

## ABSTRAK

Abstrak – Perancangan interior *e-sport* community center ini dilatar belakangi oleh permasalahan bahwa di Indonesia sudah berkembang para industry game dan pemerintah sudah meresmikan bahwa para gamers dapat di angkat menjadi atlet nasional melalui berbagai tahapan, namun belum ada wadah yang dapat memberikan fasilitas yang lengkap bagi gamers tanah air, sehingga dengan adanya *E-Sport Community Center* tersebut memberikan potensi kepada para gamers dan memberikan pola pikir kepada masyarakat bahwa game dapat di jadikan sebagai sebuah profesi. Penerapan gaya *futuristic deconstructive* dipakai dalam perancangan ini lebih kepada furniture dan elemen interior serta permainan linear lighting untuk memunculkan kesan futuristic.

Kata Kunci: *E-Sport, Gamers, Game, Community Center.*

## ABSTRACT

*Abstract – This design of E-Sports Community Center background are the the problems of the growth of gaming industries in Indonesia and have been made official by the government thant gamers can be national athlete through many step, but they still don't have a place with full facilty for national gamers, so this E-Sport Community Center can be give maximize potential for gamers and change the way people think about gaming can be a profession. The implementation of futuristic deconstructive will be the furniture and interior elements also design of linear lighting to create the impression of futuristic design.*

*Key Words: E-Sport, Gamers, Game, Community Center.*

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