

ABSTRACT

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***Analysis Interpersonal Communication in Late Adolescent Social Interaction
Outcomes Zepeto Players***

Keywords: Online Game, Zepeto App, Interpersonal Communication, Symbolic Interaction, Hate Speech

(xi+85+Lampiran)

This study aims to determine interpersonal communication on the results of social interactions of late adolescents playing online games zepeto, so that the behavior of the players can be known while playing zepeto games. This type of research uses a critical approach to explore and understand the object of research which is then interpreted based on facts in reality so that it can create a virtual space for good communication and interaction for zepeto game players. This method is carried out using qualitative methods by conducting observations, interviews, and documentation. The sources in this research are late adolescents aged 19-21 years who play zepeto online games. This theoretical approach uses symbolic interaction theory. The results of this study indicate that there is poor communication and interaction between players, hate speech or hate speech insults between players. And the zepeto game has a positive-negative impact given from the zepeto game for its players.

Daftar Pustaka (2002 - 2022)