

ABSTRACT

This study aims to test and analyze the effect of the Mobile Legend online game on social interaction in Rukun Warga 13 Kelurahan Tamansari Bandung. Technological advances affect society a lot, including games that are currently not only played with the aim of filling spare time, but have become a necessity. The existence of online games then has an impact on teenagers daily lives because they forget time and spend hours just playing online games. This results in adolescents less interacting with their social groups. This study uses a quantitative approach with survey methods, the research data uses secondary data through questionnaires, the research sample is 50 respondents, the sampling method uses simple random sampling. The results showed that the overall use of the Mobile Legend online game was in the sufficient category, while the overall social interaction was in the high category. Furthermore, the results also obtained that the use of the Mobile Legend online game has a significant effect on social interaction by 23.7%. This means that the wiser teenagers are in playing Mobile Legend, the better their social interactions will be, because through online games players can make new friends through online networks just like in the real world. However, excessive use of the game will have an impact on the emergence of a strong addiction to the user.

Keywords: Online Games, Social Interaction