

## Implementation Design Interior Class ECD 5-6 Years Old Children in the Cognitive Development

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### ABSTRACT

The problem with this research was that many children have not been able to develop aspects of cognitive development. Therefore, an Early Childhood (ECD) class in interior design was conducted. The research purpose was to reveal the early childhood classroom interior design implementation in children aged 5-6 years cognitive development in Harapan Kita Kindergarten, Sungai Liku - Pesisir Selatan Regency. The research method used was descriptive qualitative. Data were collected through three activities, namely: interviews, observation, and documentation. The research results indicated that the planning and interior design of the ECD class. Data is obtained through the reduction of data, highlighting and choosing the key points, and concentrating ting on what's important. So that the research results show that the interior design of ECD is advantageous for kids between the ages of 5 and 6 and positively impacts children's cognitive development.

*Keywords: Interior Design, Cognitive Development, ECD, Kindergarten.*



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### INTRODUCTION

Children are gifts and responsibilities given by God who must be given proper care, the need for education and guidance, and attention to the process of growth and development, because children are the successors of the nation it is desired to form individuals who provide benefits to the surrounding environment, both in families, schools, society, and the State. To make it happen, it is very important to provide education to children from an early age.

According to Hofer (2002); Hasibuan (2021), the process of cognitive development from early childhood is a process of thinking in the form of the ability to make associations, assessments, and considerations of a thing. Cognitive development is a process of thinking about something in the form of competence to relate, make judgments, make judgments about a thing, and competence to solve problems. Children's cognitive competence relates to language skills, namely understanding exemplary, logical abilities, for example understanding the causes and effects of an event. Cognitive is the process by which a child develops their cognitive skills from birth to a later age. It certainly involves an important scheme in life. Schemes are actions that reflect thoughts that occur in infancy (Khadijah, 2016). Based on observations made at Harapan Kita Kindergarten, it can be seen from the Standard Level of Achievement of Child Development (STTPA) the process of cognitive development of children when learning and solving problems. This can be seen from the indicators: out of 15 children, as many as 66% of children can show a creative attitude in solving problems (ideas, ideas out of habit) and 26.6% of children could not show a creative attitude in the process of solving problems (ideas out of habit).

One of the things we can do to overcome this problem is through the development of interior design for ECD classes. Interior design According to (Ching, 2002) interior design is a method of designing the layout of buildings and interior spaces to increase the psychological effect of space and develop its functions. According to (Sigit, 2020) design is the process of compiling design elements such as lines, shapes, sizes, colors, textures, sounds, light, and aromas to produce certain works.

In planning ECD, it plays a role in considering the development of children as the main users because it is hoped that providing education and recreation facilities that are appropriate for their age will support them (Soltaninejad *et al.*, 2021). To achieve the goals of coaching, education, and supporting children's growth and development, many interior aspects (dimensions, furniture shapes, materials, and colors used in the interior) must be considered. This is because the planning of this facility prioritizes the comfort, safety, and health of children.

## METHODS

The type of research used in this study is a qualitative descriptive approach. According to (Zuriah, 2005; Busch *et al.*, 2020) research aims to present symptoms, facts, or events accurately and systematically. analyze, describe, and summarize various situations and events based on information collected from interviews or field observations about the problem under study. In this case, the study and process of conducting research refer to the process of finding data in a complex and general manner regarding the Implementation of Interior Design for ECD in the process of developing the creativity of children aged 5-6 years at Harapan Kita Kindergarten, Sungai Liku - Pesisir Selatan Regency.

## RESULTS

ECD is an effort to foster children from birth to the age of six which includes the process of providing educational stimulation to support physical and spiritual growth and development so that children are ready to face higher education. As for teacher planning in implementing ECD interior design in the process of cognitive development of children aged 5-6 years in our Kindergarten Sungai Liku, Pesisir Selatan Regency, namely.

### 3.1 Basic idea of design

Imagining or generating ideas is a preschool development exercise that shows a child's intelligence. The basic concept behind this design is to build kindergarten facilities that allow creative expression and choice of activities so that children don't get bored. As a result, the interior layout is open, and the supporting infrastructure is made by considering a sense of comfort, security, and freedom for users where children can express their imagination and fantasy in the right way and in the form of real-world objects. Examples include: This Kindergarten playroom made with minimal seating is a realization of the concept of giving children more freedom. The play area which is open to the activity of lowering the floor height against non-hazardous materials is another illustration of the visual environment that has accommodation for children's sense of freedom and creativity. Children can play freely, develop their imagination, and teachers can monitor them

optimally. This Kindergarten is designed to fulfill the purpose of making the design, namely to carry out the development of an interior area that has security in preschool facilities so that it can produce comfort that can foster the imagination and creative attitude of children who are the main users.

### **3.2 Theme**

The process of preparing plans and plans for ECD takes the theme "fruits". In this room, there are various kinds of plants, types of plants include: apples, strawberries, grapes, manga, and so on. The theme was chosen because fruits are around the children. Fruits can describe the imagination and knowledge of children.

### **3.3 Aspects of atmosphere and character**

Space The character space used in the process of making this design is the design of fruits. To express the character (uniqueness) of this educational institution as a whole, the design will focus on the concept of color and shape without ignoring ergonomic aspects, namely a sense of comfort and a sense of security through the physical appearance of space. The environment presented is a typical fruit environment, which is full of imagination, a sense of freedom, and a sense of comfort that allows children to explore without feeling restricted. One of the ways futuristic imagination is used in the design of this preschool facility is through the use of asymmetrical furniture and clashing colors in the room. This design process goes hand-in-hand with the function completion process to ensure that objectives are met adequately without deviating from the set subject or core idea.

### **3.4 Lay Out**

Space design begins with identifying activity areas, active and passive areas divided by circulation patterns according to the function of the space. Because it is located in a relatively crowded area, the rooms are built with an inward orientation. By looking inward, users can keep their attention on their educational assignments. To compensate, the interior decoration of ECD is made in such a way as to be comfortable, not cause boredom, and provide flexibility to the wearer.

### **3.5 Spatial forming elements**

The main users of space, namely children, are designed to be comfortable and safe physically and psychologically, and floors, walls, and ceilings that function as room dividers are intended to achieve this goal. Applying a combination of several basic interior design components, including lines, shapes, areas, space, light, colors, patterns, and textures, can create harmony and balance (Estafetta *et al.*, 2020).

- Line: The lines that refer to the continuous marks formed on the surface are a fundamental component of art. When two points in unequal planes are joined, a line is formed. Points serve as starting points for shapes that represent locations in space. Point dimensions are not length, width, or height. As a result, the line is centered, still, and doesn't have any movement. Points can be used to represent the beginning and end of a line, the intersection of two lines, the meeting point of two lines at the corner of a plane or space, and the center of a plane.
- Form: The form is part of art. Forms are essentially geometric objects with three

dimensions, including spheres, cubes, cylinders, cones, etc. Forms provide the possibility of making space users aware of the availability of objects and can understand them through perception.

- Space: Space because objects and events have relative states and directions, it has three dimensions but has no boundaries. The design of buildings and other structures will be influenced by space, which also has an impact on human behavior and culture. Space has dimensions of length, width, and height as well as shape, surface, orientation, and position. The space was created using field-developed interior and exterior designs for early childhood education (in a different direction than currently used). According to theory, there are three dimensions of space: length, width, and height. A space can be solid as a three-dimensional component in an architectural design. In this scenario, mass or space will replace the space contained or bounded by the field.
- Light: Lighting is the application of light to create beautiful results. In addition, lighting can be an important element in landscape design. Natural and artificial lighting can be separated into many categories in interior design. Natural lighting is the placement of windows, openings, and other reflective surfaces to ensure the room receives sufficient natural light throughout the day. This is known as natural lighting. When designing buildings, special consideration is given to natural lighting to maximize visual comfort or lower energy consumption. Reducing the use of indoor water heaters, air conditioners, and lights can all help save energy (air conditioning).
- Color: Color is a substance that is created when light hits an object and is reflected into the viewer's field of vision. People who see colors can have various psychological effects from them. Each color can give a varied impression to a room in architecture and interior design. The three basic properties of color are as follows: a. Color (hue) Coloring refers to the name of a given color (red, yellow, blue, etc.). b. Strength (saturation) Basic Concepts of Interior and Exterior Design The clarity and strength of color are referred to as intensity. For example, blue can be defined as either a luxurious (bright, rich, energetic) or unattractive (gray) color. c. Rating level (lightness) The expression shade and tint refers to the variation in color values concerning brightness or darkness. Three kinds of primary, secondary, and tertiary colors can be distinguished. Primary colors red, blue, and yellow are included in the primary colors. These primary colors can be mixed to create secondary hues, such as purple or magenta, which is created by combining red and blue, orange, which is created by combining red and yellow, and green, which is created by combining blue and yellow. Turquoise, indigo, gray, lime green and other tertiary colors are made by mixing secondary colors (Karlen, 2007).
- Texture: The texture is the surface or substance of the texture, appearance, or consistency. The materials and materials used have an impact on the texture as well. The room will be warmed by wood while cooled by stone.

## **CONCLUSIONS**

ECD is an effort to nurture children aged from birth to six years old using educational stimuli to provide support for the child's physical and spiritual growth and development so that they are mature to enter higher education. This facility offers preschool education through the method of learning while playing to provide gentle guidance to children and develop their intelligence and imagination as well as providing all the necessary facilities.

Interior design is a method of designing the layout and space of a building to increase the psychological effect of space and develop its function. Many interior factors (dimensions, furniture shapes, materials, and colors used in the interior) must be considered to achieve the goals of coaching, education, and supporting children's growth and development. Design planning prioritizes the comfort, safety, and health of the child.

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