

The Development of Taman Prestasi and Taman BMX Surabaya as a Thematic Park Is Reviewed from user Behavior

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Abstract— *Park Achievement and BMX Park is located in Kalimas river area of Surabaya and is one of the thematic parks that have many potential inside which can be developed as a tourist area. But as a theme park, this park lacks the character of the theme raised both in terms of activity and also the existing architectural elements. The existing activities include: public space, water tourism, PKL center, and playground. From the phenomenon, so to be able to optimize the theme on the park that suits the needs of the site users, it is necessary to reprogram and develop it as an adaptive garden thematic products. The analysis will be conducted by reviewing the suitability of the relationship between the theme raised with the existing park infrastructure as well as reviewing the behavior and needs of park users. The design method used is qualitative descriptive method combined with Bernard Tschumi Design method where the design stage is, diagramming, programing, and imaging. As for the analysis techniques used using walkthrough analysis techniques and also SWOT. The end result of this research is the concept of design development and application design from the embodiment of the suitability between the theme raised with the existing infrastructure and the character of the park user's behavior. So it can create thematic garden designs that are right on target.*

Keywords— *River banks, Thematic Park, Public spaces, Tourism development, Behaviour.*

I. INTRODUCTION

In the background because of lack of optimal function of existing activities, it is necessary to overcome this problem by developing the area in accordance with the potential site and the user behavior of the park. The purpose of the development of this park area is as an effort to structuring and improving the quality of the garden environment and surrounding design..

The basic principles that must be met in developing a tourist area, among others:

- a. *Something to see*
- b. *Something to do*
- c. *Something to buy*

From the above three principles will be used as a benchmark in the development of this park area, and the discussion on this research is more focused on the development of aspects of activity and accessibility.

II. LITERATUR STUDY

Behavioral Architecture

According to Snyder and Catanese (1984), behavior-oriented architecture is an architecture that is able to respond to human needs and feelings that adjust to the lifestyle of humans in it. According to Clovis Heimsath, AIA (1988), the word "behavior" expresses an awareness of the social structure of people, a dynamic movement together in time. Just by thinking of a person's behavior in space then we can make a design.

Behavioral architecture is architecture which in its application always include behavioral considerations in designing behavioral link with architecture design (as physical environment) that architecture design can become facilitator of behavior or vice versa as barrier of behavior (JB Watson, 1878-1958).

Public Space

The definition of public space is a public place where people carry out routine and functional activities that bind a community, both in the normal routine of everyday life, as well as in periodic celebrations (Carr, 1992).

In designing the public space must be in accordance with the context, because every public space design is a good expression of the culture, behavior, habits, needs, history, and psychology of the surrounding community.

Thematic Park

Park city is one of the areas of study in urban landscape. Urban parks are defined as open spaces, predominantly vegetation and water, and are generally reserved for public use. Another sense of the city park is a park located in an urban environment, which can anticipate the impacts of urban development, and can be enjoyed by all citizens of the city. (IFPRA- The International Federation of Parks and Recreation Administration). While the theme park has a characteristic that created a garden atmosphere

must have special features, has a strong branding, different garden facilities, and ecologis plant factors.

Riverbanks

According to the Minister of Public Works Decree number 38 of 2011 article 11 concerning the border line of the rivers of the urban areas is set at least 3 meters outside the foot of the embankment, whereas according to Article 8 concerning the determination of the non-bordering River Lines in urban areas based on river criteria that have depth of 3m - 20m, the border line is set at least 15 meters calculated from the riverbank at set time. The regulation on river border line is also regulated in Minister of Public Works Decree no. 380 in 2004. At the current city level in Surabaya (2005) has been made draft Raperda RTRW which will set the distance of river border.

This data will be used to determine the physical criteria of the building, the limits that can be developed in the building and other physical constraints to remain in accordance with the interests of environmental maintenance river basin area. The river border or floodplain exists between the river ecosystem and the terrestrial ecosystem. Based on the Decree of the President of the Republic of Indonesia No. 32/1990 on the Management of Protected Areas, river basins are defined as areas along the left and right of the river, including artificial river / primary irrigation canals, which have important benefits for maintaining river functions. Because it is located on the banks of the river then in the case of this park need to pay attention to zoning design ecologically sound. The zonation includes core zones, transition zones, buffer zones.

III. METHOD

Research Method

The research used in this study used qualitative descriptive method (Groat and Wang, 2002). The aim is to make the description, description or painting systematically, factually and accurately about the facts, properties and relationships between the phenomena studied. The stages of his research as follows:

- Identify potential sites physically and non physically. This process includes site surveys, observation, interviews, and sorting of existing data.
- Formulate design criteria as reference in design development. In formulating the criteria here is used walkthrough analysis analysis that functioned to know all the potential and

activities visually visible, and then proceed with SWOT analysis to know the advantages, weaknesses, opportunities, and threats that exist.

- Formulate the design concept of Design and Design of thematic park area. Planning strategies that have been obtained from the SWOT results can be used as criteria that will be drawn the design concept.

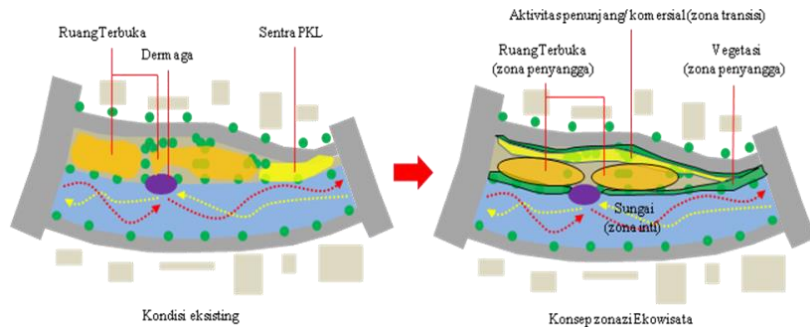
IV. RESULT AND DISCUSSION

The lack of optimism in the use of open spaces in this park is the backdrop of this research, where the facilities that have been provided and the environmental conditions that should be able to support this area, even seem less meaningful to the existence of the theme of the park. The activities that exist on the banks of the river include: PKL centers, public spaces, playgrounds and river tours. The indicators used in this observation, among others, the theme of friends used, infrastructure, types of activities that exist, operating time, and the number of visitors. While for the discussion variables include:

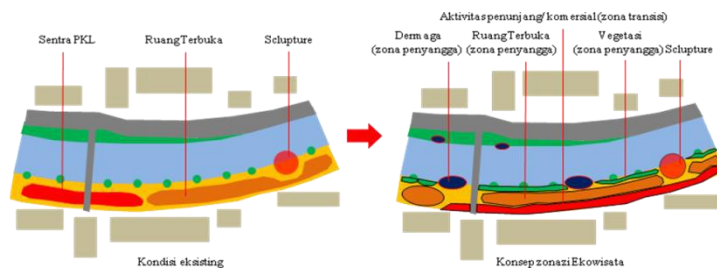
- Space Organization
 - Attractions
 - Amenity
 - Accillary service
 - Land use
- Circulation
 - Accesibility
- Visual
 - Eco-friendly Infrastructure Design based on aspects of Behavioral Architecture.

From the analysis that has been done then obtained the results of strategy and concept of the design, among others:

- **Attractions**
 - **The first strategy that is**, need to reprogram and develop existing activities and facilities based on the theme taken and the characteristics of the location of the park.
 - **The first concept is that**, given the area of the park is located in the river area, ecological aspects need to be considered, including: Placing commercial activity in the transition zone, putting open space activity, and communal space in the buffer zone, giving shrimp vegetation in the zone buffer as a barrier to the core zone, putting the river as the core zone.



Gambar 1. Konsep zonasi Taman Prestasi



Gambar 2. Konsep zonasi Taman BMX

- **The second strategy is**, the concept of open infrastructure and design design that is sensitive to nature, proposed to achieve environmentally friendly design, as well as maximize the view of the site to the surrounding area and vice versa. So hopefully both have a view that will become an attraction for every individual who saw it.
- **The second concept is**, All infrastructure is designed with the concept of open and integrated with the environment. And only private zones will be designed with closed conditions.



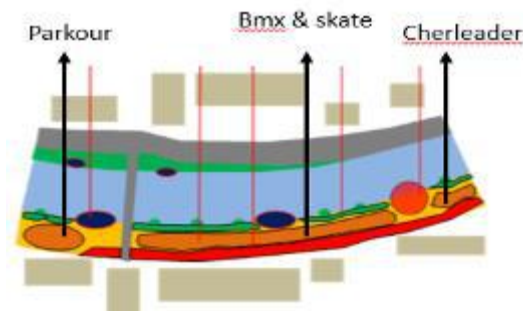
Gambar 3. Konsep Infrastruktur

- **The third strategy is**, Need a marker and the development of attractions that can attract visitors. Both from the riverbank area and from the river itself.
- **The third concept is**, For Park Achievement garden concept that will be developed here is the concept of educational park and out bount. This concept is used in this area to provide a glimpse of ecological concepts, as well as the locality (history) of this area..



Gambar 4. Konsep Aktivitas Taman

For BMX Park to be developed here are activities such as parkour, break dance, and cheerleader, so that with this activity, it is necessary containers for them to move.



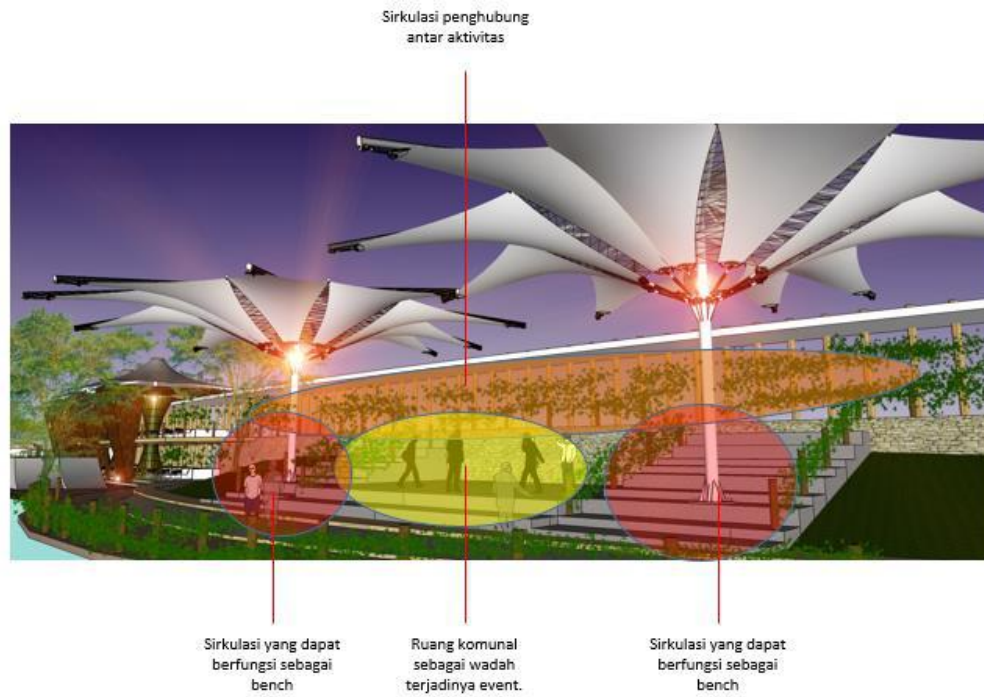
Gambar 5. Konsep Aktivitas Taman

- **Amenitas dan Accilary service,**
 - **Strategi pertama,** The first strategy, namely the need for a marker or facilities that can contain all the information. By Designing and establishing a management office in the first destination area, with the aim as a container to convey information from existing tourist rides
 - The first concept is the concept of gallery and educational facilities designed to be open and integrated with nature, with the use of materials in accordance with the principle of ecological architecture. (referring to the visual aspects of the discussion



Gambar 6. Konsep Aktivitas Taman

- **Strategi kedua,** The second strategy, namely the need for open spaces or communal space together as one container for the occurrence of an event. By integrating between activities, given the limitations of existing land.
- The second concept is, the concept used in this open space is by combining several activities in one container.



Gambar 7. Interaksi antar aktivitas



Gambar 8. Interaksi antar aktivitas

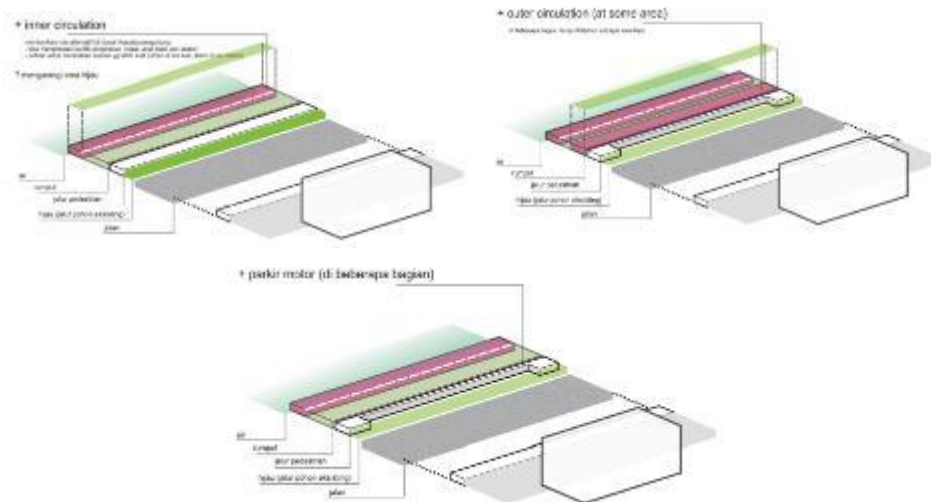
- The third strategy, namely the need for a gallery facility as an educational delivery container, given the concept of ecotourism applied to this site, and also as a container to give people insight into the history and culture of the city of Surabaya.
- The third concept is, By integrating and combine commercial facilities with other activities it will form a new space program in which consists of various activities .



Gambar 9. Bagan Interaksi antar aktivitas

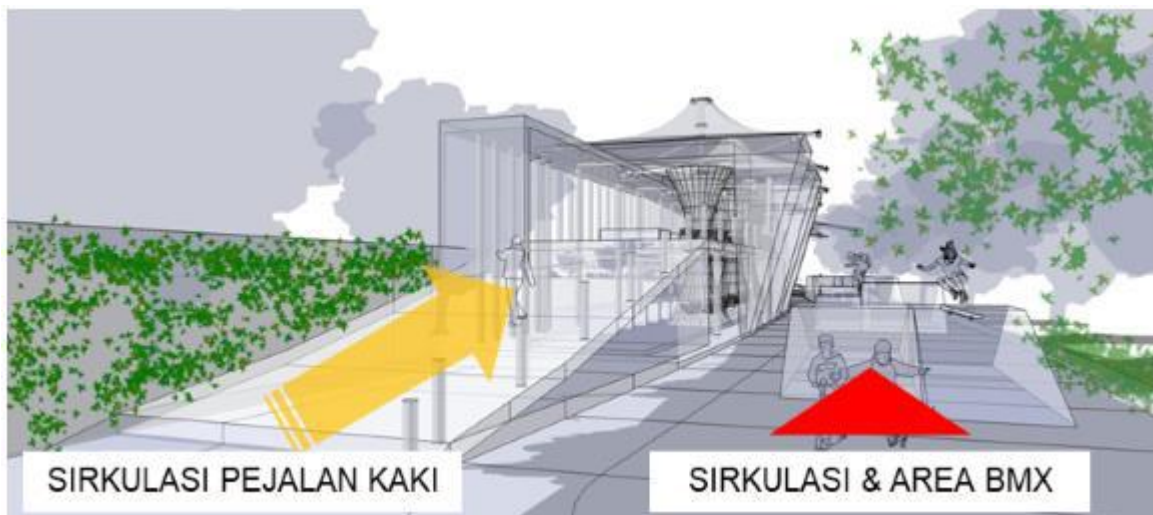
• **Accessibility**

The flow of circulation in this park that is, visitors will stop at the periphery pedestrian because they read and interpret the elemn as a frontier and bridge. The periphery of the pedestrian is the frontier-the outer boundary of an area to another area (the inner side of the natural park with the outer side of the urban park), but at the same time visitors also feel the link between the two areas is interpreted as a bridge element. the motor will go to this park will also stop at the front line (frontier) this park and memakirnya on the shoulder of the road, and if visitors increase then shoulders of roads are located across the street also come into the parking lot.



Gambar 10. Konsep sirkulasi

There is a need for a design for clarity on accessibility and circulation systems that can connect internally and externally to the region, and can resolve conflicts between the circulation of users and visitors.



Gambar 11. Konsep sirkulasi antara pengunjung dan pengguna

• **Visual**

- **The first strategy**, considering the park is located on the banks of the river, then the use of building materials made with a temporal concept
- **The first concept**, building construction made with steel knomot with the concept of ecological architecture.



Gambar 12. Konsep material

- **The second strategy**, making the characteristics (theme) of the park a major point in the design.

- **The second concept**, putting a center of education and a commercial as a frontier gate.



Gambar 13. Konsep visual

- **The third strategy**, making the garden furniture in accordance with the theme taken.
- **The third concept**, which is making furniture which accommodate a learning that is by making plot-plot area for the occurrence of the event.



Gambar 14. Konsep visual

KESIMPULAN

In the development of the design of this park, basically have to pay attention to the potential and existing problems. Less optimal one of the existing activities, it will give a very big impact for other activities. Therefore, in this study, the concept used is the concept of tourism development based on themes on the user behavior of the park. From the analysis and the results of research that has been done to generate the concept proposal as follows: Memberikan usulan konsep rancangan dengan menghadirkan berbagai macam fasilitas ruang terbuka untuk dapat mendukung aktivitas yang ada.

- Provide proposed concept of infrastructure design on riverbanks with temporal and vertical construction.
- Provide a concept proposal rancangan Public spaces on the banks of the river in which it has mixed activity, but the theme of the park is held
- Provide a proposed concept of circulation as a connectivity between activities, and make it float above the existing activities.
- Provide proposed draft concepts in the form of solutions in dealing with circulatory conflicts that often occur in public spaces.
- Provide a draft proposal on the existence of the river to be re-functionalized as a water transportation route.
- It is expected that the results of the above research can be used as a reference to the development of

public spaces that have a specific theme and based on user behavior and existing activities.

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