



UNIVERSITAS PELITA HARAPAN

Final Assignment Statement and Upload Agreement

I/we, the undersigned,

Name - Student ID : 1. Christy Mathew 01041189110
 2.
 3.
 Faculty : Social and Political Science
 Study Program : Communications
 Campus Location : Jakarta
 Type of Final Assignment : Thesis (S1)
 Title :


The Magic Gathers: Social Presence in Computer-Mediated Communication During Covid-19 Pandemic By Magic: The Gathering Community In Jakarta

hereby declare that

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Place : Jakarta
 Date : 26 Juli 2023
 The Declarer,

Signage			
Name	(Christy Mathew)	()	()
	01041189110		



**UNIVERSITAS PELITA HARAPAN
FACULTY OF SOCIAL AND POLITICAL SCIENCES**

**ADVISOR'S APPROVAL SHEET
THE MAGIC GATHERS: SOCIAL PRESENCE IN COMPUTER-MEDIATED
COMMUNICATION DURING COVID-19 PANDEMIC BY MAGIC: THE GATHERING
COMMUNITY IN JAKARTA**

By :

Name : Christy Mathew
Student ID : 01041180110
Department : Communication Science
Concentration : Integrated Marketing Communication

has been checked and approved to be submitted and defended in a thesis examination in order to obtain Sarjana Ilmu Komunikasi degree from Department of Communication Science, Faculty of Social and Political Sciences, Universitas Pelita Harapan, Karawaci – Tangerang, Banten.

Jakarta, 26 July 2023

Approved by:

Advisor

(Sigit Pamungkas, S.T.,M.T.)

Co. Advisor/ Supervisor

(Pincanny G. Poluan, S.I.Kom.,K.SI)

Head of Department

Pincanny G. Poluan, S.I.Kom., M.A

Dean

Dr. Naniek N. Setijadi, S.Pd., M.Si



UNIVERSITAS PELITA HARAPAN

FACULTY OF SOCIAL AND POLITICAL SCIENCES

FINAL PROJECT EXAMINER'S APPROVAL




On 11 July 2023, a thesis examination has been conducted as a partial fulfillment to obtain Sarjana Ilmu Komunikasi degree from Faculty of Social and Political Sciences, Universitas Pelita Harapan, Karawaci – Tangerang, Banten.

Name : Christy Mathew

Student ID : 01041180110


Department : Faculty of social communication science

Entitle **THE MAGIC GATHERS: SOCIAL PRESENCE IN COMPUTER-MEDIATED COMMUNICATION DURING COVID-19 PANDEMIC BY MAGIC: THE GATHERING COMMUNITY IN JAKARTA** by a team of examiners consisting of :

Name	Status	Signature
1. Dr. Rizaldi Parani, S.Sos., MIR.,M.SI, as a First Examiner	, as Chief Examiner	 _____
2. Elfi, S.E., M.M., as a Second Examiner	, as Examiner	 _____
3. Sigit Pamungkas, S.T, M.T., as a Third Examiner	, as Examiner/ Advisor	 _____


APPENDIX

Thesis Monitoring Form

	LEMBAR MONITORING BIMBINGAN TUGAS AKHIR AJR-16/FRM-03/REV-02
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Nama Mahasiswa : Christy Mathew
 NPM : 0101180110
 Jurusan : IKIP
 Fakultas : FISIP
 Semester : Genap

Nama Dosen Pembimbing/Co-Pembimbing : Sr. Sigit Ramungkas

Minggu Ke-	Hari	Tanggal	Materi yang didiskusikan	Tanda tangan Dosen Pembimbing / Co-Pembimbing *)	Catatan
1	Tuesday	28/02/23	Chapter 1 discussion		
2	Tuesday	7/03/23	Chapter 1 Revisi		
3	Tuesday	14/03/23	Chapter 2 discussion		
4	Tuesday	28/03/23	Further revisions to chapter 1		
5	Tuesday	11/04/23	Revisions for chapter 2		
6	Tuesday	18/04/23	Chapter 3 theory		
7	Tuesday	2/05/23	Chapter 3 revision		
8	Tuesday	9/05/23	Chapter 4 discussion		
9	Tuesday	16/05/23	Chapter 4 revisions		
10	Tuesday	30/05/23	Chapter 5 and overall discussion		
11	Tuesday	6/06/23	Revisions overall and formatting		
12	Wednesday	14/06/23	Final revisions discussion.		

*) Coret yang tidak perlu

ASLI
 FISIP



Interview Transcript

Interviewee : P1 (Key Informant)
P2 (Informant)
P3 (Informant)

Interviewer: : Christy Mathew

Date of Interview : P1 (May 4th, 2023), P2 (May 6th, 2023), P3 (May 6th, 2023)

Location of Interview : Google Meets

P1 (Key Informant)

Q. How often do you play MTG online?

I generally try to play MTG online at least once a day, sometimes more if I have free time. It's become a fun and engaging hobby that I really enjoy, and I find that playing regularly helps keep my skills sharp and sparked.

Q. How do you feel about the presence of other players through the net?

Since I was playing with people that I've already played with before, I felt no issue with their presence while playing online. Some of us google meet, discord or even just Whatsapp call to play. Just like how a lot of businesses and schools were moving to play online, we also decided to take our game online to continue to play it during the pandemic. When playing online it is a bit harder to read other players' feelings and intent as you cannot see facial expressions and other cues as the camera is only pointed towards the cards on the table. It would be incredibly difficult and expensive to have a setup that was both pointed towards the mat and the face, as most people were only recording on their phones. Since the commander format required 4 people to play a single game, that would mean 8 cameras would need to be used to be able to see both cards and the faces of the players, and it simply wasn't viable. As Commander is a casual game, the interaction is more important

than the gameplay itself. We play to have fun with the other players and the social aspects of it can't be downplayed. We love to joke around while playing and that is missing from the online game. We can still talk and all, but other players don't feel as present while playing it online. Since I only played games with people I already knew and rarely played with strangers, I didn't find many issues in comfort while playing. I heard a lot of other players had a sort of negative experience as they didn't know each other well, so they were more likely to get more annoyed and take things personally during gameplay.

Q. How do you feel about expressing yourself when playing MTG remotely?

Again, since I play with friends, I had no issues with expressing myself while playing online. The comfort of having known the other players beforehand brought security to me being able to express myself, as we all knew each other personally and knew the others wouldn't get that mad or annoyed at certain plays on the board. But because of not being able to read body language and facial expressions it led to certain awkward moments as we weren't able to tell how the other players felt and didn't feel as immersive as in-person play. It wasn't as much fun, as there are certain drawbacks to just verbally saying a joke as you can't show your face and body to express it in different ways. Such as making a face when saying a sarcastic comment so that the other players don't confuse it as something malicious, and there were a lot more explanation of my jokes or certain comments as a result.

Q. How do you feel about other players' feelings when playing MTG remotely?

When playing remotely, it's always harder to distinguish how they really felt a lot of the times as the limitations of playing remotely in Indonesia is that our internet is not the best. So sometimes a player can accidentally talk over another or just lag in the middle of them asking a question or explaining what they're doing in the game, that tends to get on my nerves or the other players nerves, which can lead to awkward situations. But most of the time, simply being able to express yourself verbally is not enough, as it doesn't allow for a lot of nuances in reading someone's intent in a social context. So we were more careful in what we say or trying not to read too

much into what other players say, for fear of misreading it. We usually must read it into the way a player reads to know how they feel about the board or about another player, such as targeting their cards more or cancelling their plays in a targeted manner. When you play in person, you can usually see from facial expressions and body cues how a player feels, such as annoyed or they're tired of a certain players turn taking too long, so we aren't used to having to express our annoyances verbally all the time, which, I think, is one of the main reasons we didn't express ourselves verbally during online play either.

Q: How do you respond to other people's actions during remote play?

Sometimes it is visible when a player is annoyed with you by the way he plays, but most of the time it is hard to discern so we don't really concern ourselves much with how to respond and just continue to play. This sometimes can lead to a player getting more annoyed and either leaving the board after one or two game or sometimes quitting in the middle of the game, which can be disruptive. As a lot of in-person play relies on you being able to sometimes show your card to a player without the others seeing, to negotiate a temporary alliance by offering a card they need or to help them out for a few turns and they do the same for you, there were a lot less negotiating that helps influence other people's actions while playing online. Most times we end up playing more blindly and allowing the board dictate it without much politicking as we usually do when we play it face to face.

Q: Do you consider MTG Online as a way of maintaining social connection with your friends during periods when you cannot meet in person?

Absolutely! Playing MTG online is a great way for me to stay connected with my friends and fellow players. It not just allows us to engage in fun and exciting games together, but to catch up about each other's lives through chat and voice communication. We often don't have that much time to talk when we're meeting each other in real life, but during a game that could last for hours, we literally could talk about anything in the middle of the game.

Q. How do you feel about the social environment when playing MTG remotely?

Playing Magic remotely has been a bittersweet experience for me. On one hand, I miss the closeness of the local community and the shared excitement of playing together in person. On the other hand, remote play has allowed me to reconnect with old friends from different parts of the country. It's heartwarming to see how the community has adapted and continued to support one another, even during these challenging times.

Q. Overall, do you feel comfortable playing MTG remotely?

It's a fifty-fifty experience for me. I do miss meeting my friends face to face, and it just felt different to play only with decks, instead of seeing them face to face. But in the same time, being able to play with my friends without leaving the comfort of my own home is totally a win. I appreciate the convenience and flexibility of playing whenever I want, and the difference formats and games mode available keeps it fresh and exciting. Plus, the ability to easily test out different decks and card combinations allows me to continue learning and improving my skill as a player. So overall, I find playing MTG online satisfy both my love for the game, and my need to socialize, I do prefer to play it offline though.

P2 (Informant)

Q. How often do you play MTG Online?

I would say that on an average week, I play MTG Online maybe 2-3 times. I have a busy schedule with work, family, and other TCG games, so I don't always have the time to play as often as I might like. But when I do play, I make sure to savor the experience and enjoy catching up with my online friends.

Q. How do you feel about the presence of other players through the net?

I feel their presence less, honestly. There is a lot of limitations when playing it online, and it feels like there's a degree of separation between you and the other player.

But since we were playing during the pandemic, it was the closest thing we could get to playing it in person, so it wasn't a bad compromise. It was a necessary thing, so I didn't mind it as much. While I'll always prefer playing it in person, it was a welcome alternate way to play the game during a difficult time. As a result of this, we didn't really mind the separation that much, but it wasn't as immersive as in-person play. With how bad Indonesian internet can be, lag and other issues can lead to communication being difficult or sometimes miscommunication happening that leads to other's presence feeling even more muted as a result.

Q. How do you feel about expressing yourself when playing MTG remotely?

I didn't really feel nervous playing the game online, but it was just a bit more difficult to express yourself without the presence of facial expressions. You don't feel as confident or comfortable speaking your mind but I personally didn't have much issue with expressing myself. The issue is since we are very nerdy community, many of the other players can be quite introverted type of people, and since I was mostly playing with randoms I've never met or played with before, it can be frustrating when another person doesn't feel confident or comfortable expressing themselves verbally to the others. This can lead to a lot of miscommunication and even confusing board states, meaning the current creatures and effects on the board that you must be mindful of as sometimes a player won't express what their cards do as not everyone knows every card. And without the presence of a face cam, we can't really tell how they're all feeling at moments. With so many different personalities out there, we can't always judge how a person feels immediately. It would take me 2 or 3 games before I can fully read and understand what another player is like and how they would react to certain tactics and strategies, while a similar situation in in-person game would usually only take me one game to reach the same outcome. So it was definitely a learning curve and something to get used to when playing the game online.

Q. How do you feel about other players' feelings when playing MTG remotely?

Playing Magic: The Gathering or MTG, specifically Elder Dragon Highlander, online during the pandemic was an interesting experience. It changed not only how I played the game, but also how I perceived the feelings and reactions of other players. One of the best parts about playing MTG in person is the human interaction. You can see a person's face, hear their voice, and read their body language. When someone is happy, excited, frustrated, or disappointed, it's clearly visible. This direct feedback adds a whole new layer to the game that is enjoyable and helps build a sense of shared memories. When we shifted to playing online, it was harder to perceive these emotions. We were no longer in the same place, and reactions that were easy to read became harder to gauge. Without the visible cues, it was challenging to know how others were feeling. Sometimes it felt like playing against a computer rather than a person. On the other hand, playing online also offered some new insights into the feelings of other players. With the chat function, players could express their feelings more explicitly, whether it was excitement about a great card they drew, frustration over a bad move, or simply chit-chat about their day. This form of communication was different, but it did offer a new way to understand and connect with others.

Q. How do you respond to other people's actions during remote play?

I personally don't really concern myself too much with how other people felt during gameplay as it was almost impossible to discern it without facial expressions being there to read, so I just react based on gameplay decision based on what's on the board. If a player is targeting me specifically, I would reply in kind to get him to back off, or if a player is getting too confident with the cards he's putting and becoming the king of the board, player with most health and best chance of winning, I would play cards that encourage others to help me get him down a peg to balance the board back out again. This wasn't as fun as in-person play, as there are usually verbal negotiations and alliances can form but since online play wasn't always smooth sailing here, it was a hassle I chose to avoid doing a lot. I didn't take other player's behavior or attitude into account as much as I did in in-person play, which led to a less fun game all around sometimes.

Q. Do you consider MTG Online as a way of maintaining social connection with your friends during periods when you cannot meet in person?

Honestly, during harsh period of Covid, MTG online has been one of the best ways for me to maintain social connections with friends during times when it's difficult or impossible to meet up in person. Sure, the feeling is totally different. The energy and the way you interpreted people's behavior online is different compared when you played with them face to face, yes. But it's refreshing, and we don't feel as tied up because we can do things that we couldn't do in offline gathering.

Q. How do you feel about the social environment when playing MTG remotely?

The face-to-face playing environment was a big draw for players because MTG gets very social sometimes, and I was worried about losing that connection. However, we worked hard to set up virtual hangouts to maintain the social aspect. While it's not the same as being together physically, I'm glad that our community still has a place to gather and interact during these tough times.

Q. Overall, do you feel comfortable playing MTG remotely?

Yeah, somehow playing MTG online have provided me a sense of routine and structure to my days while spending more time at home. I can feel like I have a routine and have a normal life, even though I'm sitting all day long in front of my computer at home. The fact that I have a routine, social life, and a hobby that I can easily engage in at any time, has helped me feel more productive and fulfilled.

P3 (Informant)

Q. How often do you play MTG Online?

It depends on the week and what's going on in my life, but I try to play MTG as much as I could. I find it as a great way to unwind and relax after a long day, and it's always fun to connect with other players and test out new strategies and decks. Overall, I

enjoy playing MTG online whenever I can, but I still need to find out a good balance between that and other important things in my life.

Q. How do you feel about the presence of other players through the net?

The presence of other players online definitely feels different from in-person interactions, but I've found that it's not necessarily lesser, just different. Once the game gets going, the focus on strategy, decision making, and the playful banter that comes with it makes the feeling of distance less significant. You start to forget that you're interacting through screens and start feeling the presence of your opponents as if they were across the table from you. Once the game starts and everyone's in the 'zone', it does feel like the others are right there with me. It's an immersive experience. The MTG community, especially within the EDH format, is generally welcoming and respectful. It's a fun space to engage in competition and camaraderie. And since I was playing with the same group of friends, I didn't find it that hard to get into my comfort zone and engage in playing however I wanted to.

Q. How do you feel about expressing yourself when playing MTG remotely?

I feel quite comfortable expressing myself while playing MTG online. The game is a very personalized thing, so you feel like you're constantly expressing yourself as it is, from the deck you choose to how you play it. The online platform has never hindered that for me. In person, MTG is a very social game. You can show your personality through your deck, your style of play, and even the accessories you use, like card sleeves and deck boxes. I used to love this part of the game. So when we switched to playing online, I was worried that some of this personal expression would be lost. But to my surprise, playing MTG remotely didn't limit my expression. Instead, it offered new possibilities. Online, I had access to more cards than I ever would in real life. This meant I could build more diverse decks and try out new strategies. I found myself being more adventurous and creative with my play. This was a great way to express myself, and it made the game even more fun. Another cool thing about playing online was getting to meet players from around the world. This brought a new social aspect to the game. We could chat, discuss strategies,

and share experiences, all from our own homes. This global connection was something I couldn't get from playing in person. It felt like being part of a larger community, and it was a great way to express and share my love for MTG. Sure, playing online wasn't the same as playing in person. There were things I missed, like seeing people's reactions and the feeling of cards in my hands. But overall, I found that playing MTG remotely was a good experience. It offered new ways to express myself and connect with others.

Q. How do you feel about other players' feelings when playing MTG remotely?

While it's tougher to pick up on subtle emotional cues online, I've found that players still express their emotions, excitement, or frustration pretty openly. By using the mic, we have a way to express these feelings to the other players. Since we're all playing the same game and experiencing the same highs and lows, so it's relatively easy to empathize with each other. Perhaps the only struggle comes from the lack of facial expressions to read but otherwise, since we vocally expressed ourselves, we had no issue with expressing ourselves. Everyone has their unique play style, their own reactions, and ways of communicating. That individuality certainly comes through, even in an online setting. I didn't find myself struggling to reply or respond to their behavior, considering their actions as part of the overall game strategy. It's not that different from how I'd respond in a face-to-face game. Behavior can certainly influence decisions. If a player tends to be aggressive or risky, I may be more cautious in how I play against them. If someone is a bit more casual or social, it can make the game feel more relaxed and fun. It adds an extra layer of strategy and fun to the game, even when we're playing remotely.

Q. How do you respond to other people's actions during remote play?

One thing about face-to-face play was that we could see someone's immediate reaction. When we moved to playing online, some of that was lost. We couldn't see each other, so reactions had to be communicated differently. But as someone who's comfortable expressing themselves, I didn't find this to be a problem. I just had to find new ways to do it. One way was through chat. If someone made a good move, I

could quickly type "Nice play!" or "Wow, didn't see that coming!". If I was surprised or confused, I could ask questions or make comments. This was a new kind of interaction, but it still allowed us to communicate and react to each other. Another way was through the game itself. I could show my reaction to other players' actions through my own moves. If someone made a big play, I could respond with a clever counter move. This kind of strategic response was another way to express my feelings about the game. Playing online also gave us more time to think and respond. In person, reactions are often immediate and instinctive. But online, I could take a moment to think about my response. This often led to better strategic play and more thoughtful interactions.

Q. Do you consider MTG Online as a way of maintaining social connection with your friends during periods when you cannot meet in person?

Yes, without a doubt. Social media has been probably an essential part for all of us to stay socially connected with our friends during covid, but playing game online is something that's totally different from playing social media. You do everything in real time, you can talk anytime you want, you could make remarks anytime you want, but in the same time you have more time to think and response, sometimes the internet could lag, or you can accidentally mute yourself or others. There's so many things going on at the same time there, and I think it's one of the best options you could choose to stay connected with your friends.

Q. How do you feel about the social environment when playing MTG remotely?

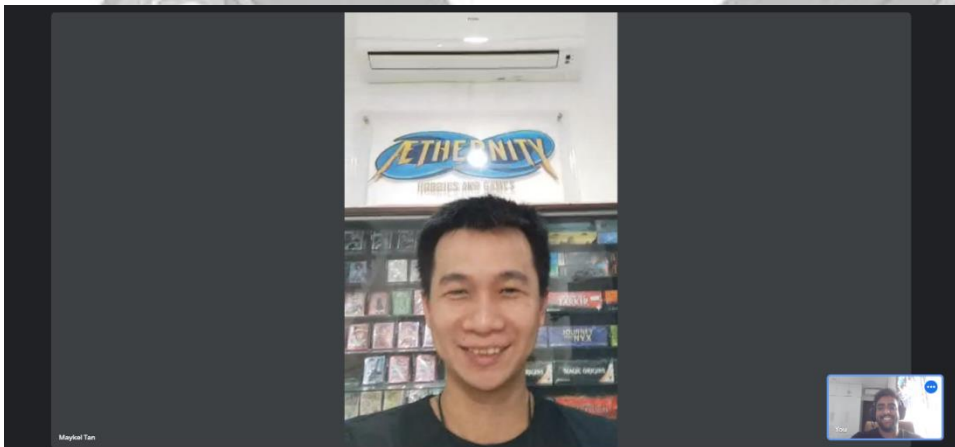
For casual games, playing remotely has been a blessing in disguise. It's so much more convenient, and I can easily join virtual playgroups without leaving my home. The social environment feels more relaxed and laid-back, which is perfect for casual games. I also like how we can chat and hang out on Discord even when we're not playing, fostering a stronger sense of community beyond the game itself.

Q. Overall, do you feel comfortable playing MTG remotely?

Very. It helped me deal with stress and anxiety of not having a chance to meet my friends in the real life. Being able to immerse myself in the game allows me to have a fun time where I'm free from the constant barrage of pandemic news. Plus, the camaraderie and community of other MTG players also provides comfort and support during these uncertain times. It provides a way to socialize, stay productive and alleviate stress, making it an important part of my daily routine.





Interview Documentation



Turnitin Result

My Submissions

Part 1	Part 2	Part 3	Part 4	Part 5
Title		Start Date	Due Date	Post Date
CEK TURNIT IN - Part 5		6 Jun 2023 - 09:50	16 Jun 2023 - 18:00	16 Jun 2023 - 18:59
Refresh Submissions				
View Digital Receipt	Submission Title	Turnitin Paper ID	Submitted	Similarity
View Digital Receipt	Soft File Thesis	2117030379	16/06/23, 10:01	4% 
			Submit Paper	



Curriculum Vitae



Christy Mathew

Student

INFO

Proactive and aspiring student currently studying Communications in Universitas Pelita Harapan. I am a collaborative team player with experiences working in various industries.

WORK EXPERIENCE

Feb 2017 - Jun 2017
Melbourne, Australia

JUNIOR WRITER AT **MOJO NEWS**

- Created and published news articles regarding social and political topics on their website.

Oct 2018 - Nov 2019
Tangerang, Indonesia

ENGLISH TEACHER ASSISTANT AT **YAYASAN MANDIRI KREATIF INDONESIA**

Teach English courses to adolescents.

Jan 2021- March 2021
Jakarta, Indonesia

VIDEO EDITOR INTERN AT **CINEMAHEADS**

Edited Youtube and TikTok and also came up with scripts for content.

April 2021 - Feb 2022
Jakarta, Indonesia

VIDEO EDITOR AND CREATIVE INTERN AT **WEBTVASIA**

Helped create the XYZ brand and edited their content on TikTok and Youtube.

October 2022 - Feb 2023
Jakarta, Indonesia

VIDEO EDITOR AND CREATIVE INTERN AT **BABAM**

Helped create and edit content for their various social media pages.

EDUCATION

Jun 2016 - Dec 2016
Jakarta, Indonesia

JAKARTA INTERNATIONAL COLLEGE

Diploma of Arts.

Aug 2018 - current
Karawaci, Indonesia

UNIVERSITAS PELITA HARAPAN

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COMMUNICATION SKILLS

ACADEMIC WRITING

CREATIVE WRITING

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PROFESSIONAL COMMUNICATION

COMPUTER SKILLS

MICROSOFT OFFICE

ADOBE PREMIERE PRO

LANGUAGES

- ENGLISH
- BAHASA INDONESIA
- HINDI
- MALAYALAM