

## TABLE OF CONTENT

TITLE PAGE .....	i
FINAL ASSIGNMENT STATEMENT AND UPLOAD AGREEMENT .....	ii
ADVISOR'S APPROVAL SHEET .....	iii
FINAL PROJECT EXAMINER'S APPROVAL .....	iv
ABSTRAK .....	v
ABSTRACT.....	vi
ACKNOWLEDGEMENT.....	vii
TABLE OF CONTENT .....	x
LIST OF FIGURES .....	xii
LIST OF TABLES .....	xiii
LIST OF APPENDICES .....	xiv
<b>CHAPTER I .....</b>	<b>1</b>
<b>INTRODUCTION.....</b>	<b>1</b>
1.1 Background of the Problem .....	1
1.2 Identification of the Problem .....	6
1.3 Statement of the Problem.....	10
1.4 Statement of the Problem.....	10
1.6 Scope of the Study .....	13
1.7 Organization of the Study .....	14
<b>CHAPTER II.....</b>	<b>16</b>
<b>RESEARCH OBJECT .....</b>	<b>16</b>
2.1 Research Object .....	16
2.1.1 Self-presentation .....	16
2.1.1.1 Self-presentation in the Gaming Community.....	17
2.1.2 Identity Negotiation .....	17
2.1.2.1 Identity Negotiation in the Gaming Community.....	18
2.2 Research Subject.....	19
2.2.1 Gamers of Generation Z.....	20
2.2.2 Informants.....	22
2.2.2.1 <i>Genshin Impact</i> .....	22
2.2.2.2 <i>Pokémon Unite</i> .....	25
2.2.2.3 <i>Assassin's Creed</i> .....	27
2.2.2.4 <i>League of Legends</i> .....	29
<b>CHAPTER III .....</b>	<b>32</b>
<b>LITERATURE REVIEW .....</b>	<b>32</b>
3.1 New Media.....	32
3.1.1 Cyberspace.....	33
3.2 Games .....	34
3.2.1 Video Game Avatars.....	37
3.3 Dramaturgy .....	41
3.3.1 Self-presentation .....	44
3.4 Identity .....	48
3.4.1 Identity Negotiation Theory .....	51
3.4.1.1 Assumptions of Identity Negotiation Theory.....	54
3.5 State of the Art.....	59

3.6 Frame of Thought .....	64
<b>CHAPTER IV .....</b>	<b>65</b>
<b>METHODOLOGY .....</b>	<b>65</b>
4.1 Research Approach .....	65
4.2 Research Method.....	67
4.3 Data Collection Technique.....	68
4.4 Data Verification Technique.....	71
4.5 Data Analysis Method.....	72
4.5.1 Interpretive Phenomenological Analysis (IPA) .....	72
4.6 Research Constraints.....	77
<b>CHAPTER V .....</b>	<b>79</b>
<b>FINDINGS AND DISCUSSION.....</b>	<b>79</b>
5.1 Research Findings .....	80
5.1.1 Emergent Themes from Individual Cases.....	80
5.1.2 Superordinate Themes .....	82
5.1.2.1 Open World, Immersive Gaming Environments .....	82
5.1.2.2 Sense of Control and Purpose Over One’s Own Gameplay.....	86
5.1.2.3 Filling in Missing Traits and Roles .....	97
5.1.2.4 Establishing Security in Personal Identities .....	102
5.2 Discussion.....	104
<b>CHAPTER VI .....</b>	<b>113</b>
<b>CONCLUSION AND SUGGESTIONS .....</b>	<b>113</b>
6.1 Conclusion .....	113
6.2 Suggestions.....	114
<b>BIBLIOGRAPHY .....</b>	<b>116</b>
<b>APPENDIX A</b>	
<b>APPENDIX B</b>	
<b>CURRICULUM VITAE</b>	

## LIST OF FIGURES

Figure 1.1 Media Consumption Habits of Different Age Groups .....	3
Figure 2.1 Open World Concept in RPG <i>Genshin Impact</i> .....	23
Figure 2.2 Upgrading <i>Genshin Impact</i> Characters.....	24
Figure 2.3 A 5v5 Battlefield Situation in <i>Pokémon Unite</i> .....	26
Figure 2.4 Completing Missions in <i>Assassin's Creed: Syndicate</i> .....	28
Figure 2.5 Opposing teams in <i>League of Legends</i> take down enemy turrets .....	30
Figure 3.1 Customizing an Avatar's Body Shape in <i>The Sims 4</i> .....	38
Figure 3.2 Purchasable Avatar Skins in Battle Royale Game <i>Fortnite</i> .....	39
Figure 3.3 Frame of Thought .....	64
Figure 5.1 Sona, a <i>League of Legends</i> Support Champion .....	89
Figure 5.2 Tartaglia of <i>Genshin Impact</i> .....	91
Figure 5.3 RPA's Avatar in <i>Pokémon Unite</i> .....	99
Figure 5.4 RPA's Avatar in <i>Guild Wars 2</i> .....	99
Figure 5.5 Sibling Figures Albedo and Klee.....	101

## LIST OF TABLES

Table 3.1 State of the Art.....	60
Table 5.1 Emergent Themes from Individual Cases.....	80
Table 5.2 Superordinate Themes from All Cases.....	82



## LIST OF APPENDICES

### APPENDIX A

Lembar Monitoring Bimbingan Tugas Akhir .....	A-1
Surat Keterangan Penelitian Skripsi .....	A-2

### APPENDIX B

Interview Guide .....	B-1
Turnitin Originality Report .....	B-2
Curriculum Vitae .....	B-3

