

VALORANT GAME VIRTUAL COMMUNICATION WITH DISCORD

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Abstract

Communication that occurs in the current era is progressing rapidly. The progress of communication is still at a stage that can be renewed. The development in the field of communication that occurs in the current era is caused by various capabilities and potential communication technologies so that humans can relate to and meet communication needs. This study raises questions about the communication patterns that occur when playing Valorant games using discord applications. The goal of the study was to find out the communication patterns that occur in teams while playing Valorant games using Discord apps. From the results of the study, it can be concluded that, as a team game, it is necessary to organize the squad to fill certain roles. The role in the team when playing Valorant is given and becomes a specialization depending on the skills possessed. There are 2 roles in the Valorant game, namely, primary roles and secondary roles. The results also reveal that good communication in the Valorant game is important because good communication can lead to victory. Virtual communication using the Discord application is one of the things that can be used when playing Valorant games because Discord has provided space to communicate both orally and in writing. This is because when playing the Valorant game, there is no miscommunication between players in a team and they can achieve a win together.

Keywords: communication patterns; valiant games; discord applications

Introduction

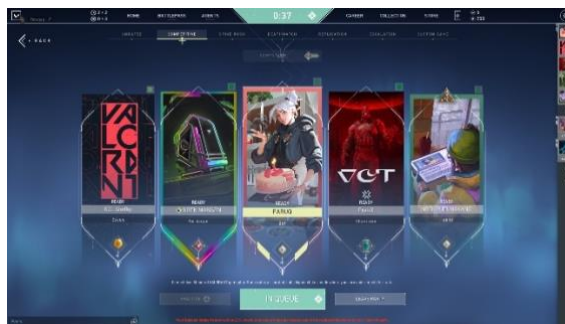
The pattern of communication can be interpreted as a form of a relationship pattern that involves two or more people in the process of sending and appropriately receiving a message so that the message in question can be understood properly. (Putra, 2012) in (Ricky et al., 2016b) (Ricky et al., 2016c). According to (Nasrullah, 2014b), in (Ricky et al., 2016c), the characteristics of communication through the internet are different from traditional communication media. Communication that occurs in cyber media depends more on text, both texts in the real sense and such as symbols, icons, or other markers that represent the intent of the message conveyed.

Virtual communication does not only happen to social media users but is also used in playing online games. According to (Yang & Chen, 2006) in (Wijaya & Paramita, 2019), games are activities that are carried out voluntarily and without coercion and are inversely proportional to real life. Then imagination will enter the real world to attract the attention of game players. Community activities that occur in the virtual world with several aspects, of course, have differences from activities in the real world. Therefore, the existence of a community is actually in the individual's mind and this is no different from a virtual community, which also requires imagination to activate this virtual community. In (Nasrullah, 2014a) (Ricky et al., 2016a), virtual communication is more focused on the communication system carried out in playing games, where communication is carried out using a chatbox and microphone that have been provided in an additional communication application.

In the community, especially among online game addicts, communication has an important meaning for the achievement of a team's achievement. The communication created can bring one person closer to another and make a community solid. Therefore, communication is an important factor in the achievement of the community's goals. The success or failure of the achievement goal is very dependent on the existence of good communication between one another (Syahputra, 2021). Online games are one of the hobbies that are very familiar in today's era. People who play games can make money, such as being pro players, gamers, and

streamers. The internet and online games can be played by many players and also through computer devices (Kustiawan & Utomo, 2019).

From 2000 until now, games have thrived in various corners of the world, and even international-class competitions have started to emerge and make the development of e-sports thrive. The Ministry of Youth and Sports of the Republic of Indonesia, or Kemenpora, already has IeSPA, or Indonesia E-Sports Association. In a game world that is very competitive and can even make gaming a job that can be called professional gaming. Of course, there are many categories that professional gamers are engaged in, such as Dota 2, CS: GO, Valorant, and PUBG Mobile (Alfian & Sari, 2022). Here is a picture of one of the displays in the Valorant game:



Source: processed primary data (2022)

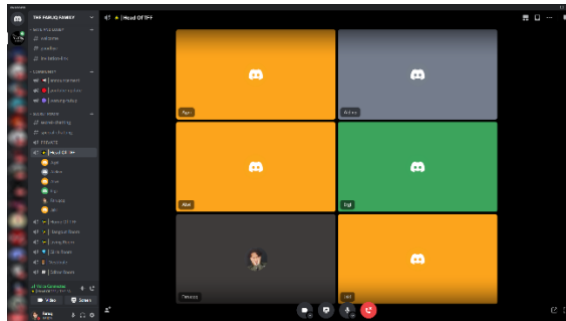
Picture 1. Valorant game preview

Discord was first launched in 2015 when Discord was originally available as a free application that was widely used as a means of communication for gamers when playing on a computer device. This is because some games played by gamers do not have a good quality in-game voice chat feature to chat with other players. Some games do not have an in-app chat feature at all. From this, it can be said that Discord is an application that offers many features and is used as a medium to communicate in real-time using text, voice, and video. Discord has features such as servers, channels, video calling, and streaming. The server feature is useful for making it easy for users to create servers for free and manage public visibility. Users can also create one or more channels within the server. Discord is now increasingly popular with more than 100 million

users and is available on various operating systems such as Windows, iOS, Android, Linux, and Mac (Ridho et al., 2021).

One group that uses discord as a communication tool in this Valorant game is the discord group The Faruq Family. This group consists of Indonesians and already has members spread across several regions. In the group, the members share information and help each other if the other members encounter problems or obstacles when playing Valorant games.

The players do not just play, but can also communicate with additional applications that can be used as a medium of communication when playing Valorant. One of the applications used is discord. The Discord application provides communication rooms such as chat rooms and voice chat (speakers and microphones) that players can use to communicate with each other remotely or virtually. Discord is an application that is useful for connecting people in a communication room, namely by inviting people through their registered ID. Here is the discord display for The Faruq Family group:



Source: processed primary data (2022)

Picture 2. Discord preview

Based on this, the communication that occurs in the Valorant discord group The Faruq Family uses a communication medium, namely the Discord application. The application is used to convey information when members who are members of the group are playing the Valorant game. In the Discord group, there is an exchange of information and messages needed to interact in the game.

There are several studies regarding virtual communication in online games. (Wijaya & Paramita, 2019) conducted research. This research

focuses on virtual communication in online games. The goal is to find out how virtual communication works in the Mobile Legends game. The results obtained are virtual communication in the Mobile Legends game, namely virtual worlds, virtual communities, chat rooms, MUD & Bot, interactivity, and multimedia because of the interaction and communication carried out in the Mobile Legends game online and using the internet network. Virtual communication greatly affects the effectiveness of communicating, and with the facilities provided by Mobile Legends, players can communicate without having to meet face-to-face.

The research conducted by (Arifah & Candrasari, 2022) suggests that a virtual community is a community formed due to routine communication in the virtual world compared to the real world. The phenomenon of virtual communities can be seen through various social media, as well as in the hobby community, one of which is the hobby of playing games. The phenomenon of games, especially in Indonesia, can become a community of its own. The results showed that the virtual communication patterns used in this community tend to use circular communication patterns. In a circular communication pattern, the message from the communicator gets feedback from the communicant. The interaction process is shown in the interactions in it, which include cooperation, competition, conflict, and accommodation.

Research conducted by (Alfian & Sari, 2022) suggests that communication that occurs in online games can be interpreted as virtual communication, where players can easily communicate and carry out good cooperative strategies to achieve common goals. The existence of a direct face-to-face group communication pattern formed by the communication activities of each member of the team has a major influence on the team. The form of the interaction process also influences the effectiveness of communication within the team.

This is also in line with research conducted by (Trianto, 2018), suggesting that communication that occurs in online games can be interpreted as virtual communication, where players get the convenience of communicating to establish good cooperation. The results showed that there was a multi-directional communication pattern formed from communication activities within the team. The form of the interaction

process also influences the effectiveness of communication within the team.

Research conducted by (Fathurrohman et al., 2017) suggests that online game players are more accustomed to communicating virtually in online games. This happens because the atmosphere of online game players is more interesting when talking with friends in online games. The results of the study are related to increasing the effectiveness of virtual communication but decreasing the effectiveness of interpersonal communication. The main factor perceived to be a hindrance is the lack of a place/media to chat.

Based on the description above, the research wants to find out the role of each member in The Faruq Family group, as well as analyze the communication patterns that occur in the discord application when playing the Valorant game.

Research Method

This study uses a descriptive qualitative approach. This type of research, it is explained in detail the communication patterns that occur in playing the Valorant game using the Discord application as a means to communicate. The information in this study was gathered through observations and interviews with members of Valorant gamers who communicated via Discord.

The subjects in this study were the Valorant discord game group, namely The Faruq Family. In this study, we used interview data collection methods and in-depth observations, documentation, and archival recordings. The research carried out has also been able to test the data at the time of obtaining the data and can be accounted for. Resource people provide information and researchers get the data. Then the researcher translates the data, and the results of the translation will become data that will be interpreted by the researcher according to the answers and experiences of the informants.

Results and Discussion

The Valorant is a shooting game of the FPS (First-Person Shooter) type, which is played by 5 players on one team, and 2 teams will fight each

other to get the victory. In the Valorant game, there are several modes, namely, unrated and competitive Fields(Baskoro, 2021).

The players do not just play, but can also communicate with additional applications that can be used as a medium of communication when playing Valorant. One of the applications used is discord. The Discord application provides communication rooms such as chat rooms and voice chat (speakers and microphones) that players can use to communicate with each other remotely or virtually. Discord is an application that is useful for connecting people in a communication room, namely by inviting people through their registered ID.

The Discord application is used as an intermediary to communicate when playing games, and the Discord application is used for Valorant game players to find partners to play with by joining a Discord group that has been created. Meanwhile, members who have joined can use the group that has been created on the Discord application as a means of communicating and finding friends while playing games. The exchange of messages occurs when members of a Discord group enter an available channel and can start talking to one another on that channel. Messages can also be conveyed through the lobby chat by typing when you first enter the Discord application. Some members are looking for partners to play on certain channels that have been provided.

In the communication process that takes place in the Valorant discord group, the members and admins who manage the discord group have five communication model processes. The five communication processes are source, message, channel, receiver, and effect. The five communication processes contained in the Valorant discord group are by the communication process model according to Everett M. Roger and W. Floyd Shoemaker in their book *Communication of Innovation*, New York: free message, channel, receiver, and effect quoted by (Raihan & Putri, 2018). This communication model is known as the S-M-C-R-E formula.

Virtual Communication

In the context of the community, there is a new space phenomenon in the virtual world. It requires the imagination of each individual involved. This community activity occurs in the virtual world with aspects that certainly have differences from activities in the real world. Therefore, the

existence of a community is actually in the mind of the individual and this is no different from a virtual community, which also requires imagination to activate this virtual community (Ricky et al., 2016d).

According to (Nasrullah, 2014a), the characteristics of communication via the internet are different from traditional communication media. One of these characteristics is a network. This network is not only defined as an infrastructure that connects computers and other hardware, but also individuals. Interaction is a concept that is often used to distinguish between new digital media and traditional media that use analogs of new media technologies, such as the Internet, which operate in a connected manner.

In virtual communication, the internet network is the main intermediary that acts as a liaison between the communicator and the communicant. Virtual communication is one of the channels for distributing messages through mass media whose distribution is through the internet network, where the mode of presentation is broad, up-to-date (latest), interactive, and two-way communication (Trianto, 2018).

Through today's virtual communication, the barriers that existed previously, such as distance, time, cost, and other difficulties, can be overcome. This is because the internet as a virtual communication medium is not limited in space so that the wider community can convey information anywhere and to anyone. Virtual communication, allows someone to interact, but in fact, they are not physically in that place.

Virtual communication is usually done by a community. This community is usually called a virtual community. Virtual communities usually have complex group lives. Generally, these social groups are built based on secondary relationships, so their grouping is based on the likes and needs of community members towards the group. In this study, the group is a virtual online game Valorant group, namely The Faruq Family.

The basic concept of virtual communication is one of the most important aspects of communication theory over the internet. Several basic concepts are part of virtual communication, including (Winarti, 2022).

a. Cyberspace

Cyberspace is an electronic medium in a computer network that is widely used for online one-way and reciprocal communication purposes. Cyberspace comes from the words "cybernetics" and "space." Cyberspace itself was first introduced by William Gibson, who stated that cyberspace is a globally connected reality supported by computers, computer access, and multidimensional, artificial, or virtual (Severin & Tankard, 2009).

In this study, the virtual world in question is the Discord application, which is a virtual communication medium in the online game Valorant used by The Faruq Family Group.

b. Maya Community

The Internet is a modern communication channel and a new home for segmented social groups. Various forums and communities are formed and developed through the presence of the internet. Virtual communities are created to communicate with each other among internet users using technology that uses internet platforms. Virtual communities, or "virtual communities," are communities that appear more in the world of electronic communication than in the real world. Virtual communities are more flexible, especially in the dimensions of space and time. We can still actively participate and discuss in virtual communities. everyone in the community has the same hobby, namely entering the virtual world for the same interests as several other users.

The virtual community in this study is The Faruq Family, where the group is a Valorant online game group that has 80 members. For each game that will be played in the Valorant online game, the community in the group will invite 5 people if you want to play the Valorant game together.

c. Chat rooms, MUD, and Bot

Internet features allow us to interact in exciting new ways. Chat rooms, or chat rooms, are one of the features that allow us to communicate directly with other people we don't know. Multiplayer interactive games (games) allow us to play fantasy roles and explore them with other people (Severin & Tankard, 2009).

In the Discord application used by The Faruq Family team when playing the online game Valorant, Discord application is equipped with chat rooms, MUDs, and bots to make it easier for users to have

virtual communication. The advantage of using these chat rooms is that they can be seen again the chats that have been made while the player is playing the game, and the drawback to using these chat rooms is that they are too slow to use because you have to type and press buttons on the keyboard to convey messages from the chatbox.

Each player in this game chooses a role or role and wanders in the online game Valorant, which allows them to interact with other players at that time. Some MUDs with bots (advanced features) are computer programs designed to interact with players in various ways, including chat.

d. Interactivity

The internet is included in the media that has fairly high interactivity, although it is not as effective as direct or face-to-face communication. There are two meanings contained in the word "interactivity," namely, according to computer science experts and according to communication science experts. People with a background in computer science tend to interpret it as an interaction between users and computers, as well as interactive games (Severin & Tankard, 2009).

The interactions that occur in the Valorant team of The Faruq Family use the communication features available in the online games Valorant and discord. With the virtual communication feature, The Faruq Family team can discuss how to play or play strategies in the Valorant online game. In the online game Valorant, The Faruq Family team chose to communicate virtually using a microphone and a device called a headset, which is easier to use because the microphone usage settings can be adjusted automatically. The chat feature on Discord and Valiant Games is used only at certain times, and the use of chat is rarely used for virtual communication.

By this, the user communicates directly with the computer and has an impact on any messages created. And in this case, users can interact with computers using the available features. Besides that, they can also interact with other people in the Discord application group through chat rooms or by sending virtual voice messages to each other.

e. Multimedia

Multimedia is a communication system that offers a combination of text, graphics, sound, video, and animation (Severin & Tankard, 2009). In addition, multimedia also requires tools and connections so that users can navigate, interact, create, and communicate. Communicate because of the hypertext facility in it. Therefore, the existing multimedia can be more sophisticated.

Communication Pattern

Communication is the process of storing information such as messages, ideas, or ideas from one party to another. Communication can be done in two languages, namely verbal and non-verbal. Verbal language is done verbally and can be understood by both parties, while non-verbal language uses body movements (Raihan & Putri, 2018). Communication is very important in everything, especially to achieve a goal.

According to (Effendy, 2004), communication comes from English "communication" and Latin "communication," which means the same. The same here is the same meaning. From this, it can be interpreted that the purpose of communication is to create an equation between the sender and the receiver or recipient of the message. Communication that occurs in the current era takes place rapidly. The progress of communication is still in a stage that can continue to be updated. Changes in the field of communication that occur in the current era are caused by the various abilities and potentials of communication technology so that humans can relate to and meet communication needs (Rizal, 2022).

The pattern of communication, according to (Effendy, 2004), is a process designed to represent the reality of the interdependence of the elements covered and their continuity, to facilitate systematic and logical thinking. The pattern of communication is divided into 3 parts, namely:

- a. One-way Communication Pattern
- b. Two-way (reciprocal) communication pattern
- c. Multi-way communication pattern

Based on Effendy's statement, the communication pattern in the Valorant discord group The Faruq Family is a multi-way communication pattern because a communication pattern occurs in a Valorant discord group. The occurrence of a communication in which the communicators

and communicants here, namely members of the discord group, communicate with each other and exchange ideas using dialogue. Brainstorming occurs when members of the Discord group enter a previously created channel room, where they can communicate with each other while playing the game to get information about the situation while in the game.

In a group, group members must gather together to carry out joint activities, and so on. According to (Nasrullah, 2014a) in (Ricky et al., 2016a), a virtual community is a community formed in the cyber world by users due to similarities or mutual interactions and relationships facilitated by the medium of computers connected to the internet.

In building a good communication pattern within the team, each member must be active in communicating, not only opinion leaders. Communication is also a means for players to make imaginary thoughts while playing. Based on the data obtained by the researcher, the concept of communication patterns contained in the Valorant team is very effective because the members are actively communicating. This is because, as a team game, it is necessary to organize the squad to fill certain roles. Each role in Valorant has a different purpose in the game and will continue to perform tasks for the success of the team (Ricky et al., 2016a).

The role in the team when playing Valorant is given and becomes a specialization depending on the skills possessed. There are 2 roles in the Valorant game, namely, primary roles and secondary roles. Primary roles include sentinel, controller, duelist, and initiator. For secondary roles, it includes entry fragger, leader, crowd control, reconnaissance, support, and sniper (Fauzi, 2020).

Based on the results of interviews that have been conducted, each resource person has a different role in the game, and players who have roles as primary roles and secondary roles are very well divided. This is because combining several of these valuable roles will play a large role in team performance. While there are no limits on how these roles should be combined, there are roles that teams need to have in order to play better.

The communication feature in a game is something that is very common and becomes an obligation for team-based game players. The reason is very clear because communication is very important in team-based games. Not only does it provide a greater chance of winning the

game, but in-game communication also makes the game much easier than playing without any communication at all (Adriyana, 2022).

Based on the results of interviews that have been carried out, it is stated that communication within the team is very important. Communication is more important than the skills possessed. This is because one team needs information to achieve something. Therefore, communication becomes an obligation when playing Valorant games, so that there is no miscommunication between players on one team and they can achieve a win together.

The factors behind the need to establish communication within the team, especially with good cooperation, are: (1) the thinking of two or more people tends to be better than the thinking of one person alone; (2) the concept of synergy (which is symbolized: $1+1 > 2$), namely that the overall (team) result is much better than the sum of its parts (individual members); (3) team members can know and trust each other, so they can help each other; and (4) teamwork can lead to communication being well established.

In the research results, the teamwork factor appears in this team because the thoughts of two or more people tend to be better than the thoughts of one person. when at the time of analyzing the opponent's strategy. The factors of mutual trust and help from each member also make the team more consistent and stronger. The teamwork factor can also lead to good communication; it can be seen in the team's evaluation after playing. Based on the results of the research that has been done, the Discord application is not only a place to find information but also a place to develop interpersonal communication between members (Rizal, 2022).

Discord is an application service to meet the needs of gamers to communicate with others, and Discord can also help in communicating better and become a place for gamers to be able to find partners to play with and then communicate with each other. Compared to other applications that have the same function of communicating in them, Discord has a more attractive appearance compared to other applications such as TeamSpeak. Discord has an advantage because it doesn't interfere with playing games, such as disruptions to the game server or an error on the discord that never happened. The obstacles that are often experienced by some informants are related to the signal. If at any time the lights go

out, which causes the signal to go out. In addition, some sources argue that if the Discord application is run simultaneously with other applications, the Discord application will run slowly.

According to one source, to overcome this, it is very important to check the network before starting the game. This is used for preparation so that when playing with other Valorant players it can run smoothly. Some of these shortcomings resulted in miscommunication when playing Valorant. This was supported by one of the informants who stated that apart from a lack of signal, another weakness was the lack of a team that was so unified that there was no information about the opponent.

A common cause of miscommunication is how a statement fails to be interpreted by others. This is true because of assumptions, lack of context, and incorrect use of channels. Miscommunication is also present in the form of conversations that may seem unimportant. To overcome this, listen to your teammates, and clarify the competition that is being followed. It is not allowed to assume when playing the game, and always talk directly when we are ready to use it.

The virtual communication carried out by the online game Valorant players of The Faruq Family team is very good. They can introduce themselves well and can maintain the feelings of the other person when communicating. They are also very concerned about their appearance when playing online games. Even though they do not meet in person, they also manage their language to remain polite when interacting with other people in online games.

Conclusion

In the community, especially among online game addicts, communication has an important meaning for the achievement of a team's achievement. The communication created can bring one person closer to another and make a community solid. Communication within the team when playing the valiant game is very important because victory can also be obtained from good communication. Without good communication, it will be difficult to play. The virtual communication that occurs in the Valorant game occurs because of the supporting facilities for communicating and interacting, namely the existence of a smooth discord

and internet application. Sending messages, suggestions, and feedback can also be done through the Discord application because the Discord application provides chat rooms and voice chat rooms.

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