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**Perilaku Komunikasi Pecandu Game Online Mobile Legends (Studi Kasus Pada Remaja di Kelurahan Ciangsana)
Bibliografi : 5 Bab 101 hal + Lampiran + 31 Buku/Jurnal + 5 Internet**

ABSTRAK

Saat ini *game online* sangat digandrungi oleh hampir semua kalangan. *Game online* menarik untuk dimainkan, bahkan bagi sebagian orang *game online* sudah menjadi kebutuhan primer. Dahulu *game online* hanya dapat dinikmati melalui personal computer (PC), namun seiring dengan perkembangan zaman, kini *game online* bisa dinikmati di manapun dan kapanpun melalui *smartphone*.

Tujuan dalam penelitian ini adalah untuk mengetahui dan menggambarkan perilaku komunikasi pecandu *game online Mobile Legends* di Kelurahan Ciangsana. Karena *game online* ini dikhawatirkan akan mempengaruhi komunikasi atau interaksi remaja di lingkungannya terkhusus pada remaja di kecamatan Ciangsana.

Metode penelitian yang digunakan adalah metode pendekatan kualitatif. Teknik pengambilan sample pada penelitian ini menggunakan Purposive Sampling. Informan dalam penelitian kualitatif yaitu remaja pecandu *game online* usia 15 – 21 tahun yang bermain lebih dari 5 jam dalam sehari dan berdomisili di Kelurahan Ciangsana

Berdasarkan hasil penelitian dapat disimpulkan bahwa pecandu *game online Mobile Legend* di dalam *game* rata-rata menggunakan fitur *voice* sebagai sarana pelampiasan rasa kesal terhadap pemain dalam permainan ini. Para remaja pecandu *game online mobile legend* rata-rata perilaku komunikasi yang mereka lakukan di dalam *game* tersebut juga mereka lakukan di dunia nyata. Dan aktivitas belajar/kuliah/kerja para informan sangat terganggu karena kecanduan bermain *game Mobile legends* ini.

***Kata Kunci* : Perilaku Komunikasi, Pecandu Game Online, Remaja**



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Communication Behavior of Mobile Legends Online Game Addicts (Case Study on Adolescents in Ciangsana Village)

Bibliography: 5 Chapters 101 pages + Appendices + 31 Books/Journal + 5 Internet

ABSTRACT

Currently online games are loved by almost all groups. Online games are interesting to play, even for some people online games have become a primary need. In the past, online games could only be enjoyed via a personal computer (PC), but along with the times, now online games can be enjoyed anywhere and anytime via a smartphone.

The aim of this research is to find out and describe the communication behavior of Mobile Legends online game addicts in Ciangsana Village. Because this online game is feared to affect the communication or interaction of teenagers in their environment, especially teenagers in the Ciangsana sub-district.

The research method used is a qualitative approach method. The sampling technique in this study used purposive sampling. Informants in qualitative research are online game addicts aged 15-21 years who play more than 5 hours a day and live in Ciangsana Village

Based on the results of the study it can be concluded that online game addicts of Mobile Legend in the game on average use the voice feature as a means of venting their frustration towards players in this game. Teenagers who are addicts to online mobile legend games, on average, the communication behavior they carry out in the game is also carried out in the real world.

Keywords: *Communication Behavior, Online Game Addicts, Adolescents*