

ABSTRACT

DESIGN OF ESPORT INTERIOR AND GAMING HUB IN BANDUNG WITH TECHNOLOGY APPROACH

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Abstract - The government has started to seriously support the development of Esport, one of which is inaugurating it as a sport in Indonesia. This support cannot be separated from the positive results of the progress and development of the Esport market in Indonesia. The most prominent factor is the increase in the number of current game players or users. Therefore, through an Esport agency called IeSPA, it has a mission to develop Esport, one of which is through the availability of facilities that support various activities for Esports players. However, this Esport facility is not fully available outside Jakarta, such as in Bandung. Whereas the city of Bandung has the potential to become one of the cities that has a high Esport ecosystem due to community lifestyle factors, user statistics, available work space and as a city with good education. Seeing these factors, the City of Bandung is also a city that keeps up with current technological developments. This development can be seen from the application of technology to buildings, interiors and city facilities. From the phenomena and problems found, the method used is a technological approach that is applied to interior design to support the ease, comfort and experience of the user space in carrying out Esport activities. This design can be used as a benchmark in designing interior designs that apply a technological approach to the interior that takes into account functional standards, comfort and space experience according to the standards of the Esport room.

Keywords: *Esport, facility, Bandung City, technology, Interior Design*