

## ***ABSTRACT***

*This research analyze on how self-concept formation occurs in female gamers where many women experience problems of harassment and other negative things when playing games. The purpose of this research is to analyze the concept of self, the concept of mind, and the concept of society in viewing female gamers. The research method used in this thesis is a symbolic interaction studies with qualitative data type and descriptive research type. The conclusion of this research is that playing games can develop themselves, hone their abilities or skills. Another conclusion is that the stigma of society about gamers and interest in the world of games as a child, as well as the role of the gamers' environment can influence self-development.*

*Keywords: Female gamers, Gaming, Mind concept, Self-concept, Society concept.*