

ABSTRAC

Video games are entertainment community and used for more than a few decades so that the video game will continue to evolve to follow the needs of the community, the needs of the community in question is a change in the function of video games that were previously only entertainment into another function to follow the demands as business needs, art, propaganda, social, educational impact on the video game category breakdown. So this is a history of the development of video games can have.

The importance of providing information about video games have become an urgency that must be handled Due to the lack of knowledge gained from the users of video games either against the young and old, the case is an uncontrolled video game being played which resulted in a game that should be played by adults, but because lack of knowledge about video games, parents as supervisors need to monitor the games played.

As a troubleshooter of the lack of information about video games, the museum video game is designed to provide comprehensive information by providing first-hand experience of the video game, in addition to emphasis the visual comfort is solving the problem of video game that has a light source of its own appear on the monitor , then the emphasis visual comfort is a special design of the museum in order to meet the needs of video game activity between visitors and the exhibition objects.