

ABSTRAK

Kota Surakarta mempunyai visi dan misi untuk menjadikan Kota Surakarta sebagai Kota Kreatif. Hal tersebut didorong melalui sejumlah data industri kreatif di Kota Surakarta sebanyak 497 unit di tahun 2019. Perkembangan industri kreatif mengalami kemajuan yang tergolong baik, apalagi industri kreatif mendapat konsentrasi khusus dimata pemerintahan melalui BEKRAF yaitu suatu lembaga pemerintah yang mengelola industri kreatif di Indonesia. Namun, forum pelaku industri kreatif di Kota Surakarta belum berkembang dengan baik. Oleh karenanya, perencanaan maupun perancangan *Creative Space* diperuntukkan terutama bagi para pelaku sekaligus pemeran industri kreatif yang dapat menunjang semua aspek kegiatan kreatif.

Bangunan ini diharapkan menjadi suatu wadah pusat kreatif di Kota Surakarta yang sebagian besar penduduknya merupakan kaum milenial dan pelaku industri kreatif yang mendapati permasalahan di atas. Tidak hanya itu, Adapun tujuan lainnya agar masyarakat di Kota Surakarta mampu menciptakan sebuah rantai simbiosis mutualisme dengan para pelaku kreatif sehingga akan memiliki daya tarik tersendiri dan mampu mengedukasi serta mengembangkan potensi-potensi yang belum tercapai secara maksimal di Kota Surakarta.

Kata Kunci : Pusat Kreatif, Ruang Sosial, Fasilitas Publik, Kaum Milenial

ABSTRACT

Surakarta City has a vision and a mission to make Surakarta City a Creative City. This is supported by data on the number of creative industries in Surakarta, as many as 497 units in 2019. The growth of the creative industries has progressed relatively well, especially since the creative industries have received a unique concentration in the eyes of the government through BEKRAF. This government agency manages creative industries in Indonesia. However, the forum for creative industry players in Surakarta City has yet to be well developed. Therefore, the planning and design of Creative Space are intended mainly for actors and creative industry players who can support all aspects of creative activities.

This building is expected to become a creative center in the city of Surakarta, where the majority of the population are millennials and creative industry players who encounter the above problems. Not only that, the other goal is that the people in Surakarta City can create a symbiotic chain of mutualism with creative actors so that they will have their charm and be able to educate and develop potentials that have not been optimally achieved in Surakarta City.

Keywords : Creative Center, Social Space, Public Facility, Millennials