

## **ABSTRACT**

*Creative industry development in Indonesia was so advanced that growing new start-up from various companies particularly in game industry. Tinker games is the company that active in creating many games and have the potential to advance the company becomes larger by expanded other platform from the games and able to compete in the international community.*

*The condition of office tinker games that work in house is certainly not good and very influential on job in developing larger games as the amount of team must be greater and need better facilities and covering enough. The condition existing of the interior building has no brand identity that is not revealed as like a great company developers, in fact their work shall be fun and always excite creativity and high imagination in making games for the players. The design is expected to bring a positive impact to all work activities in daily users in creating various works and provide solutions to the existing problems in the design of objects.*

*The purpose of this design as a whole is Making the Office of Tinker Games as a place to work and play games that generate creative and innovative with a global identity, which embodies the vision and mission of the company.*

**Key Word:** *office, games, tinker games, interior design*