

## **ABSTRACT**

Zakaria, R. Deky. 2015. **Tourism Design of Children Traditional Games in Batu.** Final Project/Thesis. Department of Architecture Faculty of Science and Technology. State Islamic University (UIN) Maulana Malik Ibrahim Malang. Lector: Luluk Maslucha, ST, MSc. Agus Subaqin, MT

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Indonesia has a many kind of a game's type especially typical of traditional games in accordance with the existing culture in the Indonesian archipelago that contains social values in traditional games. Nowadays, the modern games in general use of digital media, which leads to reduced interest in traditional games that are a tradition, to lack of public awareness of the values and norms contained in the traditional games as well as the public interest is wavering on the traditional game that became the main cause, so the public is less aware of the traditional game that need to be conserved. To seek the existence of a sustainable preservation of traditional games need for an active role of the parents, children and people who care about the culture of traditional games that used to exist, therefore the importance of traditional children's games tourism planning in developing and maintaining the preservation of values and norms contained in traditional children's games.

Application of behavioral architectural themes form the basic for design of Traditional Games Children tourism I with the purpose of eliciting design in accordance with the values embodied in the traditional game. Besides the theme of architecture can customize the behavior of the children as its main user. Starting from the traditional game design layout, layout of the building until the building façade into account the principles of the child's behavior in Tourism Design Traditional Games Children.

Architectural principles of behavior, combined with the values of the traditional game that arise points of traditional games, namely: insight, agility, strategy, creativity, cooperation and leadership, resulting in a tourist area that has spaces that adapts to the value -value contained in traditional children's games also retaining the patterns of the game according to the traditional game once played. The concept of rotation and high mobility embodied by the application of circulation that can move to move in accordance with the interests of visitors and the old system that resembles a circle. In addition, to support the building in accordance with the characteristics of the building facade child use bold color color function is to provide encouragement to children when playing as well as provide traction to try the game and the provision of documentation as well as provide examples of game-traditional games there this is also supported by bold colors impressed on each lay out the existing traditional games.