

MK. PEREMAJAAN KOTA

The Nature of Environment *The City's Primary Functions* *Human Needs*

17 Maret 2021

GARIS BESAR ISI KULIAH

- ▶▶ Pengertian Peremajaan Kota
- ▶▶ Paradigma Peremajaan Kota
 - Permasalahan Kota
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THE NATURE OF THE ENVIRONMENT



THE NATURE OF THE ENVIRONMENT



Sumber:
John Lang, *Urban Design: The American Experience*, Van Nostrand Reinhold, New York, 1994



<https://books.google.co.id/books?id=Rp8lSIY4DBsC&printsec=frontcover&dq=Urban+Design+The+American+Experience&hl=id&sa=X&ved=0ahUKEwjfq-fkjZ7oAhWX7HMBHbH8A70Q6AEIKDAA#v=onepage&q=Urban%20Design%20The%20American%20Experience&f=false>

THE NATURE OF THE ENVIRONMENT

1. THE ENVIRONMENT

(The Terrestrial, The Animate, The Social, The Cultural)

The Biogenic Environment

The terrestrial environment refers to the nature of the earth, its structure and processes.

The animate refers to the living organism that occupy it



THE NATURE OF THE ENVIRONMENT

1. THE ENVIRONMENT

(The Terrestrial, The Animate, The Social, The Cultural)

The Sociogenic Environment

The social refers to the relationships among people (and among members of other species)

The cultural refers to the broader behavioural norms of a society and the artifact created by it



THE NATURE OF THE ENVIRONMENT

1. THE ENVIRONMENT

(The Terrestrial, The Animate, The Social, The Cultural)

The Artificial Environment

The built environment is only one component of the artificial world of sights, sound, smells, and touches that people create for themselves and for others.



THE NATURE OF THE ENVIRONMENT

2. THE BUILT ENVIRONMENT

The built environment can be considered to consist of the artificial arrangement of the surfaces of the world. The pattern and qualities of the surfaces afford different manipulations by people. The result, in turn, afford different human activities and aesthetic displays.



THE NATURE OF THE ENVIRONMENT

3. MODELS OF PEOPLE

Human beings are extraordinarily complex. In short, there are many models of the human being:

- **The organismic model**

It was the model used by Modern architects as a basis for their concept of "functionalism". It is a necessary model but an insufficient one for urban design today and tomorrow.

- **The role model**

Individuals do have specific roles within a social system and these roles do shape a person's behaviour and values because there are norms of expected behavior within every culture and subculture.

- **The relational model**

The human being is seen as both a subject and an object, as a succorer as well as succorent.

THE NATURE OF THE ENVIRONMENT

4. THE NATURE OF ENVIRONMENTAL EXPERIENCE

Motivation and Needs

The fundamental human need is for survival, the basic physiological need. The next needs are safety and security, affiliation, esteem, and actualization.

Perception

The active and purposeful process of obtaining information from the environment. It is guide by our motivation and needs and use our various perceptual systems to explore environment.

THE NATURE OF THE ENVIRONMENT

4. THE NATURE OF ENVIRONMENTAL EXPERIENCE

Cognition and Affect

The process of thinking. It involves learning and remembering (or forgetting), generalizing, feeling and attitude formation, liking and disliking. There are a number of levels of meaning and a number of ways classifying in which we use the biogenic and sociogenic environments: concrete meaning, use meaning, machine and instruments, emotional or affective meaning, sign meaning, and symbol.

Actions

Our act on and within our biogenic and sociogenic environment in many ways.

THE FUNCTIONS OF BEHAVIOR SETTINGS

The functions of any component of the city can be divided into two types:

- Manifest Function: is the ostensible function of a place, usually the economic, social, or recreational activities that occur there.
- Latent Function: is the by product of those activities and may be psychological in character and may also, but not necessarily, be the "real" reason for a place to exist (penunjang adanya sesuatu).

Bagaimana kota dan kawasannya memenuhi
THE CITY'S PRIMARY FUNCTIONS

- THE COMMUNICATIONS FUNCTION
- THE ECONOMIC FUNCTION
- THE COGNITIVE FUNCTION
- THE DISPLAYS FUNCTION:
 - Conscious Displays
 - Unselfconscious Displays

Sumber:

John Lang, *Urban Design: The American Experience*, Van Nostrand Reinhold, New York, 1994

Bagaimana kota dan kawasannya memenuhi HUMAN NEEDS

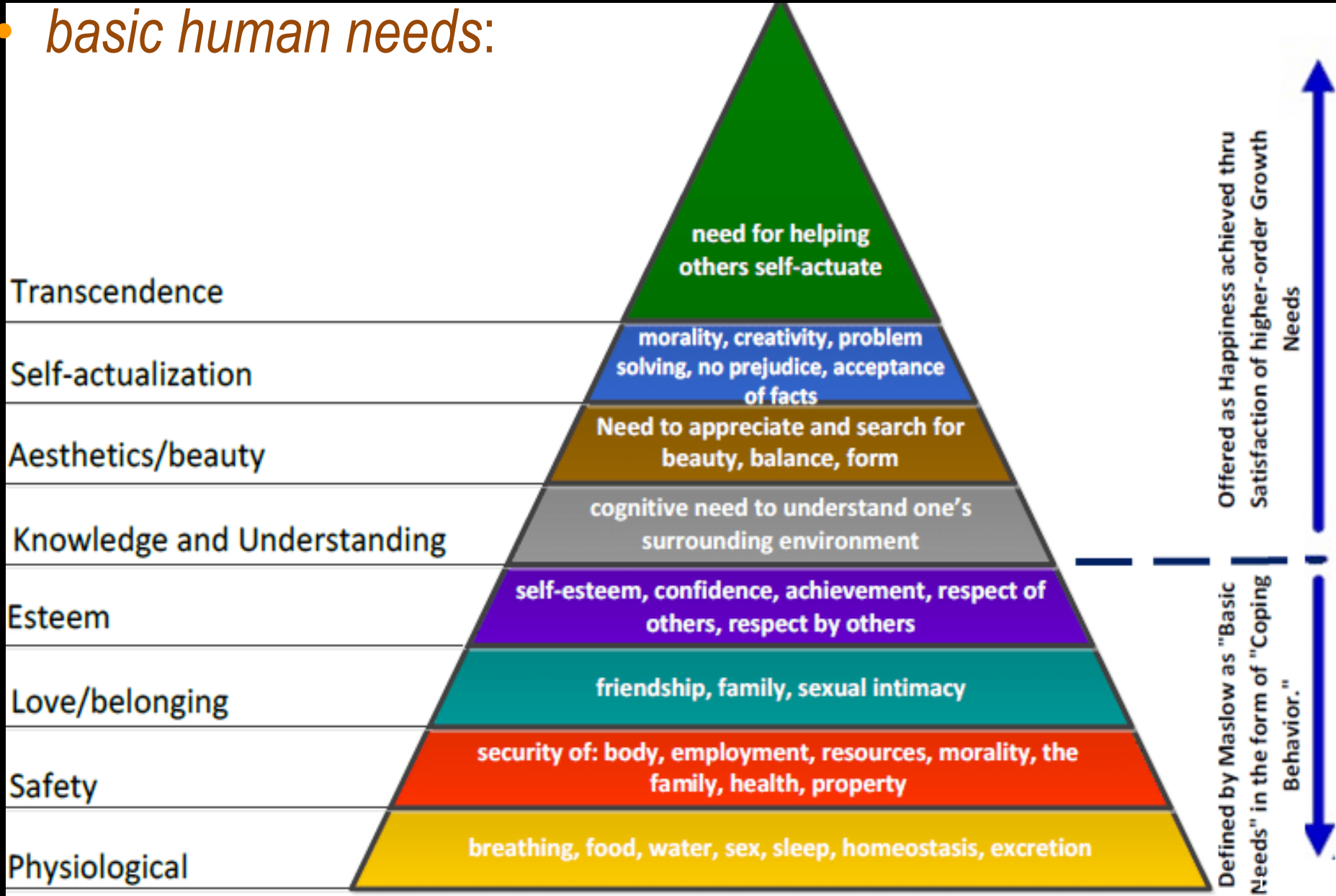
- MEETING BASIC HUMAN NEEDS
 - Meeting Physiological Needs
 - Meeting Safety/Security Needs)
 - Meeting Affiliation Needs
 - Meeting Esteem Needs
 - Meeting Self-Actualizing Needs
- MEETING COGNITIVE AND AESTHETIC NEEDS
 - Meeting Cognitive Needs
 - Meeting Aesthetic Needs

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John Lang, *Urban Design: The American Experience*, Van Nostrand Reinhold, New York, 1994

HUMAN NEEDS

• *basic human needs:*



PERMASALAHAN KOTA

Bagaimana kota dan kawasannya memenuhi kebutuhan dan kepentingannya

Selesai

Lanjut ke

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