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The Application of Mixed Methods Approach Spatial Perception and Identity of Young Adults in *Kampungs*, Surabaya – Indonesia

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Kampung is an Indonesian term for a village settlement; today located in and surrounds the city centre. *Kampungs* and the city have different speeds of development and adaptations to processes of modernization.

- Spatial Perception
- Spatial Identity
- Social Space
- Kampung



EXPLORATION OF THE METHODOLOGY

The research used a **multifaceted methodological approach**, combined with an interdisciplinary theoretical frame. Since the research relates to meaning making behind a specific group, a semi-ethnographical approach is needed.

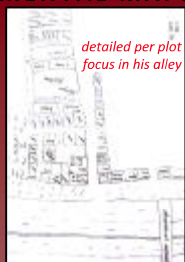
Methods used in this research are: **questionnaires, semi-structured interviews (one-on-one and group), map drawings, and photo/ video documentation.** A range of questions have been asked in the questionnaire: time allocation, daily activities, location where most time is spent, most important places, likes and dislikes with regard to physical conditions; and changes during periods of time.

Abstract

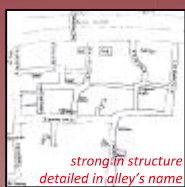
What does it mean to be young and live in *kampungs*, and experience economy disadvantages when the neighbourhood is surrounded by modern and beautiful buildings? Is there any specific social identity and spatial identity in understanding this contradiction?

This poster explores young adults' understanding of this contradiction: living in a *kampung*, which is in juxtaposition to a central business district. It leads to defining spatial identity through understanding of their social practices and spatial perceptions.

MENTAL MAPS



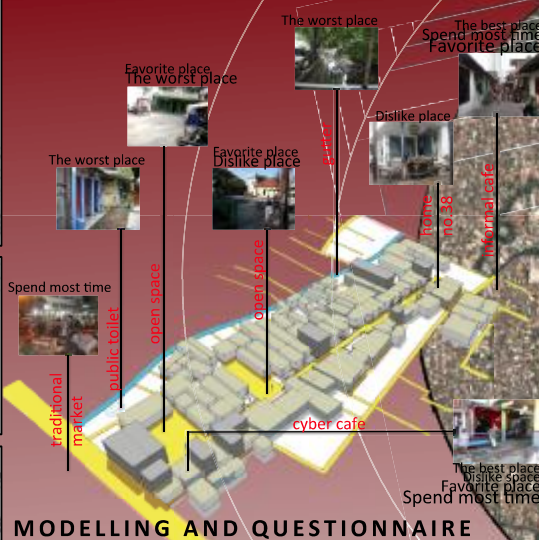
detailed per plot focus in his alley



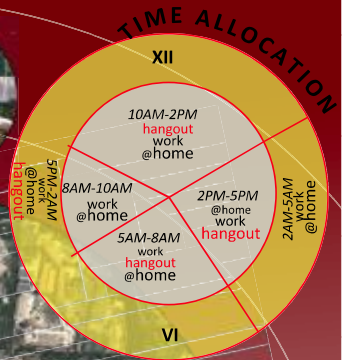
strong in structure detailed in alley's name



nice and green place



MODELLING AND QUESTIONNAIRE



INTERVIEWS AND INFORMAL DISCUSSION

"no choice, except **enjoying** my life here" - U 24 yo

"I don't want to think about the **future**, I have never had an opportunity to have a good career.....recently, I'm just doing what I can; earning money, spending money, and playing with my friends.....this is my life" - T 26 yo

"The best thing in this *kampung* is enjoying our **friendship**; the space here is not that comfortable....but we like it here, as long as we can hang out with friends" - C 24 yo

, Claustrophobic and a lot of shops- T 22 yo

Place for young people, **gamblers and drunkards** and jobless people- Ag 20 yo

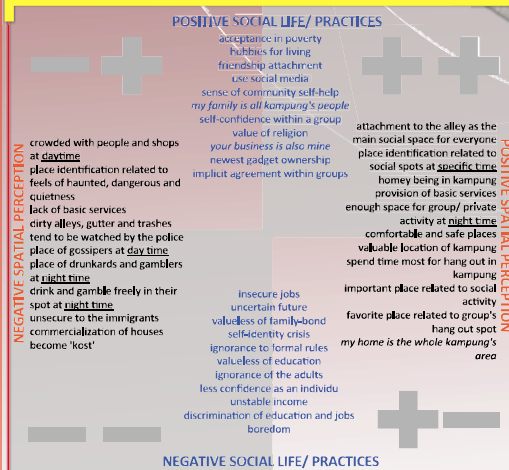
Place for **gossipers**- F 21 yo

Theory

Quality of places and quality of activities are two important factors in determining the **identity** (Jacobs 1962). Quality of a place should be encouraged by people's feelings and perceptions through its elements' legibility, vitality, diversity and comfort (Proshansky 1978, Lynch 1960).

Perception is a mental representation of quality of places, which is known such as through **mental map drawing** (Lynch 1960). In producing perception, the process is affected by experiences of the observers through an interaction process between the people in the city, its urban elements, structural pattern of the city, and the observers' imagination.

The **identity**, is a product of culture that is intertwined between social facts or experiences and perceptions (Chawla 2002).



Discussion

Spatial identity of *kampungs* according to the young adults has been identified through exploration of their **social life/ practices** and **spatial perception**. This spatial identity identification could be seen through the positive-negative dimensions of social life/ practices and spatial perception (table on the left). Hence there are four dimensions of place identity that are developed by **positive-negative poles of place attachment and alienation**.

From this table, we can see that **social activity** in the *kampung* is important for young adults. The activity has specific location which usually **occupies public spaces**, such as open spaces or alleys. This activity relates to young adults' hobbies as a way to earn money, since they prefer to work related to hobbies. Therefore, location of PSP rental or Cyber Café is important.

They value their activity with *kampung's* friends, and put **friendship attachment** higher than *kampung's* attachment. Instead of the fact that their *kampung* is underdeveloped compared to other formal settlements in the city, young adults **feel homey and comfortable** living in this place. Sense of **community self-help** is strong within them because they ignore any formal rules especially from the government.