

Review The Design of "Kampung Tematik Malang 2016" on Kampung Kramat Kasin, Malang, Indonesia

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Abstract

Sustainable development is the main city building and become. Along with the city will increase settlement slums and settlement wild/squatter (Kustianingrum, 2010). Efforts to do the government as policy management governance to control the growth that it can unrestrained, lead to the state of the environment, social and economic bad. One government efforts by means of the bottom up involving public participation in developing the quality of their packed become a "Festival Rancang Malang" with 57 competition in the Kelurahan within Malang city is expected to their thematic born typical Malang city. Their which was growing in sprawls, kind of unplanned and tend to slums can set and designed of an idea residents of accompanied by Academics College and professional associations architect especially. And therefore the design physical and non-physic produced is expected to provide solutions problem solving in terms of there so as to be a region that identity and benefit the citizens of its inhabitants, and to maintain ecological sustainability. In a review this design writer trying to dissect design their Kampung Kramat Kasin as one competition winner devise Festival Rancang Malang 2016. The findings review was able to deliver in its design comprehensive.

Keywords: Design review, Kampung Tematik, Kampung Kramat,

1. Introduction

One of the SDGs goals 11th is sustainable development, which was about urban and settlement an inclusive, safe tough for disasters and sustainable (UCLG, 2015). This becomes main priority Indonesia's development in Nawacita and Rencana Pembangunan Jangka Menengah (RPJMN) 2015-2019. The success of sustainable development in urban cannot be an important role of regional governments to the planning and implementation of SDGs in participatory. Namely participation a native or cooperation that will involve society in the process of a whole and bottom up, not the interests of certain parties (Subadyo, 2012).

Malang city as second largest city in East Java, also has a role actively supported sustainable development through a competition held by Bappeda

Malang city in 2016. Competition this titled "Festival Rancang Malang" involving 57 the kelurahan within the city malang, and are expected to become a design competition area activities conducted in participatory sourced of an idea residents assisted devotion assistance academics colleges and professional associations in Greater Malang as an interpreter idea to applicative. Prompting the birth of their thematic typical Malang city, that not only quality in terms of physical, but also non- physical both social culture, economic and support sustainable development. The winner of competition their thematic is embodied physically and funded from the Malang City so that can be enjoyed benefits for the Malang city and out of town unfortunate.

This paper is trying to dissect in depth of design one of the competition their thematic, 2016 namely Kampung Kramat Kasin located in RW 03 Kelurahan Kasin, in Klojen Malang City. In general this village was in the area of common Kasin, inhabited by about 150 families with the total number of 450 people. Scope the area is designed Neighborhood 07 (RT 07), Neighborhood 08 (RT 08), and Neighborhood (RT 09). All has the potential and weakness. RT 07 having the local annual ceremonies, besides RT 07 have potentials social and cultural life and the position tread under cemetery land, then RT08 having the same craft the economic potential, souvenir and good, and RT09 having the culinary things. Land status is municipal so to progress on the supervision of a government Malang City.



Fig. 1. Map of Kelurahan Kasin, Made of various sources, 2017

2. The Planning of Kampung Kramat Kasin

Manifesting their Kramat Kasin inline with sustainable development program through a strategy of their tour design educative planning participatory through the citizens and assistance professional associations in output designs that their iconic be based local karekteristik, both the

technology and a budget appropriate capacity and apply the principle of ecology for environmental sustainability and the their kampung.

3. Description of The Design Theme

Made with their thematic up the theme their as their religious tourism educative. Tourism expected is based on ecotourism, the community as controller that contribute to the sustainability of culture and welfare locals (Subadyo, 2010).

5. The Concept of Design

5.1. The Concept Religious Tourism and Educational Tourism

Region or this area known as the "Kasin" located near one of the largest funeral in the Malang city, the funeral Kasin or more famous for a grave Kasin. In complex cemetery grave Kasin there were several tomb community leaders who enough seriously impact on the environment and local residents. One of them is the cemetery habib abdul qadir son of faqih that is one of the founders of pondok pesantren darul hadith Malang city.

Besides, there were also their unique in the complex. Namely their or settlement RT 07 of families 70 families with a population of about 250 people. Uniqueness this village lies in physical building use the grave as their homes.

5.2. BRAND KAMPUNG KRAMAT



Fig. 2. Design Logo Kampung Kramat Kasin
source: Personal File, 2016

Brand name Kramat taken also from the name of this village in. So the name has the potential image strong able to tell their identity. The icon has a religious meaning. Kramat means tour and religious educative things. So apart religious tourism has the potential meaning, but there were also has potential education tourism. Through this tourism, it able to give life guidance and improve the relationship with God.

So, using the concept of paradox that was found in in the poetics of architecture. The tomb should considered austere but designed into a tourist destinations in religious and educational study.

" Paradoxical statement often bring together whole sets of ideas with regard to existing " knowledge " and " truth " as seen by the one who makes the statement. Paradox is apparently a sound proof of an unacceptable conclusion. It is statement that appears to be contradictory and seemingly says two different things which may even sound absurd, but which is nevertheles true and often sublime " (Antoniandes. A, 1992).

5.3. THE DEVELOPMENT OF A DESIGN THE AREA OF KAMPUNG KRAMAT

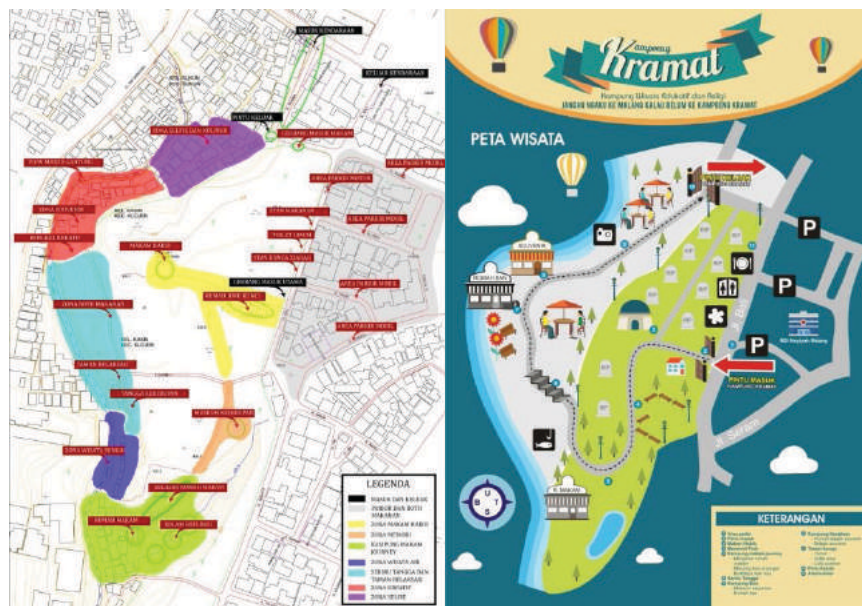


Fig. 3. Lay out Kampung Kramat Kasin
 source: personal files, 2016

Based on the field study with residents as well as the device urban village, Kramat designed into a religious tourism area and education, about life by using potential land. So that there are two main zone for base planning, there are religious zone and education zone.

1. Religious tourism
 1. The pilgrimage to the grave of habib
 2. Festival kampung Kramat every the full moon
2. Education tourism (a journey their a tomb)
 1. Museum life
 2. Corridor of kampung Kramat
 3. River

4. Fishing zone
5. 1000 steps
6. Reflexy zone
7. Playground
8. Zona Creative Gallery
9. Selfie zone and culinary
10. Lodging house

6. DESIGN

6.1 Entrance Main Gate

Is the main entrance to the designed of stone And ornament a tire are characteristic their Kasin .To vegetation also use of cambodia.



Fig. 4. Main gate. (source: personal files, 2016)

6.2 Booth

Booth is located on the wall entrance, there are selling food and Exposing Kampung Kasin.



Fig. 5. Culinary Booth . (source: personal files, 2016)

6.3 Parking area

The motorcycle parking is across eastern walls of main entrance. That allow access to the park placed near public hospitals.



Fig. 6. Parking Area. source: personal files, 2016)

6.4 Museum Kehidupan

This building is located in the area south of, precisely the back of the key. tomb This building is one spot that give education and information about of life that everyone will someday return to the creator of. Ena having a wider area.



Fig. 7. Museum Kehidupan. (source: personal files, 2016)

6.5 Selasar Kampung Kramat

The rail road exist in front of Kampung Kramat. This area beautified by paint murals on paving ground.



Fig. 8. The Corridor. (source: personal files, 2016)

6.6. Zona Kampung Kramat RT07

The houses painted with painting murals to the point where the impression fun in this area. And giving spot photo selfie for tourists



Fig. 9. Mural Wall. (source: personal files, 2016)

6.7. Corridor Alley of Kampung

Wall corridor also painted with murals for point of impression and a spot for taking picture for tourists.



Fig. 10. Wall Corridor (source: personal files, 2016)

6.8. Fishing Zone

Kampung RT 07 has main icon is tomb. It located near the river bank. At first had showing carp. So that presented some gazebo sited as a fishing place and playing boat.



Fig. 11. Gazebo in Fishing zone. (source: personal files, 2016)

6.9. River Bank Corridor

The their rt 07 has main icon located near flood plains. Initially was showing carp. So presented gazebo sited as a fishing boat.



Fig. 12. Gazebo and Fishing zone. (source: personal files, 2016)

6.10. A thousand stairs

The Kampung RT07 has unique households located below cemetery land. Households have the potentiality to be exposed, as a stair, life to strengthen the theme households painted on murals. It is containing a painting of born, baby, toddlers, teenagers, young, adult, old died.



Fig. 13. A Thousand Stairs. (source: personal files, 2016)

6.11. Massage Zone

Gazebo are designed for massage. The pavement installed stone for feet massaging.



Fig. 14. Massaging Zone. (source: personal files, 2016)

6.12. Zona Playground

Creation this tire are expected to become a attraction for visitors especially children.



Fig. 15. Playground. (source: personal files, 2016)

6.13. Kampung Ban Zone

Besides tire, they also expose some beads on the wall. Bead is a business by residents.



Fig. 16. Kampung ban Zone. (source: personal files, 2016)

6.14. Selfie Zone

Selfie zone with supersized letter as a photographic background.



Fig. 17. Selfie Zone. (source: personal files, 2016)

CONCLUSION



Fig. 18. Shelter House Zone (source: personal files, 2016)

Design Kampung Kramat Kasin of their religious tourism and education is expected to realized in accordance guideline in realizing design the results of competition this. So that their benefits can be perceived for the city residents malang and residents RW 03 especially. To design this concept can still developed more detailed per the area, good infrasturktur, infrastructure pattern building occupancy house the side of a river in RT 07.

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