

ABTRACT

Joko Widodo responds to the 4.0 industrial revolution "I believe, after seeing the Creative Industry, Digital Economy in Bandung, I want to say that the most ready Indonesian Creative Hub is the city of Bandung". Commenting on this was stated after he met with the creative community in Indonesia "Creative Cities Network" in Bandung on November 10, 2018. This recommendation was approved with the recognition of Bandung as a City of Creative Cities Design Network created by UNESCO. Related to this, Bandung can be called a "maker" where many products are made in this city. This supports the fact that Bandung residents from all walks of life support production activities. Based on Enabling Space: Mapping Creative Hubs in Indonesia, there are 3 types of Hubs, namely Makerspace, Co-Working and Creative Space. Of the three types of essence that must be fulfilled the essence offered, it was agreed that his understanding of Creative Hubs was a place where creative activities were accommodated and he had the means to develop innovations, ideas, soft skills, and hardskill who sought assistance through collaboration. With the aim as a place where creative assistance can support then collaborate for desires that will be achieved when a gathering place from the community and individuals and as a facility for groups or individuals who want to collaborate, and add relationships. The initial goal of the Creative Hub exhibition located in Bandung was lifted from the phenoma of creative economic development which was supported by the massiveness of creative programs in Bandung but did not yet have a living or supportive container or space. Where it is thrilled is the Generation Z and its character which is currently trampling in its late teens. So the design theme that is agreed is "Ha.Bi.Tat". In addition to these phenomena, Hubs are also published as spaces where there are a variety of characters, disciplines and backgrounds in one space that can support all activities and activities according to their needs. The theme is the basis and purpose of space design that is able to support and meet the needs of users, namely in the aspects of developing innovation, ideas, soft skills, and skills through interaction. A common theme in design uses a small or specific part of a theme. "SPACE POINT FOR BRANCH OUT," in a good ecosystem is related to mutually supportive relationships. Thus with space or medium, which medium can increase productivity to be developed and enthusiasm for facilitating and synergizing. The concept proposed as the goal of creating space that supports the activities of the ecosystem in accordance with their needs in support.