

ABSTRACT

Internet cafe in Bandung have become digital entertainment centers, especially for gamers. However, facilities such as gaming tables in many internet cafes still do not support user comfort and needs. This research aims to design a gaming table that can improve the user experience by considering ergonomics, functionality and aesthetics. The approach uses qualitative methods through interview observations and questionnaires. Data shows that features such as height adjustment, cable management, additional storage space, and gaming themed aesthetic elements are becoming top-of-mind. The resulting design integrates these features to create a more comfortable and functional gaming table. Product validation shows that the proposed design is able to increase user comfort and efficiency in playing games and carrying out other activities. This product is expected to be an ergonomic solution that supports productivity and the attractiveness of internet cafes as gaming centers in Bandung.

Keywords: *Gaming Desk, Internet Cafe, User Experience*

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