

ABSTRACT

A phenomenon that occurred in 2023–2024, Lethal Company became one of the most popular games with a large player base. This game has won various awards such as Best With Friends, Best Game Early Access, and Game Stream of the Year, demonstrating the high enthusiasm of online game players for cooperative gaming experiences. Lethal Company is a survival horror game with a proximity voice chat communication system that places players in emergency situations, thus encouraging the formation of intense and spontaneous communication interactions. This study aims to analyze how the process of structuring group communication interactions is formed in the game Lethal Company, using Anthony Giddens' structuring theory which includes three elements: significance, domination, and legitimacy. This study uses a constructivist paradigm and qualitative methods with phenomenology and the Constant Comparative Method analysis method developed by Lexy J. Moleong. The results of the study show that significance is formed when players give meaning to certain situations. Dominance arises from players who have a high game sense, such as those who direct the team or from mutual agreement. Meanwhile, legitimacy occurs when players follow unwritten rules, such as going on autopilot when eliminated. Violating these rules results in disappointment or social sanctions from the team. These three elements are interconnected and continually develop throughout the game.

Keywords: *group communication, Anthony Giddens structuring, proximity voice chat, survival horror games, Lethal Company.*