

**PERANCANGAN GEDUNG ESPORT ARENA
DI KOTA SOFIFI
(PENDEKATAN ARSITEKTUR MODERN)**

Andrik Kaspari

Endah Harisun¹

Firdawaty Marasabessy²

ABSTRAK

Esport (Olahraga Elektronik) merupakan suatu aktifitas fisik dan ketangkasan yang dilakukan oleh individu atau kelompok yang saling bertanding untuk hiburan. Jadi dapat disimpulkan Esport adalah suatu aktifitas ketangkasan yang dilakukan oleh individu atau kelompok yang saling bertanding, baik itu berupa aktifitas fisik maupun non – fisik yang dilakukan dengan menggunakan alat yang bekerja secara elektronik, dalam ruang lingkup permainan virtual. Di Maluku Utara Perkembangan olahraga elektronik sangat pesat di tandai dengan anak mudanya mayoritas pengguna/para pemain game online seperti game PUBG, Free Fire, Mobile Legends, dan lain sebagainya. Dengan berdirinya beberapa klub local

***DESIGNING AN ESPORTS ARENA BUILDING
IN SOFIFI CITY
(MODERN ARCHITECTURAL APPROACH)***

Andrik Kaspari
Endah Harisun¹
Firdawaty Marasabessy²

ABSTRAK

Esports (Electronic Sports) is a physical activity and agility carried out by individuals or groups that compete with each other for entertainment. So it can be concluded that Esports is a dexterity activity carried out by individuals or groups who compete with each other, both in the form of physical and non-physical activities carried out using tools that work electronically, within the scope of virtual games. In North Maluku, the development of electronic sports is very rapid, marked by the young people, the majority of users / players of online games such as PUBG, Free Fire, Mobile Legends, and so on. With the establishment of several local esports clubs such as the Indonesian Esports Management (ESI) of Ternate City, Salloy Esport club, Millennial for Ternate organizing, Batawana club, Skidipapap club, Brotherhood club and the establishment of PB Esport North Maluku. The arena building is a representative facility suitable for grand activities such as tournaments and gathering places for gamers with its activities being a routine activity providing equipment and equipment as well as items needed to support gamers. The esports arena building in North Maluku in terms of buildings does not yet exist, physical buildings that can embrace all esports activities where even at moments of major activities such as tournaments are only limited to open spaces or cafes and around Telkom, besides that the need for a place that supports tournament activities is certainly very necessary, because in North Maluku there are many electronic sports communities as mobilizers.

Keywords : Esports, Games, Modern Architecture.