

ABSTRACT

Improving the quality of education in the city of Palembang is very important and necessary for the advancement of children's intellectual Palembang. However, improving the quality of education must be conducted through the container more interactive and attractive to avoid the impression of boredom and monotony for children and can also divert children from the world of gadgets to the outside world to build a child's social life.

It is ideas for designing the Smart Park Sriwijaya can be a place of recreation and a place of learning that is equipped with various recreational facilities, creation and education such as science park, outbound mini, park traffic, games or props Science and Technology (indoor), Planetarium, Theatre 5 Dimensions, and the Roof Garden. Sriwijaya building Smart Park will be designed based on matching the theme of "Learning With creativity and recreation", Metaphor concept of Atom and Hi-Tech Architecture

Keywords: Smart Park, Sriwijaya, Learning, Creativity, recreation, Atom