

## ABSTRACT

The rapid development of information technology has an influence on the social aspect of society, namely the hectic use of social media Twitter. This social media connects all communities in all parts of the world, one of which is the Role play community. Those who do role play on Twitter usually play famous characters or actors from Korea. In the world of *Roleplayer* there are also associations that contain a number of members with an interest in the same concept, these associations are commonly known as Squads. Squad itself is an association of *Roleplayer* players who on average are made with the most attractive concept possible so that it attracts the attention of *Roleplayer* players to join in. This phenomenon becomes interesting because these *Roleplayers* are sometimes trapped in the roles they play and undergo virtual love relationships in earnest. . This study uses a constructivist paradigm with qualitative research methods. From the results of the research that has been carried out, it is found that the social interaction process of *Roleplayer* actors who undergo Virtual Lover on Twitter social media can be divided into two, namely the stage of interacting and getting to know each other then the stage of establishing a relationship if there is a match. The factors that influence social interaction for *Roleplayer* actors who undergo Virtual Lover on Twitter social media are divided into internal factors, namely the willingness of *Roleplayer* actors to recognize, understand and accept the nature of their partner, adapt, and provide tolerance as well as external factors support from fellow *Roleplayers* and friends. in real life in virtual relationships.

**Keywords:** Social Interaction, Virtual Lover, *Roleplayer*, Twitter