ABSTRACT

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Communication Patterns of Online Game Player Groups (Study on the Lunatic Team Community), 2019

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The background of this research begins with the development of E-sport in Indonesia, which gave rise to many E-sport communities. Indonesia is the largest monthly active user contributor of Mobile Legends with a figure of 29.4 percent of the total 170 million active users per month globally, the number is equal to 49.98 million active users. With so many game users made by Moonton, it has become one of the most widely played games in e-sports in Indonesia. With the increasing number of Mobile Legend users and some of the facilities provided by the government, with this phenomenon a variety of E-Sport communities in Indonesia have emerged. The Lunatic Team Community is a community formed since May 19, 2018. The Lunatic Team Community is only one year old but has won several prestigious championships, one of which is Playno Citywalk Gajah Mada by coming out as the second winner. The phenomenon is an attraction for researchers to examine how the Communication Patterns of Online Game Players (Study on the Lunatic Team Community). The purpose of this study is to find out how the Communication Patterns of Online Game Players Group conducted by the Lunatic Team Community. To answer the research the researcher used the Theory of Interaction Analysis Process. This research method uses a qualitative approach with in-depth interviews, observation and this study uses the constructivist paradigm. The results of this study indicate that the Lunatic Team Community applies the Theory of Interaction Analysis Process in order to maintain and increase solidarity.

Keywords: Lunatic Team Community, Group Communication Pattern, Interaction Analysis Process Theory