

Prototype majalah Timezone media untuk penggemar game

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Deskripsi Lengkap: <https://lib.ui.ac.id/detail?id=20280842&lokasi=lokal>

Abstrak

[ABSTRAK

Kemunculan arena perbelanjaan di berbagai wilayah mengakibatkan ikut berkembangnya arena rekreasi dan hiburan keluarga. Hal ini berakibat ke maraknya perkembangan komunitas game itu sendiri. Perkembangan komunitas, seiring dengan munculnya arena rekreasi hiburan keluarga, membuat antusiasme anggota komunitas akan informasi yang mendukung semakin meningkat. Melihat peluang tersebut majalah TimezoneMagz mencoba menjadi penyedia informasi seputar kegiatan anggota komunitas. Sebagai perintis majalah yang mengkhususkan pada informasi kegiatan permainan arcade di Indonesia, TimezoneMagz mencoba menyajikan informasi dari kegiatan, perlombaan, teknik-teknik bermain, sampai promo-promo yang diadakan oleh Timezone. Tidak hanya itu, majalah ini juga diperuntukkan bagi seluruh pelanggan Timezone karena majalah ini akan menjadi sarana komunikasi Timezone dengan para pelanggannya.;

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ABSTRACT

The many emergences of shopping arena in many areas contribute to the development of game centers. Interestingly, this has somehow taken part in the establishment of some arcade gamers communities. As the game centers develop, growing communities find themselves become enthusiastic and in need of source of information regarding the latest game centers and other related matters. Having opportunities to become the resource of information for these communities, TimezoneMagz attempts to be the first in market of its kind to specialize in providing information on arcade gaming in Indonesia.

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