ABSTRACT

Title: INTERIOR DESIGN ‘ENDCIDENTIAL’ NUANCE EXTREME SKATESHOP IN SURABAYA

Board sports (Skateboarding) which began growing rapidly in Indonesia, since the sending of some delegations in the championship ASIAN X-GAMES 2007, provides an important contribution to the growth of many young people to remain in the positive track. However, its development is not balanced by the presence skateshop, as a means of supporting the needs of skateboarding gear. Lack of land is also a major cause of the barrier factor. And the interior design of a skateshop become very important, considering the factors mentioned above requires special attention in creating a skateshop that provide comfort and also leaves the impression of 'typical' in it so that the focus of the design was aimed at the formation and furniture from the skateshop.

Interior shops in the area requires the optimization of a firm handling the design and meaningful, because in his own skateshop also as a meeting place and activity, the selection of design and furniture selection as interior aspects which are vital to a skateshop in the field of sports. By tertunjangnya an attractive facilities and a unique interior, of course, can attract the general public as one of the media campaign to introduce this sport skateboard skateshop with a nuanced character extreme sports and extreme application form at room aims to create a more specific character as the foundation concepts and add unique value for these skateshop.

Design method performed in the search data will then be processed back through several procedures. First search 'idea' that originated from the background and feasibility study on the object skateshop. These two observations as a comparison skateshop in jakarta-bandung as a reference in designing skateshop disurabaya, but it can also be literature via the Internet to comparison skateshop overseas.

Keywords: Skateboard, skateshop, interiors, furniture, extreme