

DAFTAR PUSTAKA

Rofaida, Rofi, Asti Nur Aryanti, And Yoga Perdana. "Strategi Inovasi Pada Industri Kreatif Digital: Upaya Memperoleh Keunggulan Bersaing Pada Era Revolusi Industri 4.0." *Jurnal Manajemen Dan Keuangan* 8, No. 3 (2019): 402-414.

R. Levickaitė, "Four Approaches to The Creative Economy: General Overview", *BMEE*, Vol. 9, No. 1, Pp. 81-92, Jun. 2011.

Muhasim, M. (2017). Pengaruh teknologi Digital Terhadap Motivasi Belajar Peserta Didik. *Palapa*, 5(2), 53-77.

<https://Kbbi.Web.Id/Digital>, Diakses Agustus 2022.

Santoso, A., Budi, S., & Masduki, U. (2020). Peningkatan Pemahaman Kreatif Melalui Diklat Online Bagi Anggota Sekolah Kreatif Indonesia Rembang. *Intervensi Komunitas*, 2(1), 1-4.

Maulana, R. I., Utomo, B. W., & Sukowiyono, G. (2020). YOGYAKARTA CREATIVE CENTER TEMA: POST MODERN. *Pengilon: Jurnal Arsitektur*, 4(02), 81-94.

British Council, Creative Hubkit, Diakses Agustus 2022, Pada https://www.britishcouncil.ro/sites/default/files/creative_hubkit_en.pdf.

Rizqy, A. I. A., & Safeyah, M. (2021). KAJIAN TIPOLOGI INTERIOR CREATIVE HUB (STUDI KASUS: BANDUNG CREATIVE HUB DAN JAKARTA CREATIVE HUB). *Border: Jurnal Arsitektur*, 3(1), 9-18.

VIRANI, T., Dovey, J., Pratt, A., Lansdowne, J., Moreton, S., & Merkel, J. (2016). Creative Hubs: Understanding the New Economy. *Creative Hubs: Understanding The New Economy*.

Wicaksono, B. P., & Choandi, M. (2020). Ruang Kreatif Cipinang. *Jurnal Sains, Teknologi, Urban, Perancangan, Arsitektur (Stupa)*, 2(1), 719-728.

Siregar, Fajri & D Sudrajat, Enabling Spaces: Mapping Creative Hubs In Indonesia, British Council, 2017.

Asti, N. A. (2018). KINERJA SUMBER DAYA MANUSIA DI INDUSTRI KREATIF DIGITAL KOTA BANDUNG. *In Search*, 17(01), 109-119.

Inneke, L. E., Wardani, L. K., & Kayogi, D. T. (2019). Konsep Connectivity Dalam Redesain Interior GECO Creative Digital Hub Surabaya. *Intra*, 7(2), 565-574.

Fujiati, F., & Rahayu, S. L. (2020). Implementasi Algoritma Fisher Yate Shuffle Pada Game Edukasi Sebagai Media Pembelajaran. *Cogito Smart Journal*, 6(1), 1-11.

Suparmin, S., Roniwijaya, P., Priyanto, S., & Setiadi, B. R. (2017). Eksplorasi Sub-Sub

Sektor Industri Kreatif Di Pusat-Pusat Keramaian Kabupaten Kulon Progo. In *Seminar Nasional Multi Disiplin Ilmu Unisbank 2017*. Stikubank University.

Choiriyah, N. (2019). *Perancangan Pusat Kreatifitas Pemuda" Sidoarjo Creative Center" Di Kabupaten Sidoarjo Dengan Pendekatan Thematic Design* (Doctoral Dissertation, UIN SUNAN AMPEL SURABAYA).

Pickard, Q. (2002). *The Architect's Handbook*. UK: Blackwell Science.

Meynar Telew & Steven Lintong, "Arsitektur High Tech", *Media Matrasain* Vol 8 No 2 Agustus 2011.

Andalucia & Minadiah Purba, "Medan Amusement Center (Hi-Tech Architecture)", *International Journal of Architecture and Urbanism* Vol. 02, No. 01, 2018 | 39 – 45.

<https://www.archdaily.com/11651/Seattle-Central-Library-Oma-Lmn>, Diunduh Juni 2022.

<https://www.archdaily.com/547041/The-Leadenhall-Building-Rogers-Stirk-Harbour-Partners>, Diunduh Juni 2022.

N C Aditya Et Al 2020 IOP Conf. Ser.: Mater. Sci. Eng. 879 012160

Isfiaty, Tiara, And Tri Widiyanti Natalia. "Thematic Interior at The Indischetafel Café As A Media for Forming Bandung Tempo Dulu's Atmosphere." *Panggung* 27, No. 4 (2017).

A Susanti and T W Natalia 2018 IOP Conf. Ser.: Mater. Sci. Eng. 407 012076

D Dewiyanti and S O Sari (2019). Appraising the Balance of Building Facade Over the Proportion Theory. IOP Conf. Ser.: Mater. Sci. Eng. 662 042029

Tantarto, Dhini Dewiyanti, and Dianna Astrid Hertoeary. 2020. "The Role of Space in Sustaining children's Traditional Games". *ARTEKS: Jurnal Teknik Arsitektur* 5 (3), 359-72.