

## ABSTRAK

Terbentuknya hubungan pertemanan di antara para pemain *game* menunjukkan pentingnya untuk membangun aspek tersebut dalam kehidupan manusia, baik secara tatap muka maupun virtual. Fenomena terjalannya hubungan pertemanan *online* di antara pemain *game* ternyata muncul pula di Indonesia, spesifiknya di antara pemain *game* RPG Genshin Impact. Namun, kualitas akan pertemanan tersebut belum diketahui dan penting untuk diketahui mengingat hubungan pertemanan dengan kualitas yang buruk justru dapat memberikan banyak dampak negatif pada kehidupan. Selain itu, disamping belum banyaknya penelitian mengenai kualitas pertemanan dalam konteks pemain *game*, terdapat pula ketidaksesuaian antara hasil pengambilan data awal dengan rujukan dari penelitian terdahulu. Oleh karena itu, penelitian ini bertujuan untuk mengukur kualitas pertemanan pada pertemanan *online* yang dijalin pemain dewasa awal Genshin Impact dengan pemain Genshin Impact lainnya. Penelitian dilakukan dengan pendekatan deskriptif kuantitatif menggunakan kuesioner *online*. Didapatkan sampel penelitian sebanyak 227 responden melalui teknik *convenience* dan *snowball sampling*. Hasil penelitian menunjukkan adanya hubungan pertemanan *online* dengan kualitas sangat tinggi sehingga hubungan tersebut umumnya menyediakan fungsi-fungsi pertemanan berderajat sangat tinggi. Bila ditinjau dari setiap dimensi yang terlibat, penelitian menunjukkan adanya penyediaan fungsi pertemanan berderajat sangat tinggi pada dimensi *stimulating companionship*, *help*, *reliable alliance*, *self-validation*, dan *emotional security* serta penyediaan berderajat tinggi pada fungsi *intimacy*. Temuan lainnya juga menunjukkan adanya hubungan pertemanan dengan tipe yang erat dan dekat melebihi tipe teman biasa (*casual friend*) dan umumnya tidak pernah muncul konflik dalam hubungan pertemanan tersebut.

Kata kunci: kualitas pertemanan, genshin impact, pertemanan *online*, pemain *game*

## ABSTRACT

*The formation of friendship among game players shows the importance of building these aspects in human life, both face-to-face and virtual. The phenomenon of online friendships among game players also appeared in Indonesia, specifically among players of the RPG game Genshin Impact. However, the quality of these friendships is not yet known although it is important to know considering that friendships with poor quality will have many negative impacts on life. In addition, besides that there aren't many studies regarding the quality of friendship in the context of game players, there is also a discrepancy between the results of the initial data collection and references from previous studies. Therefore, this study aims to measure the quality of online friendships on early adult Genshin Impact players with other Genshin Impact players. The study was conducted with a quantitative descriptive approach using an online questionnaire.. There were 227 samples obtained through convenience and snowball sampling techniques. Results of the study show online friendship with very high quality among the gamers so that these relationships generally provided very high-level of friendship functions. Study also shows a very high degree of friendship function provided by these functions: stimulating companionship, help, reliable alliances, self-validation, and emotional security. There's also a high degree of friendship function provided by intimacy functions. Other findings show that these friendships are characterized by a higher friendship type which is more than just casual friends and there is no conflict in their friendship.*

*keywords: friendship quality, genshin impact, online friendship, gamers*