ABSTRACT

ANALYSIS OF INTERPERSONAL COMMUNICATION BETWEEN DOTA 2 ONLINE GAME PLAYERS IN WARNET TITAN QUARTERS IN SOLO AND PARTY MODE INTERACTIONS (Study of Descriptive Analysis of Dota 2 Online Game Player Interaction Titan Quarters Warnet in Solo and Party Interaction Modes)

Keywords: interaction analysis, interpersonal communication, online games.

xii + 61 + 15 Attachment

Research objective: *to find out interpersonal communication and interaction between DotA 2 Online Game players in solo and party mode of the players in the Titan Quarters internet cafe.* **Method**: *this research is a qualitative research that uses a constructivism paradigm that uses a descriptive qualitative approach. The data collection technique used was through observation and interviews (in-depth interviews) with five players using the DotA 2 online game.* **Results**: *regarding communication between Dota 2 online game players in solo mode and party mode, it can be seen how communication and interaction will be established what happened in the online game Dota 2. interviews and observations made to the five informants.* **Conclusion**: *Descriptive research results regarding the analysis of the interaction of online game players in Dota 2 obtained from all informants based on interpersonal communication in solo or party mode, namely having a sense of openness, willingness to respond with pleasure to information received in dealing with relationships interpersonal, have a sense of support (supportiveness), open situations to support effective communication. In the interaction analysis experienced differences of opinion from four stages, namely orientation, conflict, emergence, and reinforcement.* **Suggestion**: *Online game managers are expected to vary more about online games, because online games currently have many international events that are participated in by various countries, especially Indonesia and do not always have a negative impact on audiences, online games also have positive impacts, such as: establishing friendship and sharpen logic.*

Bibliography (1982 – 2014) Other Sources (2013 – 2015)