ABSTRAK

Timezone is one of the famous game center in Indonesia. The visitors of Timezone came from so many age range, from children to adult. Timezone existence in Indonesia supported by excessive number of urban families or modern families which is infrequently spending their time with their major family, especially their children. Timezone could be spoken as one of the easy solution to have instant entertainment inside the town.

As a place that should be completing the entertainment necessary, the atmosphere of Timezone’s interior should have something special and useful for the visitors, especially children. Natural Fairy Tale concept is one of the solution for Timezone’s interior design which is unique and will take public attention.

Design methods used include data collection carried out directly or indirectly. Surveys and observations directly into the field to find out what is needed in the Timezone Game Center and the indoor activities. It also conducted an interview to the manager of Timezone and some visitors to know the expected design of Timezone’s interior. While the study of literature, magazines, and internet about arcade games, interior shades, and is a great way to get comparable data, standards for design, development and design of the object reference is required. The next step to analyze the elements forming the interior space, so we can get the concept.

The expected outcome of this, is to designing the interior design of Timezone as a education and entertainment facilities that could be benefit for the wider community.