

**PERILAKU DAN MOTIVASI GAME ONLINE DIKOMUNITAS
(Studi Deskriptif Tentang Perilaku dan Motivasi Komunitas Gamers
ARMY dan ACN di Surabaya dalam Bermain, Jenis aktivitas dan
Motivasi Game Online)**

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ABSTRAK

Dewasa ini bermain game online sangat populer dikalangan remaja. Kehadirannya sangat membuat para pemain mempunyai dampak yang tidak disangka karena permainan secara online ini tidak hanya bisa untuk bermain tetapi bisa untuk berkomunikasi bermain bersama tanpa bertatap muka sekalipun. Game Online saat ini juga sangat mempengaruhi para remaja hingga mereka membentuk komunitas dan mempunyai motivasi-motivasi yang unik dalam bermain game sehingga mereka semakin addicted dengan game online ini. Dengan adanya fenomena-fenomena itulah peneliti ingin mengetahui gambaran perilaku bermain game online dikomunitas gamers, jenis aktivitas, dan motivasi yang mereka lakukan sehingga mereka ketagihan dalam bermain game. Hasil penelitian ini adalah dimana pemain game online dan tergabung dalam komunitas sangat didominasi oleh perempuan dan hasil jenis game yang paling sering dimainkan dan hingga sering membawa mereka mengikuti turnamen adalah jenis game bernama Dota, berdasarkan intensitas dan durasi mereka bermain sangat menunjukkan bahwa mereka sangat addicted terhadap game online lalu untuk motivasi yang mereka gunakan adalah motivasi achievement (prestasi), motivasi social (sosial), dan motivasi immersion (penghayatan). Dalam motivasi achievement mereka lebih banyak menggunakan motivasi competition atau kompetisi dalam game secara nyata seperti mengikuti turnamen atau lomba game dan Advancement (kemajuan) dalam karakter game yang membuat mereka ingin selalu bermain game setiap hari, untuk motivasi sosial mereka lebih mengutamakan socializing dalam berteman atau mempunyai partner baru dalam game dan team work dalam game, sedangkan untuk motivasi immersion (penghayatan) mereka lebih memilih Escapism (pelarian) alasan untuk selalu bermain game diwaktu luang, Customization (menciptakan keunikan) dalam meniru avatar dalam game, dan Role Playing (bermain peran) bermain peran seakan-akan pemain adalah avatar dalam game.

Kata Kunci: ***Game online, Komunitas game, Motivasi achievement, Motivasi Social, Motivasi Immersion.***



ABSTRACT

Currently playing online games are very popular among teenagers. Its presence is making the players who are not suspected of having an impact because the game online is not only able to play but can't play together an impact because the game online is not only able to play but can play but can play together to communicate with out face to face though. Online gaming is currently also greatly affect the teenagers until they are also greatly affect the teenagers until they from a community and have unique motivation in playing the game so that they are getting addicted to this online game. With phenomena that researchers want to know the description of the behavior of community gamers play online game, the type of activity, and motivation that they do so they are addicted in playing games. The results of this study was an online game where players and members of the community is dominated by women and the type of game most frequently played and often bring them up to the tournament is the kind of game called Dota, based on the intensity and duration of their play strongly suggests that they are addicted to last online game for motivation use is motivation achievement, motivation social, and motivation immersion. In achievement them more motivation to use competition motivation in real game like a tournament or competition games and advancement in a game character that makes them want to always the game every day, for social motivation they prefer socializing in or have friend new partner in the game and team work in the game, while the motivation for immersion they prefer escapism the reason for always playing games in their free time, customization in the mimic in game avatars, and role playing game playing the role as if the player is in game avatar.

Keyword: *Game online, games community, motivation achievement, motivation sosial, motivation immersion*