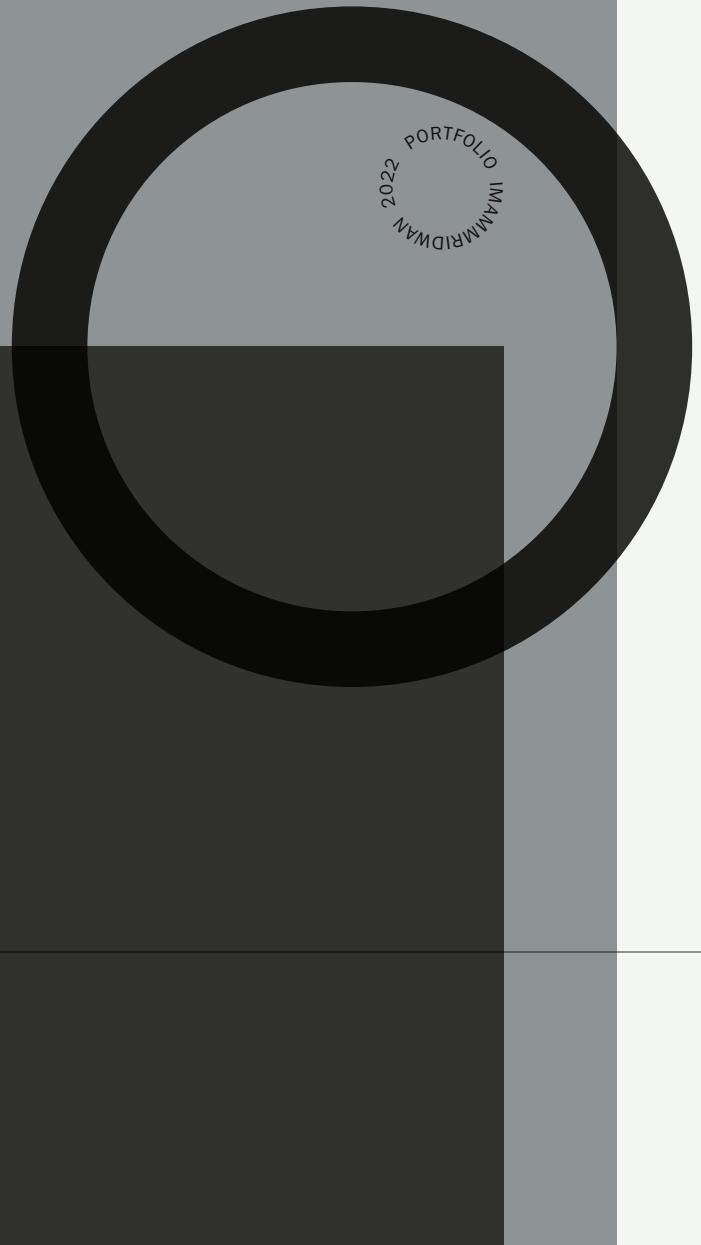


amamm
riawan



Portfolio

Identity

11

Else

39

CONTENTS				
MODULE		CH.	PROJECT	p.
Profile	■	0	[Resume]	03 - 09
Identity	■	1	Asosiasi Desainer Grafis Indonesia	13 - 25
		2	Diaspora Indonesia in Bremen	27
		3	LYKKA	29
		4	INDOESTRI Makerspace	31 - 37
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	Environmental	6	Babakan Siliwangi Forest	55 - 61
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	Editorial	12	Research Journal	77 - 85
	Editorial	13	Master Thesis Book	87 - 95
	Extra	14	Logofolio	97

00

Portfolio

01

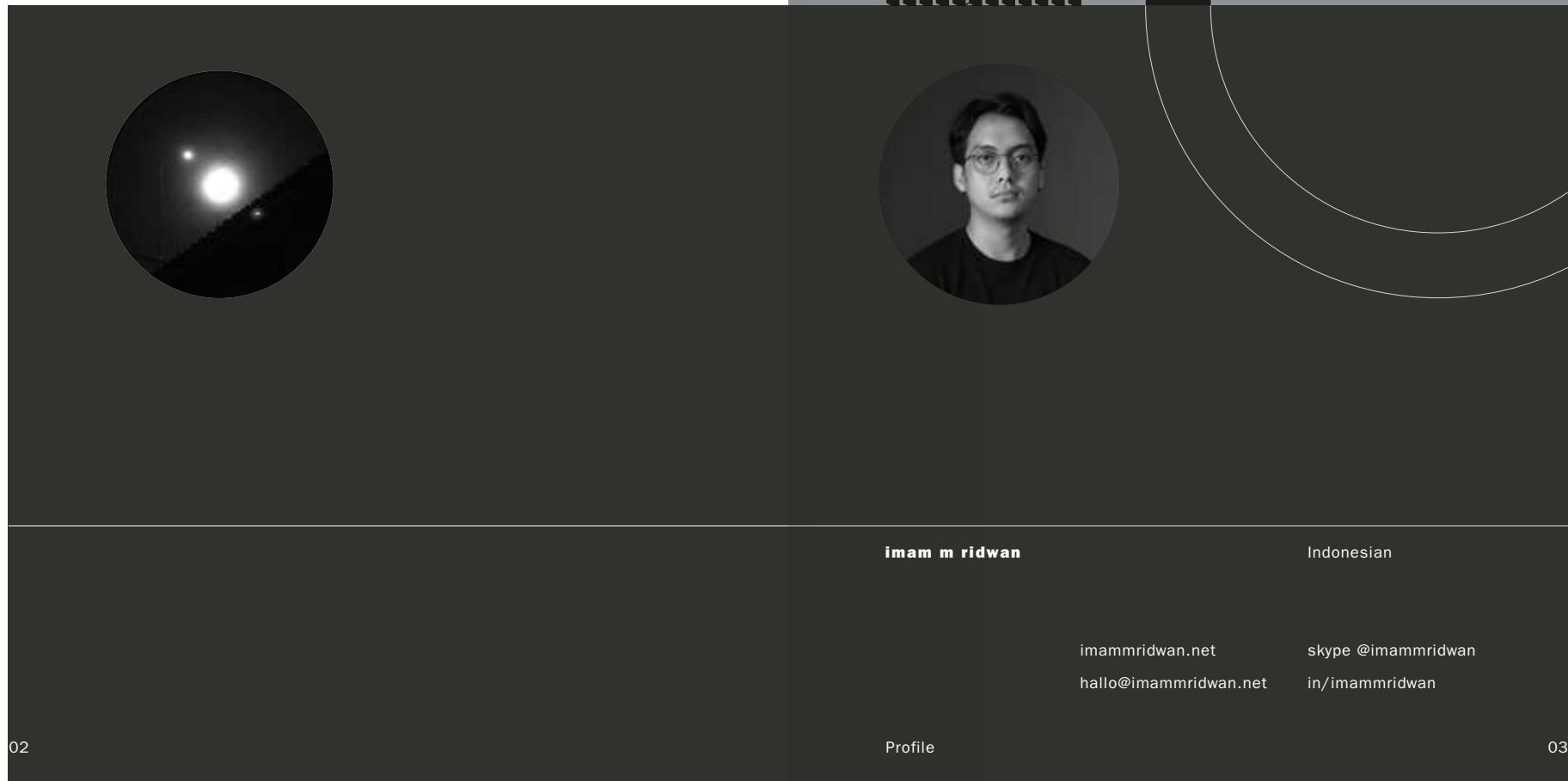
Identity

11

Else

39

AMRIDWAN 2019 PORTFOLIO



02

03

Identity

11

Else

39



EXHIBITION

- 2022 : Busan Design Week
- 2022 : Augmented Poster Exhibition, Busan - KR
- 2019 : Walkie Talkie - Augmented Reality Poster Exhibition
- 2019 : Artivive Art Space, Vienna - AT
- 2019 : Reclaiming the Future Festival, San Francisco - US
- 2019 : Loftas Fest, Vilnius - LT
- 2019 : Seoul Future Conference, Seoul - KR
- 2018 : ImagiNation Exhibition, Abu Dhabi - AE
- 2016 : Bauhausfest | Zirkus, Zirkus - von Schwarz nach Weiß
- 2014 : Annual Bauhaus Festival, Bauhaus Dessau - DE
- 2014 : Sciencewerk Designer's Type
- 2012 : Online Exhibition
- 2012 : Modus Vivendi
- 2011 : DKV ITB 2008 Student Exhibition, Jakarta - ID
- 2011 : Aviation 174
- 2010 : DKV ITB Student Exhibition, Bandung - ID
- 2010 : Bandung 200th Anniversary
- 2010 : Poster Exhibition, Bandung - ID
- 2009 : Titik
- 2009 : TPB FSRD ITB 2008 Exhibition, Bandung - ID

EDUCATION

- 2016 - 2017 Integrated Design [MA], Hochschule Anhalt, Fachbereich Design Dessau, Germany

- 2008 - 2012 Graphic Design [BA], Institut Teknologi Bandung, Faculty of Art and Design, Indonesia

EXPERIENCE

- 2023 - present Senior Brand Designer CHOW Social Singapore
- 2022 - 2023 Senior Art Director JULO Indonesia
- 2021 - 2022 Design Manager/Art Dir. Red Comm Indonesia
- 2019 Senior Art Director Ogilvy Indonesia
- 2014 - 2015 Art Director Thinking*Room Inc.
- 2012 - 2015 Graphic Designer Thinking*Room Inc.
- 2010 - 2012 Graphic Designer Studio IPPDIG
- 2011 Graphic Design Intern Thinking*Room Inc.

ACHIEVEMENT

- 2012 AdWar Finalist University of Indonesia Communication Week
- 2011 Graphic Design Finalist Caraka Festival
- 2010 Bronze Winner BG Award Citra Pariwara

Profile

04

05

Identity

Else

11

39

ORGANISATION

ADGI JKT	Indonesian Graphic Designer Association
IPPDIG ITB	Graphic Design Student Union
KMSR ITB	Visual Art Student Union

OTHER THINGS

Language Skills	Indonesian	<input type="checkbox"/>	mother tongue
	English	<input type="checkbox"/>	good
	Deutsch	<input type="checkbox"/>	Lernen

06

imamridwan
PORTFOLIO 2022

this ► is an [external link]

Profile

Identity

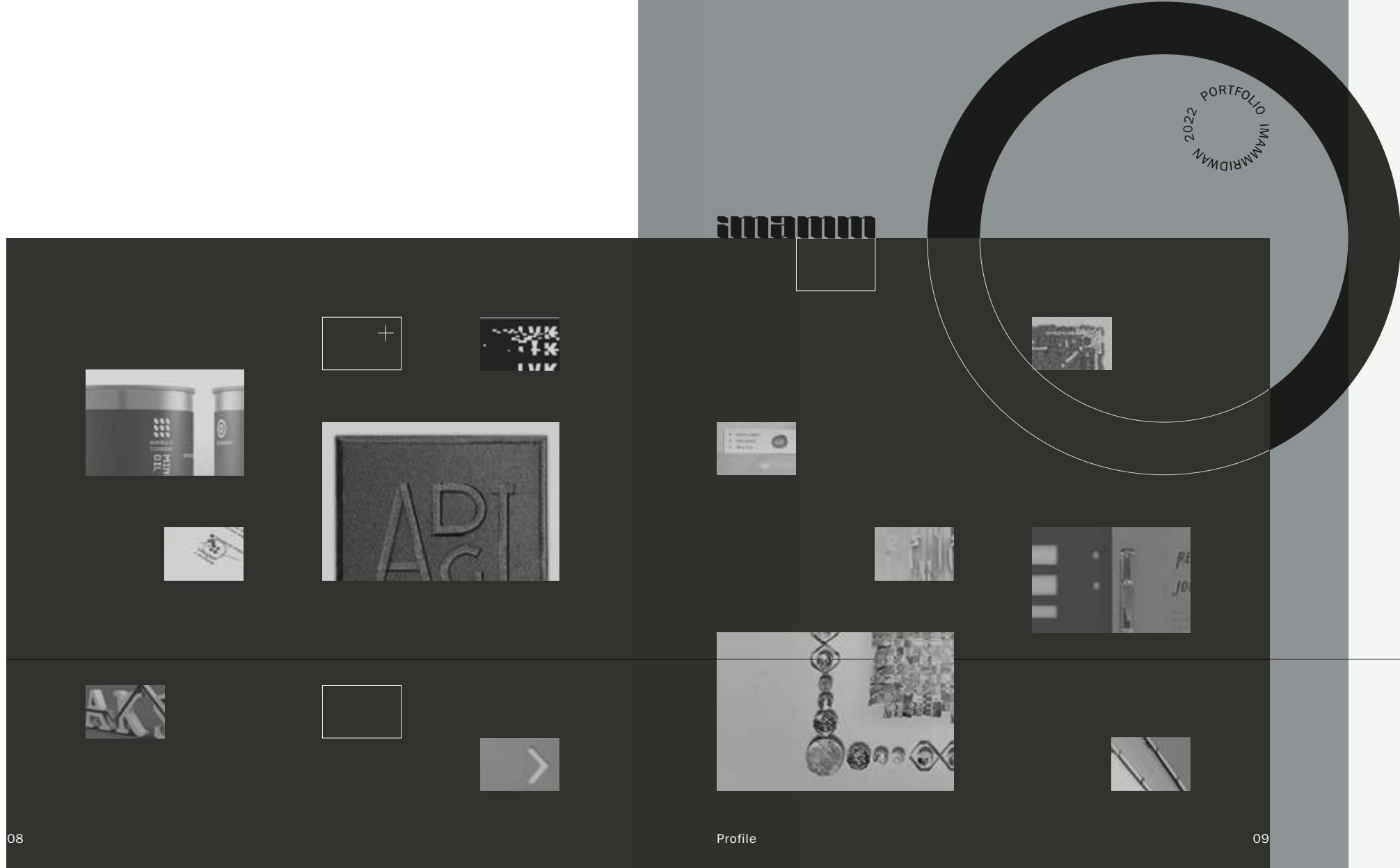
Else

QR featured on some pages
which has external preview

07

11

39



imam
ridwan

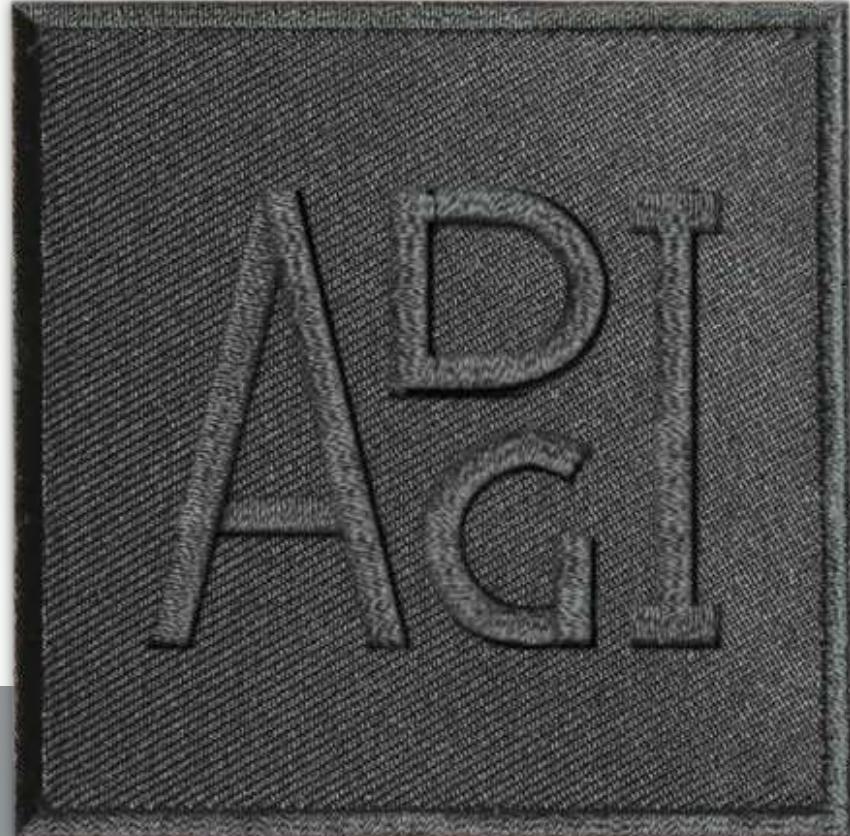
Identity

11

IMAM RIDWAN
PORTFOLIO
2022



www.jzv50inbay
Logo Motion



ADI AGI

ASOSIASI
DESAINER
GRAFIS
INDONESIA

Asosiasi Desainer Grafis Indonesia [ADGI]

Indonesian Graphic Designer Association

y.
typ.
studio

2014 - 2015
Identity
Thinking*Room Inc.

Identity

Main Logo Configuration

The main logo can be configured with or without descriptor. The descriptor can be placed at the right or the bottom side of ADGI. The distance between ADGI and the descriptor is 1 times the width of letter "I" in default.



Without Descriptor



With Descriptor



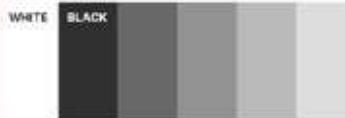
[ADGI Brand Guidelines](#)

Color Palette

The colors is not vary, just as simple as these three basic colors; ADGI Red, White, and Black.

C 0% M 0% Y 65% K 0%
R 222 G 50 B 67
#adgi19

C 0% M 0% Y 0% K 0%
R 67 G 57 B 67
#fff



11
10

Minimum Size

6 mm width with or without descriptor for printed material; 15 px width without descriptor and 40 px width with descriptor for digital material.



Clear Space

For effective application of the logo, allow sufficient clear space on all sides. These standards are set as minimum. Please use accordingly.



ADGI Chapters Identity

Chapter names are now simply "ADGI" followed by the acronym of the city, state, or region. These acronym became the nickname of each chapters. There are currently seven active chapters, but it still be developing along the graphic designer growth across the country. Nullam fringilla nunc ante, id tempor ex efficitur ut amet. Cras nec sit laus. Etiam sed nunc ante. Etiam quis libero felis. Aenean egestas et ipsum ac assumem. Aliquam non eu; Iam nunc sollicitudin pulvinar quis eget purus. Sed commodo nibh blandit. Class aptent taciti sociosqu ad litem torquent per conubia nostra, per inceptos himenaeos. Cras porttitor erat eros, et vulputate eros blandit et. Nullam semper ex efficitur ut amet.

Chapter Nicknames

JKT	Jakarta
BDG	Bandung
SOLO	Solo
JOG	Jogjakarta
SBY	Surabaya
MLG	Melang
BALI	Bali

13
12
11
and counting



ASOSIASI
DESAINER
GRAFIS
INDONESIA

The configuration can be composed with or without the descriptor.



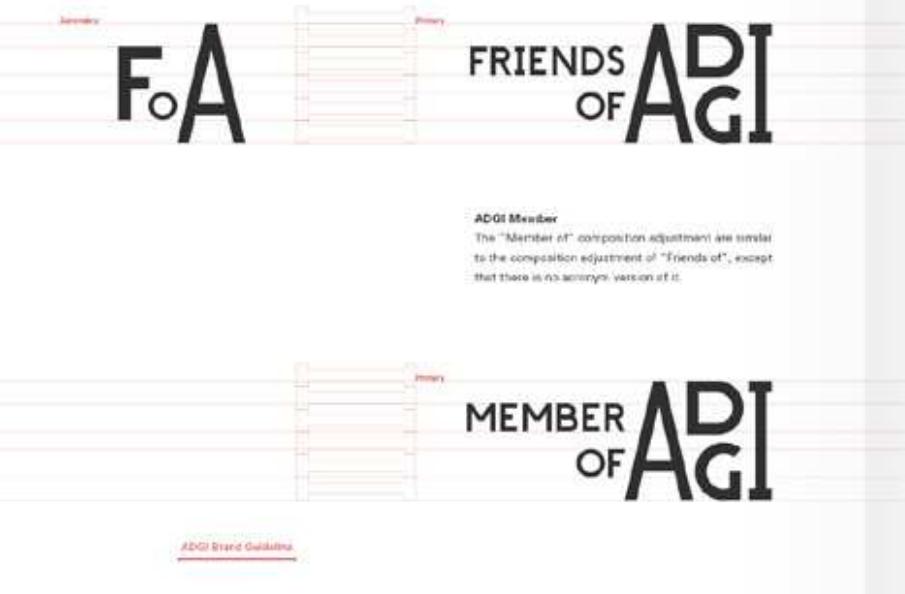
The acronym should only consist of three or four letters. The letters written vertically and aligned fully justified along the stem of "I". The distance between the edge of "I" and the cap height of chapters acronym is 1 times the width of letter "I". The cap height of it is 1.5 times the width of letter "I". The letter spacing must be considered and given a bit of adjustment in order to obtain the ideal composition.



ADGI Brand Guidelines

Other Recognition Identity

Etiam ipsum dolor sit amet, consectetur adipiscing elit. Etiam eu nunc loren. Etiam vestibulum sit amet nibh nec malesuada fames. Fusce pharetra orci eget maximus euismod. Cras potenti arcu wres, et vestibulum eris blandii et. Duis a efficitur tellus. Namam hemidomi nunc urna, id semper ac efficitur sit amet. Cras nascit ilacus. Etiam sed nunc ante. Etiam quis iboco telli. Aenean egestas et ipsum ex accumsan. Aliquam non erpi laicna nasci. Nisi modis nibus vites commode tibendum. Duis potenti arcu wres.



e-mail Signatures

For the purpose of electronic messages, ADGI have several versions of signature that can be used in several conditions. Main signature is to be used by the central board. Chapter signature is to be used by the regional board. Friends of ADGI signature is to be used by institutions that have officially become Friends of ADGI, and Member of ADGI signature is to be used by registered ADGI member.



Jalan Wijaya 1 RT/RG. Kebon Jeruk
Barat Jakarta 12980, Indonesia
+6221 788.4127 | www.adgi.or.id
+6221 787.4127 | contact@adgi.or.id



Jalan Wijaya 1 RT/RG. Kebon Jeruk
Barat Jakarta 12980, Indonesia
+6221 788.4031 | www.adgi.or.id
+6221 787.4031 | www.adgi.or.id



Main Signature

Consist of main ADGI logo with descriptor and the contact detail on the right side of it. The contact detail consist of postal address, telephone number, fax number, website address, and email address. Placed at the bottom of the email and aligned left.

Chapter Signature

Consist of ADGI chapter logo with descriptor and the contact detail on the right side of it. The contact detail consist of postal address, telephone number, fax number, website address, and email address. Placed at the bottom of the email and aligned left.

Friends of ADGI Signature

Just consist of Friends of ADGI identity and website address. Placed after the institution signature and aligned right.

Member of ADGI Signature

Just consist of Member of ADGI identity and website address. Placed after the member signature and aligned right. This signature may be added to member's business card.

15
14





ABOUT ADGI

Asosiasi Desainer Grafis Indonesia (ADGI) is a member-based organization of Indonesia Professionals in the field of graphic design.

VISION
To become a trusted and reputable association of Indonesian graphic designer to protect, to serve and to advance the careers and the businesses of its members.

MILESTONE
Established in 1990 under name IPGD (Ikatan Perancang Grafis Indonesia) before becoming Asosiasi Desainer Grafis Indonesia (ADGI) in 1993. The intense dynamics of the industry forced ADGI to take an increasing proactive role in developing policies and programs parallel to its members. Responding to that challenge, in 2005, the association centralized itself with a new vision of becoming a trusted and reputable association of graphic designers to protect, serve and advance the careers and the businesses of its members.

NATIONAL EXECUTIVE BOARD 2014

Zaino Nizam Syaputra National Chairman
Adityawijaya Secretary General
Eric Hutan Business Development Director
Kiki Hadiwijaya Design Process Education Director
Dian Herdianasih Program Development Director
Erie Widjaja Communication and Media Director

2016

ADGI'S ROLE ON A NATIONAL LEVEL
a framework of ADGI's roles in
its role as a national-level advocacy institution

01 INTERNS One of ADGI's role in terms of promoting graphic designer is to create and promote professional collaboration nationwide that will add national work portfolio and not be only in other countries. Other than that, ADGI will create and promote a professional code of ethics that clarify the responsibility of graphic designer to their colleagues, clients and their overall environment. This important document will be printed in book form in order to enhance the value and dignity of graphic designer within the industry in Indonesia.

02 WIT By promoting the power of professional human resources with host of graphic design through one of ADGI's business unit program "ADGI WIT" with the intention of becoming a connecting bridge between ADGI's certified members with government bodies. This way, ADGI can provide and create a healthy network of benefit to ADGI members. This mechanism is direct relationship among ADGI's members and networks.

03 ADVIS Improving the visibility of Indonesian graphic designer by developing chapters nationwide. To that day, ADGI has 7 chapters all over Indonesia including Jakarta, Bandung, Bali, Jimbaran, Surabaya, Solo and Mataram. Also, ADGI is currently nurturing collaborations with existing graphic design forums such as PGDI (Perkumpulan Grafi Indonesia) and renowned site DC (Desain Grafis Indonesia).





ow.ly/Luh50m18b

Christmas Greeting



24



Identity

25

Else

39



ow.ly/LEmo50nbvW

Keynote



Diaspora Indonesia in Bremen

y.

2016

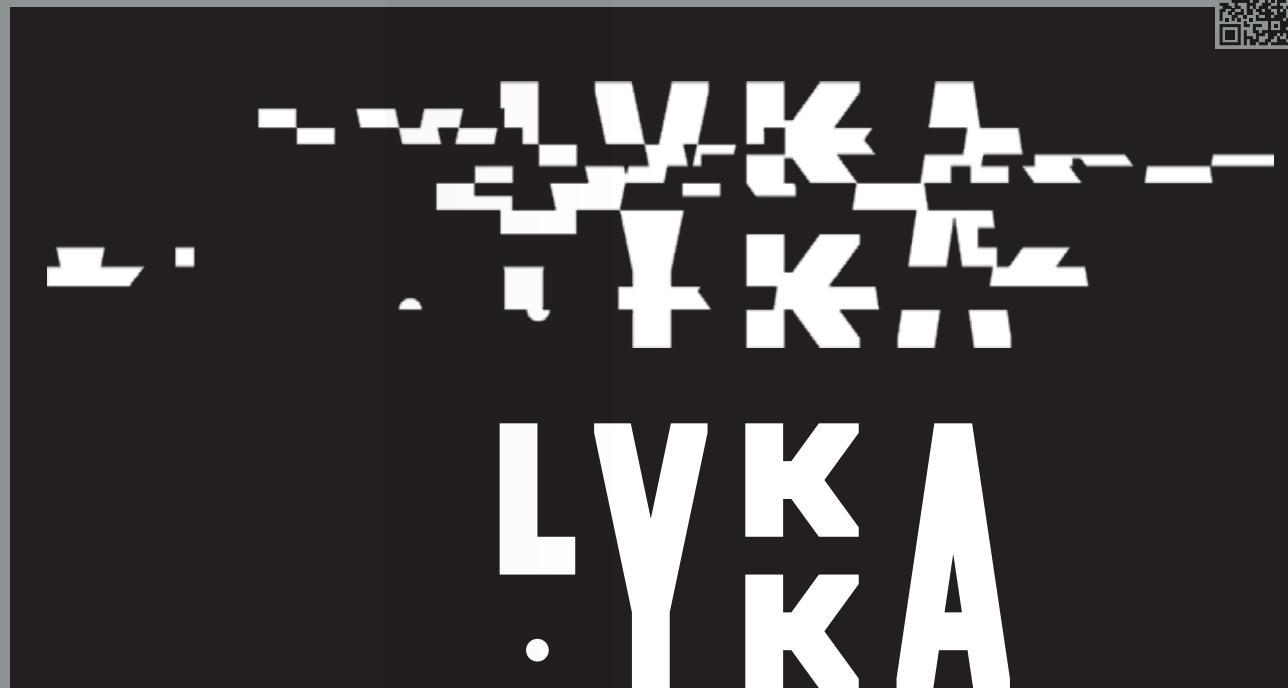
typ.

Identity

Identity



Logo Motion
<http://www.zxqna05pcduy1mo.com>



LYKKA

y.

typ.

2017

Identity





INDOESTRI

MAKERSPACE

INDOESTRI

Makerspace

y.

2014 - 2015

typ.

Identity

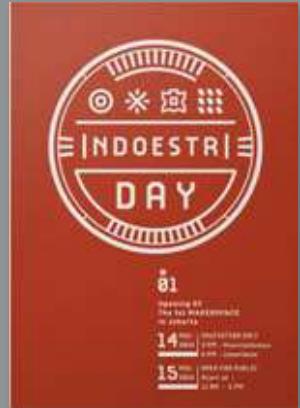
studio

Thinking*Room Inc.

Identity

31





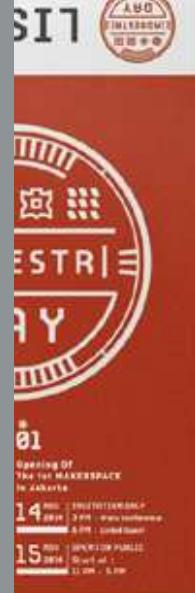
01
INVITATION ONLY
14 NOV 2014
OPEN FOR PUBLIC

LIST OF THE MAKERS

EVENT SCHEDULE

SELF MADE

25% OFF



SELF MADE

INDOESTRI DAY

01
Opening Of
The 1st MAKERSPACE
In Jakarta

14 NOV 2014 | INVITATION ONLY
3 PM : Press Conference
6 PM : Listed Guest

15 NOV 2014 | OPEN FOR PUBLIC
Start at :
11 AM - 5 PM

Indoestri Day is the opening of the first makerspace in Jakarta which was born under the Selfmade concept with an objective to introduce the basic process of making things with your own hands. It also wants to let local makers to showcase their products as well as presenting the idea how to grow your businesses.

Indoestri Day aims to introduce the society to be involved in production processes and research & development in product design. Indoestri Day is a bi-annual event with a mission to deliver and to give exposure to external visitors so their reactions can be appreciated by the larger scale of audience.

Indoestri Day



www.indoestri-day.com
Invitation





INDOESTRI

Makerspace

y.

2014 - 2015

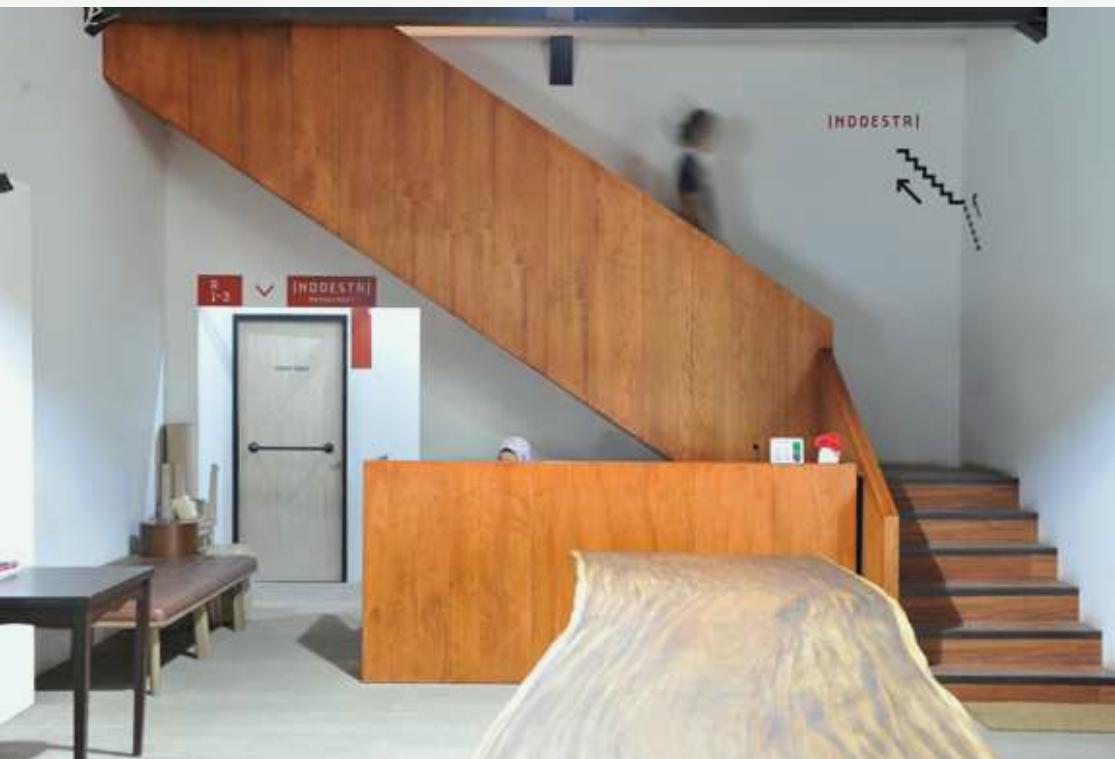
typ.

Environment

studio

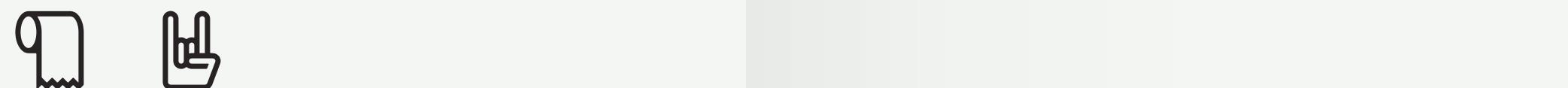
Thinking*Room Inc.





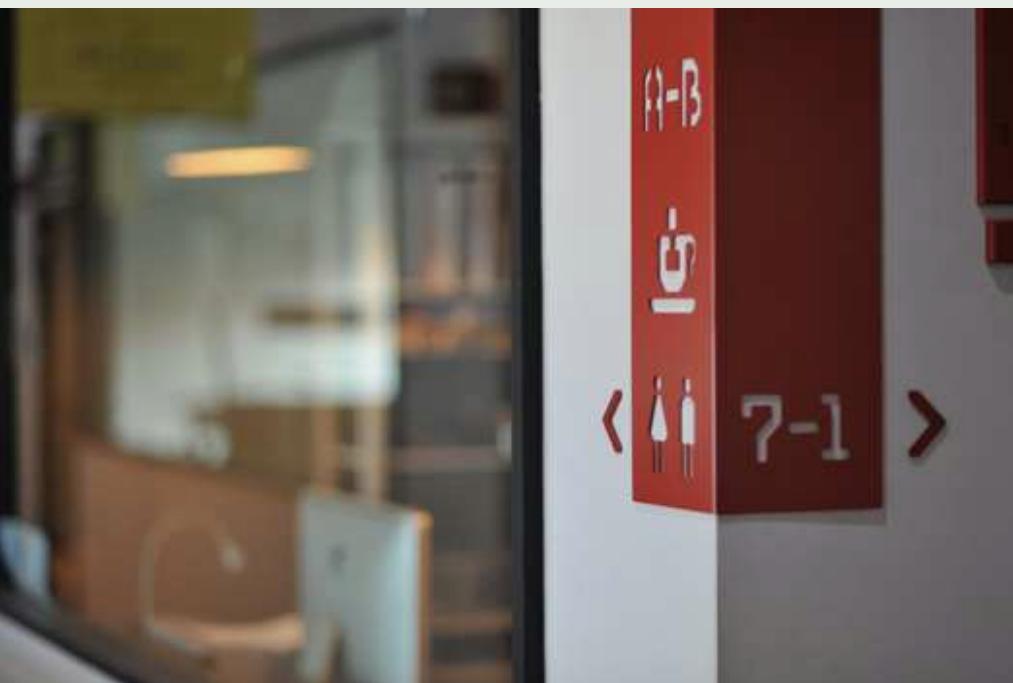


General Pictogram



Hand-Book Chapter Pictogram

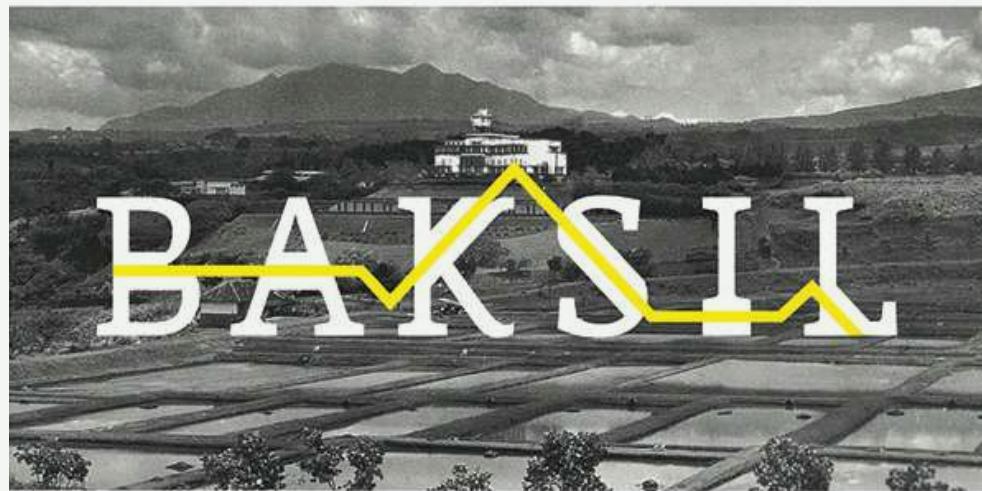
Regulatory Pictogram











brand naming

Nama brand Hutan Babakan Siliwangi yang dibuat adalah "BAKSIL" yang merupakan singkatan dari Babakan Siliwangi. Kata BAKSIL sendiri sudah cukup populer didengar dan diucapkan oleh masyarakat Kota Bandung pada umumnya. Selain itu, penyingkatan kata tersebut juga cukup unik, agar mudah diingat dan menarik perhatian.

color scheme

c 00	c 00	c 00	c 50
m 00	m 00	m 00	m 00
y 00	y 100	y 00	y 100
k 00	k 00	k 70	k 00
R 255	R 255	R 109	R 141
G 255	G 242	G 110	G 198
B 255	B 00	B 113	B 63

primary logo

BAKSIL



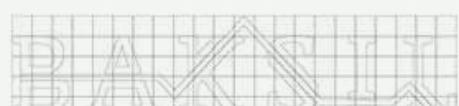
secondary logo



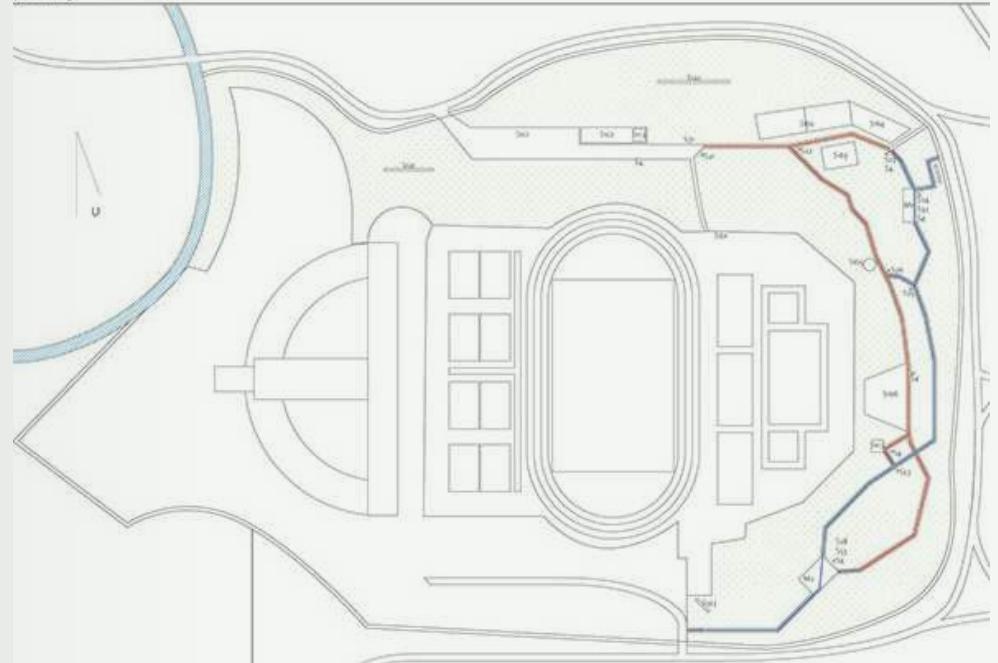
combination

BAKSIL

grid



planning



Babakan Siliwangi Forest

Destination Branding

y.

2012

typ.

Environment, Visual Identity

A B C D E F G H I J K L M N
 O P Q R S T U V W X Y Z
 a b c d e f g h i j k l m n
 o p q r s t u v w x y z
 1 2 3 4 5 6 7 8 9 0

font : Enriqueta Regular

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
 a b c d e f g h i j k l m n o p q r s t u v w x y z
 1 2 3 4 5 6 7 8 9 0

font application

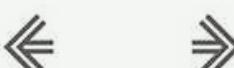
Aplikasi Font

Font Application



Tipografi

Typography



Destinasi

Destination



copy

Hamburgesonstiv

Body text lorem ipsum dolor sit amet, un rhoncus consectetur adipiscing elit. Donec estibulum bibendum feugiat justo, quis imperdiet nibh mollis in. Sessito exilibis phasellus dignissim la amour malesuada auctor fringilla. Aenean dolor diam, nyet ruddum bibendum egestas placerat non, quis volutpat et diam. Aenean ut borneo imperdiet turpis. Etiam sed libero gecrot magna, isin rhoncus iaculis ipsum. Sed lectus dam eros, auctor id imperdiet quis,

valic interdum tempus massa. Nullammy vitae lacus a turpis hendrerit viverra line sitre amet ac velit. Mauris quis ipsum is vel diam, eu tempor ligula. Phasellus in pellentesque nulla vel sem rhoncus veloci varius nunc rhoncus. Sed quis uto ante et tortor volutpat pellentesque ut ac nisi. Nunc cursus sem sit amet eros crescent commodo ornare auctor lorem kukumbo placerat. Phasellus ac quam velit. Donec consequat posuere risus, sed turru

fringilla elit rhoncus vel. Sed aiwud pops ullamcorper, ipsum at mattis eleifend, in purus metus rhoncus sapien, quis carrot imperdiet arcu mi in felis. In totem proto accumsan tincidunt luctus. Quisque delic enean dolor diam, ruddum biben dumdum egestas placerat non, quis siuq ning nang volutpat et diam. Aenean ut imperdiet sit urpis. Etiam sed libero magna, isin pisau rhoncus iaculis ipsum. Sed lectus erosca, auctor id imperdiet quis, valic temporus.

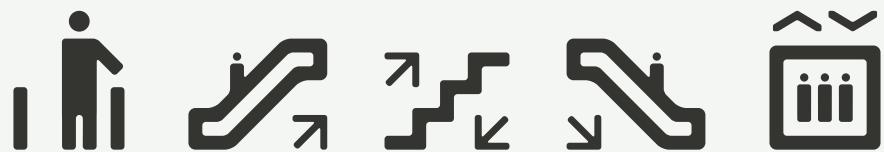


Else

→	↑	→	Jembatan Rimba
→	↓	→	Jalur Tanah
→	●	→	Padepokan Seni
→	□	→	Lingga Yoni
→	○	→	Mata Tirta
→	==	→	Amphitheater
→	■■■	→	Museum
→	○○○	→	Saraga
→	□□□	→	Kelurahan
→	○○○	→	Kafetaria
→	△△△	→	Jamban
→	P	→	Area Parkir
→	■■■	→	Tempat Sampah
→	↖	→	Jalan Kaki + Peliharaan
→	🚲	→	Naik Sepeda







PIK
AVENUE

PIK Avenue

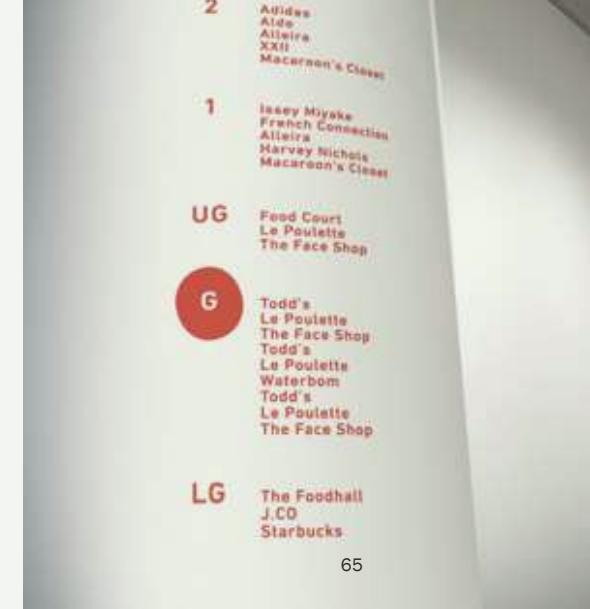
Lifestyle Mall [Design Proposal]

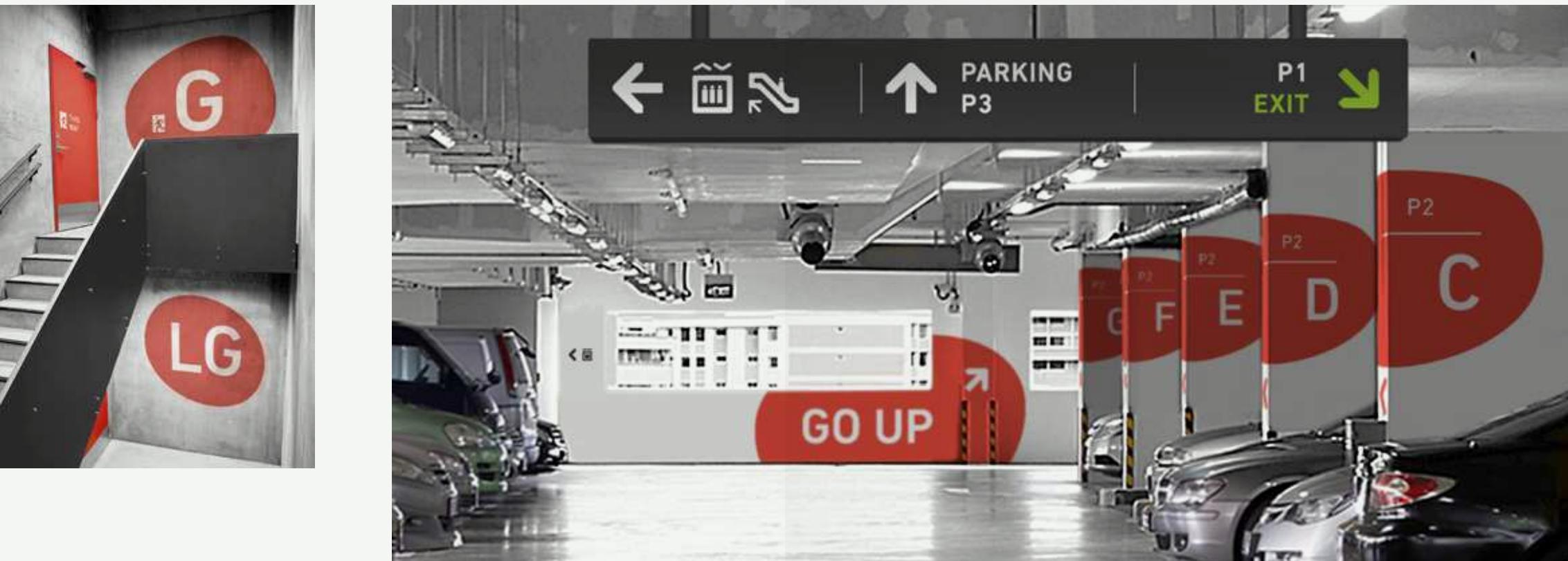
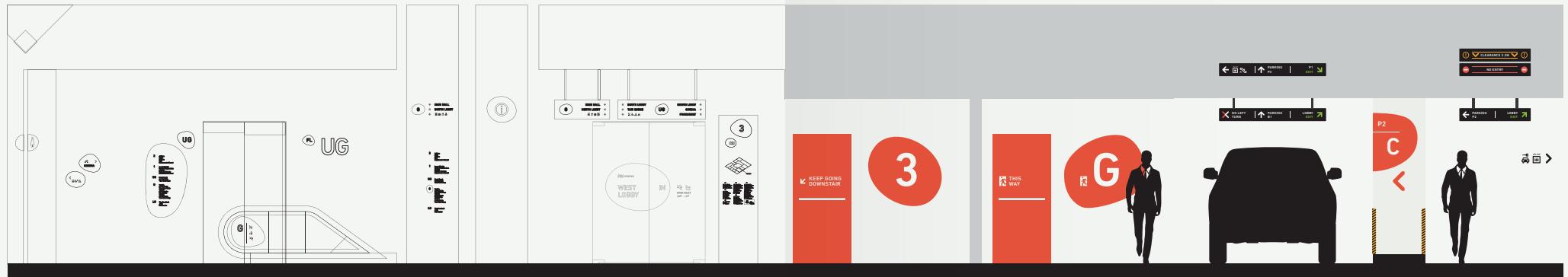
y. 2014

typ. Environment, Visual Identity

studio Thinking*Room Inc.









AIA Train Campaign

Campaign on Train

y.

2013

typ.

Environment, Campaign

studio

Thinking*Room Inc.



ENDLESS

T
H
I
N
G

N
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Endless Thinking

AR Typographic Poster

y.

2018

typ.

AR Typographic Poster

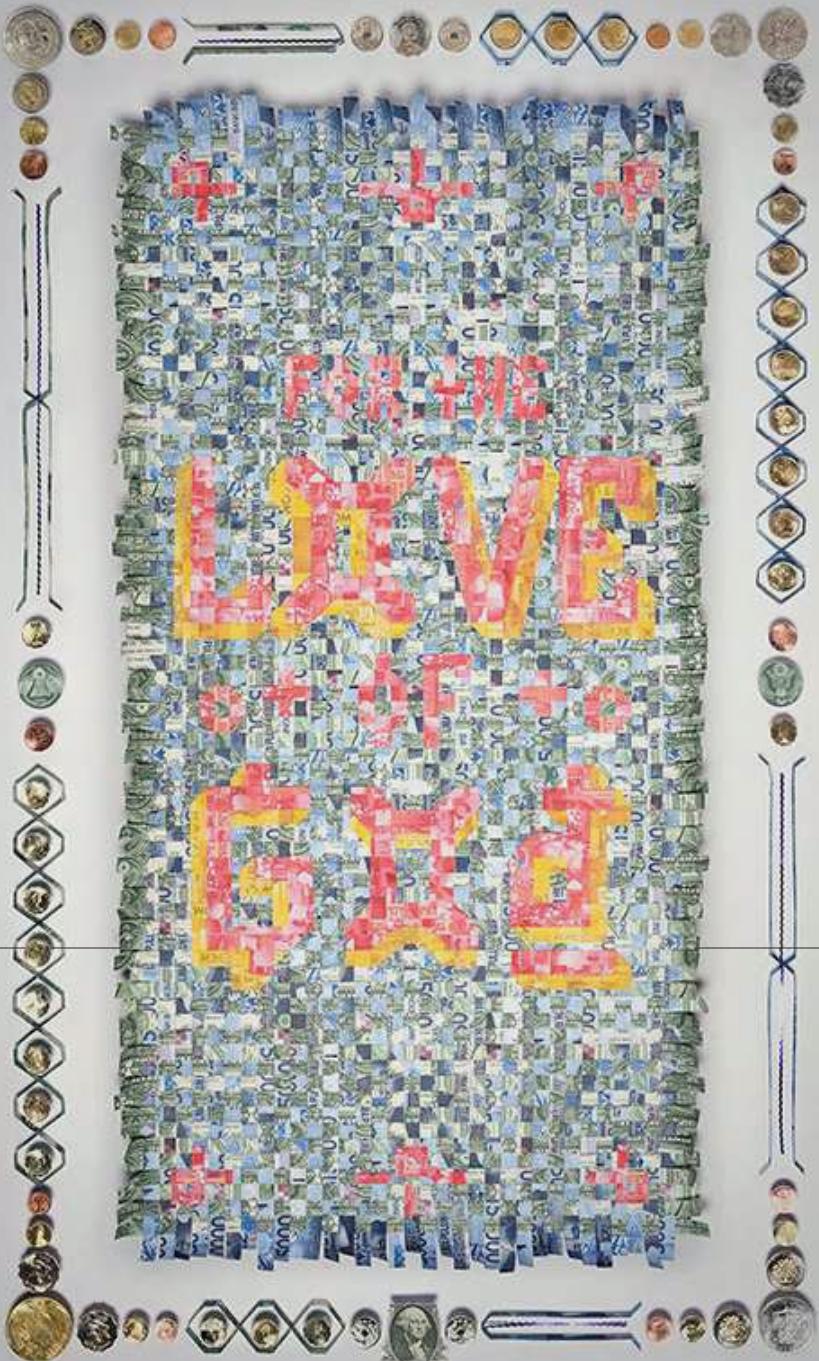


See this poster
through **Artivive** app

Download on the
App Store

GET IT ON
Google Play





For The Love of God

"Anti-corp." Designer's Type Submission

y.

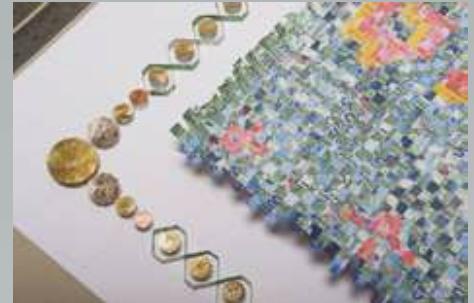
2014

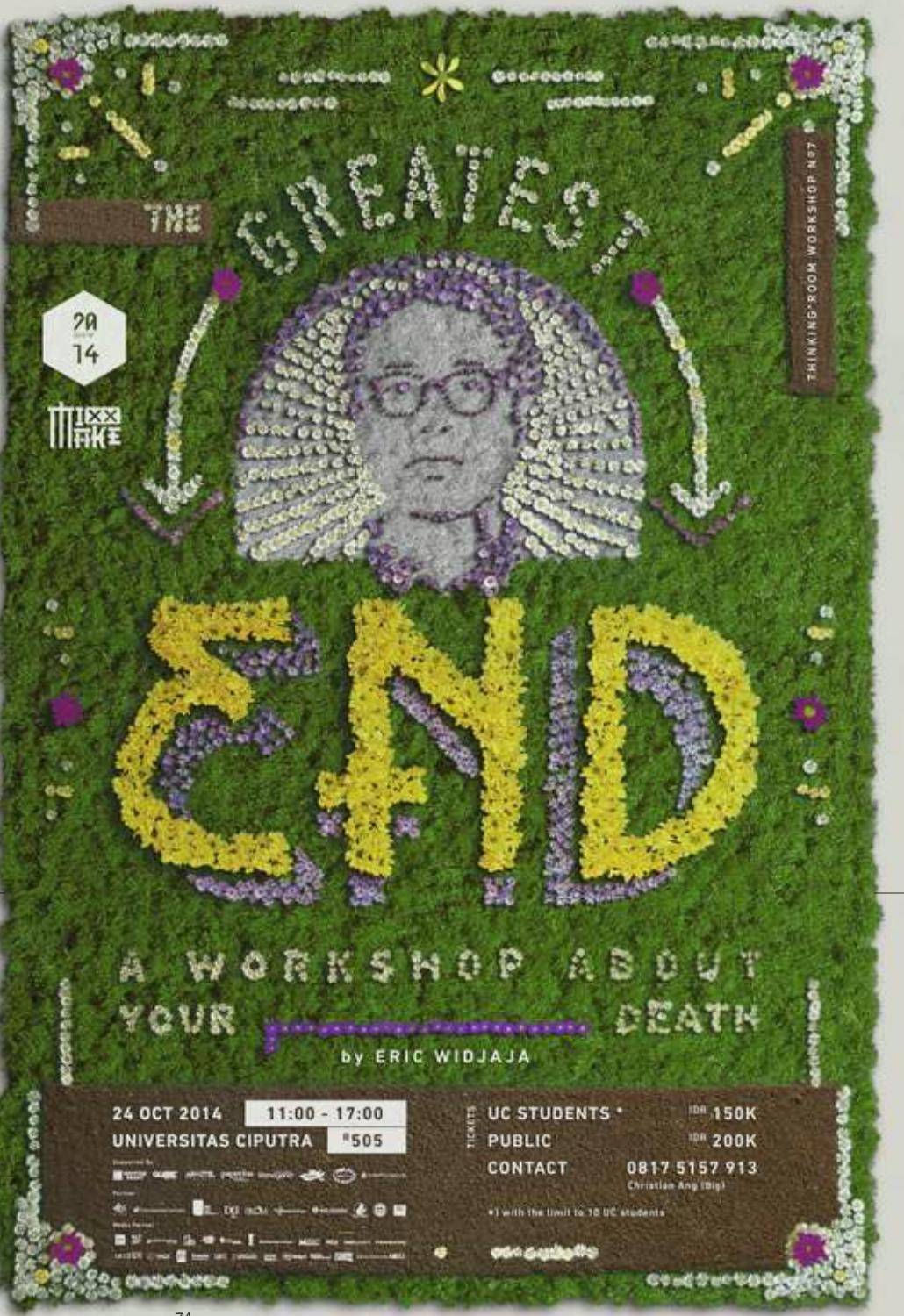
typ.

Typographic Poster

studio

Thinking*Room Inc.





74

29 OCT 13 **17** **18**

17
OCT 2013
THURSDAY
18.00 – 21.00
GUEST LECTURING :
"WHAT I'VE LEARNED
FROM REJECTION"

18
OCT 2013
FRIDAY
10.00 – 13.00
WORKSHOP :
STEREO x TYPE —
Sound & Typography
- bring along your own laptop,
flash disk & earphones

Workshop & Lecture Posters
Thinking*Room's Workshop & Lecture Posters

< The Greatest End > Rejection
y. 2013 - 2014
typ. Typographic Poster
studio Thinking*Room Inc.

THEATRE ROOM at UNIVERSITY OF CIPUTRA SURABAYA

TICKETS —
UC Students Guest Lecturing only Rp. 15.000,-
Non UC Students Guest Lecturing only Rp. 30.000,-
With Workshop Rp. 30.000,-
Else With Workshop Rp. 50.000,-

CONTACT —
Christian Ang (Big) 08175157913
FOR FURTHER INFO: <http://diyads.com> hello@diyads.com [twitter @diyads](http://twitter.com/diyads)

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75

RESEARCH JOURNAL

Research Journal

y.

typ.

2016

Research, Editorial



RESEARCH
JOURNAL

IRAN M. STEINER / ALICE FRIED
KATIE STETTER / KATE
HELEN SHERMAN / LUCILLE


Hochschule Anhalt
University of Applied Sciences

Fachbereich
Design Dessau
Department
of Design

Else

1 2 3 4 5

1 2 3 4 5

1 2 3 4 5

1 2 3 4 5

1 2 3 4 5

1 2 3 4 5

1 2 3 4 5

1 2 3 4 5

INTRODUCTION

0

Welcome to the first page of your research journal. Over the next semester, this booklet will guide your learning and thinking as you move towards writing your thesis later in your course of study.

Your first task is to decide on a topic that you would like to study this semester. It is recommended to choose a subject connected to your thesis in order to help you to begin processing the English-language academic material that you will inform your final piece of work. On the other hand, if your thesis seems a long way off in the future, you may use this course to research another academic topic you are interested in. After deciding on your topic, the booklet will then frame the course content: the lectures that you listen to and make notes on, the essay plans that you make, the texts that you summarise and reference will all be related to your specific research interests.

The research journal contains seven sections: an introduction, a planning page, reading diary, evaluating texts and websites, a lecture diary, and a bibliography.

TITLE OF LECTURE	3 Ways Good Design Makes You Happy	
DATE OF LECTURE	02.2003	
NAME OF LECTURER	Don Norman	
BIBLIOGRAPHY ENTRY <small>(see lecture in sidebar)</small>	https://www.ted.com/talks/don_norman_on_design_and_emotion [on 16.12.2016]	
KEYWORDS	MAIN POINTS	COMMENT
Brainstorming	3 Visceral level of processing: • Visceral-level design (subconscious) like & dislike unaware design eg red → hot etc.	I enjoy this talk. he gives so many good examples, inspiring, entertaining, and well explained.
Visceral		
Behavioral		
Reflective		
Happiness	• Behavioral-level (subconscious) feeling in control. usability, understanding, communicate, emotions • Reflective level (conscious, superego) little voice in your head "That's good. That's bad" "Why are you doing that? I don't understand."	I learned how design was designed, design appeals on a level to initiate emotional responses. Good design should make us happy.
SUMMARY	Don Norman turns his intelligent perspective toward beauty, fun, pleasure and emotion, as he review at design that makes people happy. He names the three emotional ideas that a well-designed product makes people happy and must hit to succeed: • Visceral-level • Behavioral level • Reflective level	

READING DIARY		°3
WRITTEN BY	Raymond De Young	
DATE/YEAR	2013	
TITLE OF ARTICLE	Environmental Psychology: The Study of Human Nature, Reasonable Behavior and Durable Living	
SOURCE		
SUMMARY (Leave at the next points what you have highlighted and written a comment)		
DATE : 01.12.2016 Environmental Psychology investigate the relationship between environment and human affect, cognition, and behavior. Many forms of environment transmits very large amount of information (e.g. other behavior, the variety of objects we encounter, the situations that reveal), speaking of which human is information processing organism. Bringing out the best in people is more feasible when the environment boosts understanding and exploration, creates skill, advances clear head and empowers meaningful action. Approach of small experiences are required to get more valuable information and searching for options of solutions in this problem solving process.		
COMMENTS		
This text is very useful for my Thesis because it gives very important insight about Environment itself. The environments contains patterns of information and human is fundamentally information-processing organism. It also gives hints how to deal with this type of challenge.		
VOCABULARY (5 WORDS)		
VOC. ITEM	PART OF SPEECH	MEANING IN THIS CONTEXT
retinal	adj.	formal / technical
beset	verb	troubled
utterances	mass noun	expressing something aloud
extrapolate	verb	extend the application of...
preclude	verb	prevent
inevitability	noun	unavoidable situation
PRESENTATION		
To assess the following statements in your class about what you have read:		
1. You can choose to highlight the main points of the article.		
2. You can choose to highlight the vocabulary you want to learn.		

When doing research for any academic project it is vital to find sources of information to support your ideas. When choosing which sources to use, you must decide how reliable the information is likely to be. Here is a list of possible sources of information.

	VERY RELIABLE	FIRMLY RELIABLE	UNRELIABLE
1	an academic textbook (may contain biased info or omit any info that makes them look less prestigious)	a company website (may contain biased info or omit any info that makes them look less prestigious)	an article in The Sun (tabloid newspapers do not have a reputation for objectivity)
2	conference papers (transcripts of papers given at academic conferences)	the website of a political party (probably biased in some areas but may be useful for history, policies etc)	an Internet chatroom (anecdotal information)
3	an academic lecture	a BBC documentary (may contain opinion rather than fact)	an article in Wikipedia (this is an interactive source, so info can be changed by anyone. Although it may be useful for background info, it cannot be cited in essays)
4	a novel / a film (primary sources for some Humanities subjects)	an anonymous article in a broadsheet newspaper (although there is no author, it still comes from a reputable source)	a blog (if not written by an expert)
5	a dictionary	a blog (if written by an expert)	a sample essay from the Internet (this would be plagiarism)
6	a chapter in an academic reader (readers are books designed to give students an overview of a particular subject. ->)	an article on an anti-smoking website (probably contains biased info, would definitely need to be checked)	something another student tells you (anecdotal information)

BIBLIOGRAPHY

IN THE BOX BELOW, WRITE A LIST OF WORKS CITED FOR ALL THE SOURCES YOU HAVE USED IN YOUR RESEARCH JOURNAL. IF YOU USE ANY MORE LATER, BE SURE TO COME BACK HERE AND ADD THEM TO THE LIST.

VERY RELIABLE	FIRMLY RELIABLE	UNRELIABLE
	They contain essays by different authors on the main topics in that subject area	<i>Driving Change</i>
7	an academic text in a foreign language (but you must translate yourself and give the original in footnotes. Literal translation of text is treated as quotation in an essay, so best to paraphrase)	government statistics (may contain bias in design of the analysis e.g. new ways of classifying crime)
8	the website of an international organisation	an article in a specialist magazine (sources not references but a reputable source)
9	an article in academic journal	
10	a survey you make yourself (primary research)	
11	an encyclopaedia entry	
12	a laboratory experiment	
13	statistics from ILO (very useful online source for stats)	



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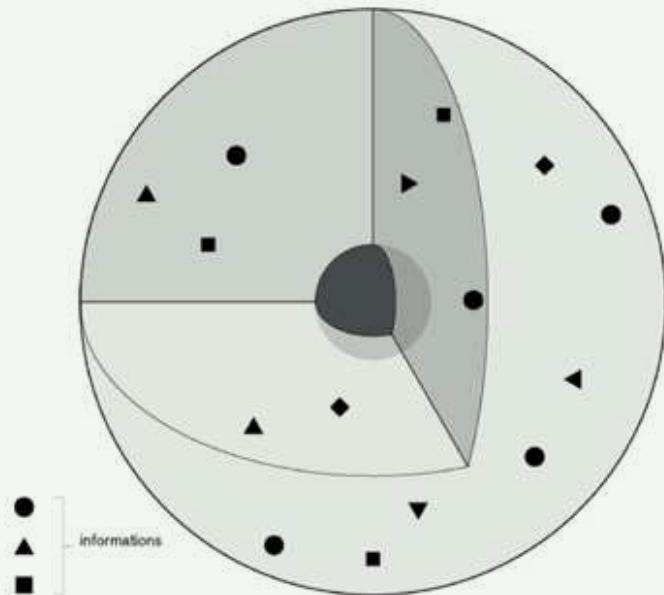


Figure 02. Environment as Source of Informations

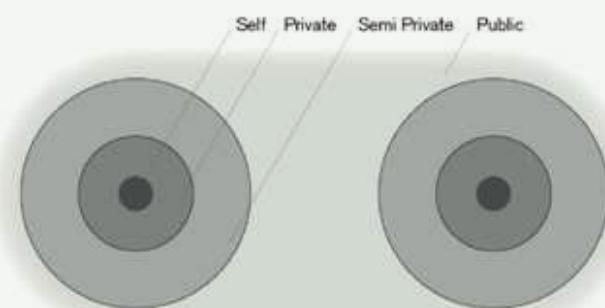


Figure 03. Space Classification

1.2 Source of Informations

In a paper titled 'Environmental Psychology Overview', Raymond De Young mentions that all environments are patterns of information and that people are fundamentally information-processing organisms. This notion becomes an evident of environment as the source of informations. People receive the informations from their environment and then attempt to analyse those informations. They compare between those informations, categorise it, try to make sense out of it and turn it into knowledge and terminology. The knowledge has been guaranteed human being to fulfil lives. In the prehistoric time, the pattern of informations were simple. However, in today's modern man-made environment, the patterns of informations are become more complex than before, it cannot be easily defined anymore. There are interpretation differences among people. Which means that, environment, as the source of informations should be guided lest to prevent anomie in the social life.

According to Christopher D. Wickens model of Human Information Processing, events in the environment are first enter to our brain through our senses; sight, sound, touch, smell, taste, and balance. Then our brain will process it internally before it exit from our brain as a response or feedback. At the last stage, processed stimulus turns into response execution and goes back to the environment in the new form of information which called behavior. In other word, environment effects us in a diverse way, in the form of visual, auditive, tactile, olfactory, gustatory, or vestibular experiences. It follows that how these impacts are used in our life defines our behaviour. And it eventually determines the quality of our lives.

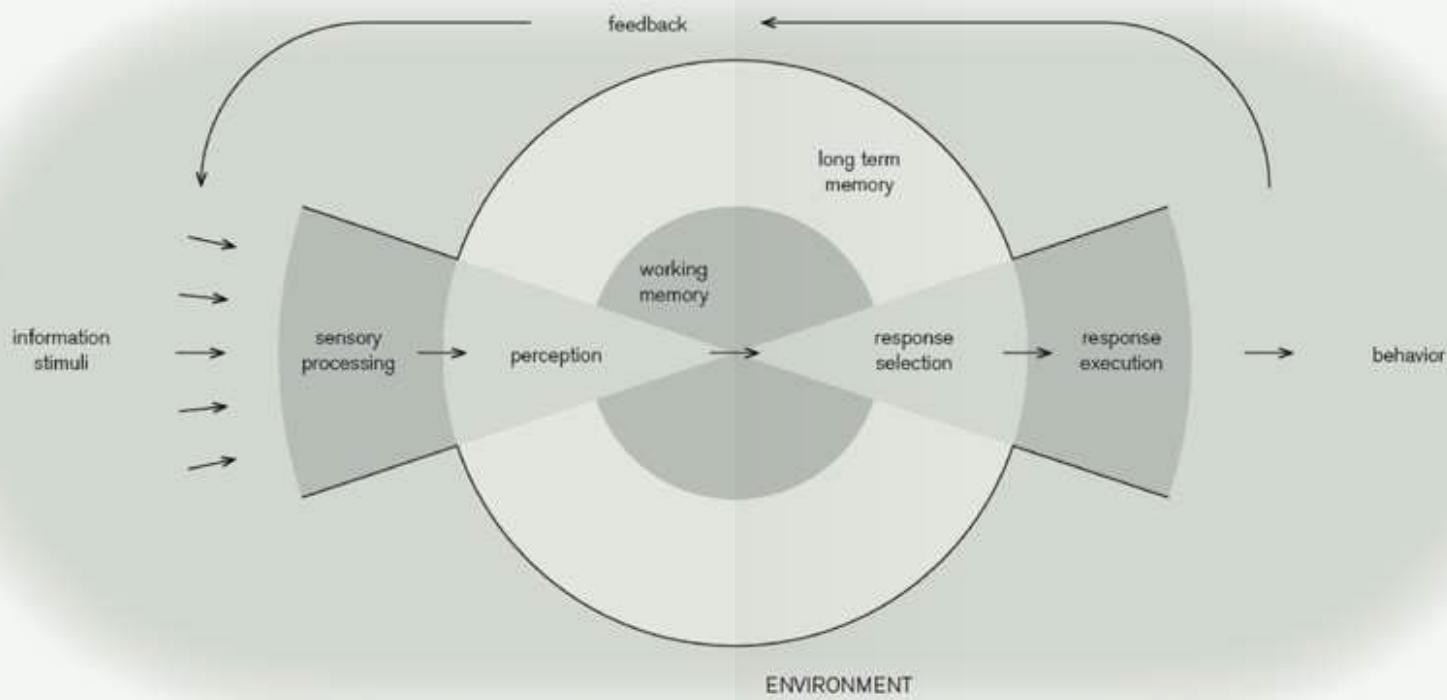


Figure 04. Human Information Processing Model

Source: Adapted from C.D. Wickens Human Information Processing Model

2 Human Behavior

2.1 Broken Window Theory

'Broken Windows', an article written by criminologists James Q. Wilson and George Kelling in 1982 generate a theory which assert that a signs of disorder can lead to more disorder. This theory is called broken window theory. For example, a broken window in a building that left unfixed will give a perception that there is nobody cares or in charge. This perception can trigger someone who have motivation and ability to vandal, breaking the rest of the windows, contaminating by drawing graffiti or litter around it. Even worse, this disorder can lead to deterioration in social aspect, encouraging other people to bad behaviour, and intriguing criminals.

In the United States, several major cities has been implementing this theory. For example, Rudy Giuliani, the mayor of New York which elected in 1994, instilled broken window theory into his policy. He cracked down graffiti and other smaller quality of crime. Consequently, the overall crime rate notably decreased.

This result unveils how environmental change influences on human's behaviour. And change of environment can induce human behaviour to a certain direction, worse or better.

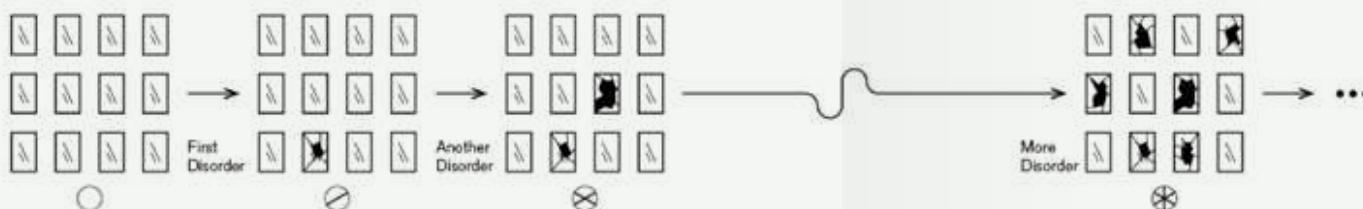
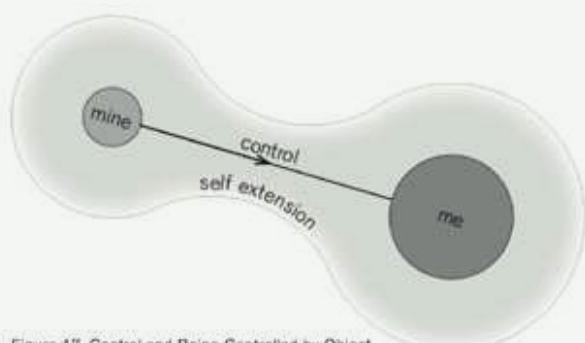
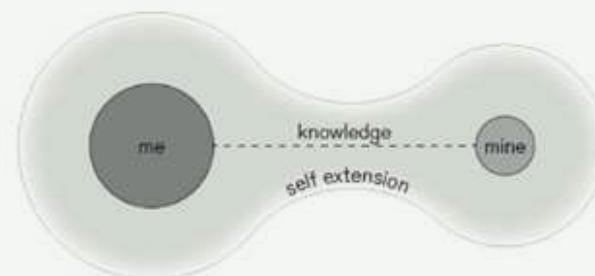
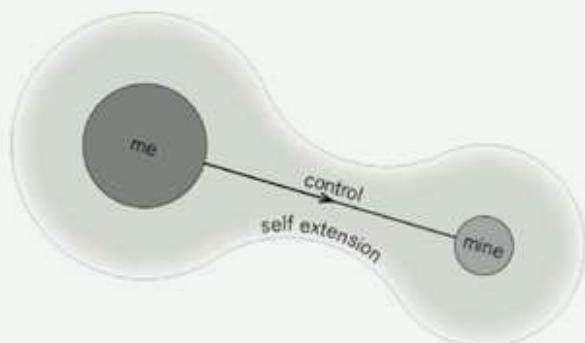
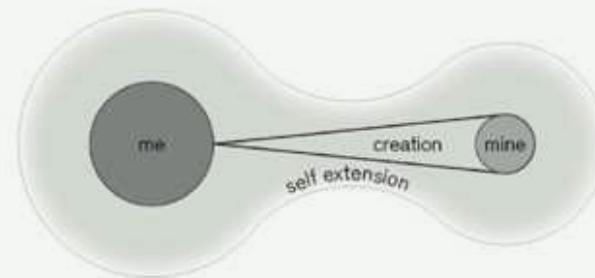
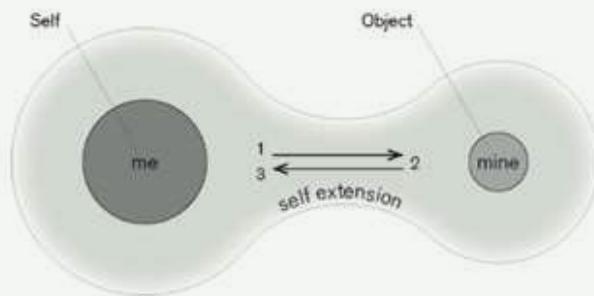


Figure 05. Broken Window Theory





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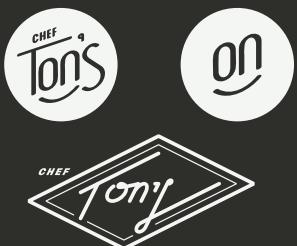
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