

ABSTRAK

In Game Voice menjadi sarana untuk berkomunikasi antar pemain tim Glu Squad Esport. Penelitian ini bertujuan untuk mengetahui proses komunikasi dengan menggunakan konsep Goldberg(2015), dan hambatan komunikasi tim Glu Squad Esport. Penelitian ini menggunakan metode penelitian kualitatif dengan pendekatan deskriptif. Teknik penentuan informan menggunakan teknik *purposive sampling*. Data diperoleh dari hasil wawancara secara mendalam dan observasi. Uji keabsahan data menggunakan triangulasi sumber, dengan mengelompokkan hasil wawancara diantara informan terkait. Hasil penelitian menunjukkan proses komunikasi yang terjadi di tim Glu Squad Esport, dan hambatan yang terjadi di saat pertandingan tim tersebut. Proses komunikasi memiliki empat point, Orientasi : Komunikasi di dalam In Game pada saat pengenalan nama-nama tempat baru. Konflik : Adanya miss komunikasi di dalam in game tim Glu Squad Esport. Timbulnya sikap-sikap baru: Mulai menyadari kesalahan tiap pemainnya dan memperbaiki hal itu. Dukungan.: Bentuk dukungan seperti membangkitkan semangat antar pemain tim Glu Squad Esport. Lalu ada hambatan yang ada di tim Glu Squad Esport ini adalah Semantik: Perbedaan bahasa dan penyebutan menjadi hambatan utama di dalam tim Glu Squad Esport.

Kata Kunci: Glu Squad Esport, Komunikasi, Proses, Hambatan.

ABSTRACT

In Game Voice is a means for communicating between Glu Squad Esports team players. This research aims to determine the communication process using the Goldberg concept (2015), and the communication barriers of the Glu Squad Esports team. This research uses qualitative research methods with a descriptive approach. The technique for determining informants uses purposive sampling technique. Data was obtained from in-depth interviews and observations. Test the validity of the data using source triangulation, by grouping interview results among related informants. The research results show the communication process that occurs in the Glu Squad Esports team, and the obstacles that occur during the team's matches. The communication process has four points, Orientation: Communication in the In Game when introducing new place names. Conflict: There was a miscommunication in the Glu Squad Esports team's in-game. The emergence of new attitudes: Starting to realize each player's mistakes and correcting them. Support: Forms of support such as raising enthusiasm among Glu Squad Esports team players. Then there is an obstacle that exists in the Glu Squad Esports team, namely Semantics: Differences in language and pronunciation are the main obstacles in the Glu Squad Esports team.

Keywords: *Glu Squad Esports, Communication, Process, Barriers.*