

**UNIVERSITI TEKNOLOGI MARA
FACULTY OF ARCHITECTURE PLANNING AND SURVEYING
DEPARTMENT OF INTERIOR ARCHITECTURE**

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It is recommended that this research project report prepared

By

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Titled

**REPORT OF PROPOSED NEW INTERIOR DESIGN SCHEME OF PUZZLE RETAIL FOR JIGSAW PUZZLE WORLD AT
LOT 3SE, IKANO POWER CENTRE, NO 2 JALAN PJU 7/2, MUTIARA DAMANSARA, 47800 PETALING JAYA**

Has been accepted fulfilled part of faculty term to gain Diploma of Interior Design

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ABSTRACT

The final project for the student of Diploma in Interior Design is to give the students knowledge about the whole aspect in interior design from they learn basic to the final project. The project that have been chosen is a puzzle retail for jigsaw puzzle retail sdb bhd.the project have been proposed to a new interior design scheme and the site that have proposed is at lot S3E , ikano power centre , no 2 jalan PJU, 7/2, Mutiara Damansara. The idea to undertake this project was given due attention after taking into consideration the current and design issues, and to solve the problems encountered by the puzzle retails efficiently. This proposed retail is to attract kids, teenagers, adults and to hobby collector. Puzzle is games at the same time it was a brain teaser. The concept and image that have been chosen not only suitable with the clients as both of it would reflect the client itself. The concept for this retail is a “art of puzzle” which it show patterns, color, joining, connect, continuous, creativity and fun character. Some data analysis should be done where this analysis is on types of customers to attend to the retail, types of services offered, and spaces to be concluded in the proposed area and about puzzle retail. From the research and observation conducted, all data and details gathered was used as a guideline in the design process.

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1.1 INTRODUCTION

The title for my final project is Proposed new interior design scheme of puzzle retail for jigsaw puzzle world at at Lot S2B, Ikano Power Centre, no 2, Jalan PJU 7/2, Mutiara Damansara, 47800 Petaling Jaya.

This report is a requirement for final year student, which student has to document on their everything about their final project design scheme information according to their final project to obtain their diploma in Interior Design of University Institute Technology Mara. This report will be informed about project brief, client information, site proposal, concept, case study, image, development of idea and the final presentation.

As we know playing puzzle can increase the IQ level and nowadays, people still does not know that puzzle have lots of type.

The selection of the project is providing a different style of puzzle kind store, a new concept and giving a fun atmosphere to customer. It will use their own creativity to show their product more effectively.