

ABSTRACT

The development of the era and information technology has an impact on the development of labor in Indonesia. Now, job tasks can be done anywhere, not necessarily done in the office. One place that is usually used as a work location outside the office area by the workforce is usually called the co-working space. One of the co-working space used for offsite work is Co & Co space located on Jl. Dipatiukur No. 5 Lebak Gede, Coblong, Bandung. But unfortunately, there is no availability of means of games as entertainment facilities there, whereas the members and pengunjung there require means of the game to release feelings of fatigue, stress, and bored because of the pressure of a lot of work. Therefore it takes a concept and creative idea to design a game that can overcome the feeling of fatigue, stress and bored in Co & Co space.

Product design in this research aims to help member and visitor Co & Co space, so they can mengurangi feeling tired, stress, and bored because of work. To achieve that goal, the researcher observes directly to Co & Co space and sends questionnaires to Co & Co space members and visitors. The design focuses on the characteristics of members and visitors of Co & Co space.

With the availability of game facilities as an entertainment facility in Co & Co space, it is expected to help members and visitors reduce their fatigue, stress, and boredom due to job demands.

Keywords: co-working space, game, Co & Co Space, indoor toys