

ABSTRACT

Streaming activities have been increasingly recognized by the Indonesian people since the Covid-19 pandemic, at that time streaming became one of the promising professions amid economic difficulties due to Covid-19. With the increasing number of streamers in Indonesia, of course streaming support equipment is a very important thing. However, most equipment developments only focus on the electronic equipment used. While other supporting equipment such as gaming tables are rarely noticed. The gaming tables on the market are not enough to support the activities of streamers who use the table for a long time. One solution that can be given is to modify the design of the gaming table on the market by completing features that suit the needs of game streamers. The purpose of this design is to produce a gaming table product that is comfortable for game streamers. This writing is a special gaming table design for game streamers using qualitative research methods by conducting observations through the YouTube platform and interviews with several Indonesian game streamers. With the design method using SCAMPER which takes part of Combine, Modify and Put Another Use to design. The results obtained from interviews that game streamers feel the table used is still not sufficient for game streaming activities. With the redesign of this special gaming table for game streamers, it is hoped that it can increase the comfort of streaming activities.

Keywords: *gaming table, streamer, streaming, online games*