

ABSTRACT

Esports or electronic sports are known to Indonesian people since the inauguration of the IESPA on June 24, 2014. In this era, playing games has become a prospective profession, considering it can produce a lot of money. With the increasing enthusiasm of the community in the streaming department, their equipment has become a means of supporting the effectiveness of streaming for the streamers. However, some of the equipment does not support the effectiveness of streamers when streaming, such as gaming desk. The gaming desk on the market does not facilitate streamers to eat and drink while playing games. By redesigning the streaming desk, it hoped can increase the effectiveness of the streaming process.

Keywords - design, gaming desk, game, streamer, streaming, live stream.