

ABSTRACT

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**THE INFLUENCE OF INTERPERSONAL COMMUNICATION IN
“VALORANT” GAME ON INDONESIA’S PLAYERS COMMUNICATION
BEHAVIOR.**

Keywords : Interpersonal Communication, Valorant, Communication Behavior.

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The growth of the centuries is moving along with the growth of the technology. The greater the technologies has become, triggering more ways of communication and entertainment that humankind are using nowadays. One of many ways that humankind use to entertain their self is gaming, and now, there are so many online games ready to play, and one of them is Valorant. Riot Games, an online game company in United States of America releasing Valorant as their product in MMOFPS or Masivly Multiplayer Online First Person Shooter genre on June, 2nd 2020, and having a huge success, proven by the number of active player 15.606.000 counted untill October 2021. In online games, there must be a connection between players, and the players are using communication to communicate to each other, especially interpersonal communication, that believed has an influence on players communication behavior. This research goal is to find out the influence of interpersonal communication in Valorant game on Indonesia’s players communication behavior. This research is a quantitative research with survey method. Variables that used in this research are interpersonal communication and communication behavior. Researcher took 400 respondents that are players of “Valorant” and lives in Indonesia with purposive sampling method. The result of this research are, there’s a positive and significant influence of interpersonal communication in “Valorant” game on Indonesia’s players communication behavior.

Bibliography : 2004 – 2021