

ABSTRACT

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The phenomenon of technology development and Esports in Indonesia is currently very significant. Indonesian people are now one of the most passionate consumers in adopting new technology. Some of the facilities that provide and support esports activities include the Garena Esports Center as a training facility and the Garena team office, RevivalTV as an arena for matches and esports media, as well as Gamers Paradise as an Esports entertainment facility. Examples of these facilities are not yet available properly in Bandung such as for media needs, community gathering places, arenas, training areas and other activities. Therefore this design aims to be able to provide facilities that support the Esports community such as training grounds, entertainment facilities, small or medium scale tournaments, broadcasts, commercials and introduce local Esports teams and be able to develop Esports in the city of Bandung. It also aims to provide convenience, comfort, and experience in learning the world of Esports for the community. The theme used in this Esports Center is Interactive and Futuristic to create a spirit that occurs between users and the space they use by applying technology to space.

Keywords: *Esports, Technology, Interior Design, Facilities, Space*