Designing internet café as an electronic sport athletes boot camp in Bandung

E S Soegoto*, M R Adzkia
Departemen Teknik dan Ilmu Komputer, Universitas Komputer Indonesia, Indonesia

eddysoeryanto@email.unikom.ac.id

Abstract. The aim of the study is to create an innovation of the internet café become an internet boot camp café for the electronic sport athletes in Indonesia. The descriptive method is used to explain the data to the specific concept of the internet café boot camp. The material is processed to be created into the concepts of internet café as a boot camp for the electronic sport athletes. The result of this research showed that internet café as a boot camp for electronic sport athletes can creates an adequate place for the athletes to develop their gaming skill through some practices and training and create a comfortable atmosphere so the electronic athletes of Indonesia can fully concentrate and prepared for the E-Sport tournament not only in Asia but reaches Europe, America and Worldwide.

1. Introduction

The development of the Internet café business (in Indonesian, known as Warnet in short for Warung Internet) in Indonesia is an interesting phenomenon. Internet Cafe is one form of business managed by groups or individuals who provide internet services for the users. The appearance of the internet café is to fulfill the need of internet especially for people who have no internet access in their home. Usually the user is charged per hour based on the spending time of the service. The function and benefits of the establishment of the Internet Cafe is to help users to meet their needs for the internet if the user does not have internet connection at home. There are two function of internet café based on the needs of its users, such as for the Public including checking e-mail, find a job, socialize or communication, means of entertainment and a place to hang out with friends. Beside of that, one of the other functions of internet café is a Boot Camp or a place like a house that becomes a training ground for the athletes of eSports.

ESPort is as a form of sports where the primary aspects of the sport are facilitated by electronic systems; the input of players and teams as well as the output of the eSports system are mediated by human-computer interfaces. The concept of the boot camp also to make the athletes enhance self-assessments of confidence, competency, and stress hardiness in managing obstetrical emergencies.

The previous studies about the internet café, Lee (1999) in her research discussed about the private us of internet café in the public space. One of the main focuses is the distinctions between internet use within domestic spaces and as a technology accessed in a public economy of consumption. Her method is using interviews to gain information from the customer to explore how the internet perceived differently. Finally, the paper argues that public use of the internet is not just a transitional.

Furuholtt and Kristiansen in their paper tried to examine development of the internet cafes in Indonesia and Tanzania. The method of their research is used 500 respondents for interview. The internet cafés have a lot of benefits and tend to be potential in the future for human resource development for
wide range users. The result also showed that the most important element of the internet café is the access speed and price. [5]

One year later, Furuholt, Kristiansen and Wahid from their further research compare the pattern of the internet use Internet use in poor contexts and to enhance the understanding of social gains from Internet access. In their research, there compare the internet use at booth location between Africa and Asia the usage frequency of internet access tends to increase with higher individual competence and capacities. Education and Internet experience are important for enhanced social gains from public Internet access. [6]

From the references above, most of the research explains about the private use of the public access of the internet café and the differences of the usage of the internet café in Africa and Asia. This research focuses on the development of the internet café as a boot camp for the electronic sport athletes in Indonesia. Internet café becomes a potential resource to develop human skill, not only in the academic but in the electronic sport. Through the planning of the boot camp concept, internet café transforms to be a place for eSport athletes to improve their gaming skill camp. The facilities of the boot camp support the athletes to create some strategies to make their gaming skill better. the final project of the boot camp is to create professional eSport athletes to compete in the national and international tournament not only in Asia but to the Worldwide competition.

2. Method

Descriptive method is used to explain the data and the diagram of the concept of the internet café to the specific concept of the internet café as a boot camp. The design also used in this research, in this case is the "Programming" method from Donna P. Duerk. The material is processed to be created into the concepts of internet cafe as a boot camp for the electronic sport athletes.

3. Results and Discussion

3.1. The atmosphere concepts

Boot Camp is conceptualized:

- Emphasize the convenience and cleanliness of the Boot Camp.
- Encourage talent and passion of young people who practice.
- Become a venue for the development of today's eSports athletes in the development of competitive local, national, and international tournament by presenting various facilities such as Coaching Clinic, Replay Analysis and Talk with the Pro.
- The boot camp provides a home theater. The function of the home theater is to watch the replay or the game player abroad to practice the materials.

3.2. The boot camp concept

The Boot camp also holds some events in order to create new talents of the young eSports athletes, such as:

- Coaching Clinic
  A program for the young eSport athletes is to understand the games they are going to play. They can also improve their skills in the future. The mentors of this coaching clinic are talented players in their respective game fields.

- Community Tournament
  A community-based tournament program is held for talented young athletes to play with Professional Gamers in their respective fields. The concept of this tournament itself is togetherness and teamwork. This is aimed to create interaction among the connoisseurs of online gaming and the formation of the competitive climate.

- Weekly Live Coaching
  A program where players spending their spare time practicing in casual mode streaming through a popular streaming website by selecting dozens of gamers randomly to enjoy free coaching services and improve their online gaming skills. The function of the coaching is not only helping
the performance and behaviour of their athletes but also on the athletes' psychological and emotional well-being. [7]

- **Nobar Tournament**
  The existence of Home Theater will be used to streaming eSport tournament. The selected match will be chosen based on the request.

### 3.3. Building concept

For the construction, The Boot camp is divided into four stages:

- **Location**
  The location of the training camp will be in Sarjjadi or Lembang Bandung, with the selection of the area location is a quiet and far from community activities, so that eSports athletes who practice in this location can focus on the quiet place. Site size will not be too large. The design of a training camp location is similar to a house in general by following the context of housing from the site options in general.

- **Design Method**
  The design method that will be used in this case is the "Programming" method from Donna P. Duerk [8]

- **Design Concepts**
  Concept design based on Tetris games “stacked”. Tetris is a computer game which has obsessed many computer users and attracted much attention, despite the simplicity of its rules. [9] The concept of the game is a falling block game in which the player's objective is to arrange a series of different shaped bricks seamlessly in order to survive and thus get as many points as can [10] (Figure 1).

![Figure 1. Design concept](image)

### 3.4. Facade concept

The building facade consists of a set of rectangles that are played by arranging certain shaped beams to form a certain pattern and given the accent to create a three-dimensional impression called Pixel. Pixel itself is the name of the small boxes that can be seen when the digital images are zoomed. The facade of this building uses a wide glass on the sides of the house, so that athletes can get enough sunlight as a natural light. The Athletes and can also enjoy the view of Bandung city from the house when they feel bored when playing video games. The application of architectural in a kitchen room decorated with furniture using a combination of blue and brown color to help athletes fell relax and calm (Figure 2).
Figure 2. Building example

The boot camp also provides mini library so when the athletes are tired of playing and want to read books, they can enjoy reading in the mini library which designed with cozy nuance using the selection of earth tone colors like brown and black. (Figure 3)

Figure 3. Mini Library

This boot camp consists of two floors. Some facilities in the first floor are living room, kitchen and the boot camp. This place is used to be a place for the athletes to socialize and gather to arrange or discuss about the game (Figure 4.)
The function of the second floor is an entertainment spot. The facilities of the second floor are Home Theater and bedrooms for the athletes and team manager. The boot camp will be designed to minimize fuel consumption used passive solar power. Dark and black floors will be used to help the storing system of the solar power to create a warm temperature in the room at the night with the help of natural ventilation to keep the room cool (Figure 5).

4. Conclusion
In summary, the application of the internet café as a boot camp for electronic sport athletes is very effective to develop the gaming skill of the eSport athletes. The benefit of the internet café as a boot camp is to create an adequate place for the eSport athletes to develop and improve their gaming skill. It happened because the design of the boot camp helps the athletes to focus and relax in practice and train their gaming skill. The facilities and events in the boot camp also help the athletes to improve such as the cozy place, the entertainment spot, the area, the coaching and community tournament make the athletes ready for the big tournament not only in Asia but reaches Europe, America and Worldwide.

References
[1] Indarti N 2004 Business Location and Success: The Case of Internet Cafe Business in Indonesia Gadjah Mada International Journal of Business 6 2 p 171-192
[2] Hamari J, Sjöblom M 2017 What is eSports and why do people watch it? Internet research 27 2
[3] Pliego J F, Wehbe-Janek H, Rajab M H, Browning J L and Fothergill R E 2008 OB/GYN boot camp using high-fidelity human simulators: enhancing residents’ perceived competency, confidence in taking a leadership role, and stress hardiness Simulation in Healthcare 3 2 p 82-89

[4] Lee S 1999 Private uses in public spaces: A study of an internet cafe New Media & Society 1(3), p 331-350

[5] Furuholt B and Kristiansen S 2007 Internet Cafés in Asia and Africa Venues for Education and Learning? The Journal of Community Informatics 3 2 p 56-61

[6] Furuholt B, Kristiansen S and Wahid F 2008 Gaming or gaining? Comparing the use of Internet cafés in Indonesia and Tanzania The International Information & Library Review 40 2 p 129-139

[7] Horn T S 2008 Coaching effectiveness in the sport domain International Journal Science 3 5 p 108-120

[8] Duerk D P 1993 Architectural programming: Information management for design Wiley International Journal Science 35 4 p 23-40

[9] Burgiel H 1997 How to lose at Tetris The Mathematical Gazette 81 491 p 194-200

[10] Böhm N, Kókai G and Mandl S 2005 An evolutionary approach to tetris In The Sixth Metaheuristics International Conference 8 2 p 57-60