

## **ABSTRACT**

*Communication is the way of humans interact with others, just as human social beings need others to survive. Various ways can be done in order to communicate, including verbal and non-verbal communication, direct or indirect communication through a medium. With the development of technology in the field of communication, now humans no longer need to meet directly to exchange information or just deliver a message. Through playing online games on the Playstation 4 console equipped with Sony Virtual Reality device has given people new ways to communicate especially among teenagers who often play battlefield1 game First Person Shoot genre, thereby adding more value than a console that was originally just as entertainment media only. This is certainly an indication that the eighth generation of games has combined the two functions of entertainment and communication as well as making game consoles more interactive because the Sony Virtual Reality device through a process that mebuat its users as if going into the game and interact with other players. The purpose of this study is to know how the interpersonal communication between users of Sony VR in playing game Battlefild1 on console Ps4 by teenagers in the city of Jakarta. This study used descriptive qualitative method by conducting in-depth interviews of three research informants to describe how the process of interpersonal communication can occur through the use of Sony VR. From the results of this study it can be concluded that Sony VR users have interpersonal communication in playing online battlefield1 game when analyzed through six communication elements namely sender - receiver, encoding - decoding, message, channel, noise, feedback.*

**Tags : Interpersonal Communication, Game Console, Virtual Reality, Descriptive Qualitative**