## **ABSTRACT**

Soft skills are skills that need to be learned early on and are a determinant of an individual's success. However, in Indonesia, this skill is currently only studied for 20-30% of class hours in non-formal institutions. This lack of knowledge has given rise to non-formal institutions that accommodate the learning of this skill, one of which is the Ingatan Gajah institution. Currently, based on the results of a comparative study of three Ingatan Gajah branches, the learning space facilities have not been able to accommodate all activities and learning spaces that are adjusted to the age segmentation and background of users and curriculum and in accordance with 21st century learning, and increase collaboration between parties involved in the formation of soft skills. By using the Social Emotional Learning approach, it is hoped that the design can accommodate interactive teaching and learning activities according to user categories, meet various aspects of the suitability of educational facilities and become a center for learning and training activities that provide an optimal learning experience for users. The methods used include the data collection stage (interviews, observations, documentation, literature studies), data processing stage (data analysis, programming) and design development stage (concept, development). The results of the design using the Garden of Seedling Skill concept that encourages individual self-development found facilities used for space needs in the form of a reception room, library lobby, board game cafe, meeting room, children's class area, youth class area, adult class area, class for special skills, training room for athletes, and multifunctional space that meets ergonomics, is flexible and supports an interactive atmosphere through the application of the concept of shape, color, material, space organization, furniture and facilities that are in accordance with user needs.

Keywords: Learning & Training Center, Social Emotional Learning, Soft Skill, Garden of Seedling Skill