



**VIBRANT MODERN DESIGN FOR EMPLOYEE
CANTEEN AT ARUMAYA ASTRA**

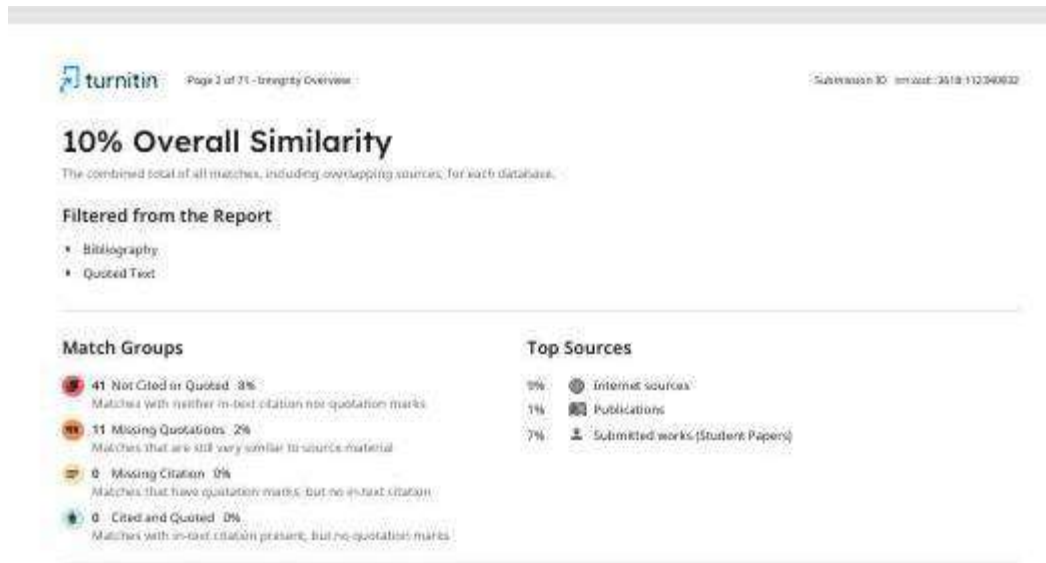
UNDERGRADUATE FINAL PROJECT

**Submitted as one of the requirements to obtain Sarjana Desain
(S.Ds.)**

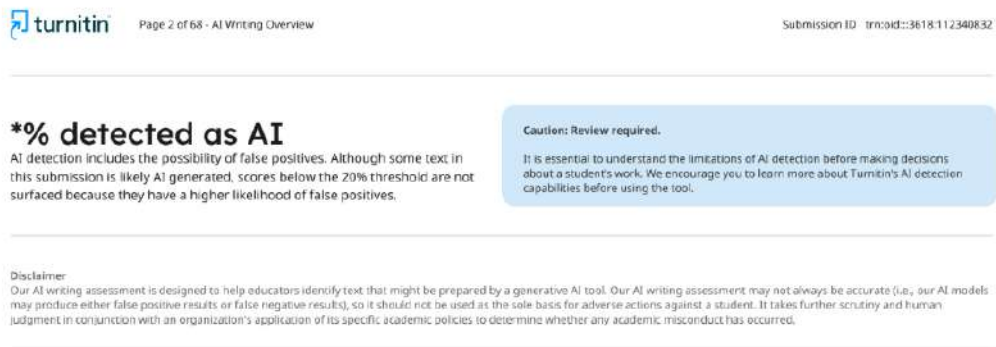
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2025**

SIMILARITY CHECKING RESULT



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ABSTRACT

The Canteen Room is a public facility used by visitors to eat, where the scope itself is a place to sell and buy food. The canteen is also used as a communal space, which is a space for conversations between individuals or groups. With the use of the canteen space for many user activities, it is very important to pay attention to the layout, air circulation, lighting, and design concept. Therefore, it is necessary to conduct research to find out the behavior patterns of employee canteen room users at Arumaya Astra. The research method used is to observe and collect data by visiting the research site directly by emphasizing the movement of users in a period and observing how users choose circulation to access the canteen room. Then the data is analyzed and produces influencing factors, namely interior design concepts, lighting, smell, and comfort. The employee canteen room at Arumaya Astra still has the main problem, namely comfort, a canteen that does not have an exhaust makes the canteen smell smelly, lighting is not bright, and the canteen also does not have a design concept. Therefore, there is a need for a redesign of the canteen room.

Keywords: Interior Design, comfort, office, canteen, comfort,

ABSTRAK

Ruang Kantin adalah fasilitas umum yang digunakan oleh pengunjung untuk makan, di mana ruang lingkupnya sendiri adalah tempat untuk berjualan dan membeli makanan. Kantin juga digunakan sebagai ruang komunal, yang merupakan ruang percakapan antar individu atau kelompok. Dengan pemanfaatan ruang kantin untuk banyak aktivitas pengguna, sangat penting untuk memperhatikan tata letak, sirkulasi udara, pencahayaan, dan konsep desain. Oleh karena itu, perlu dilakukan penelitian untuk mengetahui pola perilaku pengguna ruang kantin karyawan di Arumaya Astra. Metode penelitian yang digunakan adalah mengamati dan mengumpulkan data dengan mengunjungi lokasi penelitian secara langsung dengan menekankan pergerakan pengguna dalam suatu periode dan mengamati bagaimana pengguna memilih sirkulasi untuk mengakses ruang kantin. Kemudian data tersebut dianalisis dan menghasilkan faktor yang berpengaruh, yaitu konsep desain interior, pencahayaan, bau, dan kenyamanan. Ruang kantin karyawan di Arumaya Astra masih memiliki masalah utama, yaitu kenyamanan, kantin yang tidak memiliki knalpot membuat kantin berbau bau, pencahayaan tidak terang, dan kantin juga tidak memiliki konsep desain. Oleh karena itu, ada kebutuhan untuk mendesain ulang ruang kantin.

Kata kunci: Desain Interior, kenyamanan, kantor, kantin, kenyamanan,

PREFACE

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The author realizes that this thesis still far from perfect because of the limited knowledge and experience that the author has. Therefore, the author expects criticism and suggestions both in writing and orally in this thesis which is expected to help the author to develop for the better in the future.

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