

**UNIVERSITI TEKNOLOGI MARA  
FACULTY OF ARCHITECTURE, PLANNING AND SURVEY  
DEPARTMENT OF INTERIOR ARCHITECTURE**

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It is recommended that this project report prepared

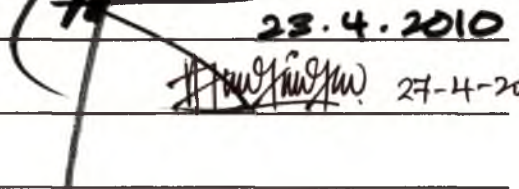

by:

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**REPORT OF PROPOSE NEW INTERIOR DESIGN OF NINTENDO CENTRE  
FOR GAMERS HIDEOUT SDN BHD AT LOT UG 046,001-002, PLAZA LOW YAT SHOOPING COMPLEX,  
BUKIT BINTANG, KUALA LUMPUR.**

accepted in partially fulfillment of the requirements for a diploma in Interior Design

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## **ABSTRACT**

The finale of Diploma in Interior Design is a project which will be the manifesto to a final year student, it is all about what the student learn and be taught about along three years studying in Interior Design will be practise in the final project. The chosen project is Nintendo Centre for Gamers hiedout sdn bhd at Lot UG 046,001-002, Plaza Low Yat Shopping Complex, Bukit Bintang, Kuala Lumpur. The porpose gaming centre that specifically for Nintendo lover's is to design a gathering place for fellow gamers, apart from being a specialty store for Nintendo. The target customer is mainly teenagers, apart from youngsters and adult without gender constrains. Concept and images chosen are competitive and suits the image of the product. Therefore would reflect the image of th e client itself. Attractive proposal should be done to attract more customer and gain more popularity among it competitor. Futuristic with retro elements is differents from the other and should fulfill the end user's requirements. Before choosing the image and concept, building and site analysis has been done so that every potential of the site can be manipulated. The propose area in the centre and all the inventory should be listed and study carefully so that it wont create any trouble in the design process. The info gained about the project, the images are gain from the vast amount of media today, with the internet, printed media and though the case study either locally or internationally.

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## **CHAPTER 1.0**

### **INTRODUCTION**

#### **1.1 INTRODUCTION**

This report is a required subject for one to complete its Interior Design Diploma, from Universiti Teknologi Mara. This subject is a comprehensive exercise about the art of interior design, where student are required to prepare a comprehensive design scheme based on research and observation which is sensitive enough about the issues and problems in interior design.

This report are for the proposal of new interior design of Nintendo centre for Gamers Hideout sdn bhd at lot UG 046,001-002, Plaza Low Yat Shopping Centre, Bukit Bintang, Kuala Lumpur as the title of the final project in Diploma in Interior Design.

There are many issues and problems that need deep thought and critical analysis to tackle the criteria needed so that the final product is something that can be proud of. As in this project, a design of a commercial space and all the aspect related are important and a further study must be conduct to implement a good design inside the space.

The conclusion is this thesis is function to collect all the data that are related with design that are intent to.