ABSTRACT

Title: Surabaya Online Game Community Center
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The reason that made me to choose this title as my Final Project is because nowadays Indonesia’s gaming world especially in Surabaya is now very popular, especially online gaming. There must be someplace that supports this online gaming activities, so that it won’t becomes seasonal fever only. Lots a gaming spot in Surabaya is not enough to represent the spirit of online gaming, if such a place exist, hopefully the online game player will feel appreciated, thus made the community continue to live and grow further, if such community exist, Indonesia gaming business prospect will be better. Another aspect that should be considered is if this place can also become a spot that support any Information and Technology growth.

“SURABAYA ONLINE GAME COMMUNITY CENTER” is a place that aiming to support any online gaming activities in Surabaya. The main facility of this building consist about: gaming facilities that supported by direct consumer service in this case online game provider, hall that can be used to interact with each player, any trading activities that involving with online gaming in store, and also providing such event about online gaming such as expo and routine tournament.

The way that I use to seek this object form is analogic, and theme that I use is “CONNECT” a term that regularly used in online gaming world, and the image that I want to show is hi-tech and modern style.