

## ABSTRACT

*Co-working Space is a shared room facility for individuals or groups who have a work or business background in a shared place together. This shared space aims to enable these individuals to collaborate. In this case, Co-working Space is currently developing rapidly in the city of Bandung in this case the shared space carries the concept of open space with transparency, and makes it easier for users to be more active in interacting with other users. In working activities the demands of tiring work can make users experience fatigue and aches in their limbs. So it is necessary to design entertainment facilities that can reduce fatigue while working. Conventional forms of play can be an alternative in reducing fatigue in the hands after work. Can be produced in the form of a game shaped like a ball that has a megora name by means of playing reflected which aims to overcome fatigue after doing work*

**Keywords:** *Coworking space, Toy's design, Conventional games, hand fatigue,*