

INDEX

Table of Contents

VALIDITY SHEET	ii
STATEMENT PAGE	iii
FOREWORD	iv
ABSTRAK	vi
ABSTRACT	vii
TABLE OF CONTENT	viii
TABLE INDEX	xi
PICTURE INDEX	xii
CHAPTER I	1
1.1 Research Background	1
1.2 Formulation of The Problem	6
1.3 Research Objectives	6
1.4 Research Benefits	6
1.5 Research Timeline and Period	7
1.6 Systematics of Content	6
CHAPTER II	9
2.1 General and Specific Definitions of Communication	9
2.2 New Media	10
2.3 Voice Chatting and VoIP (Voice Over Internet Protocol)	10
2.4 Communication Pattern	11
2.5 Types of Communication Pattern	12
2.6 Gamers Community	12
2.7 Symbolic Interactionism Theory	13
2.8 Literature Review	14
2.9 Framework of Research	21

CHAPTER III	22
3.1 Paradigms of Research	22
3.2 Qualitative Research (Method of Research)	22
3.3 Objects and Subjects of Research	24
3.3.1 Object of Research	24
3.3.2 Subject of Research	24
3.3.3 Location of Research	24
3.4 Definition of Concepts	24
3.5 Unit Analysis	25
3.6 Research Informants	27
3.7 Data Gathering Technique	28
3.8 Research Data Sources	29
3.9 Data Analysis Technique	30
3.10 Data Validity Technique	30
CHAPTER IV	31
4.1 Research Informant Criteria	32
Informant 1	32
Informant 2	33
Informant 3	34
4.2 Research Data	35
4.2.1 Interaction Knowledge	35
4.2.1.1 Nature of Communication	39
4.2.2 Informant 1 Analysis – Interaction Knowledge	41
4.2.3 Informant 2 Analysis – Interaction Knowledge	42

4.2.4 Informant 3 Analysis – Interaction Knowledge	43
4.2.5 Cognitive Scheme	44
4.2.6 Informant 1 Analysis – Cognitive Scheme	45
4.2.7 Informant 2 Analysis – Cognitive Scheme	46
4.2.8 Informant 3 Analysis – Cognitive Scheme	47
4.2.9 Language Skill	48
4.2.10 Informant 1 Analysis – Language Skill	50
4.2.11 Informant 2 Analysis – Language Skill	51
4.2.12 Informant 3 Analysis – Language Skill	52
4.3 Results and Discussion	53
CHAPTER V	56
5.1 Conclusion	56
5.2 Academic Suggestion	57
5.3 Practice Suggestion	57
BIBLIOGRAPHY	58
APPENDIX 1	61
APPENDIX 2	63