

**ABSTRACT**

Society in 21st century is separated by social classes in which based on one socio-economic condition. These social classes did not get along well due to their differences. Video game is among one of media that portrays social class conflict. Among those video games is *2K's Bioshock Infinite*, a video game that released in 2013. The game sets in industrial age imaginary city called Columbia where social class conflict is depicted through the action of the environment around the player. This research conducted using ethnographic method on participant from *Surabaya Gamers Community* (SuGaCom) to reveal both player perception and ideology behind the game. All of the participants are well aware of social class conflict issue in the game. However, the game is actually an interpretation of the creators of the game about social class conflict that happened in real life. Therefore, the ideology from the creator of the game is easily transferred to the player.

**Keywords:** *Marxism, Class Conflict, Bourgeoisie, Proletariat, Social System*