

ABSTRACT

Information about online games is very difficult to get among the public, especially Gamers. This is due to the lack of a place to interact in terms of exchanging information about online games. Because in general the information obtained is not valid and tends to cause gamers to be trapped in the negative things that occur in the world of online gaming, especially in cases of fraud.

The problem that becomes the background of this research is to minimize the number of fraud cases and also provide a place for gamers to interact in terms of exchange of information about the world of online gaming in Indonesia.

Data collection methods used are through observation, interviews, and literature study. The approach taken in the design is an attractive and systematic UI/UX design, so that it can be used according to the needs needed by consumers. The author hopes that by designing the UI / UX design it can solve the problems surrounding the online game world.

Keywords: Online Games, UI / UX Design, Gamers, Information, Devices