

## AKADEMI DESAM DI YOGYAKARTA

## POPULASI PEMAKAI

Populasi pemakai dihitung berdasarkan jumlah mahasiswa dari titik jenuh penerimaan, dan prediksi mahasiswa tinggal kelas 15 %

Jumlah mahasiswa,

$$Y_n = a_n \cdot Y(n-1) + b_n \cdot a_n Y(n-1)$$

$Y_n$  = jumlah mahasiswa tahun ke n

$a_n$  = prosentase mahasiswa naik kelas / pada tingkat ke n

$b_n$  = prosentase mahasiswa tinggal kelas pada tingkat ke n

Tingkat I ----- 200	= 200 mhs
Tingkat II ----- $0,85 ( 200 ) + 0,15 ( 0,85 . 200 )$	= 196 mhs
Tingkat III ----- $0,85 ( 196 ) + 0,15 ( 0,85 . 196 )$	<u>= 192 mhs</u>
	588 mahasiswa

## PERHITUNGAN USE FACTOR

Use factor kurang jika prosentasenya kurang dari 25 % , Use factor sedang jika prosentasenya antara 25- 50 % dan use factor yang bagus jika dalam penggunaanya lebih dari 50 %.

Untuk menghitung use factor ini dipakai Educational Worksheet

- a.) Class size dengan studi banding untuk faktor kegunaan teori 1 : 100 maksimal 1: 150, untuk praktik 1 : 50 maksimal 1 : 75.
- b.) Enrollment.

Yaitu jumlah peserta mata kuliah tersebut setiap jurusan, semester, tingkat.

- c.) Jumlah jam mata kuliah/ minggu
- d.) Jumlah jam mengajar 24 jam/minggu

Dari situ dapat dihitung

- a. jam pemakaian ruang / minggu

$$X = \frac{( Enrollment )}{( Class size )}$$

x = jam pemakaian ruang

## *AKADEMI DESAM DI YOGYAKARTA*

b. macam dan jumlah kebutuhan ruang, dengan menggunakan cara :

$$\frac{\text{jumlah total jam mata kuliah tiap macam ruang}}{\text{jumlah jam tiap minggu}}$$

c. *Use Factor*

Daya tampung ruang dalam %

$$\text{Use Factor} = \frac{\text{jumlah jam per kolom ruang}}{n} \times 100 \%$$

n = jumlah ruang yang dibutuhkan

waktu kuliah per hari pukul 07.00 – 18.00, dengan use faktor efisien > 50 %

d. Jumlah Dosen yang dibutuhkan

$$\frac{\text{Jumlah sks mata kuliah}}{\text{Jumlah jam/mengajar}}$$

e. Ratio Jumlah Dosen terhadap mahasiswa

$$\frac{\text{Jumlah mahasiswa}}{\text{Jumlah jam/mengajar}}$$

# PERCERITAN KEBUTUHAN RUANG PROGRAM STUDI DESAIN GRAFIS

DATA AJARAN	T/P	CLASS SIZE	MACAM RUANG								JUMLAH	
			20x2	3	4	5	6	7	8	DOSEN	JAM/MG	JML
1 Pendidikan Agama	T	100	2								100	0,040
2 Bahasa Indonesia	T	100	2								100	0,040
3 Bahasa Inggris I	T	100	2								100	0,040
4 Nirmana I	P	50	3 <sup>12</sup>								50	0,024
5 Sejarah Seni Rupa Indonesia	T	100	2								100	0,040
6 Menggambar I	P	50	3 <sup>12</sup>								50	0,024
7 Proses Komunikasi	T	100	2								100	0,040
8 Tipografi	P	50	2			8					50	0,160
9 Bahasa Gambar	P	50	3 <sup>12</sup>								50	0,024
0 Pancasila	T	100									100	0,040
1 Bahasa Inggris II	T	100									100	0,040
2 Nirmana II	P	50	12								50	0,024
3 Sejarah Seni Rupa Barat	T	100									100	0,040
4 Menggambar II	P	50	12								50	0,024
5 Komputer Dasar	P	50				8					50	0,160
6 Psikologi Persepsi	T	100									100	0,040
7 Desain Grafis I	P	50			16						50	0,320
8 Penulisan Teks	T	100									100	0,040
9 Kewirausahaan	T	100									100	0,039
20 Estetika	P	50	7,84								50	0,157
21 Tinjauan												
22 Metode												
23 Desain												
24 Komp												
25 Ilustra												
26 Meto												
27 Man												
28 Des												
29 Fot												
30 Me												
31 KoTA/Io												
32 liti												
33 p = Pe												
34 KELE												
35 T												
36 P												
37 I												
38 39												
39												

LAMPIRAN 02

# PERCERITAN KEBUTUHAN RUANG PROGRAM STUDI DESAIN FOTOGRAFI

DATA AJARAN	T/P	CLASS SIZE	200	MACAM RUANG								JUMLAH	
				2	3	4	5	6	7	8		DOSEN	JAM / MG
1 Pendidikan Agama	T	100	2										100 0,040
2 Bahasa Inggris I	T	100	2										100 0,040
3 Nirmana	P	50	3	12									50 0,240
4 Estetika	P	50	2	8									50 0,160
5 Sejarah Fotografi	T	100	2										100 0,040
6 Teori Komunikasi	T	100	2										100 0,040
7 Fotografi I	P	50	4						16				50 0,320
8 Kamai Gelap I	P	50	2							8			50 0,160
9 Komposisi I	P	50	2							8			50 0,160
10 Pancasila	T	100											
11 Bahasa Inggris II	T	100											100 0,040
12 Komputer Dasar	P	50							8				100 0,040
13 Fotografi II	P	50								16			50 0,160
14 Kamai Gelap II	P	50									8		50 0,160
15 Komposisi II	P	50									8		50 0,160
16 Fotografi Jurnalistik	P	50									12		50 0,160
17 Fotografi Studio I	P	50									8		50 0,240
18 Kewiraan	T	100											
19 Pengetahuan Periklanan	T	100											100 0,039
20 Fotografi III	P	50									15,68		100 0,039
21 Kamai Gelap III	P	50										7,84	50 0,314
22 Fotografi Model	P	50										11,76	50 0,157
23 Fotografi S													50 0,235
24 Aplikasi Ke													
25 Bahasa Ii													
26 Teknik P													
27 Fotografi													
28 Kamai C													
29 Fotografi													
30 Tinjauan													
31 Sejare													
32 Foto													
33 Mana													
34 Foto													
35 Fot													
36 Prot													
37 Foley													
38 Tip													
39													

**LAMPIRAN 03**

# ERHITUNG KEBUTUHAN RUANG ROGRAM STUDI DESAIN INTERIOR

NO	DATA AJARAN	T/P	CLASS SIZE	MACAM RUANG								JUMLAH	
				20	3	4	5	6	7	8		JAM/MG	JML
1	Pendidikan Agama	T	100	2									
2	Ilmu Alamiah Dasar	T	100	2								100	0,040
3	Ilmu Sosial Dasar	T	100	2								100	0,040
4	Bahasa Indonesia	T	100	2								100	0,040
5	Bahasa Inggris I	T	100	2								100	0,040
6	Nirmana I	P	50	3								100	0,040
7	Menggambar I	P	50	3								50	0,240
8	Gambar Teknik I	P	50	3	12							50	0,240
9	Konstruksi Bangunan	P	50	2								50	0,240
10	Ilmu Pengetahuan Bahan I	P	50	2								8	50 0,160
11	Pancasila	T	100										
12	Bahasa Inggris II	T	100									100	0,040
13	Nirmana II	P	50	2								100	0,040
14	Menggambar II	P	50	2								50	0,240
15	Gambar Teknik II	P	50									50	0,240
16	Desain Mebel I	P	50		12							50	0,240
17	Desain Interior I	P	50		12							50	0,240
18	Ilmu Pengetahuan Bahan II	P	50		16							50	0,320
19	Kewirausahaan	T	100										
20	Estetika	P	50	4								100	0,039
21	Sejarah Seni Rupa Indonesia	T	100									50	0,157
22	Komputer Dasar	P	50									100	0,039
23	Ergonomi	P	50					7,84				50	0,157
24	Sejarah											50	0,157
25	Desain												
26	Fisika B												
27	Desain												
28	Sejara												
29	Autoc												
30	Metoc												
31	Tinjauan												
32	Manaj												
33	Desain												
34	Teknologi												
35	Des												
36	Au												
37	Per												
38	KT												
39	T												
40	I												

**LAMPIRAN 04**

**GAMBAR SAMPLE GEDUNG RISET DAN PENELITIAN****Greenway Business Park**

LOCATION: Richardson, Texas, USA

NAME OF PROJECT: Northern Telecom/Bell Northern Research Campus

SIZE: 200,000m<sup>2</sup>

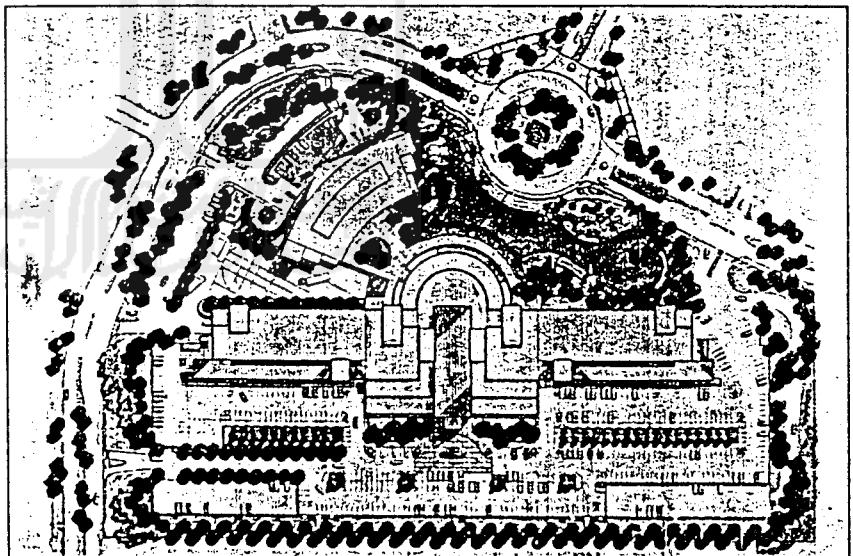
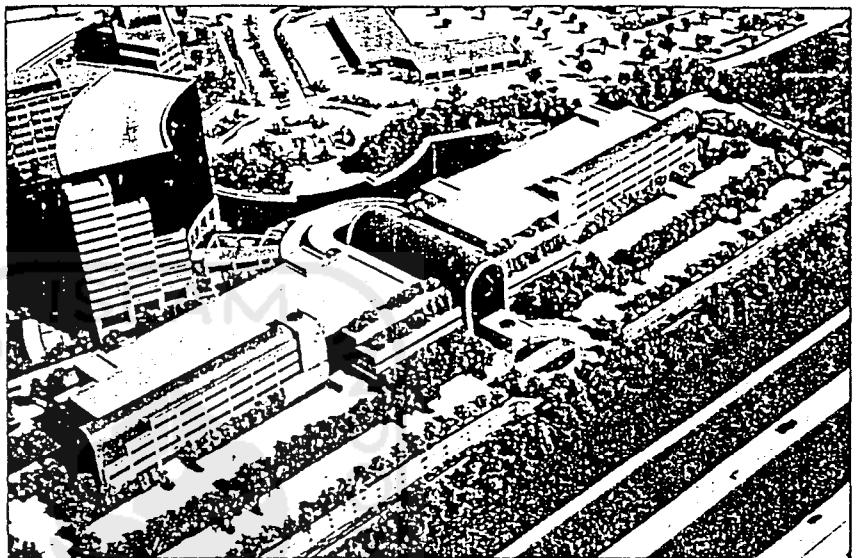
FUNCTION OF BUILDING: Corporate HQ and research and development facilities

DATE OF COMPLETION: 1992

ARCHITECT: Hardy McCullah/MLM Architects Inc., Dallas, Texas, USA

The project combines a 16-storey administration block and a 10,000m<sup>2</sup> research and development laboratory. Shared amenities include a cafeteria, credit union, convenience store and health centre.

The early drawings showing a huge, three-storey linear arrangement of offices and research facilities ranged as two armatures about an eighty-foot atrium and barrel-vaulted ceiling, together with the sixteen-storey tower, come to realisation via the model making process with extraordinary accuracy.



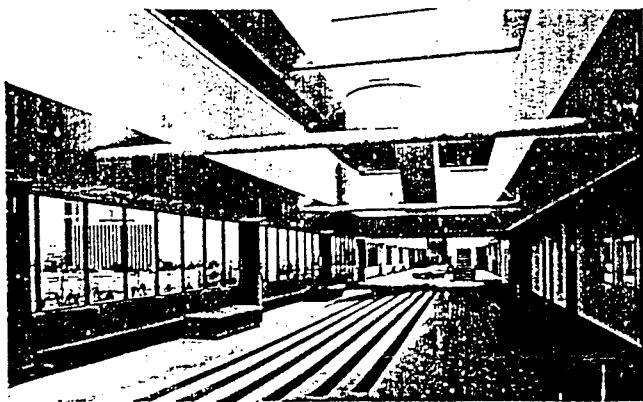
Greenway Business Park continued over page



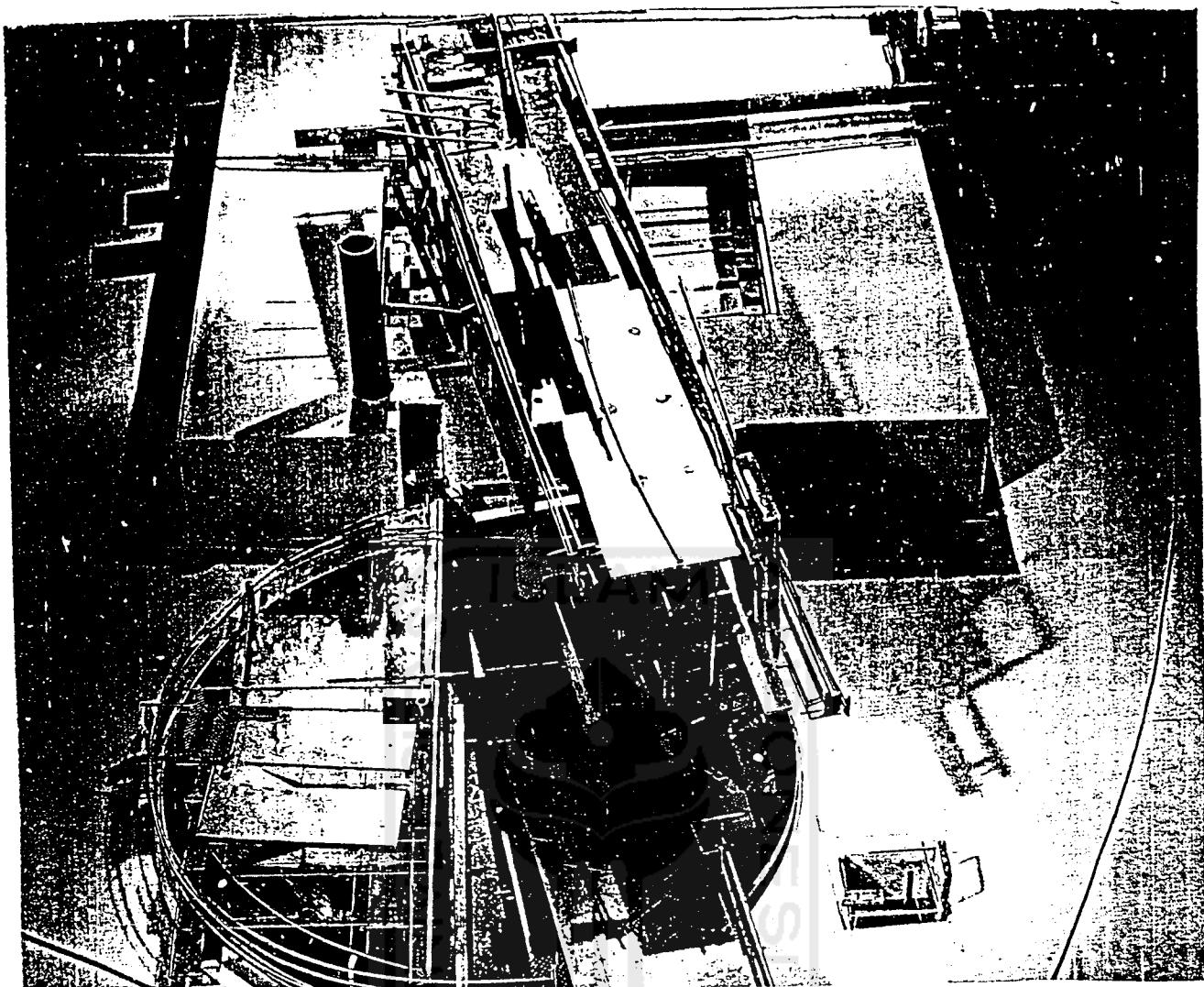
## GAMBAR CONTOH BANGUNAN DENGAN TAMPAK YANG DINAMS

### Greenway Business Park continued

Northern Telecom's Research and Development arm, BNR Incorporated, forms the heart of a huge Texan business park. Unlike European business parks, the scale of development allows for certain areas to be high-rise, including the sixteen storey Northern Telecom tower. Over 4,000 employees call for the inclusion of cafeterias, plazas, shopping and other central facilities, together with the visual and recreational facilities of lakes, gardens and parks. The heroic scale of BNR's complex quietly disguises a highly serviced building of extreme complexity.



GAMBAR MAKET UNIVERSITY OF MINNESOTA OF ARCHITECTURE



UNIVERSITY OF MINNESOTA SCHOOL OF ARCHITECTURE



## GAMBAR SANDEN INTERNATIONAL YANG MEMPUNYAI FUNGSI SEBAGI KAMPUS DENGAN BENTUK KREATIF

### Sanden International

LOCATION: Wylie, Texas, USA

NAME OF PROJECT: Sanden International (USA) Inc.

SIZE: 93 acres

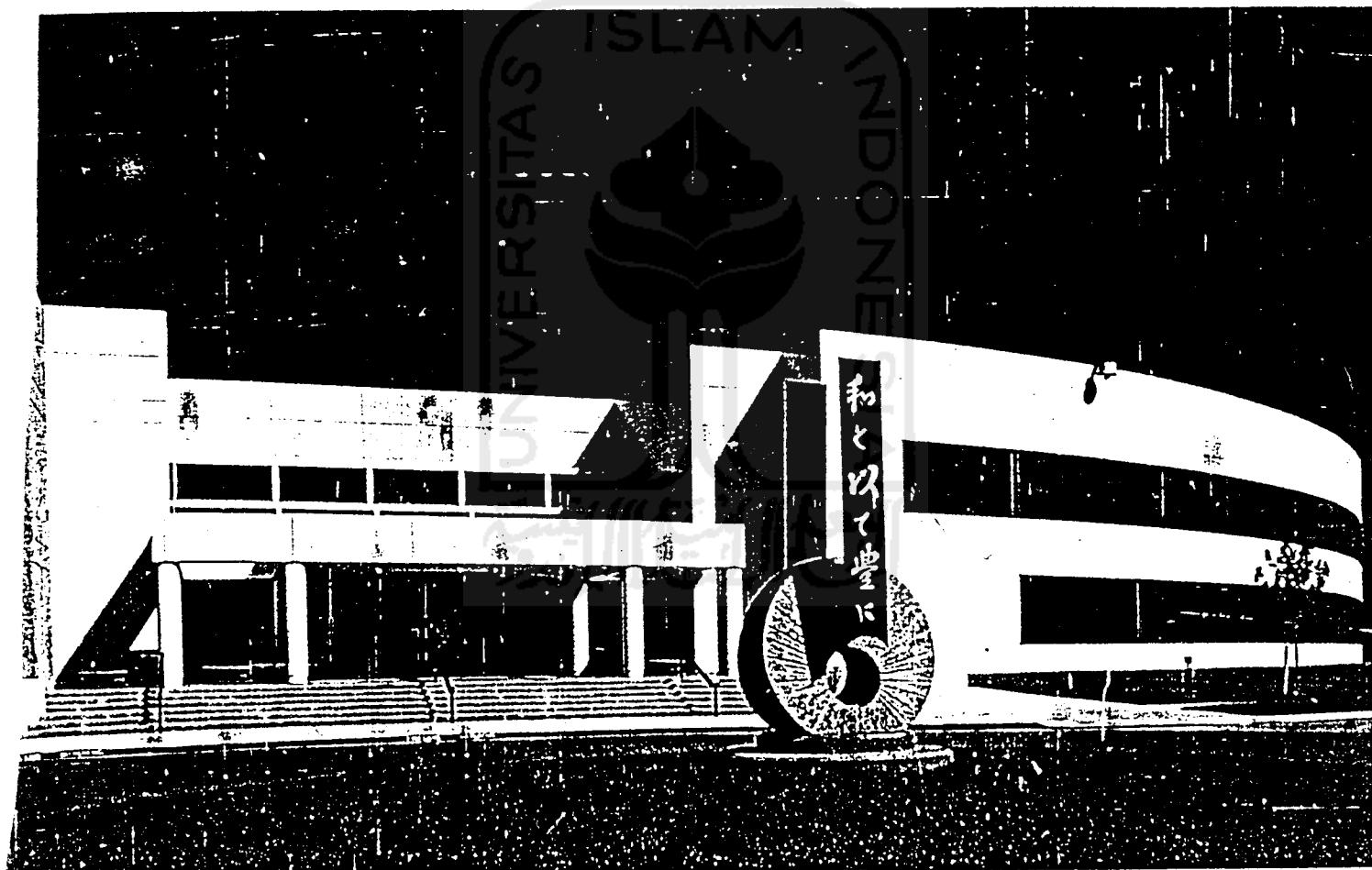
FUNCTION OF BUILDING: Corporate campus

DATE OF COMPLETION: 1990 and ongoing

ARCHITECT: Hardy McCullah/MCM Architects Inc., Dallas, Texas, USA

The campus includes manufacturing, research, corporate offices, distribution, housing and recreation. It is planned for future phasing. The architects were awarded the NAICOP Design '90 Honor Award in the Industrial Build-To-Suit category.

Most business parks are characterized by collections or neighbourhoods of buildings, each being occupied by different clients. There is, however, what one might term the single cell or corporate campus where an individual corporation such as the Automotive Air Compressor Company, Sanden, mark out a large territory in which to site their various office research and manufacturing activities. The crescent-shaped administrative building embraces a huge courtyard, itself designed as a metaphor for the activities of the company. Aluminium-faced sandwich panels reinforce the smooth sweep of the research and office facilities, while exposed aggregate concrete declares the robust quality of the manufacturing process behind.



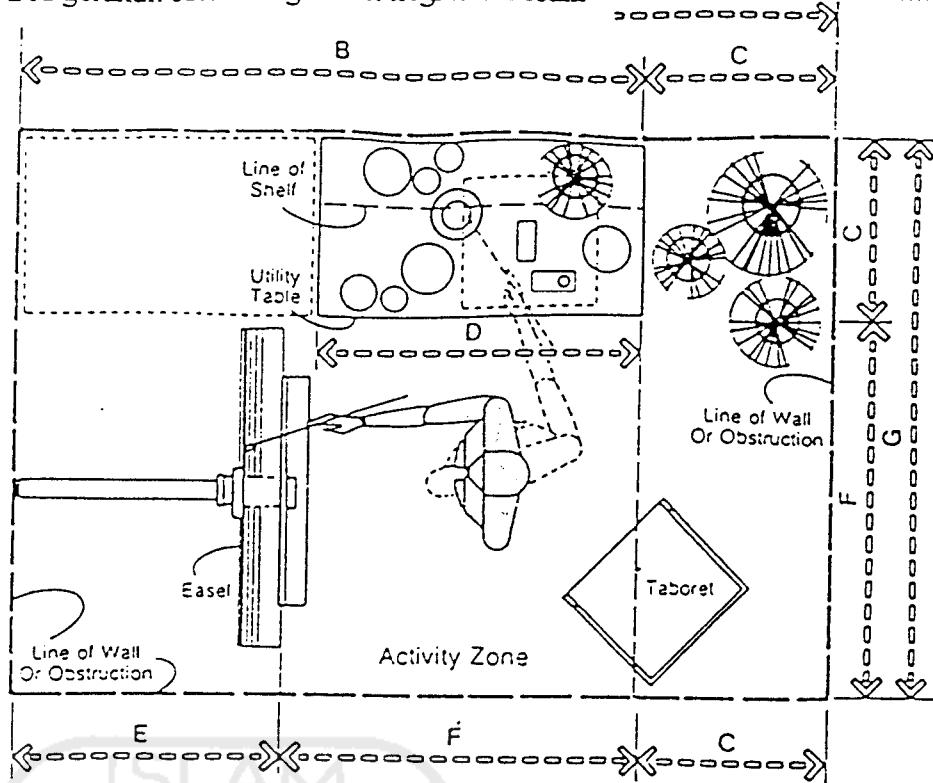
## 7.3 WORK AND CRAFT CENTERS

Most artists have individual preferences regarding the arrangement of their particular studio or workplace. In regard to human dimension and the artist's interface with his or her space, the factors to consider also vary greatly. Techniques, media, style, process all impact on the anthropometric requirements. The top drawing, therefore, should not be taken too literally. It is not intended to illustrate in detail a specific plan that will necessarily be responsive to the personal needs of all artists. It is intended simply to illustrate some of the components of the space. The anthropometric considerations involved must be examined with respect to the individual artist and the specific activities involved.

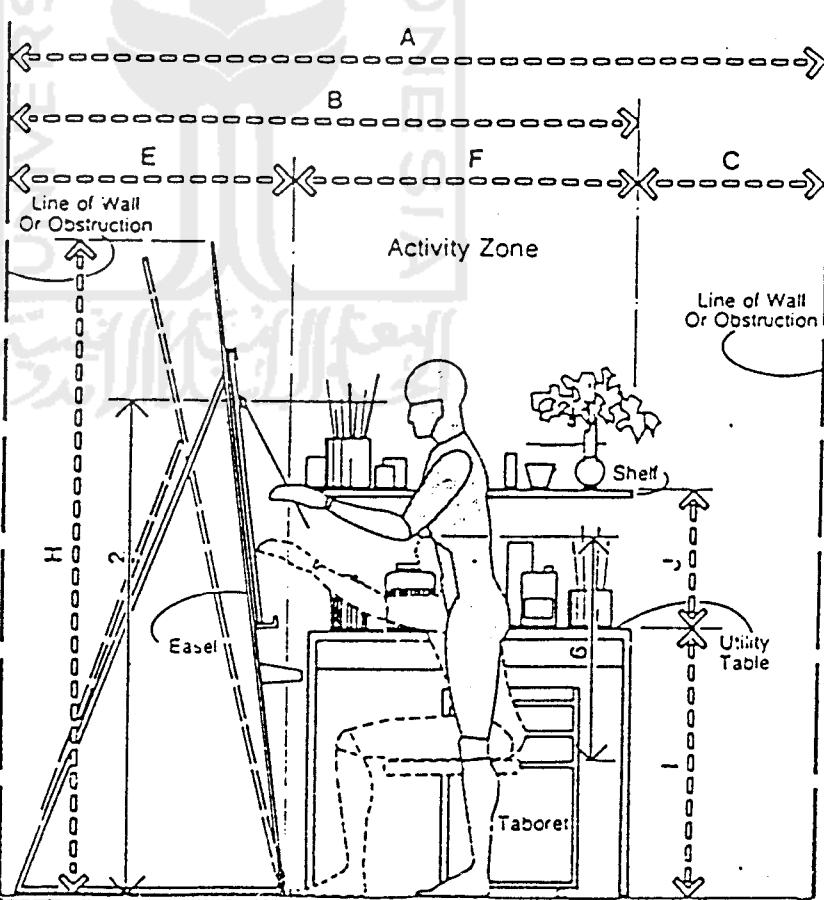
There are, however, some basic considerations that apply in most situations. Vertical reach from a standing and sitting position is helpful in locating shelving for art supplies. Side and forward arm reach measurements can be useful in locating various components of the space, relative to each other and the artist, in the most efficient manner possible. The eye height of a seated and standing person can be used to determine the location of visual displays and reference materials above the floor. Elbow height can be extremely helpful in establishing the height of a utility table. The text related to workbenches on the following pages of this section is also applicable to the artist's utility or prep table.

in	cm
108	274.3
84	213.4
24	61.0
42	106.7
36	91.4
48	121.9
72	182.9
72-86	182.9-218.4
30-36	76.2-91.4
18	45.7

Area gerakan satu orang untuk kegiatan de...

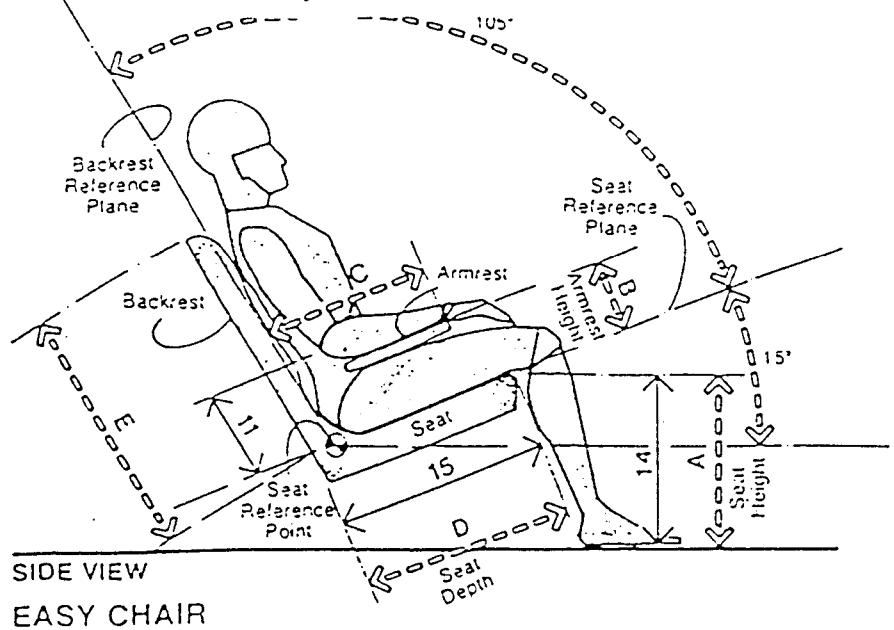


PAINTING FACILITIES

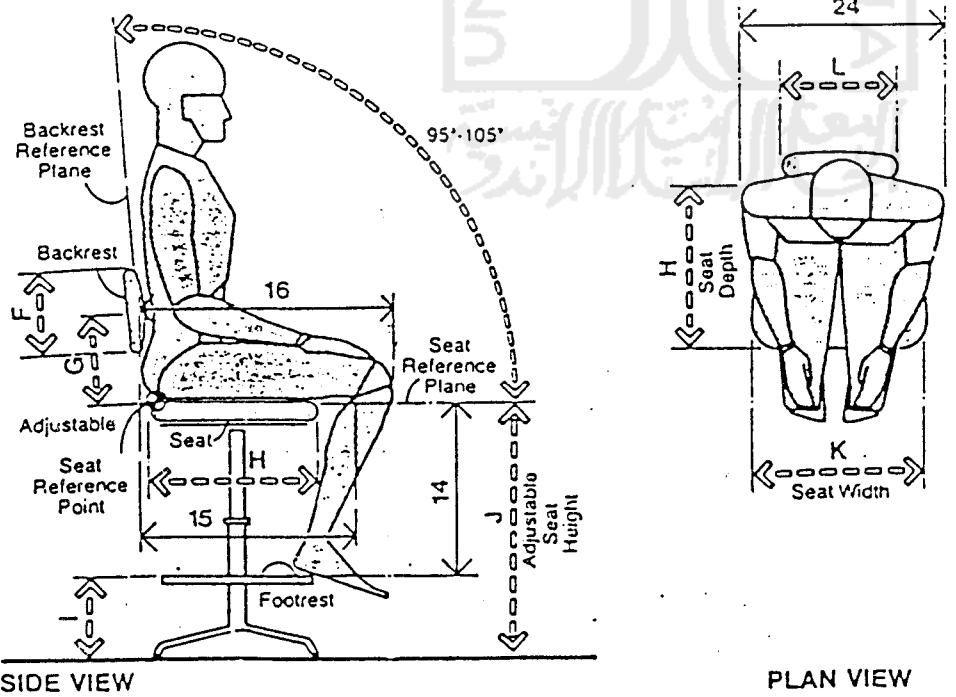


PAINTING FACILITIES

## Persyaratan kenyamanan tempat duduk untuk kegiatan desain



The easy chair, shown in the drawing at the top, is a difficult chair type to design, or establish guidelines for, since it is primarily intended for relaxation and comfort—qualities which are highly personal. Nevertheless, the drawing offers some basic dimension for use in making preliminary design assumptions. The following suggestions should also prove helpful: (1) The angle formed by thighs and trunk should not be less than 105°. Angle significantly less than this will cause discomfort. (2) Design should allow the user to change body posture. (3) The front edge of the seat should be rounded to prevent irritation. (4) The backrest should provide lumbar support by following the spinal contour in the lumbar region. (5) The seat surface should tilt backwards. Too severe an angle, however, may cause a person difficulty in getting up from the chair, particularly for elderly people. A seat angle of about 15° should be adequate. (6) If the angle formed by the backrest with the vertical exceeds 30° provisions for a headrest will be required in the form of a separate design element or extension of the backrest itself. (7) Armrests should be padded and designed horizontally or at the same angle as the seat surface. The drawing at the bottom provides basic dimensional information for the design of a drafting stool, which is similar in many respects to the secretarial chair.



**DRAFTING CHAIR / STOOL**

	in	cm
A	16-17	40.6-43.2
B	8.5-9	21.6-22.9
C	10-12	25.4-30.5
D	16.5-17.5	41.9-44.5
E	18-24	45.7-61.0
F	6-9	15.2-22.9
G	10 adjust.	25.4 adjust.
H	15.5-16	39.4-40.6
I	12 max.	30.5 max.
J	30 adjust.	76.2 adjust.
K	15	38.1
L	12-14	30.5-35.6

Educational

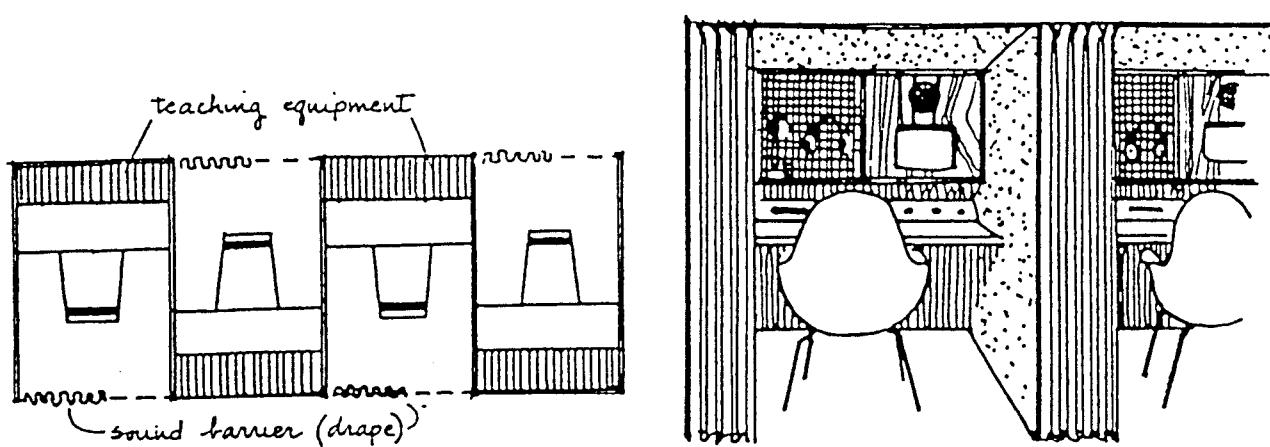
COLLEGE AND UNIVERSITY FACILITIES  
Individual Study Carrels

Fig. 11 Closed carrels for sound and visual equipment.

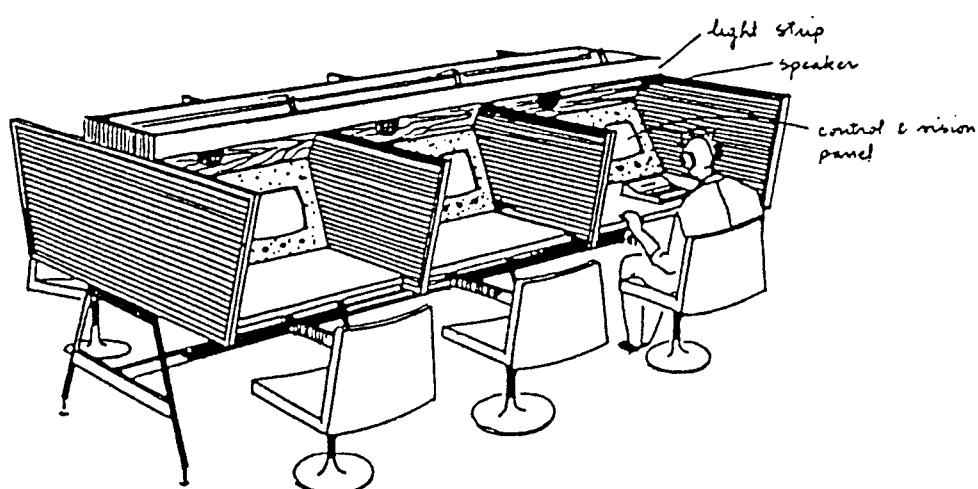
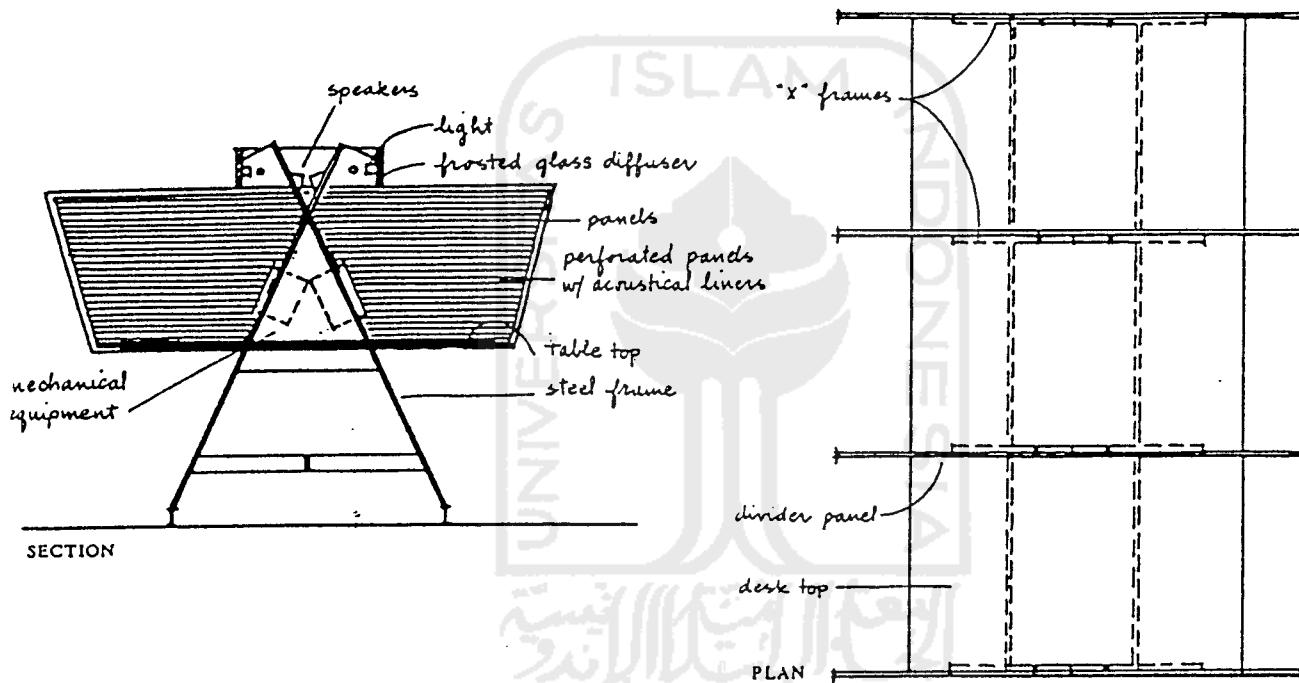


Fig. 12 Carrels with mechanical equipment built in, based on a steel or aluminum "X" frame. Frame folds up like a card table, can be used for other purposes as well.

**BENTUK FASILITAS R. KULIAH  
Educational  
BERSAMA/ AUDITORIUM  
COLLEGE AND UNIVERSITY FACILITIES**

**Large-Group Facilities**

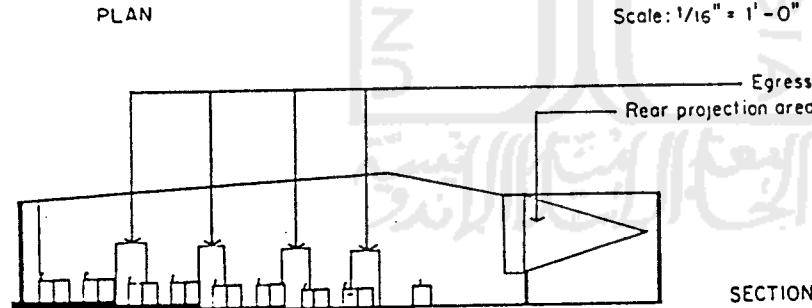
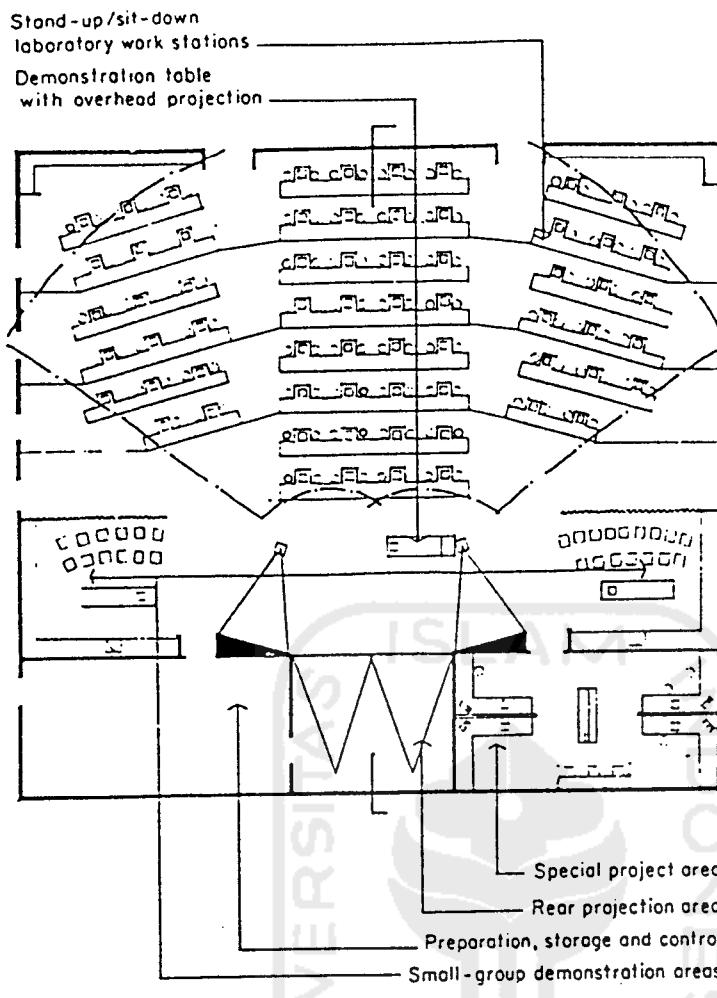


Fig. 1

the resources center or instructional materials center.

At the other end of the spectrum may be a very large and complex production facility as part of a large regional service and production center. Such facilities may form a part of the regional service center or educational laboratory. In between these two extremes are production centers which will serve a university, a college, a large high school, several schools within a district, an entire school district, or

all the institutions located in an educational park.

The important objective is to provide several echelons of production and support ranging from the very large and complex covering a region to the very simple and local serving a few teachers. Also, to adequately support the uses of media, all of these echelons of production and support should eventually be represented so that the instructional staff has many levels to draw upon, depending on

the complexity and needs of the particular learning situation.

2. Production support centers may be composed of a variety of components, each of which is related according to the echelon of production and the types of services to be offered. Some of these components are:

- Graphic arts production
- Photographic production
- Motion picture production
- Audio recording
- Animation
- Television origination
- Television control, distribution, and recording
- Film editing and processing
- Graphic materials production and assembly
- Scene, set, and model production
- Equipment storage and repair
- General storage
- Administration and offices for production staff and visiting faculty and teachers
- Conference and preview facilities
- Film and tape materials and equipment storage and distribution.

In programming an instructional support center, it is the manner in which these components are arranged and placed together that creates the appropriate center for a particular institution.

3. The instructional support center can perform several major services in addition to producing films, slides, tapes, and other instructional materials:

- \* It can design and produce materials that are not commercially available but which are needed for specific instructional purposes.
- \* It can provide technical assistance to teachers and professors in using instructional technology effectively. It is this type of assistance which helps teachers overcome a fear of mechanical devices about which they have little knowledge and great anxiety.
- \* It can be the catalyst which causes teachers to begin planning instruction and learning together. Producing televised instruction may bring cooperation among teachers who otherwise would always function as independent entities.

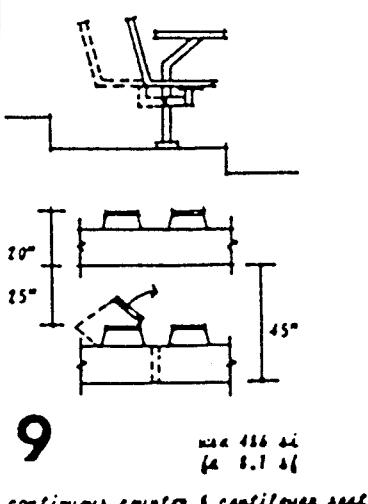
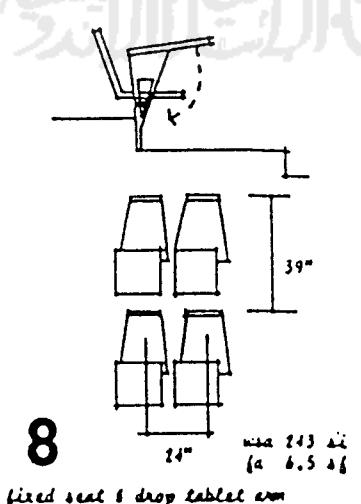
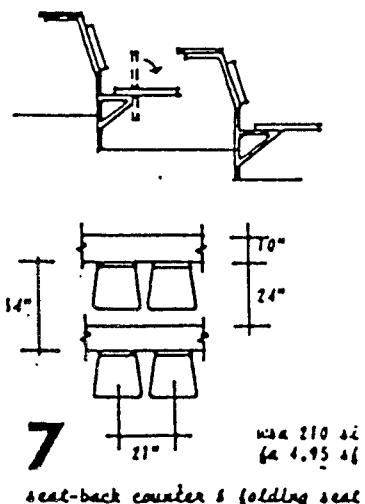
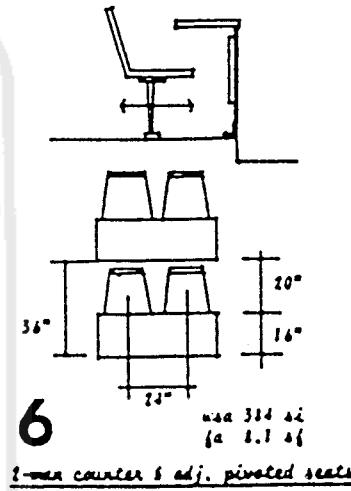
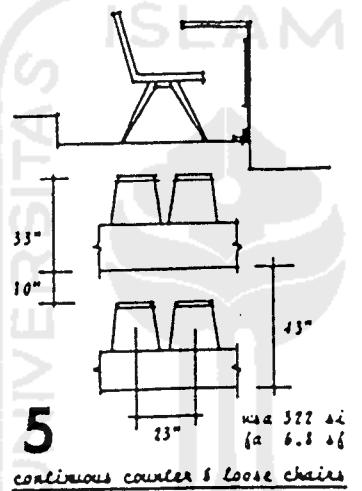
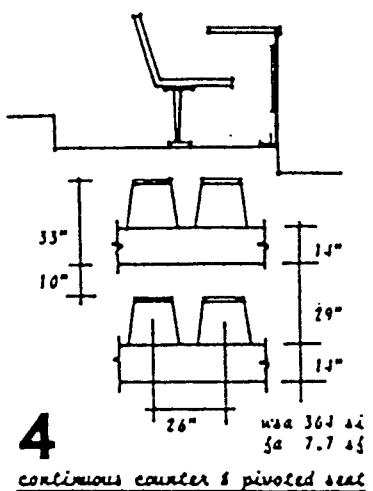
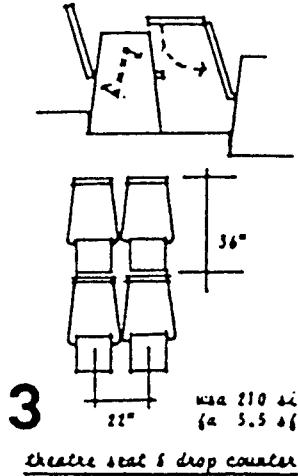
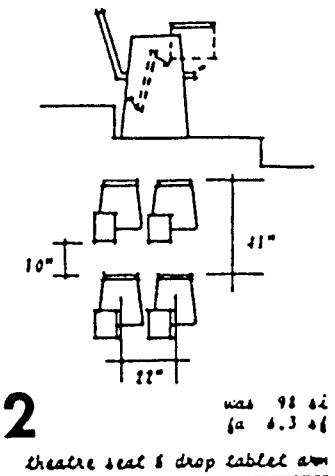
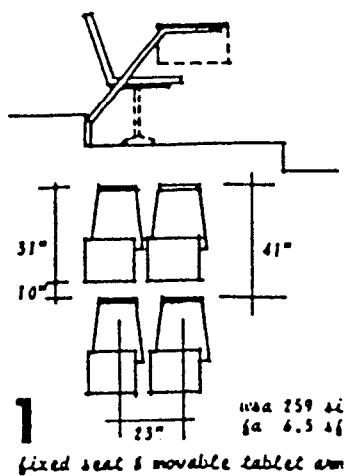
\* An instructional support center can provide pedagogical assistance to teachers in designing learning. The learning systems designers—the pedagogical consultants—would logically be housed within this center.

\* These facilities can provide the professional focus for teachers and faculty members by making available professional references, material, journals, and consultants.

4. Instructional support facilities may be an integral part of an educational plant or a separate, free-standing building or unit. In either case, consideration should be given to designing the area to permit changes in areas and relocation of walls, services, and cables. Flexibility of this type is very important, as the functions, staff, and faculty develop. A "loft space," free of interior partitions and permitting economical changes, may be the best type of space.

5. One of the changes anticipated above involves the planning of TV studios. Often when studios are initially planned, the faculty will wish to provide for a class of students to be present in the studio during production. However, as the faculty becomes more comfortable with television, the need for students in the studio is less significant. The building should be designed to permit this evolutionary change.

6. Obviously there is not single instructional



wsa - writing surface area

fa - floor area

Fig. 13 Seating types.

itonal  
VISUAL  
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visual

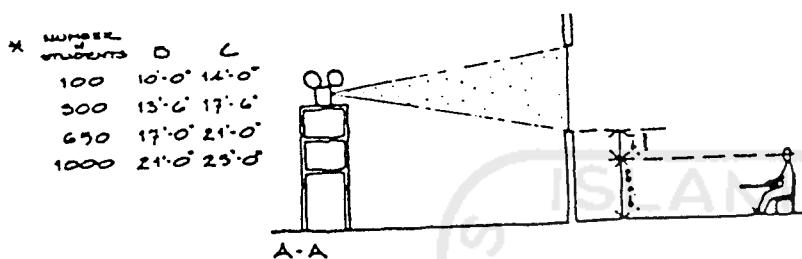
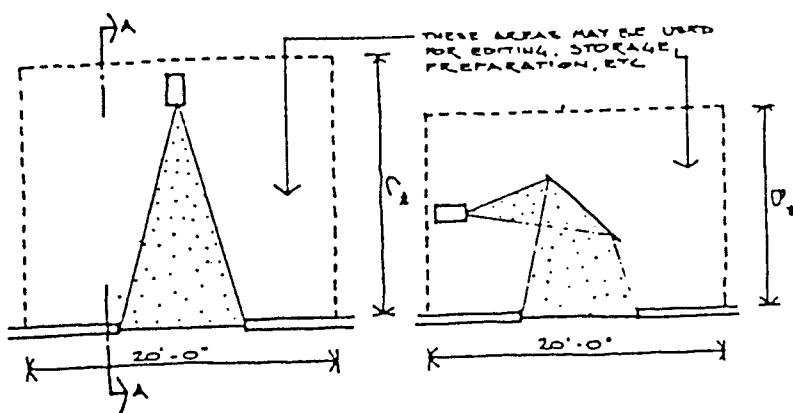


Fig. 1 Rear-screen projection area.

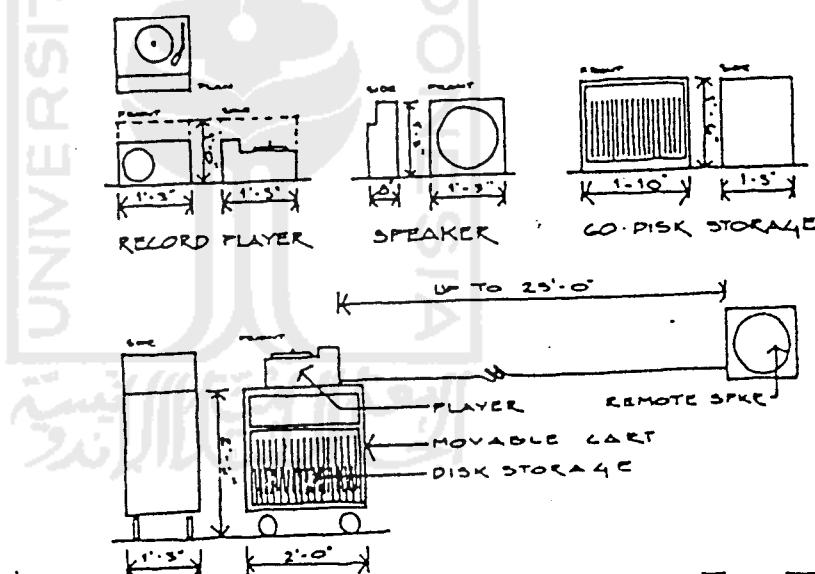


Fig. 2 Phonographs.

TAPE RECORDERS: PORTABLE

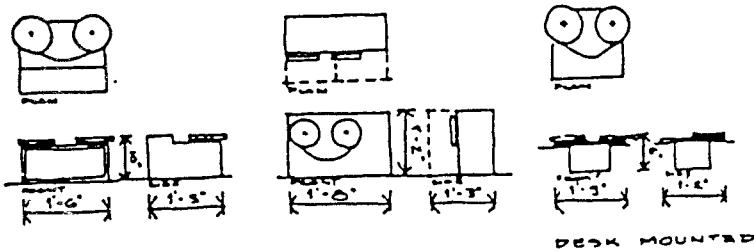
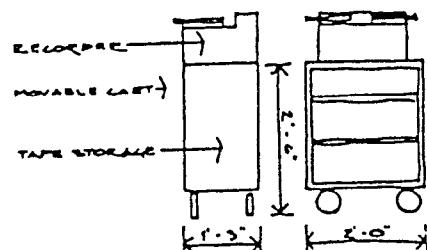
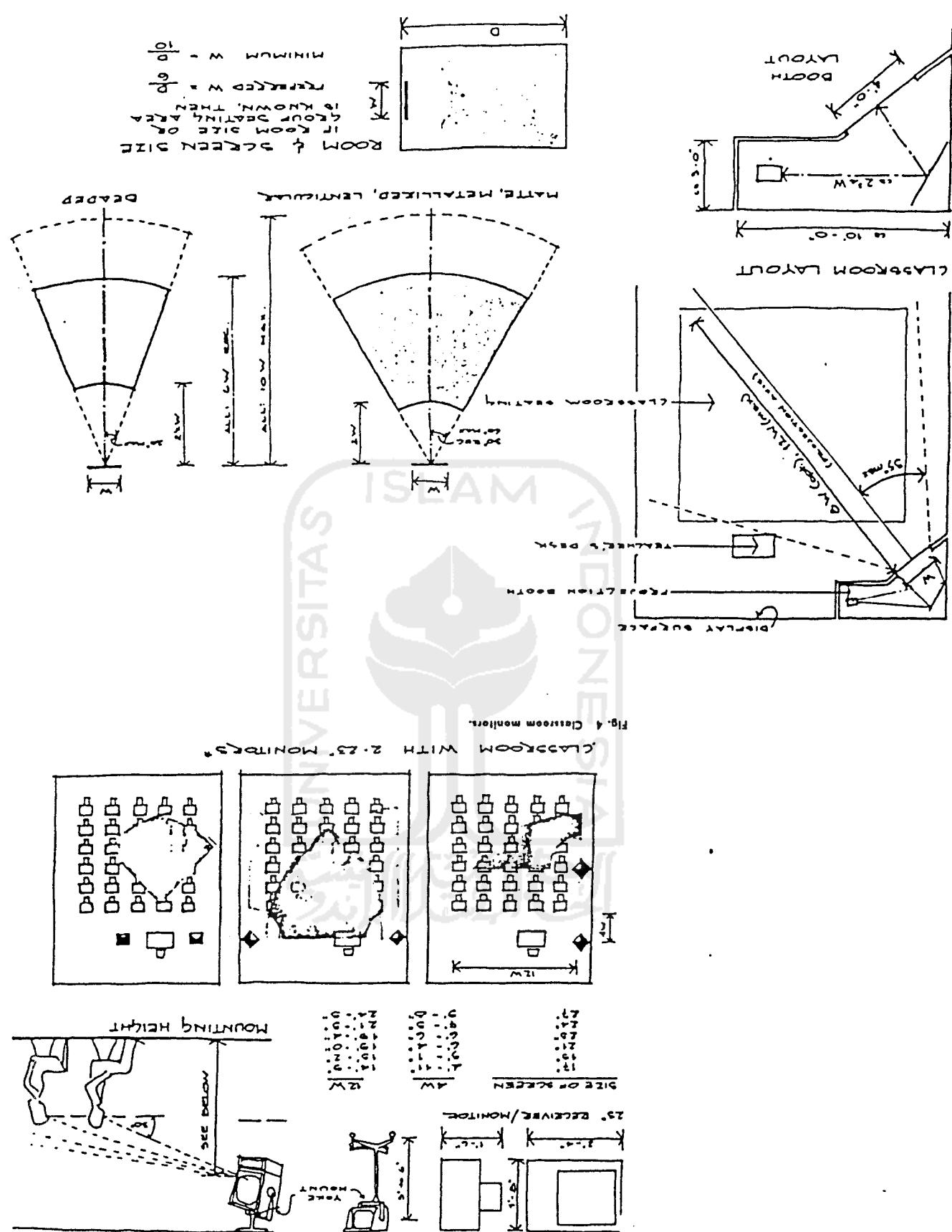


Fig. 3 Tape recorders.



Figures 1-17 reprinted from "New Spaces for Learning: Designing college facilities to utilize instructional aids and media." Report of Research Project DASFEE: (Design of Auditorium-Studio Facilities for Engineering Education) supported by grant from Educational Facilities Laboratories, Inc., revised ed., June 1966.

# BENTUK FASILITAS RUANG AUDIO VISUAL



13.3

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VISUAL  
LEGE AND UNIVERSITY FACILITIES

visual

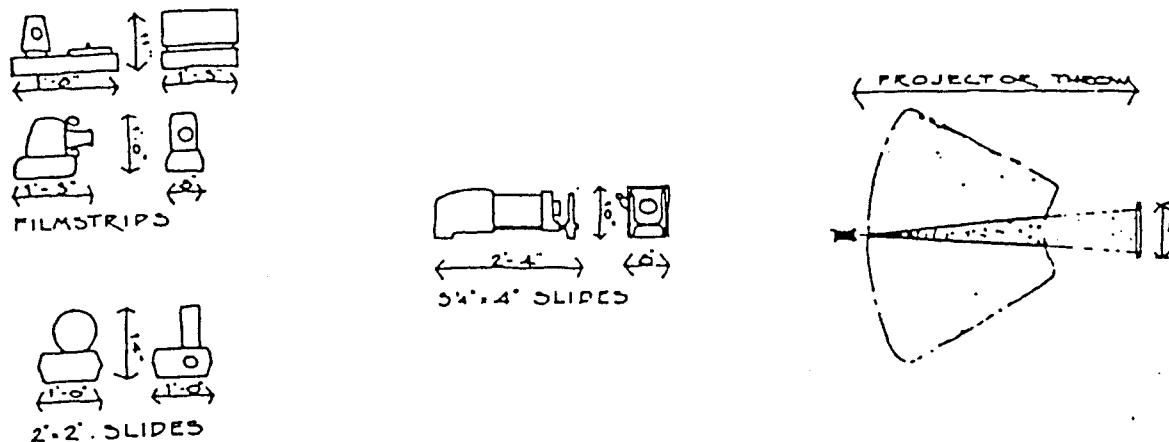


Fig. 7 Slides and filmstrips; projectors.

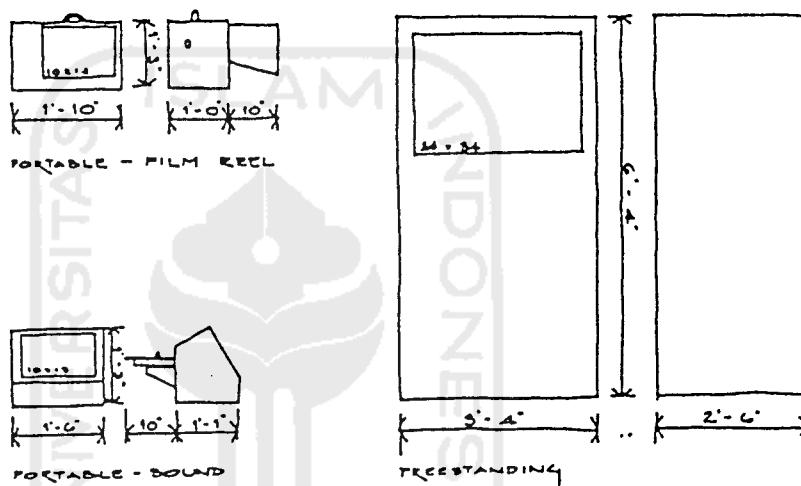


Fig. 8 Repetitive film projectors.

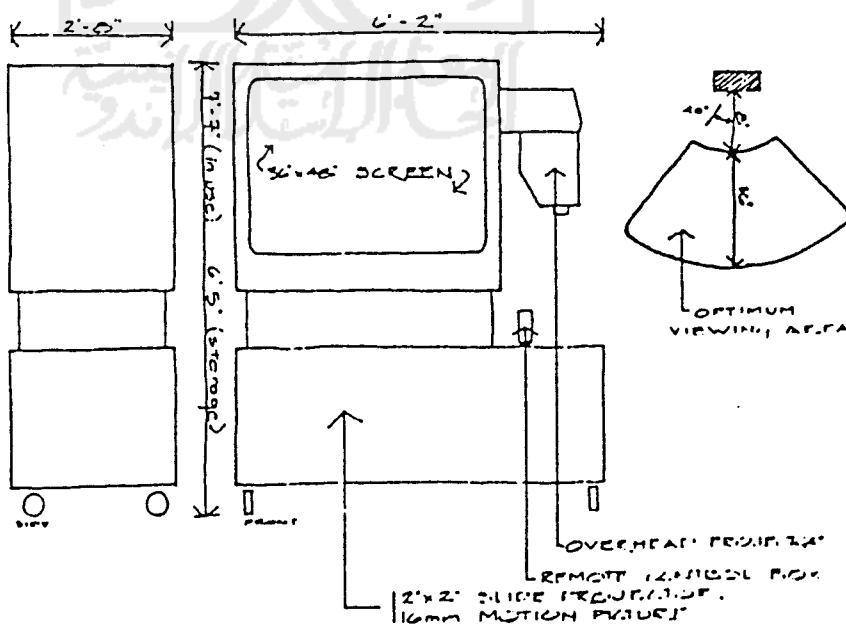


Fig. 9 Multiprojector console.

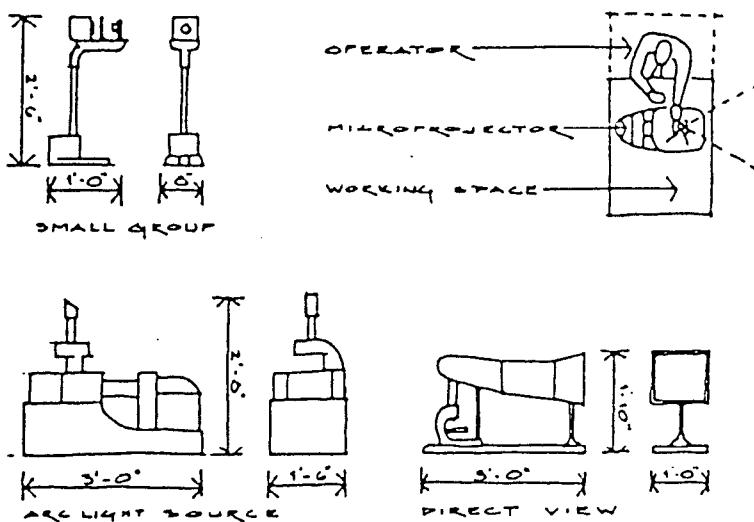


Fig. 10 Microprojectors.

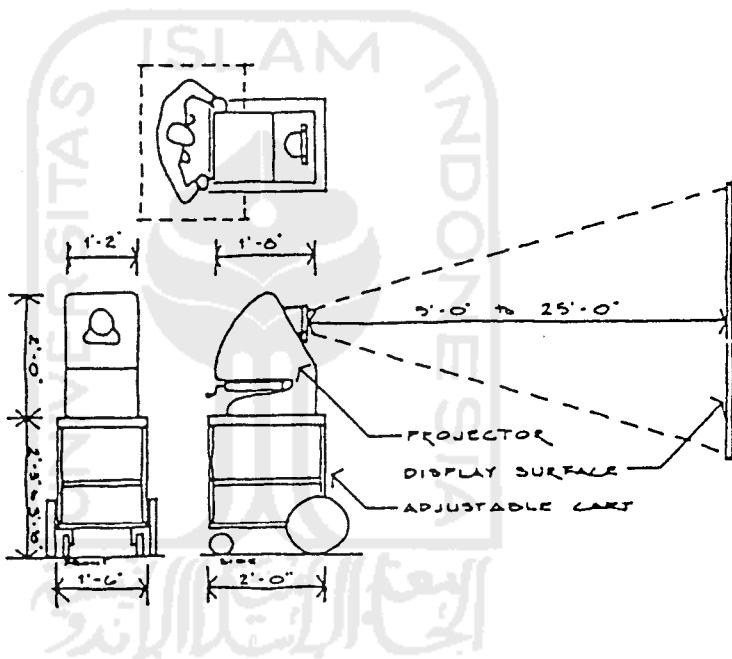


Fig. 11 Opaque projector.

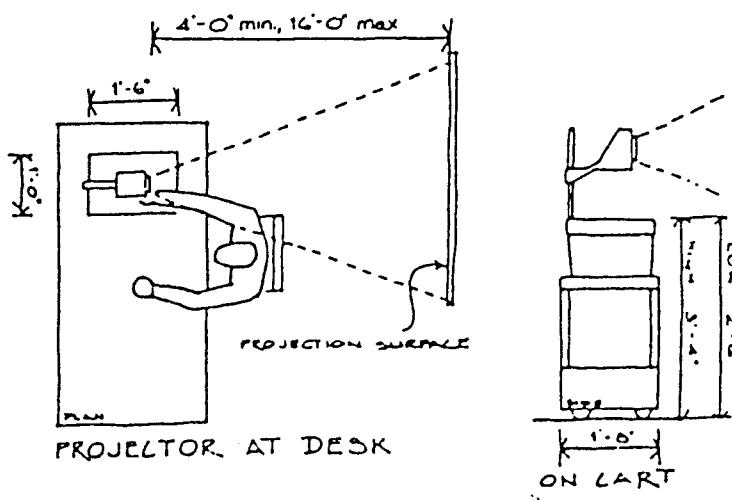


Fig. 12 Overhead projector.

## BENTUK FASILITAS RUANG AUDIO

## EGE AND VISUAL FACILITIES

visual

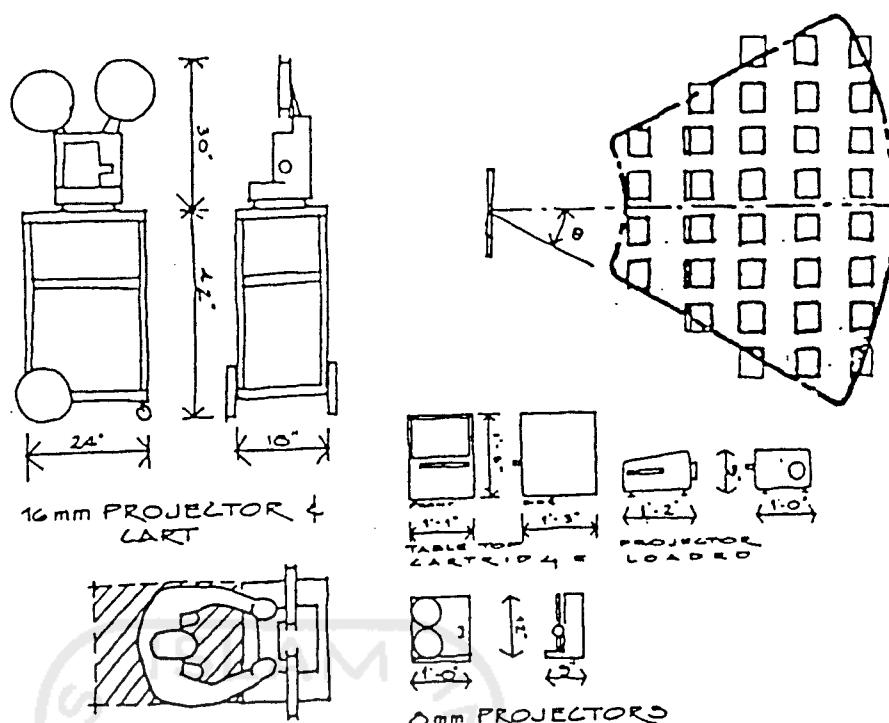


Fig. 13 8-mm and 16-mm motion-picture projectors.

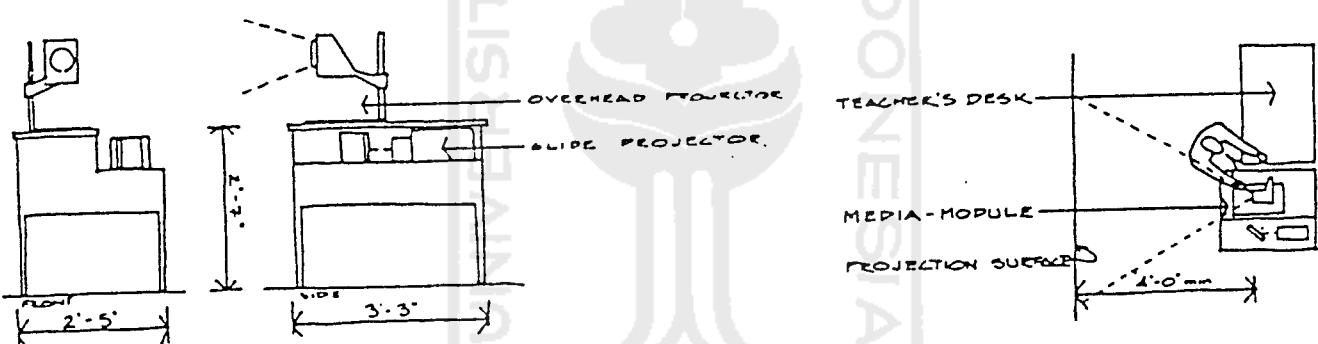


Fig. 14 Multiprojector module.

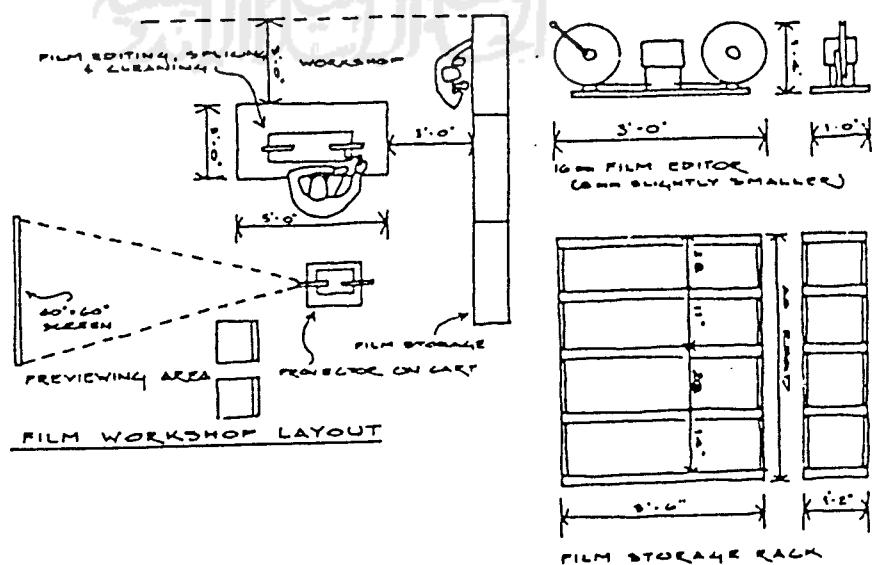


Fig. 15 Film workshop.