ABSTRACT

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Description of self-concept on online game player MMORPG type. (Sandi Kartasasmita M.Psi.); Bachelor Program in Psychology, Undergraduate Program, Tarumanagara University. (60 pages, R1-R4, Appdx. 1-37).

MMORPG (Massively Multiplayer Online Role Playing Game) is a online game genre which popular throughout the world. MMORPG popularity enjoyed by the individuals who enter the young adult. In MMORPG players can choose and set up a fictional character in accordance with himself or herself. According to theory presented by Fitts, self-concept is assessment of the individual against himself or herself, which can affect his or her behavior in interacting with other people. The objective of this research is to get a description of the self-concept 0n MMORPG's online game player. The instrument of this research is questionaire given to 403 online game players with the age range 20-40 years. The data has been collected is processed by using SPSS (Statistical Program for Social Science) 17.0 software. The Result is dimensions of internal and external dimensions of the self-concept MMORPG's online game player tend to be high.

Key word: Self-concept, Young Adult, Online Game