

## DAFTAR PUSTAKA

- Alief, F. F., 2018. Streetwear Sebagai Identitas Budaya Masyarakat Urban (Studi Deskriptif Kualitatif Identitas Budaya Pada Remaja Pengguna Streetwear Di Kota Surabaya). *Jurnal Ilmu Komunikasi UPN Veteran Jatim Vol. 1, No. 1*.
- Appearhere, 2018. *How Streetwear Grew a Coveted Community*. [Online] Available at: <https://www.appearhere.co.uk/inspire/blog/how-streetwear-grew-a-coveted-community> [Diakses 10 September 2020].
- Archdaily, 2018. *Streetmekka Viborg / EFFEKT*. [Online] Available at: <https://www.archdaily.com/902877/streetmekka-viborg-effekt> [Diakses 10 September 2020].
- Armandio, S., 2018. *Skateboard Adalah Kritik Untuk Perampas Ruang Publik*. [Online] Available at: <https://tirto.id/skateboard-adalah-kritik-untuk-perampas-ruang-publik-cLUS> [Diakses 10 September 2020].
- Bain, M., 2018. *Why Isn't Streetwear Just Called "Fashion"?*. [Online] Available at: <https://qz.com/quartz/1160897/why-isnt-streetwear-just-called-fashion/> [Diakses 10 September 2020].
- Bobila, M., 2018. *Why Does Architecture Have Influence On Fashion — And Can It Go The Other Way?*. [Online] Available at: <https://fashionista.com/2017/08/fashion-and-architecture-parallels> [Diakses 10 September 2020].
- Christiawan, R. d., 2018. Perancangan Interior Pusat Permainan di Bandung. *E-Proceeding of Art & Design Vol.5, No.3*, pp. 3324-3334.
- CNN, 2019. *Urban Sneaker Society Kembali Sapa Pencinta Streetwear*. [Online] Available at: <https://www.cnnindonesia.com/gaya-hidup/20191025161314-277-442896/urban-sneaker-society-kembali-sapa-pencinta-streetwear> [Diakses 10 September 2020].
- Dhani, A., 2017. *Bagaimana Streetwear Menjadi Barang Mewah*. [Online] Available at: <https://tirto.id/bagaimana-streetwear-menjadi-barang-mewah-cuSJ> [Diakses 10 September 2020].

- Jakarta, 2008. *Jakarta*. [Online]  
Available at: <https://www.jakarta.go.id/artikel/konten/55/geografis-jakarta>  
[Diakses 10 September 2020].
- Jakarta, 2017. *Kecamatan Menteng*. [Online]  
Available at: <https://jakarta.go.id/artikel/konten/2417/menteng-kecamatan>  
[Diakses 10 September 2020].
- Jakarta, 2019. *Jakarta Pusat*. [Online]  
Available at:  
<https://pusat.jakarta.go.id/?cmd=web&mod=main&section=gov&action=profile#:~:text=Secara%20administratif%20wilayah%20Kota%20Administrasi,M%20di%20atas%20permukaan%20laut>  
[Diakses 10 September 2020].
- Jakarta, P. P. D., 2014. *Peraturan Daerah Provinsi DKI Jakarta Nomor 1 Tahun 2014: Rencana Detail Tata Ruang dan Zonasi*, Jakarta: Sekretariat Provinsi.
- Jakcloth, 2018. *Jakarta Clothing Expo*. [Online]  
Available at: <https://jakcloth.co.id/>  
[Diakses 10 September 2020].
- Karina, & H. D., 2013. Peranan Tema ‘Harajuku’ pada Perancangan Fashion Center di Surabaya. *Jurnal Sains Dan Seni Pomits Vol. 1*.
- Khrisna, M. A., 2009. *Fashion Center Di Jakarta*, s.l.: s.n.
- Kumparan, 2019. *Baru Diresmikan, Taman Duku Atas Rusak karena Dipakai Main Skateboard*. [Online]  
Available at: <https://kumparan.com/kumparannews/baru-diresmikan-taman-dukuh-atas-rusak-karena-dipakai-main-skateboard-1s9FRZaPDHs/full>  
[Diakses 10 September 2020].
- Lim, M., 2020. *Today's Malls, Tomorrow's Social Spaces*. [Online]  
Available at:  
<https://www.dpa.com.sg/insight/todaysmallstomorrowssocialspaces/>  
[Diakses 10 September 2020].
- Lisepitiana, I., 2014. *Vandalisme, Graffiti, dan Mural, Sama Gak Sih??*. [Online]  
Available at:  
<https://www.kompasiana.com/irraisa.lisepitiana/54f74bcda33311af2c8b45a3/vandalisme-graffiti-dan-mural-sama-gak-sih>  
[Diakses 10 September 2020].
- Miller, A., 2014. *The Mecca of Streetwear: Dissecting Fairfax's Place in Street Culture*. [Online]  
Available at: <https://hypebeast.com/2014/12/the-mecca-of-streetwear->

dissecting-fairfaxs-place-in-street-culture

[Diakses 10 September 2020].

Mkhondo, N., 2018. *Streetwear Is More Than Fashion, It's A Full-On Social Movement*. [Online]

Available at: <https://www.timeslive.co.za/sunday-times/lifestyle/fashion-and-beauty/2018-05-19-streetwear-is-more-than-fashion-its-a-full-on-social-movement/>

[Diakses 10 September 2020].

Mubarok, D. R., 2012. *Graffiti Bukan Sekedar Carat-Coret*. [Online]

Available at: <https://www.kompasiana.com/www.doniramdani.com/5517be02a333113107b6606e/grafiti-bukan-sekedar-corat-coret>

[Diakses 10 September 2020].

Muhammad, F., 2019. *Tren Street Wear, Tak Sekedar Gaya Busana Ratusan Juta Rupiah*. [Online]

Available at: <https://www.cnbcindonesia.com/lifestyle/20190428192028-33-69296/tren-street-wear-tak-sekedar-gaya-busana-ratusan-juta-rupiah>

[Diakses 10 September 2020].

Nugroho, R. P., 2017. *Pusat Industri Kreatif Di Kota Bekasi Dengan Pendekatan Arsitektur Kontemporer*, s.l.: s.n.

Nurmawati, E., 2012. *Pengaruh Store Atmosphere Terhadap Keputusan Pembelian Konsumen (Studi Pada Mulia Toserba Dan Swalayan Godean Sleman Yogyakarta)*, s.l.: s.n.

Pemerintah Provinsi DKI Jakarta, 2012. *Peraturan Daerah Provinsi DKI Jakarta Nomor 1 Tahun 2012: Rencana Tata Ruang Wilayah Jakarta 2030*, Jakarta: Sekretariat Provinsi.

Pratama, S. & Farantika, A., 2015. *Perancangan Visual Branding Oldman Store Di Kota Semarang*, s.l.: s.n.

Prihutami, D., 2008. *Ruang Publik Kota Yang Berhasil*, s.l.: s.n.

Restu, P. W., 2017. Girls Punk: Gerakan Perlawanan Subkultur Di Bawah Dominasi Maskulinitas Punk. *Dialektika Masyarakat: Jurnal Sosiologi Vol. 1, No. 1*, pp. 103-115.

Sawyer, J., 2019. *The Real's Resale Report Shows How Popular Aftermarket Streetwear Has Become*. [Online]

Available at: <https://www.highsnobiety.com/p/luxury-streetwear-resale-report-2019/>

[Diakses 10 September 2020].

Tri, K. W., 2018. *Representasi Street Culture Yang Ditampilkan Dalam Youtube H&M*, s.l.: s.n.