

ABSTRACT

Farm Ville2 is one of favorite games that are available on a social media. Farm Ville2 is a game of farm simulation genre. Farm Ville2 Game is continuation sequel to its predecessor, Farm Ville Game which is one of popular games and become a phenomenon for the game player in the social media. Farm Ville2 Game makes the players having imaginary plantation as in the real world who are aware or not, spur motivation to play. How narrative representation in the game Farm Ville2 which gave rise to the fulfillment of the will, communication, and participation of players and interactions that occur between fellow players based on events that exist to analyze the experience of playing in Game Farm Ville2 and identify them to get motivated and interactive from the game. The goal is to represent the narrative contained in the game Farm Ville2 and interactions contained in game Farm Ville2.

This study uses intertextual approach to supporting theory naratologi, using data from Game Farm Ville2. Results of the study showed that players experience gardening. Interaction players associated with the achievement of common goals and a shared or private interests to achieve a desire to have objects in agricultural areas. Through interactive narration, players develop intimate relationship without having to become acquainted beforehand. With the system, rules, and regulations player gets knowledge and shaping character in the play and the relationships of social relations.

Keywords: Narrative, Interaction, intertextual, Game Farm Ville2