

# The Application of Dynamic and Fun Concept in Purwadhika Startup and Coding School Interior Design

Johanna Aprilia<sup>1</sup>, Ika Yuni<sup>2,\*</sup>, Fivanda<sup>1</sup>

<sup>1</sup>School of Interior Design, Tarumanaga University, Letjen S. Parman Street 11440, Jakarta, Indonesia

<sup>2</sup>School of Interior Design, Kesenian Jakarta Institute, Cikini Street 10330, Jakarta, Indonesia

Johanna.615160072@stu.untar.ac.id, \*ikayuni@senirupaikj.ac.id, fivandafsr@untar.ac.id

## ABSTRACT

School as educational institutions have an important role in the process student adaptation into a generation that is not left behind in facing technological developments. Purwadhika Startup and Coding School is a startup school concept for young people in the sector of digital technology. In this study discusses the application of the concept of dynamic and fun in the interior Purwadhika Startup and Coding School, which is focused on interior shapes and colours. This research was conducted with qualitative research methods, namely unravelling the theory to the data. The application of dynamic and fun can be seen in the elements of the interior and furniture in each room to be displayed.

**Keywords:** *Dynamic, Fun, School, Technology*

## 1. INTRODUCTION

Very rapid technological developments in the current era of globalization have provided many benefits in the development of various social aspects. Human as technology users must utilize existing technology, human adaptation with new technologies that have been developed must be done through education.

Humans at work, study and activities certainly need a comfortable and conducive atmosphere. Purwadhika Startup and Coding School is a startup school concept for young people in the sector of digital technology. There are not many startup and coding schools in Indonesia. Even they still don't understand what is meant by startup and coding. Therefore, to create a productive, effective and efficient teaching and learning environment and to plan Purwadhika Startup and Coding School facilities to be able to become an attractive object for many people and even for other startup schools.

To support this goal, the aspects of school design to create a school that is dynamic and enjoyable to users and visitors will be designed in such a way as to maximize user activities effectively and comfortably.

## 2. BACKGROUND

### 2.1. Method

This research variable is a design concept. The concept of dynamic and fun will be analysed through shape and colours.

The place of research was conducted in Tangerang and the location of the research object was on BSD Green Office

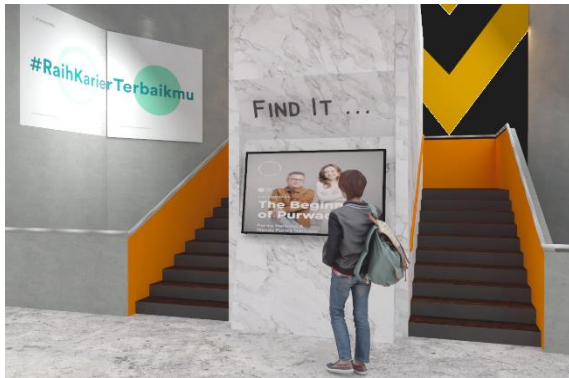
Park Street, GOP 9-G Floor BSD City, Sempora, Kec. Cisauk, Tangerang, Banten.15345.

### 2.1. Research Object Identification

The design concept of Purwadhika Startup and Coding School is Dynamic and Fun. The purpose of this concept is to create an atmosphere that is not boring but dynamic and fun in order encourage users to always be happy and develop ideas of creativity. Through a modern design that gives a simple impression and through this concept can provide a fun atmosphere but still comfortable for user and visitors.

The design style used is a modern style that is simple and contemporary in design. The design character appears in the use of the floor by combining concrete with parquet, wall material between aluminium and glass, so that it is dynamic. The atmosphere in this design wants to apply a comfortable, dynamic and fun atmosphere. Users of design are young people, so the design they want to create is also adjusted to the dynamic character of young people.

The use of colours that are applied is in accordance with the desired atmosphere. Like the colour of smoke pink, orange, yellow, green, gray, brown, white and black, which symbolizes spirit, cheerful, comfort, fresh, warm and clean. The colours used give the impression of warm comfort and cheerful. Application of the concept dynamic and fun in a special room Lobby & Lounge, Classroom and Seminar Room.



**Figure 1** Lobby View

The entrance directly faces the lobby area where there are stairs leading to the 2<sup>nd</sup> floor. In this lobby is the centre point where there is a led screen that's displays information about Purwadhika. The impression from the lobby is dynamic and modern.



**Figure 2** Receptionist View

In the reception area next to the entrance to facilitate visitors who come. The application of the dynamic concept in the reception area uses laminated finishing panels with warm white hidden lamp combined with concrete walls that follow the shape of the panel. On the left side there is a black aluminium partition that adds a dynamic impression.



**Figure 3** Lounge View 1

In the lounge area adjacent to the bright colours display a pleasant and cosy impression. Users and visitors can freely move to discuss with each other.



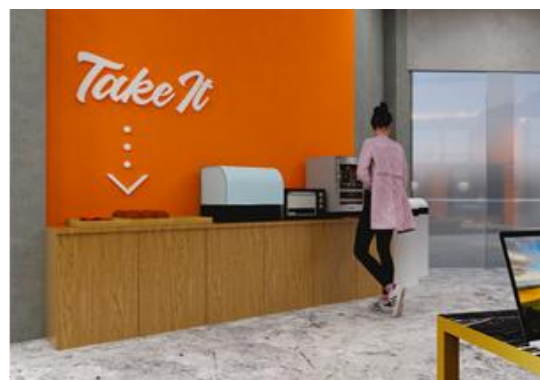
**Figure 4** Lounge View 2

In this lounge area there is a bench where users and visitors can relax by doing work. This bench makes the lounge atmosphere natural and comfortable because there are plants that are on the bench.



**Figure 5** Lounge View 3

This lounge area is separate from the previous lounge. This lounge is next to the entrance and cafeteria. The choice of furniture and colours displays a dynamic a fun impression. There is a sign going to the cafeteria and there is history from Purwadhika on the school trip. The application of colour is also displayed on the chandelier with bright colours in it. In the lounge area to sit and relax.



**Figure 6** Lounge View 4

Coffee corner facilities are also provided in the lounge area with a self-service system where users and visitors can use the area. Equipped with a mini freezer, oven, and snacks. This area is directly opposite the lounge.



**Figure 7** Corridor Lounge View

The corridor connects the lounge with the study area. There are chairs and tables on the left side with a window so that users and visitors can see the view outside the window. Natural lighting comes in through the window and there are hanging lamps that give the impression of being simple and cosy.



**Figure 8** Classroom View 1

The classroom illustrates the impression of being simple with a touch of colour on the back to make it brighter. The back wall displays a mural of writing and a hidden lamp in warm white. Class wall display symmetrical accents with padded walls. This classroom is dominated by white to make it look clean and bright.



**Figure 9** Classroom View 2

The ceiling that is displayed is a white drop ceiling in which there is a hidden lamp. This classroom displays a blackboard with a glass board and projector screen. This room, provides a cosy atmosphere.



**Figure 10** Seminar Room View 1

This seminar room has a raised floor on each chair to maximize the space. On the floor using gravy carpet tile material. The ceiling displayed is an acoustic board ceiling and acoustic wood panel, where the seminar room is soundproofed so that the sound from outside the room cannot enter inside. The walls of the seminar room also use acoustic wood panels and padded walls which are finished with gravy fabric. The back wall is black with neon lamp and stainless-steel accents. The words are the meaning of Purwadhika logo namely belief “what we believe in”, value “how to judge everything”, action “deeds”.



**Figure 11** Seminar Room View 2

Beige auditorium chair gives the impression of simple modern. The stage area has a high level so that the seminar area welcome. An orange and green bean bag gives a refreshing and pleasing impression. On the seminar screen using a led screen that can be connected by television in the column to reach participants visions. The seminar room make a cosy and dynamic atmosphere.

### 3. CONCLUSION

In the interior design of Purwadhika Startup and Coding School, it can be concluded that the application of the concept of dynamic and fun with a modern style in the school in order to attract many people and be enjoyed by users and visitors by displaying a dynamic, pleasant and refreshing impression in each interior of the room, as well as making the school atmosphere is not monotonous and rigid but rather creates a sense of comfort, fun, energy, play but still serious in doing activities.

### ACKNOWLEDGMENT

The writer Johanna Aprilia would like to thank Mr. Purwa Hartono, as the founder of Purwadhika Startup and Coding School has given permission to conduct field surveys and documentation, Purwadhika Startup and Coding School staff, as staff who have provided information and data about the school, Parents, as the family who provide support for the process of making the final project, Interior Design Student, as friend and colleague in arms.

### REFERENCES

- [1] Affandi Muhajir. 2018. *Teknologi Informasi dan Komunikasi dalam Pendidikan*, Jakarta : YNHW.
- [2] Rini Tri S. 2010. *Desain Interior Marketing Office di Surakarta dengan Konsep Modern Kontemporer*. Surakarta : UNS.
- [3] Sugiyono. 2018. *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta.
- [4] Wijaya S.J, Sitindjak R.H.I, dan Suryanata L. 2017. *Implementasi Konsep Dynamic Pada Interior Creative Industry Co-working Space di Surabaya*.
- [5] W.S. Winkel. 1991. *Psikologi Pengajaran*, Jakarta : Grasindo