***ABSTRACT***

 ***This study entitled "Phenomena ONLINE GAME DOTA2 IN UNIVERSITY STUDENTS pasundan BANDUNG". Phenomenology is a science that started everything with silence, and aims to find the world from the perspective of those affected directly or related to the nature of human experience itself. Is seen as a social human beings, so that awareness of the world of everyday life is a social consciousness.***

***This study aims to determine how the phenomenon of online game DOTA2 at the University of Bandung Sundanese can change a person's behavior and lifestyle.***

***The method in this study used a qualitative research method by using the theory of phenomenology Alfred Schutz which is the main task of analysis is to reconstruct the real life world in the form that they experienced themselves.***

***Results from this study, the phenomenon of online game DOTA2 is a new phenomenon in student Unpas to the users of online games DOTA2 as a means of entertainment tend to have a broader relationship friend and also skill to play increased ..***

***Researchers suggestion to be conveyed to the users of the online game DOTA2 should reinforce internalization of social values ​​directly, and the importance of not consuming excessive gaming and more sprain activities that involve physical play activities and interaction between individuals optimally***