

ABSTRACT

Free Fire online game is an online game that is currently popular in Indonesia. This game, which is intended for children 12 years and over, has been downloaded by more than five hundred million users with the some of the actual age of users being found to be under 12 years old which means it does not comply with the terms of use. Currently, children are familiar with gadgets from an early age, many children are active players in online games, especially since the Covid-19 virus came, the intensity of children using gadgets is increasing because of the prohibition on going out of the house and the requirement of online schools. Family communication patterns are needed to deal with situations like this. The author focuses on families in Kabupaten Bandung because the author sees the phenomenon of elementary school children who are actively playing Free Fire online game. This study uses an interpretive paradigm to see facts as something unique and fluid that is committed to a broad and detailed understanding of family communication, respecting one's point of view, and the choice of language of the person being studied. This research is qualitative research with key informants and expert informants to help explain the phenomenon in detail based on the facts in the field. The key informant selection technique was carried out using the snowball sampling method while the theory used was family communication patterns and parenting patterns. The author get the results of the research that family communication patterns and parenting patterns which the parents choose to apply to their children have the effect of different habits of communicating and behaving for the children themselves. Parents who can easily forbid their children's desires and do not provide solutions or alternatives make children look for their own solutions and alternatives which are actually not good because without the knowledge and permission of their parents. However, children are the result of what their parents nurture either directly or indirectly.

Keywords: Family Communication Patterns, online games, parenting, elementary school children