

## ABSTRACT

*Coworking-space is a place that has an office concept with an office rental system that adapts the development of ways of working that are changing and more flexible. The meaning of Coworking-space will disappear, if there is no interaction that occurs. The main purpose of Coworking-space formation is not just renting out office space, but a synergic community place where entrepreneurs. This is because the ergonomics aspect will produce toys that are appropriate to the user's condition, so that the user will feel safe, and comfortable with the toys provided. This is because Coworking-space has several advantages which include a more conducive and comfortable work environment, can be used as a place to share insights with other users. The ideal measure of a Coworking-space is to have a variety of facilities that can meet the needs of its users, one of which is play-space or leisure place that functions as a play or rest room. The space is used to meet the needs of users when experiencing fatigue while doing work or tasks. Generally the facilities offered in a play-space or leisure place are toys. In Bandung, there are already a number of Coworking-spaces that are starting to attract workers with IT, Freelancer, Digital Marketing, Start Up, Entrepreneurs and Creative Workers even students or students. The facilities offered by Coworking-space are quite good, just like Coworking-other space, it's just that it doesn't distinguish all Coworking-space in Bandung from having a special space to play or play space. But the game presented is a game with a digital system that can only be used by one to two people, besides that the impact generated from the questionnaire data is fatigue in the eye and lack of socialization between users. This research was conducted to find out how to design toys that are suitable to meet the needs of users when experiencing fatigue, provide comfort when played, and in accordance with ergonomic aspects.*

*Keywords: Coworking-space, Toy Design, Ergonomic Aspect, Comfort*