

"MESE" Fundamental as Best Human Interior Designer

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Abstract

Interior designer is a profession that is most responsible for the whole series of human activities on this earth. It is very important to place this concept because all important aspects of the human life in this space are fully in contact with the profession of interior designer. The education of interior designing is not just about creating ideas on how to create beauty and design spaces, but also about having responsibilities on various aspects in life. In the era of digitalization and where the components of life become increasingly complex, interior designers must be able to play the appropriate role to solve life's problems. The developments in various aspects of ecology are also connected to interior designers, for example, recycling the waste must be one of interior designer's goals. Experimenting, innovating, and becoming part of social life is the actual responsibility of interior designer, not living in the works of hedonism.

Keywords: MESE, Human Interior Designer.

I. INTRODUCTION

Interior designing is believed to be a knowledge that solves problems in human's life spatial activities.

However, this truth can only be proven by every aspects that appear in every interior design. For example, is it true that all process of thinking and the results of work are truly created as a result from an awareness of conscious thinking and rational acting which will really tackle the problems? Or perhaps interior designing could just only be an action in which financial and operational background are the only thing that matters.

Truly, now is the time to review the process of learning, the process of designing, and the process of creating designs as an important part of the scientific objectives of interior designing. Nowadays, there are so many interior designers who just rely to the economic value and financial adequacy. They are driven to work because of these values and not in the true nature of creating works that are eternal, supreme, and provide solutions for life.

II. MATERIALS AND METHODS

Interior design is the science that studies the design of a work of art in a building and is used to solve the

problems of human activities. The aim of this scientific field is to be able to create a condition in the room along with supporting elements, both physical and non-physical, that aims to create a better quality of life. Interior design is related to the field of architecture and art which covers the inside part of a

building. Interior design is done in stages linearly such as identifying the existing floor plan of the building, making the lay-outs, floor plans, ceiling plans, cuts, axonometries, details, perspectives, mockups, 3D designs, and animations. In addition, the field of interior design plays a role in furniture

design, interior product design, interior landscape design, and space accessories. In conclusion, interior is something that is inside the building which can also be interpreted as design or decoration inside the structure.

Learning interior design, as mentioned by many experts, is learning to solve space problems and activities in space. Even many writers in cyberspace say that this science continues to grow and put

creativity as an important part of the discipline. Interior design is a knowledge where creativity must always flourish. The point is to make the interior designs constantly developing in accordance with the creativity of the designer. The goal is to not be

monotonous because it can create a boring impression on the room. The higher the creativity of the designer, the more varied the work of ones will be able to produce. (Check: // dewakencana, 1404205068)

The interior design education currently given by various universities is an effort to transform skills and concepts to create the way of thinking of a designer. Worldwidely, interior designing is believed to be creating concept ideas on problem solving by raising new ideas that are full of innovation. All activities that are carried out are aimed to train skills, creativity, and concepts. The field of interior design is widely known, even very commonly known and widely delivered. I deliberately quote from many popular articles on the web, which means that this scientific discipline is very much developed and will be continuously developing in the community. Corporate designers create interior designs for professional workplaces from small office settings to large-scale corporations within high-rise buildings. They focus on creating spaces that are efficient, functional, and safe for employees. They may incorporate design elements that reflect a company's brand in their designs. Healthcare designers use the evidence-based design process in designing and renovating healthcare centers, clinics, doctors' offices, hospitals, and residential care facilities. They specialize in making design decisions based on credible research to achieve the best possible outcomes for patients, residents, and the facility. Kitchen and bath designers specialize in kitchens and bathrooms and have expert knowledge of the variety of cabinets, fixtures, appliances, plumbing, and electrical solutions for these rooms. Sustainable designers use strategies to improve energy and water efficiencies and indoor air quality, and they specify environmentally preferable products, such as bamboo and cork for floors. They may obtain certification in Leadership in Energy and Environmental Design (LEED) from the U.S. Green Building Council. Such certification indicates expertise in designing buildings and spaces with sustainable practices in mind. Universal designers renovate spaces in order to make them more accessible. Often, these designs are used to renovate spaces for elderly people and people with special needs; however, universal designs can benefit anyone. For example, an entranceway without steps may be necessary for someone in a wheelchair, but it is also helpful for someone pushing a baby (check: //collegegrad.com/careers/interior-designers). The prospects and work areas of interior design are essentially about creating rooms that are based on comfort, safety, and proper function of a room by developing creativity and expertising in creating new designs. These new designs will then be specified or

specialized by designers to become a special field of work that is still within the scope of the interior.

III. RESULTS AND DISCUSSIONS

Results should be presented in tables and figures in order to highlight all findings. Author should compare their findings to other published articles. All tables and figures should be cited or referred in the body text.

Detail information regarding the manuscript preparation is presented below.

A. *Interior designers in 4.0 industrial revolution and society 5.0*

Interior designers must follow the pattern of the evolving times. In the era of 4.0 Industrial Revolution, the world of interior designing industry will be greatly influenced by digitalization and internet technology which would greatly influence the pattern and style of design developed. Productivity of interior designing will be very dependent on these conditions. Designers no longer need manual expertise because there will be actual design engineering and digital drawing optimization. There are four design principles in 4.0 Industrial Revolution which are;

- 1) Interoperability (suitability): The ability of machines, devices, sensors, and humans to connect and communicate with each other through Internet of Things (IoT) or Internet of
- 2) People (IoP). IoT will automate this process on a large scale.
- 3) Transparency of information: The ability of information systems to create copies of the physical world virtually by enriching digital factory models with sensor data. This principle requires collecting raw sensor data to produce high value context information.
- 4) Technical assistance: First, the ability of the assistance system to help humans by gathering and visualizing information in a comprehensive manner so that they can make wise decisions and solve sudden, critical problems. Second, the ability of a cyber-physical system to physically assist humans by carrying out a series of tasks that are unpleasant, too heavy, or unsafe for humans.
- 5) Independent decisions: The ability of a cyber-physical system to make their own decisions and carry out independent tasks as possible. If there are exceptions, disruptions, or there are conflicting objectives, the task is delegated to the boss.

The concept of 4.0 Industrial Revolution will affect the working system of designer. Interior designing work will be very easy for anyone to do, even for people who do not have an interior design education

background. Developments in the 4.0 Industrial Revolution era will cause many designers to emerge to compete with current interior designers. Society 5.0 is a concept of human-centered society and based on technology developed by Japan. This concept was born as a development of the 4.0 industrial revolution which was considered to potentially degrade the role of humans. Through Society 5.0, artificial intelligence (AI) will transform big data collected via the internet in all areas of life (the Internet of Things) into a new wisdom, which will be dedicated in improving human capabilities to open up opportunities for humanity. In the past information society (Society 4.0), people will access services cloud (database) in cyber space via the internet to search, retrieve, and analyze information or data. Meanwhile, in Society 5.0, a large amount of information from sensors in physical space will be accumulated in cyber space. In cyber space, this large data will be analyzed by artificial intelligence (AI), and the results of the analysis are fed back to humans in physical space in various forms. Society 4.0, collects and analyzes information through the network by humans. However, in Society 5.0, people, objects, and systems are all connected in cyber space and optimal results obtained by AI exceed the ability of humans to be given feedback into physical space. This process brings new value to industry and society in ways that were previously impossible.

The conditions that we will encounter in this era show that interior design will be a very important part of supporting human activities. The process of the design process will be increasingly complex while being concise because of the methods and technology that are qualified.

B. Interior designers: humans or monsters?

I am interested in conveying this topic because the role of designers in one pole gives a sense of comfort and provides a solution, but it can be, on the other pole a “monster” for civilization. We need to look back and explore how far the role of interior designers in the life of society at large. The initial concept built in the terminology of design is, of course, a humanist concept. Interior designer is certainly present to solve the problem of human activity, guaranteeing a sense of security in each of the works, giving each individual comfort in activities, and presenting beauty and even a fantastic touch in each of the works. I tried to link the problem of designers with “monster” - a threat to every creature. Monsters are creatures whose forms are very deviant from the ordinary or might be giant creatures. In most stories, monsters are described as evil creatures. Along with the development of the past that described monsters as stupid creature (check:

//id.wikipedia.org). Designers can be monsters to life in this world, when the highest goals to solve space problems begin to be replaced with concepts that only follow the trends and concepts of design development that are only financially oriented. I call it a monster because monster designers are a group of designers who are very oriented to superficial conceptual levels far from efforts related to the nature of the completion of activities in space. These “monsters” are seen at the consulting table looking for shortcuts, looking for cheap roads, searching for many conveniences that sacrifice construction, and ignoring ecology, while the most important focus for them is the completion of projects as quickly as possible, whatever the way.

C. Waste material is a big hoax!

Human existence with all its activities shows that we are creatures that leave a lot of garbage in every activity, whether it's organic or an organic waste. Every day, our body expends the remaining energy in the form of urine, feces, and sweat. Everything that we're doing produces waste, even efforts to beautify ourselves produces waste. Human mindset is to throw away waste as fast as possible from our eyes. The concept is only limited to throwing away as invisible to our eyes. This means that the waste will not be lost, and actually piles up somewhere and becomes a waste dump in another place.

The concept of cultivation and efforts to process waste into valuable energy have been done by several institutions and groups of environmentalists. However, the fact is that waste continues to grow and becomes a problem for world ecology.

According to the Construction Waste Management Guide, the remaining material which is non-hazardous and tangible material, which originates from development activities, destruction, and cleaning can be empowered, used, or reprocessed (Resource Venture, 2005). Al-Moghany (2006) emphasizes that the remaining material can be interpreted as any type of material that comes from the natural part of the earth that is moved and processed to a place to be used in the construction process either at a location or between locations with various possibilities that can arise between other damage, excess, unused, not in accordance with the specifications or results of the construction process. Material waste is something that is not used or wasted or having inefficient results or due to equipment, material, labor, or a considerable amount of costs that are considered in the development process (Garas et Al, 2001). The basis for calculating the remaining material comes from the comparison between material planning before starting work and the remaining material when finishing work (Budiadi, 2008).

***D. Interior designer job : material experiment !
Interior designers responsibility: social
entrepreneurship!***

Specifically, design organizations and institutions, classify interior design expertises into specifications such as lighting, furniture, decoration, etc. These specifications are generally grouped by the purpose of facilitating the operation and work scope of the project being carried out. In accordance with the capacity and work done this will usually facilitate authority and settlement outreach on the project field.

Related to all of these expertise and specialization, there are things that should be very important for every interior designer in the individual sphere, which is material development. Material development, which I usually call as a material experiment, is actually a very important condition which should be the main principle for every designer in person. The materials used by most designers are the result processed by material industries. Designers generally only process and regulate materials in the material market as material for work. This causes a material trend that will always be the same and spin with a certain wealth of material in certain forms. The phenomenon that arises later is the same design forms in various regions and designs that emerge are like a form of generalization of trends that developed at that time. My view of this trend should be a criticism for interior designers, meaning that if this thing does happen, the sensitivity that gave birth to design specifications will no longer exist, because in essence all refers to a particular trend, at a certain time. The reality of this is sharpened by users who also agree that following the trend becomes a prestigious part and satisfies the needs that must be fulfilled. Both of these compositions when meeting make the design trend culture become more solid, while on the other hand there is actually a decrease in the quality of ideas and a decline in fundamental concepts that should have been the most important thing in interior designing.

For me, there are two important things in working in the field of interior design. First is the duty of a designer to conduct material experiments. An interior designer should have a special kitchen to mix ingredients and then arrange them into special dishes. Without a special kitchen as a material experiment, I am not sure that a spectacular design concept will be created. This material experiment kitchen is a designer work area to totally grow ideas and experimenting works such as combining iron with fabric, treating fabric with sand, mixing gypsum with plastic, reconciling cement with wood, crushing stone into flakes with certain models, and vice versa uniting various pieces of stone into stones that are "wungkul".

If all of these are done with awareness and these are studied seriously by interior designer, the trends will no longer be the consumption of designers.

Second is the thing related to the results of interior design after being launched publicly. Designers in relation to social entrepreneurship have the role on identifying or seeing various kinds of problems acquired in business as an opportunity to form a new type of business that is beneficial for community empowerment. Because of its social nature, the main purpose of this business is not to seek maximum and maximum profits. Besides that the aim is also not to obtain customer satisfaction but rather leads to the results of ideas made by the company whether it can have a positive impact on the community.

Every designer has social responsibility and at the same time serves as an agent to instill the most important concepts so that the design is truly intact in its function to serve human life. The second thing that needs to be done by interior designers in the communal realm is to be totally responsible for being involved in the area of social entrepreneurship. Interior design works should be recognized as belonging to the community, and no longer belong to the designer personally. After the work is produced in principle, the works become the property of the community both the community wide and limited in scope. I personally think that every work of applied art, should no longer be a private property and full-time attached to the interior designer as its creator. However, every interior designs should be part of life which has a strong social function in the context of the people who use it. The work habits that are currently developed in the community in general are, conceptualizing in such way and labeling the results of the work of interior design as a particular workshop / studio product that is expected to be inherent forever. The purpose of this matter is, of course, to the financial concept. Designers in person and designers in the context of a large part of society should contribute extensively to complement their functions for every human being.

***E. The "Mese ", is an interior design fundamental
concept***

I specifically see the importance of new ways of thinking that need to be developed related to the existence and function of interior designers. The definition that I built may be different and apart from the various definitions built by other experts. My opinion is that interior designers must work in principle and act in society with new ideas that I call "MESE " (Material, Experiment, and Social Entrepreneur). This concept is important and very fundamental, because if every interior designers totally develop material research, the development of this

research will be related to construction, details, and other interior principles so that the spirit will flow firmly in every time an interior work is created.

F. Interior designers are the best human

Interior designers are professions that demand intelligence in acting and viewing a phenomenon that

happens to be a reality that can solve the problem of space and activity. The activity of thinking as an interior designer is essentially resolving problems while bringing the impact of significant changes to human life. This activity must be developed into a weighty design activity with the highest goal for the survival of life on earth. Interior designing activities are not just financial project issues, but also it actually reveals the identity of interior designers as the best human beings who can save lives.

IV. CONCLUSIONS

After going through the descriptive explanation above, it can be concluded that :

- 1) Interior design education should not emphasize on work skills alone because it is truly more complex than that. Interior design education's theory must be developed through a fundamental, contextual, and real process of work experience.
- 2) This real thing is done through a process of work called Material Experiment and Social Entrepreneurship. Cultivate and explore any material wealth, know no garbage, then explore continuously by making efforts to integrate social and entrepreneur as strength.
- 3) An interior designer must develop ideas and not follow design trends, so that one does not become part of the monster designer.
- 4) The work and responsibility of interior designers is to contribute to the harmony of the universe, which is not only programmed through great concepts, but also in real terms becoming an integral part that unites with every responsibility in every activity of life.

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