**ABSTRACT**

**The title of this research is “Phenomena USE THE GAME ONLINE DUEL OTAK AMONG STUDENTS FISIP UNPAS” Online gaming is a Brain game Duel themed quiz educationwhich is phenomenal.**

**This research aims to find out about elements of noumena and phenomena that occur in the brain's Duel Online Game users, actions, Self-awareness, and meaning into the elements discussed in this study.Research methods used are qualitative research methods, and use the theory of Phenomenology.**

 **While the data collection technique through the study of the literature and field studies through in-depth interviews with the participants as much as ten students who become active users of Games Online Duel of brains.The results of this research say that students and student from unpas are using Games Online Duel Brain as entertainment at the same time adding to the science of Pengatahuan to its users.**

**As for the driving factor that results in students and sophomores Duel Online Game using this Brain became the arena of existence among students and student From Unpas.Advice wanted delivered by researchers for the users of the Online Game Duel of brains in particular students and sophomores From Fisip Unpas.**

 **To better appreciate the time while using the Online Game Duel of brains, also avoid things that negatively affect with the post into the social media so it will happen less good communication between users.**