an approach to this research. The approach is experimental. The action research approach is a method of approach carried out by making observations to compare and evaluate everything in the library, especially those related to interior design. The methods used in planning and designing the Public Library of Art, Design and Creative Industries are as follows.

2.1.1. Primary data

Primary data is data obtained directly from the source by carrying out documentation and direct observation. This data is needed so that the researcher can see and observe directly the environmental conditions and problems that occur in the things being studied. Data collection methods used in this study includes interview and observation. The interview was conducted to the library management to find out non-physical data such as vision, mission, and plans and expectations of the library's management in the future. Through the interview with the library manager, the conditions, limitations, and obstacles in managing the library can also be known. While the observation is carried out by observing activities that occur in the library directly and the physical condition of the building, the rooms, the view from the window, and the condition of the surrounding environment.

2.1.2. Secondary data

Secondary data is data obtained from other parties that are not directly related to the research process. The data is obtained by collecting existing data and becoming a source of literature to be analyzed. Secondary data were obtained through literature study methods. A literature study is done by taking data from textbooks, articles, or journals related to the Public Library of Art, Design and Creative Industry to be identified and analyzed so that it can be processed into data that can be cited and used as a reference in the research process and design.

2.2. Stages of design

The method used and the resulting output in the interior design process of the Public Library of Art, Design and Creative Industry are as follows.

2.2.1. Programming

Some things done in this process include the following.
1. Set goals and problems to be solved by design
2. Collect and analyze user facts and needs

The output produced in this process is as follows.
1. Time schedule
2. Location documentation and analysis of survey results
3. Literature study
4. Thinking framework
5. Macro and micro building analysis
6. User Data Analysis

2.2.2. Schematic design
Some things done in this process include the following.
1. Determine the concept and conduct a facility study of the activity
2. Apply ergonomics to the design
3. Planning the proximity of space and its access
4. Set the amount of furniture and the area of the room
The output produced in this process is as follows.
1. Table of activities and facilities along with extensive recapitulation
2. Inter-space proximity diagrams and circulation patterns
3. Zoning and grouping
4. Study and concept sketch
5. Mood board

2.2.3. Design development
Some things done in this process include the following.
1. Determine the placement of space
2. Determine the position of furniture and its circulation
3. Determine the materials and products to be used
4. Adjust the lighting and handling points
5. Make a picture of the room in a sketch or digital form
The output produced in this process is as follows.
1. Layout, section, and elevation
2. Floor, wall, ceiling, mechanical, and electrical plan
3. 3D perspective.

3. Result and discussion
The library is closely related to books originating from sheets of paper. Sheets of paper are arranged in a line on the book. Rows of paper are where the word ‘array’ originated. Array means lines or stanzas in literature as books are also closely related to literature. Literature itself is one branch of science from art. However, on the other hand, art and design are inseparable as the two are interconnected. Art and design are the basic elements of the birth of works and ideas that come from creative thinking. However, to get these thoughts, sometimes someone needs to imagine.

Imagination, or commonly abbreviated as an image, according to KBBI, means something to think about. The image also means shadow. Shadow is often associated with light, such as sunlight. The color white from sunlight is actually a combination of all colors that happens because white light is refracted into various wavelengths of light that are seen by the eye as red, orange, yellow, green, blue, indigo, and violet. The image also deals with various colors because every person must have a different color of an image, depending on what he/she thinks.

Therefore, the interior of the art, design and creative industries library is designed with the concept of an array of images that has the meaning of lines and colors. The concept is inspired by the sheets of paper and color from the refraction of light and the mind of each human being.
3.1. Inspiration
The hallmark of the library is the presence of books in large quantities. A book comes from sheets of paper arranged and put together with an adhesive on one side. The pieces of paper later become the design inspiration for the library. In addition, the way of thinking of creative people is also an inspiration in this design.

3.2. Shape
Shapes applied to this design are geometric and organic shapes. Paper sheets produce geometric shapes. However, the geometric shape is still adjusted to library users' character, namely creative societies, which tend to be more flexible and not rigid. So that the geometric shape is arranged in an organic pattern, so it is not rigid.

3.3. Material
The material used in this design is adapted to library users' characteristics who tend to be more open, so that clear materials such as glass and acrylic are very suitable to be applied to this design.

3.4. Space image
The use of clear material in the room makes the atmosphere of the room more open and spacious. The rising and falling ceiling treatment pattern gives the room a dynamic impression.

3.5. Colors
Like the rainbow colors, the colors applied to this design are red, orange, yellow, blue, indigo, and violet. However, these colors are just accents. The dominant colors used are gray and brown. The gray color comes from the finishing of mortar exposed on the wall, and the brown color comes from the colors of wood.

3.6. Lighting
The lighting in this design consists of natural lighting and artificial lighting. Natural lighting comes from sunlight, and artificial lighting comes from lights in the room.
3.7. Noise
The library is one place that is very concerned about the noise level in the room since the library is a reading place that usually requires high concentration. Therefore, this library uses material that can muffle the sound so as not to disturb the convenience of visitors who are reading.

3.8. Airing
The area to be designed for the library does not have air openings on the side facing the outside of the building, so the rooms must be equipped with artificial ventilation using central air conditioning.

**Figure 3.** Lifestyle Board

**Figure 4.** Perspective Image of Collection Room
Figure 5. Perspective Image of Reading Room

Figure 6. Perspective Image of Audio-visual Spaces
4. Conclusion

The art, design and creative industries library have a book collection room and reading room to support the educational process carried out in the library. The book collection room has enough space to accommodate 16 categories of collections organized by the creative industries’ subsector. Whereas in the reading room, it is divided into three types of areas, namely casual reading rooms, formal reading rooms, and reading rooms that are integrated with the collection room. In addition, the art library, design and creative industries are also equipped with seminar rooms, exhibition halls, and workshop spaces to appreciate the works of artists and share experiences and knowledge in matters related to the creative industries. In the art library, design and creative industries, there is also an audiovisual room along with a mini cinema audiovisual room, which can be used to see and hear works and art in digital form.

The researcher takes the phrase ‘array of images’ as a design concept in the design of art libraries, design and creative industries. The concept is inspired by book lines and human creative thinking. The design of this concept is in the presence of acrylic pieces that are hung on the ceiling and arranged in such a way as to create an organic pattern. In addition, the use of clear material is not only applied to ceiling treatments but also collection racks and computer desks. This can give the impression of being open to the room so that it can function optimally. Therefore, in the concept of designing libraries of art, design and creative industries, it is not only functional aspects that must be paid attention to, but also aesthetic aspects.

The library of art, design and creative industries is designed with attention to the arrangement of furniture, lighting arrangements, color and shape selection, zoning, conceptualization, and ergonomic calculations and circulation. This is done so that the library of art, design and creative industries can function optimally. The educational process that takes place in it can run well, and become a comfortable educational home for its users.

4.1. Suggestion

There are suggestions that the researcher wants to convey for consideration in the interior design of the public library of art, design and creative industries.

1. To improve comfort during reading, lighting and room noise need to be considered
2. The use of neutral colors that are not too colorful can minimize the occurrence of distraction when reading
3. The use of flooring material that can function as a silencer such as carpet and vinyl.

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