

Technological developments in the world of information and communication continues to increase at this time. Consumer demand for new technology requirements are also very much thus causing current changes in technology in the development of information and communication technology. One is the technology game console. Current game console technology continues to evolve in line with technological developments in the various fields that support the development of the game console itself, either from information technology to computer technology.

In the current era of nano-technologies, the system of the previous game consoles such as the Nintendo Entertainment System or NES abbreviated, which is the most popular game console in the era of the 80s, could be developed into a device smaller than the original shape. This is due to the rapid advancement in technology development and production of information processing IC, so that the device is smaller than the original device can have a level lower power consumption and the ability to play multimedia aspects better than the original device. In this thesis proposal I will attempt to develop a generic console game system similar to the NES game console to use technology-based microcontroller ATmega644. ATmega644 microcontroller use election because the number of instructions is done in a matter of seconds more and the use of lower power consumption than other ATMega series.

Through this final project is expected to be able to create a multimedia device which is cheap and can be used as well as developed by the developers of multimedia devices that utilize nanotechnologies.

Keywords: Nano Technology, Nintendo Entertainment System, Multimedia,
microcontroller ATmega 644