

ABSTRACT

The presence of new media on smartphones opens up new potential that can be used as a media for searching matchmaking. One of them is Hago which is currently being misused as a media for searching matchmaking. Hago is a game application that can connect users to other users using the quickmatch feature before users played a game on Hago and users could choose their opponent male or female. Hago is a game application that can connect users to other users in a game on Hago using the quickmatch feature. Before users played a game on Hago, users could use the quickmatch feature to find their opponent and could choose their opponent male or female. After playing, users can communicate through the chatroom feature and at this stage users usually would invite to get acquainted and interact more deeply with their opponent.

This research focuses on explains the process of interpersonal communication that occurs from the approach stage to the relationships then what Hago's users's motive for using the game application of Hago as a matchmaking media and This research is using a qualitative method with a phenomenological approach. Data was acquired through interviews to six informants. Of the entire processes of getting results that the motives of users looking for mates through the game application of Hago awas a curious motive. It's started from someone in the neighborhood of the informant who has introduced it, which will create the curiosity of the informant to searching a mates through Hago. Interpersonal communication from informants when conducting self-disclosure is communication in two directions or reciprocated communication so that the informants would arrive at the stage of knowing each other and by using five ways of Expression, Self Clarification, Social Validation, Social Control and Relationship Development.

Keywords: Interpersonal Communication, Motive, Self-Disclosure, Phenomenology, Hago.