

ABSTRACT

NEW DESIGN OF ESPORTS TRAINING CENTER IN BANDUNG

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Technological developments have a direct influence on progress in the field of sports. The relationship between them creates the history of the birth of a new branch of technology-based sports known as esports (electronic sports). The rapid development of esports in the city of Bandung is motivated by the various esports competitions held. The role of the esports facility is very much needed as a means of supporting training to develop the capabilities of esports players in helping to realize the ambitions of enthusiasts of esports as professional players. Various obstacles regarding facilities and technical space can directly affect the esports training process. Data collection was carried out by the observation method by conducting a comparative study survey of related buildings, analysis of literature studies in the form of standards and space requirements for esports, and analysis of field data on the condition of the building design to help resolve problems with the facilities and the technical needs of the space for esports players. The design of the Esport Training Center in Bandung is expected to be able to solve the problems of technical needs in the form of processing lighting and acoustic systems in a space that is supported by the application of technological devices to the room forming elements to support the needs and comfort of the game.

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