

ABSTRAK

Indonesia merupakan salah satu negara dimana industri kreatif berkembang, Ekonomi Kreatif di Indonesia berkontribusi 7.38 persen dari total ekonomi nasional Indonesia (Bekraf, 2017). Ekonomi Kreatif adalah salah satu sektor yang diharapkan dapat menjadi kekuatan ekonomi yang untuk masa depan mengingat sumber daya alam yang semakin menurun. Badan Ekonomi Kreatif (Bekraf) merupakan badan non-kementrian Indonesia yang berfokus pada kegiatan Ekonomi Kreatif di Indonesia. Kemunculan *start-up* kreatif dan penggiat komunitas kreatif di Indonesia yang terus bertambah menjadikan beberapa kota besar di Indonesia menyediakan sarana yang dapat digunakan untuk berkolaborasi bagi para startup kreatif dan komunitas penggiat kreatif. Ide gagasan perancangan *co-working space* adalah mewadahi para pelaku industri kreatif untuk mengembangkan produknya agar mampu meringankan masalah perekonomian di Indonesia. Namun pada perancangan *co-working space* banyak pertimbangan sistem yang perlu diperhatikan karena berhubungan langsung dengan kinerja user yang menggunakan fasilitas ini.

Kata Kunci: Ekosistem Kreatif; Ergonomi; *Co-working space*.



ABSTRACT

Indonesia is one of many other countries where Creative Industry is developing. Creative Economy in Indonesia contribute 7.38% for Indonesia's National Economy (Bekraf,2017) Creative Economy is one of the sector where it is hoped to become the economic's strength, remembering that natural sources are now decreasing. Badan Ekonomi Kreatif (Bekraf) is a Indonesian non-ministriel institution that focuses on creative economy in Indonesia. The emersion of creative start-ups and creative community in Indonesia that will increase by time made some of the biggest cities in Indonesia provides facilities for them to develop and collaborate. The idea of establishing a co-working is to give space for artist or art-performers to develop their products or work so they are capable to reduce Indonesia's economic difficulty. But establishing a co-working space there are certain system to be considered and noticed because it is directly related to the consumer's performance that use the facilities.

Keywords: Ecosystem Creative; Ergonomic; Co-working space.



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