

INTISARI

Kampung Dolanan Pandes adalah desa wisata yang sangat unik dengan adanya pembuatan mainan anak tradisional yang sudah dilakukan sejak dulu dan turun temurun. Namun hingga kini, pengelolaan Kampung Dolanan Pandes sebagai desa wisata belum optimal karena kurang terkelolanya daya tarik wisata berupa atraksi, aksesibilitas dan amenitas.

Perencanaan secara menyeluruh dilakukan dengan menggunakan metode *soft system methodology (SSM)* dan metode *analytical hierarcial proccess (AHP)* untuk memilih alternatif rencana. Proses perencanaan didasari teori pariwisata, daya tarik wisata, desa wisata, regenerasi desa kreatif, serta wisata edukasi budaya. Konsep desa kreatif dipilih untuk meregenerasi Kampung Dolanan Pandes dari desa tradisional menjadi desa wisata edukasi budaya yang aktif, rekreatif, dan edukatif. Konsep ini mengedepankan edukasi beragam permainan tradisional anak, kearifan lokal, serta kebudayaan Yogyakarta.

Kriteria perencanaan dipilih untuk menyelesaikan masalah dengan menggunakan teori *cultural tourism framework* dan *urban design*, serta penyusunan elemen perencanaan dengan menggunakan teori *urban design reclaimed*, rancang kota, dan perencanaan tapak. Sintesis dilakukan untuk mendapatkan kriteria yang tepat pada masing masing elemen perencanaan. Kriteria dijadikan ukuran dalam melakukan analisis lebih lanjut pada elemen perencanaan yang meliputi perencanaan guna lahan, aktivitas pendukung, penanda, sirkulasi dan parkir, fasilitas dan utilitas, serta ruang terbuka. Hasil perencanaan berupa masterplan dan rencana detail pada setiap elemen perencanaan.

Kata kunci: Desa Wisata, Daya Tarik Wisata, Wisata Edukasi Budaya, Desa Kreatif, *Soft System Methodology*, *Analytical Hierarcial Proccess*

ABSTRACT

Kampung Dolanan Pandes is a unique tourism village. Since previous descendants, the production of traditional children's toys has been started. with the existence of traditional children's toys that have been done since the first and hereditary. However, the management of Kampung Dolanan Pandes as a tourism village has not been optimal due to the lack of tourism attraction in the form of attractions, accessibility and amenity.

The comprehensive planning is done by using soft system methodology (SSM) and analytical hierarcial proccess (AHP) as a method to select alternative plan. The planning process is based on tourism theory, tourist attraction, tourism village, creative rural regeneration, and cultural education tourism. The concept of creative village was chosen to regenerate Kampung Dolanan Pandes from the traditional village into an active, recreative, and educative cultural education village. This concept emphasizes the education of various traditional games and toys for children, local wisdom, and Yogyakarta culture.

The planning criterias were chosen to solve the problem using cultural tourism framework and urban design theory, as well as the preparation of planning elements using urban design reclaimed theory, urban design, and site planning. To get the right criteria in each planning element, synthesis is choosen. Criterias are used as a measurement in conducting further analysis on planning elements including land use planning, supporting activities, signage, circulation and parking, facilities and utilities, and open space. The results of planning are performed in the form of masterplan and detail plan on each planning elements.

Keywords: Tourism Village, Tourist Attraction, Cultural Education Tourism, Creative Village, Soft System Methodology, Analytical Hierarcial Proccess