

ABSTRACT

DESIGNING GAME FACILITIES FOR GEARED UP AT DAGO DREAMPARK BASED ON APPEAREANCE ASPECT

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At the time of the rapid development of the world of means of game, and accompanied by technological developments that make several playgrounds in a recreational park develop as well, along with the development of the world of means of game, but with the presence of several products contained in a game vehicle classified as the same, between parks one recreation with a playground in other recreational parks. Recreation Park is a place with an attraction consisting of several rides, usually this recreational park has shops, restaurants and outlets. This recreational park can be enjoyed by all ages. Problems found after conducting three surveys to the field and distributing questionnaires to several managers and visitors can be concluded that Geared Up vehicles are the least visited by visitors. From the results of questionnaires from the visitors, Geared Up rides were less attractive to visit. By doing a qualitative method by observing directly to the location of the vehicle and taking some data to explore the problem. The author provides a solution for Plug and Play means of game for self-balanced scooters, by operationalizing and attractive forms so that visitors are interested in trying to play in the Geared Up vehicle. Products designed to help Dago Dreampark develop one of the ingredients for the better.

Keywords: means of game, Self Balanced Scooters, Plug and play