

## DAFTAR TABEL

Tabel 1. 1 Batasan Perancangan .....	6
Tabel 2. 1 Sampel Ukuran Meja Gaming .....	38
Tabel 2. 2 Ukuran Rata-Rata Meja Gaming .....	39
Tabel 2. 3 Sampel Ukuran Kursi Gaming.....	45
Tabel 2. 4 Ukuran Rata-Rata Kursi Gaming.....	46
Tabel 2. 5 Persyaratan Perancangan Ruang Latihan Game PC .....	48
Tabel 2. 6 Persyaratan Perancangan Ruang Latihan Game Mobile .....	51
Tabel 2. 7 Persyaratan Perancangan Merchandise Store .....	56
Tabel 2. 8 Persyaratan Perancangan Ruang Kantor.....	60
Tabel 2. 9 Persyaratan Perancangan Meeting Room .....	62
Tabel 2. 10 Persyaratan Perancangan Kamar Dorm.....	63
Tabel 2. 11 Persyaratan Perancangan Kantin dan Area Makan.....	65
Tabel 2. 12 Persyaratan Perancangan Gym .....	66
Tabel 2. 13 Analisis Aktivitas Player BIGG Esports.....	70
Tabel 2. 14 Variabel Fisik yang Mempengaruhi Perilaku Manusia .....	73
Tabel 2. 15 Analisis Perilaku Esports secara Umum.....	74
Tabel 2. 16 Aspek Perancangan yang Mempengaruhi Perilaku Esports .....	75
Tabel 2. 17 Perilaku Player Game PC .....	77
Tabel 2. 18 Perilaku Player Game Mobile.....	77
Tabel 2. 19 Perilaku Player Valorant.....	78
Tabel 2. 20 Perilaku Player APEX Legends.....	79
Tabel 2. 21 Perilaku Player Mobile Legends.....	79
Tabel 2. 22 Perilaku Player PUBG Mobile.....	80
Tabel 2. 23 Hubungan Aktivitas dan Perilaku Player BIGG Esports .....	81
Tabel 2. 24 Aktivitas Esports DEWA United.....	85
Tabel 2. 25 Aktivitas Esports EVOS ITF .....	89
Tabel 2. 26 Aktivitas Esports LOL Park.....	92
Tabel 3. 1 Analisis BIGG Gaming House .....	94
Tabel 3. 2 Analisis Aktivitas pada BIGG Gaming House .....	97
Tabel 3. 3 Analisis Perilaku pada BIGG Gaming House .....	98

Tabel 3. 4 Analisis Gamers Paradise .....	99
Tabel 3. 5 Analisis Aktivitas Gamers Paradise.....	101
Tabel 3. 6 Analisis Perilaku Gamers Paradise.....	102
Tabel 3. 7 Analisis NXL Esports Center .....	103
Tabel 3. 8 Analisis Aktivitas NXL Esports Center.....	105
Tabel 3. 9 Analisis Perilaku NXL Esports Center .....	106
Tabel 3. 10 Analisis PRX Dreamcore Training Facility.....	107
Tabel 3. 11 Analisis Aktivitas PRX Dreamcore Facility .....	109
Tabel 3. 12 Analisis Perilaku PRX Dreamcore Facility PRX Dreamcore Facility .	110
Tabel 3. 13 Komparasi Studi Banding.....	112
Tabel 3. 14 Kesimpulan Analisis .....	116
Tabel 3. 15 Aktivitas Player BIGG Esports.....	131
Tabel 3. 16 Rincian Aktivitas Player Game Valorant OFF Season.....	132
Tabel 3. 17 Rincian Aktivitas Player Valorant PC ON Season .....	133
Tabel 3. 18 Rincian Aktivitas Player Game APEX OFF Season .....	134
Tabel 3. 19 Rincian Aktivitas Player APEX PC ON Season.....	135
Tabel 3. 20 Rincian Aktivitas Player Mobile Legends OFF Season .....	136
Tabel 3. 21 Rincian Aktivitas Player Mobile Legends ON Season.....	137
Tabel 3. 22 Rincian Aktivitas Player PUBG Mobile OFF Season .....	138
Tabel 3. 23 Rincian Aktivitas Player APEX PC ON Season.....	139
Tabel 3. 24 Rincian Aktivitas CEO BIGG Esports .....	141
Tabel 3. 25 Rincian Aktivitas General Manager BIGG Esports.....	141
Tabel 3. 26 Rincian Aktivitas Operation Director BIGG Esports .....	142
Tabel 3. 27 Rincian Aktivitas social media team BIGG Esports.....	142
Tabel 3. 28 Rincian Aktivitas Designer Team BIGG Esports .....	143
Tabel 3. 29 Rincian Aktivitas Brand Promotion Team BIGG Esports.....	143
Tabel 3. 30 Rincian Aktivitas Merchandise Team BIGG Esports.....	144
Tabel 3. 31 Rincian Aktivitas Marketing Director BIGG Esports .....	144
Tabel 3. 32 Rincian Aktivitas Business Development Team BIGG Esports.....	145
Tabel 3. 33 Rincian Aktivitas Finance Team BIGG Esports.....	145
Tabel 3. 34 Rincian Aktivitas Dokter Psikolog BIGG Esports .....	146
Tabel 3. 35 Rincian Aktivitas Dokter Umum BIGG Esports .....	146

Tabel 3. 36 Aktivitas Pengunjung Umum .....	147
Tabel 3. 37 Analisis Perilaku Player Valorant.....	148
Tabel 3. 38 Analisis Perilaku Player APEX Legends.....	148
Tabel 3. 39 Perilaku Player Mobile Legends.....	149
Tabel 3. 40 Perilaku Player PUBG Mobile.....	150
Tabel 3. 41 Analisis Perancangan Ruang .....	150
Tabel 3. 42 Kebutuhan Ruang BIGG Esports Center .....	153
Tabel 4. 1 Suasana Konsep “Activity-Specific Layout” .....	160
Tabel 4. 2 Konsep Material Lantai .....	183
Tabel 4. 3 Konsep Material Dinding .....	185
Tabel 4. 4 Konsep Material Ceiling.....	186
Tabel 4. 5 Konsep Material Furniture.....	187
Tabel 4. 6 Konsep Keamanan .....	198
Tabel 4. 7 Konsep Signage .....	200