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## ABSTRAK

Proses perkembangan *game* di dunia saat ini sangatlah besar, berbagai macam *game* ini sangat digemari oleh masyarakat dunia. Perkembangan *game* ini mulai merambah ke sejumlah negara tak terkecuali Indonesia. *Game* juga berhasil mempengaruhi sebagian besar para remaja dan orang dewasa di Indonesia. Hal ini di dukung dengan semakin banyaknya *Game Center* / warnet di Indonesia.

Berkembangnya *Game* di Indonesia mempengaruhi para remaja dan orang dewasa memperoleh informasi dan pengetahuan melalui internet. Masyarakat juga mendapatkan keuntungan yaitu mudahnya memperoleh informasi sekaligus hiburan dengan adanya *Game Center*. Hal ini juga menambah jumlah *Game Center* di Bandung. Di kota Bandung *Game Center* yang sudah ada dan berkembang hanya memiliki fasilitas terbatas, sebatas area ruang komputer atau *Rental Game* tanpa variasi media untuk dimainkan.

Berangkat dari kebutuhan para pencinta *game* yang semakin berkembang tersebutlah perancangan *Game Center* ini dimulai. Inti dari perancangan ini adalah tempat yang menyediakan fasilitas para pencinta *game*. Penulis mencoba merancang *Game Center* yang kemudia dipadukan dengan konsep dan tema PBC. Hal ini diambil untuk menggambarkan bahwa gedung tersebut memiliki ciri khas *Game* dengan sirkulasi dan sistem penghawaan dan pencahayaan yang baik.

**Kata kunci :** Anak Muda, Orang Dewasa, *Game*, Pencinta *Game*, Bandung

## **ABSTRACT**

*Game development in the world has become so fast. The product of this game was so liked in most part of the world. Game began to spread to some countries including Indonesia. Game is also succeeds in influencing most of Indonesian teenagers and adults. This is supported by the increasing number of Game Center / cafe in Indonesia.*

*Growing Games in Indonesia affects teenagers and adults gaining information and knowledge over the internet. Peoples also benefit from the easy to obtain information as well as entertainment with the Game Center. It's also increases the number of Game Center in Bandung. In Bandung City, Game Center that already exist and develop only have limited facilities, limited to computer room or Game Rental without any media variation to be played.*

*Based from the fan's of game needs, this Game Center design has resurfaced. The main part of this design is to design a facility for gamers. The writer tried to design Game Center with PCB concept and theme. This thing was taken to illustrate that building has Game characteristics with good circulation, temperature system and lighting system.*

**Keyword : Teenagers, Adult, Game, Gamers, Bandung**