ABSTRACT

TITLE: SURABAYA DIGITAL LIBRARY

THEME: Rubik

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The diversity of events that occurred in the age of globalization leads to increased development of science and technology are very rapid. One deciding factor for the development progress of a nation is the development of science and technology itself. Because of these demands will require the presence of a container or place to accommodate and manage the growth of science in the form of books or other learning media that can be used by the public are arranged in the form of a library. Presented a digital library to realize the goal of the presence of a library of more desirable and able to deliver solutions for information retrieval is precise, fast, and easy but still able to invite users to keep love reading. The library is also expected to be a place of recreation, exchange knowledge, and socialize with others who have a charge of education both formal and non-formal education through digital media. Library buildings that had been under the impression stiff, uncomfortable, even frightening for some people, is expected to be a building that is instructive but still has a recreational side to attract visitors to enter into it. In addition, as a Rubik puzzle game is no longer packed in just 1 form a monotonous cube. But it has been packaged in different forms. Just as a library whose contents are no longer shaped the book, but packed more interesting in digital form.