

## ABSTRAK

Aji Anugrah Putra (2017047005)

### **KEGIATAN DAN PROSES KERJA STAFF PRODUKSI KONTEN PADA DIVISI BROADCASTING PADIPLAY**

*Selama melaksanakan kerja profesi di Padiplay, praktikan bekerja pada bagian divisi Broadcasting. Dalam divisi Broadcasting, praktikan berkesempatan untuk turut berpartisipasi dan terlibat langsung dalam pelaksanaan Broadcasting ini seperti menjadi operator untuk menyiarkan live streaming melalui aplikasi Open Broadcaster Software (OBS), mengoperasikan kamera, menyiapkan perlengkapan untuk live streaming, mengatur audio, praktikan juga membuat konten video yang diunggah di channel YouTube serta menjadi spectate atau wasit pertandingan online sport. Divisi Broadcasting bekerja di bawah pengawasan Head of Division untuk memastikan legatan berjalan lancar dan baik.. Seluruh kegiatan dalam divisi ini termasuk pra produksi, produksi dan pasca produksi harus dijalankan atas persetujuan pimpinan divisi, terutama kegiatan live streaming tournament dan konten YouTube.*

*Kata kunci: broadcasting, turnamen, live streaming, padiplay, open broadcaster software, konten, E-sport*

## **ABSTRACT**

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### **ACTIVITIES AND WORK PROCESS CONTENT PRODUCTION STAFF IN THE PADIPLAY BROADCASTING DIVISION**

*During implementing the internship activities at Padiplay, the intern working in the Broadcasting division. In the Broadcasting division, the intern has the opportunity to participate and be directly involved in broadcasting division daily work activities, such as being an operator to broadcast live streaming through the Open Broadcaster Software (OBS) application, operating cameraman, prepare all kinds of tools for live streaming, operating the audio system, editing video that will be uploaded to YouTube and being a spectate or supervising the E-sport game. The responsibility of the Padiplay Broadcasting Division is controlled by the Head of the Padiplay Division so that the activities carried out by the Broadcasting division can run well. All activities included pre-production, production and post-production must be approved by the Head Division, especially the live streaming tournaments and YouTube content.*

*Keywords: broadcasting, tournament, live streaming, padiplay, open broadcaster software, content, E-sport*