

Abstract

The rapid economic growth rate of the Depok city as an urban city supporting the national capital is inseparable from the development of the creative industries that are in it. The creative economic contribution to gross domestic product (GDP) in Depok City has reached 10.06 percent. The biggest contribution from UMKM Depok is in the fashion sector which is 40.38 percent, 29.60 percent craft and 7.05 percent culinary. However, the contribution of the creative economy is still not optimally supported by the Depok City government. This phenomenon is indicated by the number of creative events such as music shows, dance shows, fashion shows, even art exhibitions are only held in shopping centers. Based on the problems and discourse on the development of creative activity centers in each city delivered by the governor of West Java, the design of Depok Creative Hub needs to facilitate the creative activities of Creative Industry person in Depok City. Referring to the potential of Depok City's Human Resource and the creative industry subsector based on BEKRAF, the design of the Depok Creative Hub will be focused on fashion, handcraft, culinary and tech startup sub-sectors. In addition to accommodating creative activities that are able to provide a place so that stimulated space users become more creative and productive, the purpose of designing Depok Creative Hub elevates the spirit of entrepreneurship in the creative industries.

Keywords: Creative Hub, Interior Design, Creative Industries