



## ABSTRAK

Pertumbuhan industri kreatif di Kabupaten Sleman, khususnya subsektor Film, Animasi, dan Video, belum didukung adanya infrastruktur kreatif. Taman Kuliner Condongcatur merupakan Pusat Jajanan Serba Ada (Pujasera) yang menjadi lokasi *pilot project* bagi pengadaan ruang kreatif di Kabupaten Sleman. Sayangnya taman kuliner tersebut tidak berjalan dengan efektif karena mengalami penurunan kualitas, baik penurunan kualitas fungsi, fisik, maupun citra ruang. Oleh karena itu dibutuhkan revitalisasi kawasan Taman Kuliner Condongcatur untuk menciptakan ruang yang *vibrant* dan mendukung industri kreatif serta mampu meningkatkan citra Kabupaten Sleman sebagai kota kreatif Film, Animasi, dan Video. Revitalisasi kawasan menggunakan konsep *creative hub* yang dianggap mampu memfasilitasi kegiatan industri kreatif serta menyediakan fungsi ruang terbuka.

Perencanaan menggunakan metode *Soft System Methodology* (SSM). Perencanaan menghasilkan masterplan, rencana detail masing-masing elemen desain serta rencana target pengguna ruang.

Kata kunci : Revitalisasi, Kota Kreatif, *Creative Hub*, *Soft System Methodology*



## ***ABSTRACT***

*The growth of creative industries in Sleman Regency, especially the Film, Animation, and Video subsectors, is not supported by creative infrastructure. Condongcatur Culinary Park (Taman Kuliner Condongcatur), a multipurpose food court, is the location of a pilot project for creative space development in Sleman Regency. Unfortunately the culinary park does not run effectively because of a decrease in space quality, including decreased of the function, physical, and image quality of the space. Therefore, revitalization of the Condongcatur Culinary Park is needed to create a vibrant space that support the creative industry and improve the image of Sleman Regency as a creative city of Film, Animation and Video. Revitalization of the area uses the creative hub concept that is considered capable of facilitating creative industry activities and providing the function of open space.*

*This revitalization plan uses the Soft System Methodology (SSM). Revitalization plan produces a master plan, detailed plans for each design element and space user target plan.*

*Keywords: Revitalization, Creative City, Creative Hub, Soft System Methodology*