

ABSTRACT

Co-space is the place where a meeting between people has needs in that place. The existence of these needs result in new interactions, collaborations and groups. Generally these users perform activities in the form of work, study and discussion. Many of the Co-space users work and learn to use laptops. This causes many complaints from Co-space users to be exhausted on the eyes. This research utilizes this complaint to create a play facility that has an analog game system. play facilities are chosen to help users incubate between large groups and small groups. Judging from the marketing aspect, the target target to be addressed is a student with age 17-25 years who are curious about the novelty. The play space facility on Co-space offers a different form aesthetic than previous competitors and can be played by more than two people in a single game.

Keywords: Co-space, toy design, incubation, group