

“POP MODERN” INTERIOR CONCEPT AT LPKA BANDUNG’S SOCIAL REHABILITATION FACILITIES

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ABSTRACT

The Rehabilitation Center for Children in Conflict with the Law (ABH in Indonesia) is a forum that coordinates and implements social, vocational, and medical therapy initiatives for ABH children. Due to a lack of public awareness regarding the psychological, behavioral, and physical health of perverted children and adolescents, there are insufficient resources and locations for rehabilitation and assistance. Rehabilitating children and adolescents commonly experience anxiety and despair during the process. In order to construct facilities for coaching and rehabilitation, both their physical and psychological health are taken into account. This research tries to discover and exceed the physical and mental needs of children and adolescents. Using descriptive qualitative techniques and the Kilmer design method, primary and secondary data are gathered for this study. The design incorporates various components, including color, line, shape, lighting, decoration, greenery, and calming acoustics. It is also assessed to see if it is appropriate for the rehabilitation process in the treatment area, consultation room, and other locations that can assist the rehabilitation process and provide a space where children and adolescents can develop physically and psychologically.

Keywords: Establishment, juveniles, rehabilitation

1. PREFACE

The Rehabilitation Center is a functional place that carries out and organizes efforts in the process of social, vocational, and medical healing (KEMHAN RI). Article 1 (one) paragraph 2 of Law No.11 of 2012 concerning the Juvenile Criminal Justice System defined 'children in dealing with the law' as children who are in conflict with the law, children who are victims of criminal acts, as well as witnesses to criminal acts (Law of the Republic of Indonesia No.11, 2022). A rehabilitation center for children with legal problems, or Anak Bermasalah Hukum (ABH), is a place that functions as a unique social, vocational, and medical recovery space for children with legal problems. According to the Social Welfare of the Indonesian Ministry of Social Affairs, the number of abandoned children in Indonesia has increased, especially during the COVID-19 pandemic. In 2020 the number of abandoned children reached 67,368. Most neglected children have to work at a young age and commit criminal acts due to a lack of guidance in the family, financial pressure, and being cornered by their circumstances. Adequate facilities and public awareness of children and adolescents' physical and mental health are needed.

There are already several rehabilitation centers for children and adolescents in Indonesia. However, inadequate facilitation, as well as other problems, persist. This creates reluctance from children and adolescents, making the rehabilitation process uncomfortable and even tormenting. The primary purpose of designing a rehabilitation and development building for children and adolescents is to provide solutions to problems that exist in society. This design aims to find a way to foster children and adolescents with adequate facilities by bringing design elements closer to

the psychological needs of children and adolescents with a game of color, and circulation, as well as fulfill the need for a comfortable, safe, and fun space.

2. RESEARCH METHOD

Kilmer's design method serves as the basis for this design process. According to Rosemary Kilmer and W. Otie Kilmer (2014, p.178), designing consists of 2 phases: analysis and synthesis.

Problem analysis is breaking down a problem into its most minor components. Committing refers to the process of accepting or committing to the problem. Stating refers to the process of defining the problem. Collecting is the process of collecting data. Analyzing refers to analyzing the problem and data that has been collected, and finally, ideating is the process of releasing ideas in the form of schematics and concepts.

Problem synthesis is the process of putting a problem component with other components and their interrelationships to form a scientifically and objectively described system. Ideation is the design process where the solution is elaborated in several alternatives, and the schematic concept is presented. Implementation is the process of executing the depiction in the form of 2D images and 3D presentations that support it. Once these two phases are complete, the next step is to systematically evaluate each step in the design process (feedback) and, finally evaluating, which refers to the process of reviewing the resulting design that has solved the problem.

This design also uses descriptive qualitative methods by collecting secondary and primary data. Data collection for analysis was carried out by visiting LPKA in Bandung. Interviews were conducted with resource persons from LPKA supervisors to obtain data such as ABH activities, characteristics, room requirements, and other data. In addition, interviews were conducted with key resource persons such as psychologists to find out the psychological needs of troubled children and resource persons from the child education field to find out what is required in terms of education for ABH.

3. RESULT AND DISCUSSION

The designing of LPKA Bandung's ABH Rehabilitation Center's interior took place at Jalan Pacuan Kuda No.3, Sukamiskin, Kec. Arcamanik, Bandung City, West Java 40293. This building can facilitate 468 people, is west-facing, and has an eastern section that gets the fastest access to sunlight. It enjoys direct access to the Pacuan kuda road and is far from the main road. It is only 49m from the Women's Prison, 88m from the 17 National Junior High School, and 230m from the Arcamanik Badminton GOR to the west. From the north, Class I Sukamiskin Prison and Pertamina Gas Station are only 550m and 350m away, respectively. Additionally, GOR Arcamanik is only 650m to its south, and the At-Taubah Mosque is 350m away to its east. The closest public transportation stop from this building is the Cinta Asih 3 two-way stop and the Sarimas complex with a distance of 400m. Five hundred fifty meters from the building is the Sukamiskin bus stop, located right in front of the Sukamiskin Class 1 Prison.

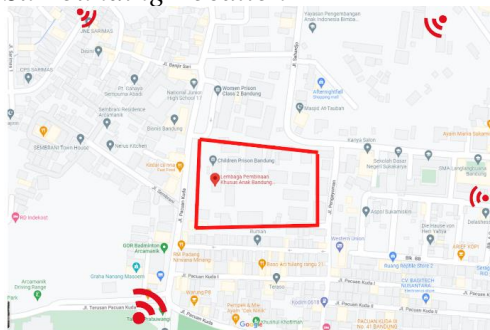
Figure 1
Macro Location



The interior design of ABH Rehabilitation Center at LPKA Bandung takes place at Jalan Pacuan Kuda No.3, Sukamiskin, Kec. Arcamanik, Bandung City, West Java 40293. This building has a capacity of 468 people. It is located in the middle to lower-class neighborhood area and is rarely traveled by large vehicles such as cars.

The Interior Design of ABH Rehabilitation in LPKA Bandung points west, with the eastern part of the building being exposed to sunlight first; therefore, the building will feel hotter in the afternoon. The building lacks natural lighting due to its tiny windows. The ABH Rehabilitation Center's location at LPKA Bandung is far from the main road; the nearest public transportation is 450m-550m from the location. To reach the building, one must walk 450m from the bus stop for about 5 minutes or use a vehicle such as a car or a motorcycle.

Figure 2
Surrounding Location



The ABH Rehabilitation Center at LPKA Bandung is far from business districts, industrial areas, and arterial roads that might generate pollution from vehicle fumes and congestion. The ABH Rehabilitation Center at LPKA Bandung is located in a residential area far from the hustle and bustle of the city. The closest potential noise source is GOR Arcamanik, 300m away. However, GOR Arcamanik has few day-to-day visitors. GOR Arcamanik might only produce excessive noises during certain events or festivals.

During the interior design process of ABH Rehabilitation Center at LPKA Bandung, the designer analyzed possible users and other people who might have access to each space. This is because the design of the ABH Rehabilitation center Interior at LPKA Bandung must serve its purpose as a juvenile prison, where its users are guarded and always monitored. Access to each room is limited, and visitors to LPKA Bandung must first obtain permission from the West Java Ministry of Law and Human Rights.

The following tables contain the list of potential users identified during the ABH Rehabilitation Center interior design process at LPKA Bandung, along with the functions and activities related to each space:

Figure 3
User Activities and Space Functions

No.	Areas	Users	Function	Activity
1.	Lobby	Supervisor Visitors	Visitor Registration, receiving guests, checking, attendance supervisor	Visitors register The supervisor receives guests/visitors The supervisor checks Superintendent absent Receive calls and information
2.	Consultation	Counsellor ABH	Room for Child Consultation Process	The counsellor carries out the consultation process with the child.
3.	ABH room	ABH	place to rest and settle children	Child (ABH) sleeping Child (ABH) rest The child does the rest of the activity.
4.	Class	ABII Supervisor Teacher Teacher	Learning and teaching process room	The teacher carries out the teaching process. Children (ABH) learn Superintendent oversees children's activities
5.	Skills Activities	ABII Supervisor Teacher	The process room hones children's skills for.	The supervisor/teacher carries out the teaching process. Children (ABH) learn skills Superintendent oversees children's activities
6.	Art Activities	ABII Supervisor Teacher	The space for the learning process and the pursuit of art.	The supervisor/teacher carries out the teaching process. Children (ABH) learn art Superintendent oversees children's activities
7.	Watch Overseer	Supervisor	ABII supervision room for picket supervisors	The picket supervisor supervises the children's homestead area (ABH)
8.	Hall	ABH Supervisor Invited guests	Rooms for the process of activities, events, and religion.	Process activity organization organizing events Religious administration Organizing seminars
9.	Shower Room	ABII	Special children's bathroom.	Children (ABII) take a bath

No.	Room	User	Function	Activity
10.	Pantry	Supervisor Pantry worker	Room for the process of providing food for ABH	Pantry workers prepares food for children The supervisor oversees the food preparation process
11.	Visiting Room	Supervisor ABII Visitors (Parents)	Visiting room between ABH children and parents	The child's parents paid a visit Child (ABH) meets parents The supervisor oversees visiting activities
12.	Polyclinic	Medical Worker Supervisor ABII	Examination room for sick children and child health checks.	A medical worker checks a sick child Perform child health checks. The superintendent looks after and supervises children.
13.	Teacher's room	Supervisor Teacher	Restroom, checking assignments and assessments, and stopping by the teacher or supervisor before the teaching process.	The teacher/supervisor rests The teacher checks the assignment/assessment The teacher/supervisor waits before beginning the teaching process.
14.	Islamic Prayer Room	ABH Supervisor Teacher Invited guests	Prayer room for Muslims	Doing worship for Muslims
15.	Praying room	ABH Supervisor Teacher	Prayer room for Christians, Buddhists, etc	Doing worship for Christians, Buddhists, etc
16.	Audio Room	Supervisor	Room sound system that manages hall audio during the event	The supervisor manages the hall audio during the event The supervisor oversees the process of the event
17.	Waiting Room	Supervisor Invited guests	Waiting room for invited guests.	Guests waiting before the event starts Guests rest after the event Guests gather The supervisor accompanies the guest
18.	Court Room	Supervisor ABII investigator Public Prosecutor Judge Social worker	Implementation of juvenile justice processes supervised by supervisors.	Implementation of the juvenile justice process Investigators, public prosecutors, and judges carry out the judicial process. The child (ABH) is on trial The supervisor accompanies the child during the judicial process Supervisors oversee the judicial process The social worker watches the judicial process

From the image analysis of LPKA Bandung's ABH Rehabilitation Center concept design shown in table 3.2 below, the designer concludes that the style concept used in ABH Rehabilitation Center in LPKA Bandung's initial interior design is Modern Pop. In table 3.3., the selection of the Modern Pop style is examined through interview results and analysis, which understood that the use of diverse and appropriate colors is intended to help the rehabilitation process of children with legal problems.

Figure 4
Image Analysis

Component	Variant	Key Word	Image	Conclusion
Institution	A rehabilitation center for children with legal problems, or Anak Bermasalah Hukum (ABH)	Structured, Informative, Educative, Guidance	Organize, Educative	Progressive
Location	Pacuan Kuda, Bandung	Calm, Relaxing,	Comfy	Calm
User	Juveniles (ABH in Indonesia), Supervisors, Counselors, Visitors	Informative, Guidance, Directional	Educative	Educative
Activity	Guidance Learning, Skills and Art Activities,	Interactive, Structured, Educative	Productive, Playful, Creative	Kreative
Architecture	Colorful - Basic School	Memorable, Colorful, Spacious, Fun	Cheerful, Comfy, Spacious	Spacious
Color	Dark Blue, Light Blue, Yellow, Red, Green, White	Colorful, Playful, Cheerful	Fun, Playful	Fun

Figure 5
Style Characteristics

Formal Characteristic	<ul style="list-style-type: none"> Contrasting hues and abstract design components Full of contrasts in colors and shapes Simple, practical forms; arrange and balance The material is presented in its original form.
Movement Factor	Youth rebellion in the West against 1960s establishment
Style Principle	The shape corresponds to the object's "fun" and design.
Expression	Dyonisian & Apollonian
Meaning of the Image	<ul style="list-style-type: none"> Youthful, playful, kitsch, Cheerful Progressivists creative
Ambience of a Space (Interior)	<ul style="list-style-type: none"> Surrealistic , Dizzy, Spacious, Bright
Future Potential Use	<ul style="list-style-type: none"> No limit Youth-oriented space

The theme used in the design is Aurora Beneath Utopia, Aurora refers to the polar lights, a natural phenomenon that occurs in the sky. Aurora usually appears in blue, red, yellow, green, and orange. At the same time, utopia refers to a near-perfect imagined community that hopes for a quality life for its members. In the context of LPKA, this theme reflects the hope for a happy ending for ABH children, who learn from their experiences and acquire new skills from the rehabilitation center so they might successfully re-enter society. This is also the reason behind the utilization of enjoyable, colorful, educated guidance and supervision.

The application of Modern Pop in the center's interior design is believed to help foster children between the ages of 14 and 18 with legal problems. In 'Experience of Color' (2001), an article published by the Herman Miller company, it is argued that colors affect human feelings indeterminately, meaning that they cannot be measured, but felt through intuition alone. The application of color in the interior design of the social rehabilitation center in LPKA Bandung

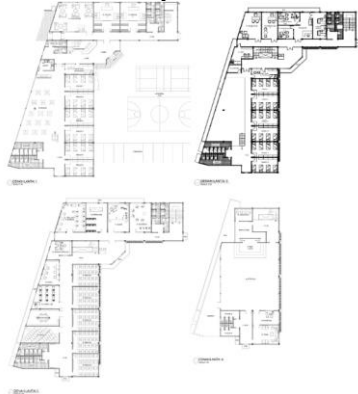
considers the interactions between a child's psychology and their surroundings. Color psychology studies the interaction of color with perception, emotion, mood, and behavior. (Rustan, 2019).

In color psychology, red symbolizes courage and strength; it conveys excitement and encourages energy to take action. Orange inspires warmth and enthusiasm; it symbolizes adventure, optimism, sociability, and self-confidence. In psychology, yellow has the happiest meaning: warmth, optimism, enthusiasm, cheerfulness, and a sense of happiness.

The design also uses green, which boosts a person's capacity to balance emotions and communicate openly. Green is believed to create an atmosphere of relaxation and tranquility. Another color commonly found in the design is blue, which is understood to encourage a person to overcome migraines, anxiety, insomnia, and high blood pressure, as well as stimulate communication and artistic expression.

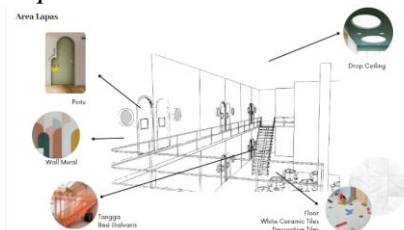
In designing the interior of ABH rehabilitation at LPKA Bandung, the floor concept proposed white decorative ceramic tiles. The consultation rooms, guest rooms, and several other areas in the school used vinyl plank wood flooring to create a natural feeling. The walls are decorated with colorful murals on predominantly white walls, and accented walls for particular areas. Drop ceiling with white color is most prominently used. However, the ceilings of high-activity areas use decorative color accents.

Figure 6
Furniture Layout



The following image depicts a furniture layout that is a combination of alternatives 1 and 2. The following are sketches and concepts for the interior design of the prison area of LPKA Bandung for ABH social rehabilitation.

Figure 7
Lapas Area



The following 3D design was derived from the sketch shown above:

Figure 7
Lapas Area 3D Design



4. CONCLUSIONS AND RECOMMENDATIONS

This style was chosen because to the lack of interest in cases involving children with legal issues and the notion that children with legal issues have a grim future, as held by the majority of society. Changing the way children with legal issues see the world is one of the goals of the design process for a social rehabilitation space at LPKA. By presenting child psychologists with a variety of hues, lines, and shapes to work with. The outcomes of this design also aid in the development and coaching process for children with legal issues, making the activity process more pleasant for everyone involved. In addition, after the discharge of children with legal issues, they acquire the information and skills necessary to integrate into society.

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