

ABSTRAKS

Penelitian ini dilakukan dengan menggunakan Social Network Analysis (SNA) terhadap komunitas pemain game Massive Multiplayer Online Role Game (MMORPG). Sebanyak 103 pemain game online yang merupakan pemain game Perfect World dari Jakarta, Jawa Tengah dan Jawa Barat dimana semuanya adalah mahasiswa. Hasil dari penelitian ini berupa pemetaan jaringan sosial antara para pemain game online serta menentukan aktor sentral dalam jaringan. Penelitian ini juga dimaksudkan untuk melihat pengaruh serta efek dari pemutusan aktor sentral terhadap jaringan. Hasil penelitian ini mendapatkan enam aktor yang terisolasi dan penurunan presentasi keseluruhan pengukuran degree centralitation, closeness centralization dan betweenness centralization dalam jaringan.

Kata Kunci: Social network analysis, MMORPG, game online.

Abstracts

This research was conducted with the use of Social Network Analysis (SNA) against game player community Massive Multiplayer Online Role-playing Game (MMORPG). As many as 103 players online game is a game Perfect World from Jakarta, Central Java and West Java where they are students. The results of this research in the form of mapping social networks among the players of online games as well as determine the central actors in the network. The study was also intended to see the influence and effect of termination of the central actors of the network. The results of this research have isolated six actors and a decrease in the overall presentation of measurement closeness degree centralitation, centralization and betweenness centralization in the network.

Keywords: Social network analysis, online games.

