ABSTRACT

In Discord Survivor, the members have different cultural backgrounds who did not previously know each other and there are several members who come from abroad which causes communication barriers to arise. However, with different cultural backgrounds and communication barriers, members of the Discod Survivor group can work together and create strategies in playing the Mir4 game. Therefore, this research aims to find out how members who join the Discord Survivor group can regulate and manage anxiety and uncertainty when interacting caused by different cultural backgrounds so that these members can interact well. This research uses a qualitative method with a case study approach. The results of this research are that informants can manage their anxiety and uncertainty well by using Gudykunst's theories, namely self-concept, motivation to interact with strangers, reactions to strangers and social categories of strangers

Keywords: Discord, Anxiety and Uncertainty, Virtual communication, Group Communication, Mir4 Game