Fitur Pembentuk Ruang Bermain Anak di Pulau Lae-Lae, Makassar

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Abstract
This paper examines children playing places in terms of functional and spatial features in Lae-Lae Island, an about 22-hectare small island located at about 1.2-kilometre off-shore of Makassar. Population consists of 431 households with 598 children aged 0-14. The objectives are: (1) to identify the functional and spatial features of playing activities, and to find out features that are significantly correlate with the formation of places. Data were collected through extended field observations and questionnaire surveys. Samples consist of 21 units of playing activities involving 92 children who were chosen through accidental sampling. We find that: (1) Traditional game consists with contemporary one; Players tend to form large group mode rather than couple or solitary; Outdoor place is dominant i.e. streets, paths, bale-bale benches, seawater, boats, boat pier, embankments, sandy beaches, public yards, school yard, tree branches, rather than indoor place i.e. string space, front and side terraces, stairs of houses. (2) Strongest correlations occur between spatial zone with player number, between spatial size with playing configuration and with playing orientation, between spatial scale with playing orientation, also between spatial location with playing configuration. We conclude that children instinctively adapt various types of spaces to serve as places for informal playgrounds, in which playing configuration and orientation, also location, area size, and scale of the places are the most significant features.

Keywords: children's playing place, small island settlement, traditional & contemporary games, functional feature, spatial feature