

ABSTRACT

Daily life online game players have interpersonal communication contained therein are symbolic interaction that uses the language and symbols for players. Interpersonal communication that exists more inclined towards each other online game players, because there they find a comfortable place that could be considered as their life compared to real life. The aim of this study was to determine the interpersonal communication online game players, game players online communication with surrounding communities, and to determine the factors that cause a person likely to play online games. This research is qualitative descriptive. The theory used in this research is symbolic interaction theory and the theory of CMC. Data collection techniques used in this study were interviews and observation. Interviews were conducted on a resource that has been predetermined. From the research that has been done, there is a result that online game players have a symbolic interaction of language and symbols contained in the online game play. Results from this study are online game players have the interpersonal communication that tends more towards fellow players of online games and the lack of interpersonal communication with the surrounding society. Objectives and factors play online games also vary. The impact of playing online games tend to harm players. Results from this study conclusion is that online game players in their daily life are more likely to communicate with online game players compared with the surrounding community.

Keywords: gamers, online games, interpersonal, symbol