ABSTRACT

INTERPERSONAL COMMUNICATION BETWEEN THE ONLINE GAME PLAYER"POINT BLANK" THE FORMATION OF "CLAN" TEENS IN WEST BANDUNG

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The study aims to determine how the Inter-Personal Communication In Online Game Players "Point Blank" In Formation "Clan" Youth in West Bandung. To answer this research through a process of communication, interaction, transaction occurred and the use of interpersonal communication among online game players point blank in the formation of clan teenagers in West London.

This study used a qualitative approach with descriptive methods of analysis. For data collection conducted by interview, observation, library research and internet searching. Decision made by the informant that the informant purposive sampling set deliberately by the researcher and based on the needs of researchers.

The results of this study is that the process of communication, interaction, communication and transactions that occur between individuals at point blank online game players is one thing to form and maintain social relationships with other players. Communication process that occurs should pay attention to some aspects of the communication process can run well and smoothly. That the members consider several aspects such as the language used when communicating, manners, politeness, not to use words intricate, short, dense, and clearly, so that all forms of messages to be delivered either on the online game point blank or about things outside the game online point blank it will go smoothly.

The conclusion from this study indicate that the process of communication, interaction, transaction and interpersonal communication in the online game players point blank to do to establish and maintain the integrity of the clan gathering.

Research advice to online game players point blank in order to further divide and limit the time, because many teenagers are abandoned schools or education because too busy playing online games.