

ABSTRACT

The need for quality public facilities and beneficial it is desired by the public, especially the people who live around the square Ujungberung. The existence of libraries / digital library in a public facility is not something that is often used in public facilities in Bandung. This happens because people's interest in reading is still lacking. in designing a product for placed in facilities intended for public / community should certainly emphasizes comfort and efectivity in its use. Certainly the case with the chosen material in designing a product must be conformed to the environmental conditions. This design process uses qualitative research methods to collect data contributing in Square Ujungberung using field observations, interviews, literature and documentation in the case to determine the library user activity that has been provided in the square Ujungberung. The objective of this scheme is to design a smart digital library or library by using the touchscreen system with advanced aspects of the material. In this scheme the public interest in reading is expected to continue to rise. Designing digital library not only designing the product alone but want material that have been explored. Therefore, it is expected to square Ujungberung community can utilize public facilities were very helpful, namely digital libraries for Ujungberung Square.

Keywords: Public facility, Library, Material, Bandung