

ABSTRACT

In today's digital era, streaming services have become a popular means for users to watch other people play games. Platforms such as YouTube and Nimo TV facilitate participation in online media and communication between content creators and users. Although Nimo TV was once the main choice for gamers for streaming, the change in focus of this platform has encouraged gamers to look for other alternatives.

Through the analysis that has been carried out, this research recognizes the needs of game streamers and viewers. The proposed game streaming platform, GOBLIVE, was then designed keeping in mind features such as live streaming, real-time interactions, monetization systems, and the ability to watch various types of games. After design, the platform is implemented and tested, engaging beta users for feedback.

The test results show that the GOBLIVE website has succeeded in achieving its goal as a forum for content creators and game fans. Most respondents (90.22%) strongly agreed that GOBLIVE was effective as a platform for them. Thus, this research shows the potential and benefits of developing a web-based platform specifically for game streaming, meeting the needs and expectations of game players and fans.

Keywords: Website, Streaming