

## ABSTRACT

Online games serve as interactive platforms that connect individuals with computers and encourage human interaction. Apart from entertainment, these games contribute to cognitive development. Traditionally, games like cards and chess evolved with technology into modern mobile games.

This research aims to determine the interpersonal communication of VOIN Esport and HAJIX Esport players in the PUBG Mobile game in Bandung. Interpersonal communication in the gaming context is critical to team performance, enhancing player experience, and knowledge exchange. Effective communication enables team control and fosters understanding, smoothing the overall gaming experience.

This research addresses existing literature gaps, especially the lack of research on interpersonal communication in the PUBG Mobile game in the Bandung context. By investigating the Voin and Hajix Esports teams in Bandung, this research aims to contribute valuable insights and bridge existing gaps in understanding interpersonal communication in the context of online games, especially PUBG Mobile.

This research uses qualitative methods, using types of research such as descriptive qualitative such as collecting data through interviews, observation and documentation. Apart from that, in the research there were 8 key informants and 1 expert informant. The results of the researchers in conducting interviews with informants directly were able to achieve the objectives of this research so that the interpersonal communication relationships that occurred in both teams were used as the main object.

***Keywords: Interpersonal Communication, Game Online, PUBG Mobile***