

ABSTRAK

Transit Oriented Development (TOD) adalah konsep perencanaan kota berbasis transit dengan harapan agar masyarakat kota tersebut dapat mengurangi penggunaan kendaraan bermotor sehingga mengurangi kemacetan serta polusi. Keberadaan TOD tidak bisa berdiri sendiri diperlukan fasilitas penunjang moda transportasi umum dengan menyediakan berbagai fasilitas dengan fungsi campuran (mixed-use). Pembangunan fasilitas dengan fungsi campuran (mixed-use) dapat membantu merealisasikan tujuan konsep TOD. Pembangunan fungsi campuran yang mendukung moda transportasi umum dengan menyediakan kebutuhan masyarakat serta memberikan kemudahan dalam menjalankan aktivitas sehari-hari diharapkan mampu memberikan dorongan yang dibutuhkan agar masyarakat bersedia beralih dari kendaraan pribadi mereka. Perancangan dengan pendekatan konsep arsitektur hutan diharapkan dapat menjawab kebutuhan masyarakat dan menghasilkan rancangan yang menciptakan kawasan yang sehat dan nyaman.

Kata Kunci: *Arsitektur, Transit Oriented Development, Mix-used, Arsitektur Hutan.*

ABSTRACT

Transit Oriented Development (TOD) is a transit-based urban planning concept with the hope that the urban community can reduce the use of motor vehicles so as to reduce congestion and pollution. The existence of TOD can not stand alone required supporting facilities for public transport modes by providing various facilities with mixed-use functions. Construction of facilities with mixed-use functions can help realize the goals of the TOD concept. The development of mixed functions that support public transportation modes by providing community needs as well as providing convenience in carrying out daily activities is expected to be able to provide the impetus needed so that people are willing to switch from their private vehicles. Design with a forest architecture concept approach is expected to answer the needs of the community and produce designs that create a healthy and comfortable area.

Keyword: *Architecture, Transit Oriented Development, Mix-used, Forest-Architecture*