

## **ABSTRAK**

### **KOMUNIKASI INTERPERSONAL PADA PEMAIN GAME ONLINE MOBILE LEGENDS DALAM MEMBANGUN STRATEGI BERMAIN**

**(Studi Kualitatif Komunikasi Interpersonal Pada Pemain Game Online Mobile Legends Tcon Squad)**

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Komunikasi interpersonal pada pemain game online Mobile Legends yaitu Tcon Squad diharapkan dapat menjalin komunikasi interpersonal yang baik dengan sesama anggota dalam membangun strategi bermain game online Mobile Legends sehingga dapat memenangkan pertandingan atau permainan game online Mobile Legends.

Jenis penelitian yang digunakan adalah studi kualitatif terhadap komunitas game online Mobile Legends Tcon Squad yang diperoleh melalui wawancara by phone dan juga observasi dengan streaming Tcon Squad pada saat pertandingan Mobile Legends secara online.

Indikator komunikasi interpersonal menjadi tolak ukur dan dijadikan sebagai analisis komunikasi interpersonal antar pemain game online Mobile Legends Tcon Squad dimana dapat menemukan hal-hal baru terlihat dari aspek keterbukaan, empati, sikap suportif, sikap positif, kesamaan serta juga pada proses komunikasi, strategi bermain dan hambatan komunikasi, sesuai dengan versi dalam komunikasi interpersonal yang mereka lakukan secara spontan dan alami dalam berkomunikasi selama mereka menjadi pemain game online Mobile Legends.

Kata Kunci : Game Online Mobile Legends Bang Bang, Komunikasi Interpersonal, Tcon Squad, Strategi Bermain.

## **ABSTRACT**

### **INTERPERSONAL COMMUNICATION IN MOBILE LEGENDS ONLINE GAME PLAYERS IN BUILDING PLAYING STRATEGIES**

**(Qualitative Study of Interpersonal Communication in Mobile Legends Tcon Squad Online Game  
Players)**

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Interpersonal communication in Mobile Legends online game players, namely Tcon Squad, is expected to be able to establish good interpersonal communication with fellow members in building strategies for playing mobile Legends online games so that they can win matches or online game play Mobile Legends.

The type of research used is a qualitative study of the Mobile Legends Tcon Squad online game community obtained through interviews by phone and also observation by streaming Tcon Squad during online Mobile Legends matches.

Interpersonal communication indicators become a benchmark and are used as an analysis of interpersonal communication between players of the Mobile Legends Tcon Squad online game where they can find new things as seen from the aspects of openness, empathy, supportive attitude, positive attitude, similarity as well as in the communication process, play strategies and communication barriers, according to the version in interpersonal communication that they do spontaneously and naturally in communicating as long as they become players Mobile Legends online game.

**Keywords :** Mobile Legends Bang Bang Online Game, Interpersonal Communication, Tcon Squad, Playing Strategy.