

ABSTRACT

Arinda Phasya, 11819032. MOTIVATIONS AND THE MEANING OF ONLINE MOBILE LEGEND GAMES FOR WOMEN IN THE GUNADARMA ESPORT COMMUNITY

(Peter L Berger's Theory of Social Reality Construction)

Keywords: Motives, Meaning, Online Games, Women, Community, Esports

The purpose of this study is to find out the motives and meanings of women in playing online games, how the role of women in the world of online games, knowing that women can also compete with the opposite sex in major tournaments. and the status possessed by the participants using the social construction theory of Peter L Berger. The data collection technique was carried out by interviewing the ladies Gunadarma esports player. The results of this study contained the motives, meanings, and communication experiences felt by the Ladies Gunadarma esports team. leisure so that it becomes a place to channel their talents with added support from their parents and friends.