

ABSTRACT

Online gaming phenomenon occurs in almost all parts of the world, both in the West, as well as in Asian countries, and Indonesia included. Online gaming is emerging as one of the forms of Internet use that has been more varied. The phenomenon experienced by most major cities in Indonesia, including Bandung city. Due to this phenomenon, communities of online game lovers began to emerge, one of which is the community of online game Dota 2 lover. With the formation of the community, then each player will have the experience and views on their will to play Dota 2, both before until after becoming Player Online Game Dota 2.

This qualitative study using phenomenological approach to the type of constructivism. Data collection techniques are not structured in-depth interviews, participant observation moderate. Engineering analysis performed using phenomenological reduction stages.

This study has three informants from the community Dota 2 Telkom University in Bandung. The results obtained are the result of addiction to online games Dota 2, a third informant no longer considered Dota 2 is only a game, they think the game is as a source of income, instructional media, half-life, and as a mandatory activity that must be done everyday.

The conclusion of this study is the third informant became addicted to an online game Dota 2 and has a lot of self-change since start and continue to play and enter the Dota 2 community Telkom University in Bandung. There are three things that support the informer became addicted, the attraction of the game itself, benefits that can be played, and a factor of friendship and neighborhood of informants.

Keywords: Online Games, Dota 2, Meanings, Community, Self-Chang