

ABSTRACT

Designing a traditional game table for late teens at the 372 Coffee cafe has a background that is the decline in interest of late teens in playing traditional Indonesian games. Most of the late teens spend their time playing online games even when they are gathered. This is an opportunity for writers to take up the theme of traditional games in writing the Final Project report. The author gets a table component to be designed, therefore the focus of this design is to design a table as a medium to support traditional games by reviewing ergonomic aspects as primary aspects and systems as secondary aspects. The methodology used in writing the following report is in the form of quantitative methods, qualitative methods, and comparative methods. The qualitative method is in the form of field data that the author collected such as observations in Kampung Hong and several cafes located in Bandung, especially café 372 Coffee interviews conducted with several visitors and employees, and image documentation. The quantitative method in the form of a questionnaire was distributed to late teens. The comparative method in the form of design analysis is in accordance with the aspects that I use, namely aspects of ergonomics and systems. In addition, the author also collects theories that are appropriate and support the design process. Through this design, it can maintain and preserve Indonesian traditional games in the wider community, especially the late teens, support the process of playing these games, and increase the attractiveness of the game at 372 Kopi café.

Keywords: *Ergonomics, Late Adolescents, Systems, Tables, Traditional Games*