

ABSTRACT

In the era of globalization, humans are faced with very sophisticated technological advances. What can be felt most is the development of the internet. Advances in internet technology, especially in the field of online games, have produced a variety of interesting and innovative games. One of the online games that is currently popular in Indonesia is Mobile Legends. This analysis focuses on the application of DeVito's interpersonal communication to mobile legends game players, alumni of Al-Hamid Islamic boarding school students. This research uses DeVito's interpersonal communication theory which contains five indicators, (the principle of process), (the principle of cooperation), (the principle of expressiveness), (the principle of politeness), (the principle of dialogue), and (the principle of turn taking). The subject of this research is game online Mobile Legends Bang Bang: from the Alumni of the AL-Hamid Islamic Boarding School, to assess and analyze the interpersonal communication of the players. This research uses a qualitative method with a phenomenological approach with objects game online Mobile Legends bang bang: The results of this research show that This research analyzes the interpersonal communication of Al-Hamid Islamic Boarding School student alumni while playing Mobile Legends. The research results show that santri alumni tend to communicate positively, politely and respectfully, and are able to manage emotions well. Their religious values are an important factor in shaping their communication behavior in the game. For santri alumni, this game is not only entertainment, but also a means of interacting and strengthening social relationships.

Keywords: *Online Games, Mobile Legends, Student Alumni, Interpersonal Communication*