



kuliah #2

metode perumusan masalah

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STRUKTUR

KONSEP PERENCANAAN DAN PERANCANGAN ARSITEKTUR

No.	BAB	SESI KULIAH
1	Kata Pengantar	Sesi #3
2	Daftar Isi	
3	BAB I Pendahuluan	
4	BAB II Kajian / Tinjauan Pustaka	Sesi #4
5	BAB III Metode Perencanaan dan Perancangan	
6	BAB IV Kajian / Tinjauan Data	Sesi #5
7	BAB V Analisis	Sesi #6
8	BAB VI Konsep Desain Arsitektur	Sesi #7
9	Daftar Pustaka	
10	Buku Konsep Perencanaan dan Perancangan Arsitektur UTS	Sesi #8

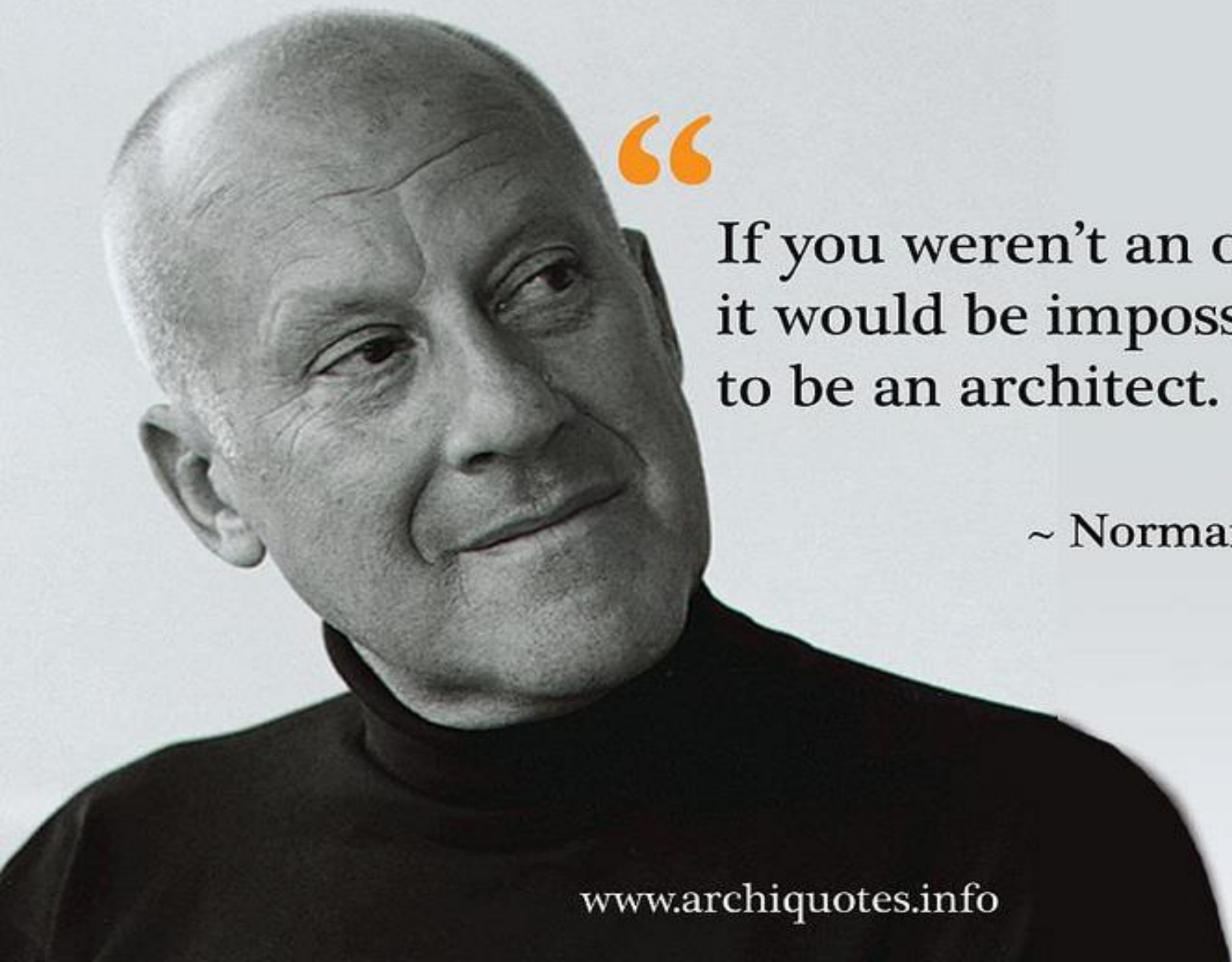
BAB I

PENDAHULUAN

- A. Latar Belakang
- B. Permasalahan
- C. Tujuan
- D. Lingkup dan Batasan
- E. Metode
- F. Sistematika
- G. Sistematika Konsep

architect is :

1. Problem Solver
2. Collaborator
3. Listener
4. Leader
5. Decision Maker



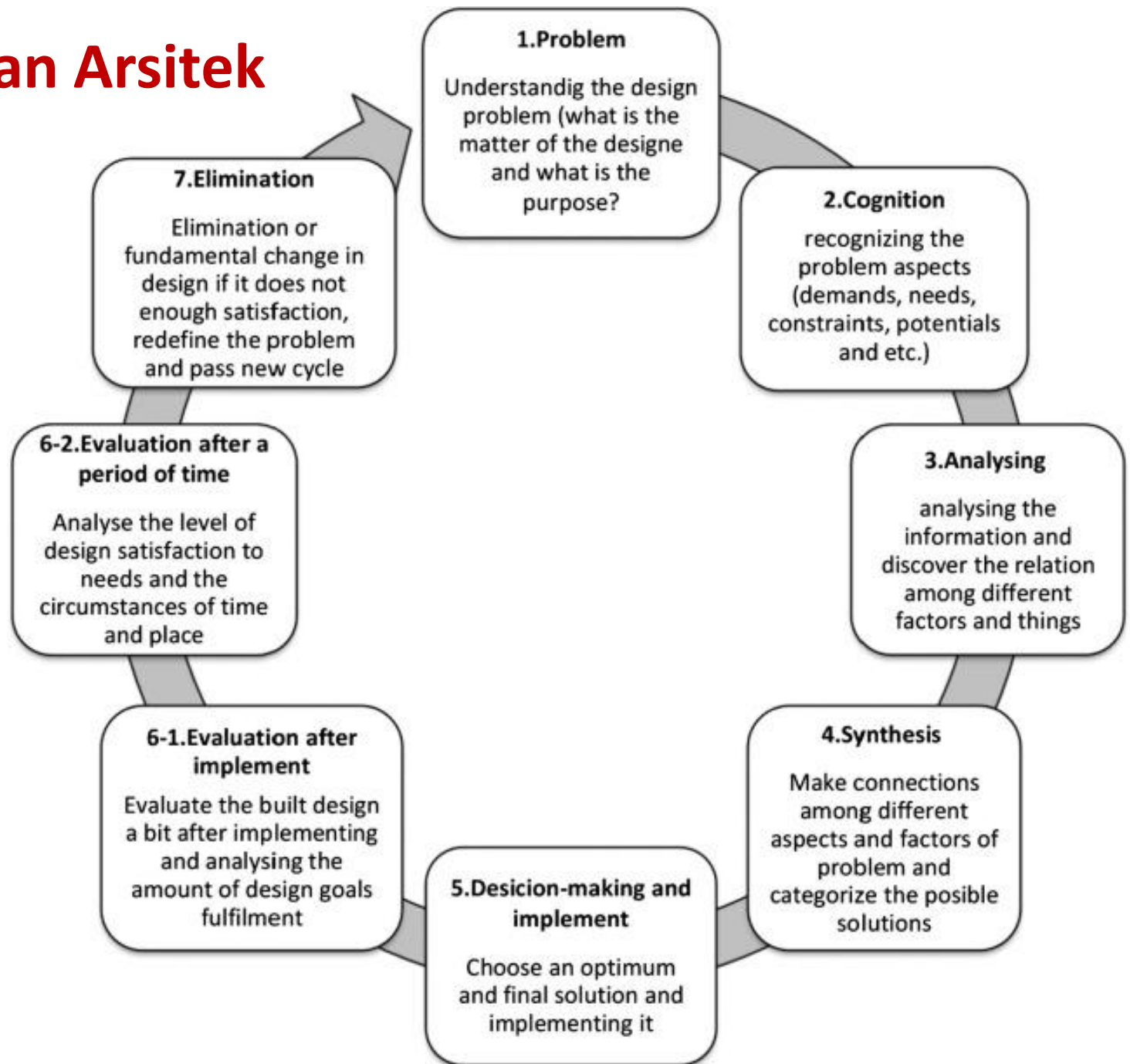
“

If you weren't an optimist,
it would be impossible
to be an architect.

”

~ Norman Foster

Daur Pemikiran Arsitek



the questions

1. Goals

What does the client want to achieve, and Why ?

2. Facts

What do we know ? What is given ?

3. Concepts

How does the client want to achieve the goals ?

4. Needs

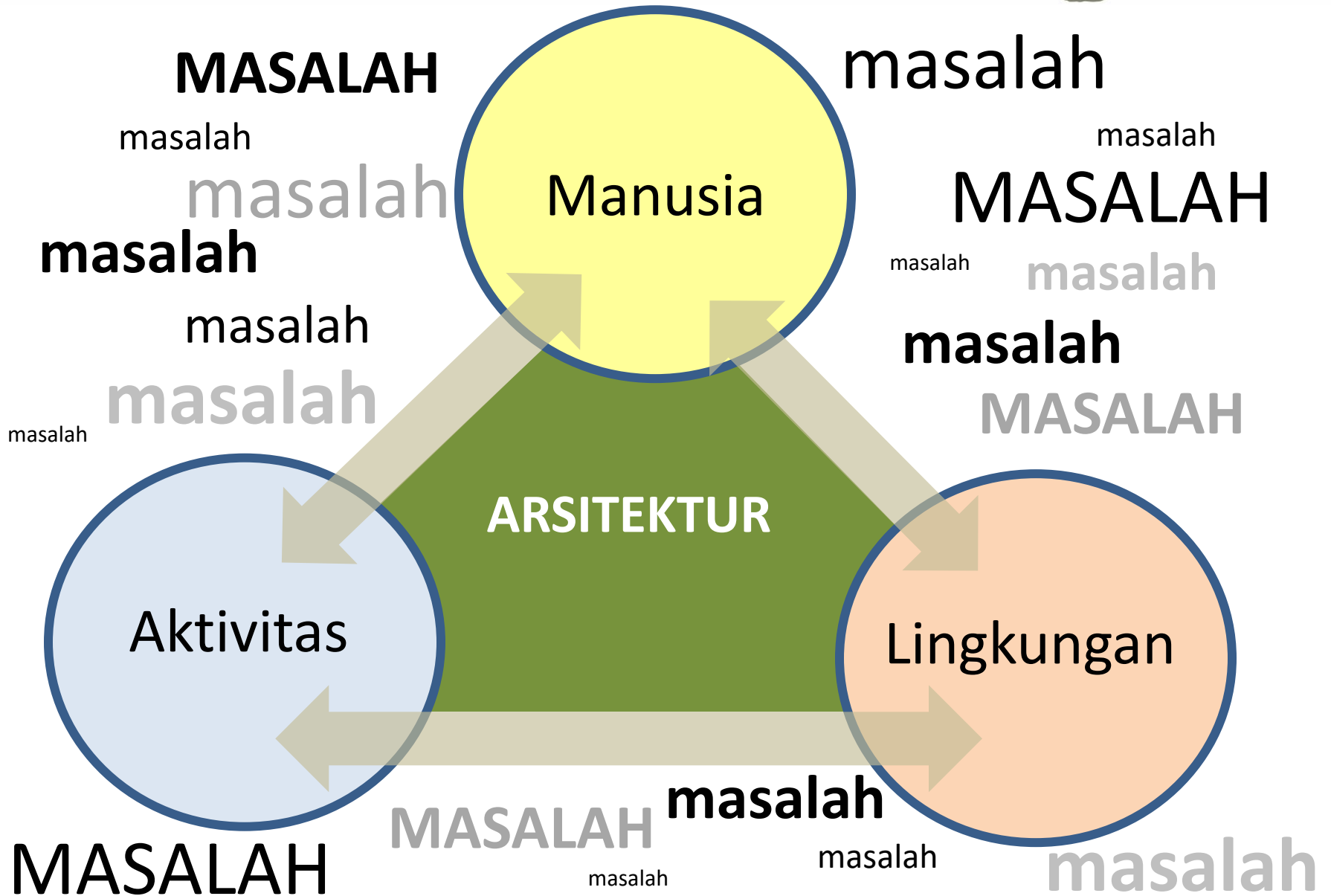
How much money and space? What level of quality ?

5. Problems

What are the significant conditions affecting the design of the building ?
What are the general directions the design should take ?

problem seeking

the main aspects



architectural problems

(Pena & Parshall, 2001)

- 1. Function**
 - 2. Form**
 - 3. Economy**
 - 4. Time**
-
5. Space
 6. Place

four considerations

Function

1. People
2. Activities
3. Relationship

Form

4. Site
5. Environment
6. Quality

Economy

7. Initial Budget
8. Operating Costs
9. Life Cycle Costs

Time

10. Past
11. Present
12. Future

state the problems

1. The problem statements must be **clear** and **concise**.
2. The problem statements should focus on the **obvious**.
3. Stress the **uniqueness** of the project.



Architecture should have little to do
with problem solving - rather it
should create desirable conditions
and opportunities hitherto thought
impossible.

— *Cedric Price* —

AZ QUOTES



As architects we're trained to solve problems, but I don't really believe in architectural problems. I only believe in opportunities.

— *Magnus Larsson* —

AZ QUOTES

foundation of the problem seeking method

1. Principle of **client involvement**

The client is a participating member of the project team and make most decisions at programming.

2. Principle of **effective communication**

Client and designer require graphic analysis to understand the magnitude of numbers and the implications of ideas.

3. Principle of **comprehensive analysis**

The whole problem covers a wide range of factors that influence design, but they all be classified in a simple framework of 5 steps and 4 considerations.

4. Principle of **bare essential**

Programming require abstracting – distilling - to the essence to bring out only the major aspects of informations.

the design process

- **Step 1 – Identify the Problem:** A design is always based on a need. Gathering additional information clarifies the problem and establishes limitations that must be taken into account. Finally, designers need to know the budget for each portion of the design. This serves as a realistic limit for what can be included.
- **Step 2 – Generate Preliminary Ideas:** Preliminary ideas are initial thoughts generated by architects regarding possible solutions to the design problem. Preliminary ideas are often recorded as sketches. Some preliminary ideas are recorded in list form. The goal is to record all ideas so none are forgotten as the design process proceeds.
- **Step 3 – Refine Ideas:** When the idea is refined, the sketch is converted into a scale drawing. This helps determine if the idea is workable. Elements from two or more preliminary ideas might be combined to create a workable solution.

the project proposal

A. Definisi

B. Latar Belakang

C. Permasalahan

D. Persoalan

E. Tujuan

F. Sasaran

G. Batasan dan Lingkup Pembahasan

H. Metoda Pembahasan

I. Sistematika Pembahasan