

ABSTRAK

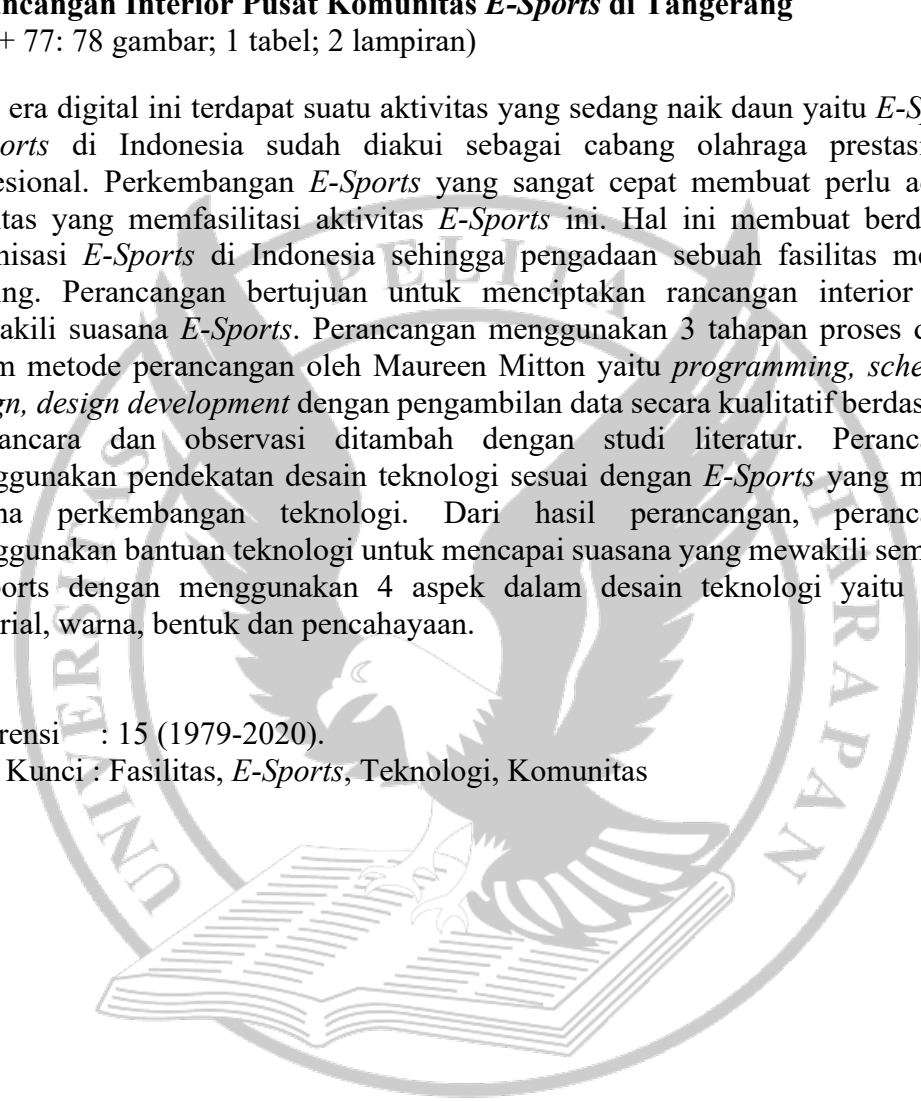
Ivan Christopher (01024180006)

Perancangan Interior Pusat Komunitas *E-Sports* di Tangerang (xiv + 77: 78 gambar; 1 tabel; 2 lampiran)

Pada era digital ini terdapat suatu aktivitas yang sedang naik daun yaitu *E-Sports*. *E-Sports* di Indonesia sudah diakui sebagai cabang olahraga prestasi dan profesional. Perkembangan *E-Sports* yang sangat cepat membuat perlu adanya fasilitas yang memfasilitasi aktivitas *E-Sports* ini. Hal ini membuat berdirinya organisasi *E-Sports* di Indonesia sehingga pengadaan sebuah fasilitas menjadi penting. Perancangan bertujuan untuk menciptakan rancangan interior yang mewakili suasana *E-Sports*. Perancangan menggunakan 3 tahapan proses desain dalam metode perancangan oleh Maureen Mitton yaitu *programming*, *schematic design*, *design development* dengan pengambilan data secara kualitatif berdasarkan wawancara dan observasi ditambah dengan studi literatur. Perancangan menggunakan pendekatan desain teknologi sesuai dengan *E-Sports* yang muncul karena perkembangan teknologi. Dari hasil perancangan, perancangan menggunakan bantuan teknologi untuk mencapai suasana yang mewakili semangat *E-Sports* dengan menggunakan 4 aspek dalam desain teknologi yaitu aspek material, warna, bentuk dan pencahayaan.

Referensi : 15 (1979-2020).

Kata Kunci : Fasilitas, *E-Sports*, Teknologi, Komunitas



ABSTRACT

Ivan Christopher (01024180006)

Interior Design of E-Sports Centre in Tangerang

(xiv + 77 pages: 78 images; 1 table; 2 attachment)

In this digital era, there is an activity that is on the rise, namely “E-Sports”. E-Sports in Indonesia has been recognized as an achievement and professional sport. The rapid development of E-Sports makes it necessary to have facilities that facilitate E-Sports activities. The rapid development of E-Sports triggers the rise of Indonesian E-Sports Organization so that an E-Sports facility become an important thing. This design aims to facilitate E-Sports activities that affect the physical and mental aspects of players. In addition, the design also aims to create an interior design that represents the atmosphere of E-Sports. The design uses 3 phases of the design method by Maureen Mitton, namely programming, schematic design, and design development with qualitative data collection based on interviews and observations coupled with literature studies. The design uses a technological design approach in accordance with E-Sports which emerged due to technological developments. From the results, the design uses technological assistance to achieve an atmosphere that represents the spirit of E-Sports using 4 aspects of technological design that is material, colour, form and lighting.

Reference : 15 (1979-2020).

Keywords : Facility, E-Sports, Technology, Community

