

ABSTRACT

At this time, the needs of everyone's life are increasingly diverse and increasing. It triggers everyone to work and meet those needs. In addition, the types of jobs available are also more diverse. For example, the starters and freelancers who are starting a business with a team that is still somewhat small. Therefore, they also need a place to work in addition to the appropriate home and support the work atmosphere with the cost of a place where the lease is fairly affordable. There is a solution to answer the need, namely coworking space. Coworking space is a place where individuals who have a working or business background work to coordinate in a place. The concept of coworking space also affects the psychology of user who can sometimes experience stress, boredom, and other things. To minimize and anticipate this, it is necessary to support the right facility as one of the incubation media, which is game facility that can be used to play and ease the psychological disturbance caused by work and stimulate the spirit and concentration of work basen on user aspect.

Keywords: coworking space, game facility, user aspect.