

ABSTRACT

Based on the phenomenon of the development of game play that is increasingly rapid in Indonesia, making this game center design to be able to meet the needs of gamers through facilities to support gaming activities or when not playing games, through their behavioral approach when playing games so that gamers can feel comfortable when playing games or when not playing games, with the current condition of the game center in Bandung does not meet Nvidia's GeForce-Certified, then has interior problems regarding the extent of the building, so it cannot meet the facilities and needs of the game center that have an impact on the interior condition of the game center, and cannot meet the needs of gamers, therefore this game center design with an area that is sufficient to meet the Nvidia Platinum GeForce-Certified certification, so that it can solve the problem of the game center interior in the city of Bandung today, and can make gamers feel comfortable while in the game center and sa at playing games by meeting the various needs of gamers. The design of this game center will focus on gamers' behavior, therefore the game center will provide a variety of facilities in accordance with Nvidia Platinum's GeForce Certified standards, which is realized through the 'Comfort' Design concept to resolve issues regarding the simplicity of the game center.

Keywords: Game center, Gamers behavior, Comfort, Nvidia