

ABSTRACT

Ashari, Moh. Hasan 2012. Planning *Shopping Center In Buring Malang City*. Counselor Lecturer Ach, Gat Gautama M.T and Ernaning Setiyowati, M.T

Keywords : Shopping, center, rekreasi, entertainment. *High-tech Architecture*.

Shopping center is a shopping center. Shopping is a public activity that is carried out to meet the needs of daily living. The times and the development of community behavior is increasingly developed and developing this also make the shopping centre into the purpose of recreation and entertainment needs of the community while not shopping directly at the venue, there by encouraging the progress of a shopping container with the main function and some additional amenities such as full shopping, recreation, and entertainment that can satisfy the needs of the community. Planning and designing Shopping Center in the Trade Center IT in the city of Malang, precisely in Political District Administered of *Buring* is a step to create a shopping mall stuff IT with the collaboration of the function shopping, recreation, and entertainment, as well as the excellence and uniqueness in terms of aesthetics of architecture on display is the result of the utilization structure and construction, so it can act as economic generators in the area.

This design was done at the stages of analysis before the design is done, which includes the observation/field survey, the study of literature/libraries. Furthermore the data processed in the stages of analysis and synthesis, which then produces an idea in the form of the concept is further developed in the design process the design strategy considerations, which produce a product while in the form of schematic design. During the design process, there are stages of evaluation that produce the final schematic design. After doing an analysis, then taken a design concept to embody all of the design aspects. The basic concept of the design is the concept of high tech architecture that has a high structure style technology. The resulting design product is a shopping center with the collaboration functions of shopping, recreation, and entertainment that is visible from the compound game which includes the shopping center IT, game center, and retail of kiosks. In addition, all the buildings into one unity with the game beyond space/landscape as a whole the majority use the structure and construction of steel, but in order to add to the aesthetics on the façade, in the enable on the structure constituting and also the opening of the building.