

INTISARI

Kawasan Reklamasi Pelabuhan Bengkong merupakan area yang akan direklamasi di Kota Batam seluas 237,24 Ha serta akan menjadi pintu masuk internasional baru menggantikan Pelabuhan Batam Centre. Perencanaan area reklamasi ini ditekankan pada tiga tujuan yaitu menciptakan titik pertumbuhan ekonomi di Kawasan Pelabuhan Bengkong, menciptakan ruang yang harmonis antara kegiatan pelabuhan dan ruang disekitarnya, serta mengintegrasikan sistem transportasi antara Pelabuhan Bengkong dan kawasan di sekitarnya. Untuk mencapai ketiga tujuan tersebut, perencanaan dilakukan secara *backcasting analysis* dimana didapatkan tujuan perencanaan dapat diselesaikan dengan konsep TOD, *waterfront development*, dan pariwisata. Hasil elaborasi dari ketiga konsep tersebut menciptakan 18 kriteria perencanaan yang akan menjadi basis utama dalam perencanaan Kawasan Pelabuhan Bengkong. Selain itu, melalui hasil pemilihan alternatif konsep, perencanaan kawasan ditekankan agar lebih berorientasi pedestrian. Kemudian berdasarkan pertimbangan-pertimbangan tersebut direncanakan delapan jenis perencanaan yaitu rencana jalan kendaraan, rencana transportasi publik, rencana fasilitas pejalan kaki, rencana fasilitas parkir, rencana fasilitas pesepeda, rencana guna lahan, rencana citra bangunan, serta rencana aktivitas dan elemen di pelabuhan. Dalam membantu mengambil keputusan serta visualisasi rencana, penulis menggunakan teknik gamifikasi dengan aplikasi Cities Skyline.

Kata kunci: *transit-oriented development*, *waterfront development*, pariwisata, gamifikasi, *backcasting analysis*, Kota Batam

ABSTRACT

The Bengkong Port Reclamation Area is a 237.24-hectare reclamation area in the city of Batam, which will serve as a new international gateway, replacing the Batam Centre Port. The planning for this reclamation area focuses on three objectives: creating an economic growth point in the Bengkong Port Area, establishing a harmonious space between port activities and the surrounding area, and integrating the transportation system between the Bengkong Port and its neighboring areas. To achieve these objectives, planning is conducted through backcasting analysis, which identifies that the planning objectives can be achieved through the concepts of Transit-Oriented Development (TOD), waterfront development, and tourism. Elaborating on these concepts, a set of 18 planning criteria is established as the primary basis for planning the Bengkong Port Area. Additionally, alternative concept selection emphasizes a pedestrian-oriented approach in the area's planning. Based on these considerations, eight types of planning are proposed, including vehicle road planning, public transportation planning, pedestrian facility planning, parking facility planning, bicycle facility planning, land use planning, building image planning, and activity and element planning in the port. To assist in decision-making and plan visualization, the author utilizes gamification techniques with the Cities: Skylines application.

keywords: transit-oriented development, waterfront development, tourism, gamification, backcasting analysis, Batam City