

ABSTRACT

The phenomenon of digitalization facilitates the dissemination of information and interaction among individuals through online games. Group communication formed among players plays a crucial role in the dynamics of online games, especially in building team cohesion. Symbolic interaction theory is used to analyze the meaning of interactions between individuals within a team using symbols. This research aims to explain the symbolic interactions among players of the online game Mobile Legend in building cohesion within amateur teams. This research employs a qualitative descriptive approach with a constructivist paradigm. The results shows that symbolic interactions occurring at the stages of mind, self, and society exhibit varying levels of cohesion in building amateur team cohesion. In the mind stage, team cohesion is evident in the aspects of specific purpose and content-focused aspects. In the self stage, team cohesion is seen only in the aspect of specific purpose. Meanwhile, in the society stage, team cohesion is evident in the aspect of goal-directed purpose.

Keywords: *group communication, mobile legend, online game, symbolic interaction theory.*