

ABSTRACT

Yogyakarta has become an alternative tourist destination because it is famous for its tourist attractions and culture, one of which is Kasongan, Bantul. Kasongan has been famous for its domestic and foreign pottery handicrafts, besides being a place to buy pottery, Kasongan also facilitates tourists to be able to learn and know how to make pottery. But over time, sales of pottery declined both domestically and internationally. So that we need a place to be able to introduce the value of a pottery workshop and also become a forum for the promotion of pottery in Kasongan, therefore this design aims to design a gallery and training center which are integrated both in function and form, in addition to the gallery building and this training center applies an educative and recreational approach as a benchmark in its planning. The method used for the design of this building is to use criteria obtained from secondary data in the form of literature related to the theme to be raised in this design. The criteria are integration which has the relationship between space and circulation, then the education criteria with the variables which are giving knowledge, directing, and variation, and recreational criteria, where the variables are diversity and not monotonous. All of these criteria become benchmarks that must be applied to the planning of gallery buildings and training centers.

The results of the gallery and center training building design are, in terms of the integration of the design application in the form, the existence of a public area that is the center of visitor activity and also with the level of transparency of the building envelope towards the open space. Then in terms of educational design solutions in the form of various forms of building mass and also the diversity of materials used which can provide knowledge to visitors in addition to other pottery gallery and training facilities and also on educational criteria using spiral and linear circulation direct so that visitors can follow the path that has been made. While in terms of recreation, the application is in the form of a variety of building shapes, building mass organization, color, texture, material (both inside and outside space), and circulation.

Key Words : *Gallery, Training Center, Education, Recreation*