

Virtual Communication to Every Valorant Online Game Player in Developing Game Strategy

Dadan Saputra¹, Hera Sawitri²

^{1,2}International Women's University, Bandung, Indonesia

Received: 6 March 2023
Revised: 10 March 2023
Accepted: 16 March 2023

Abstract

With the rapid development of internet technology, online games are also growing rapidly. Online games offer a new nuance where social interactions with other people become more intense through cyberspace. With the internet, it triggers a form of communication in the media, namely virtual communication. Virtual communication that occurs between online game players is very important because this virtual communication can be in the form of strategic planning or providing information about opponents to the team. The problem discussed in this study is how virtual communication processes and patterns occur in every Valorant online game player in developing game strategies. This research uses a type of descriptive qualitative research with data sources, namely the results of interviews with informants and other supporting data. The data that has been collected was analyzed using descriptive qualitative data analysis of Miles and Huberman's interactive model, namely data reduction, data presentation, drawing conclusions and verification, while the validity of the data was checked using source triangulation. Furthermore, the results of the research data were analyzed and linked to the Computer Mediated Communication Theory to find out how the processes and patterns of virtual communication are carried out by players in the online game Valorant. The results of this study indicate that, 1) the virtual communication process that occurs in every Valorant online game player is in the form of conveying a message from an idea or idea from a team member which is expressed through the voicechat and chatbox/text chat features, then absorbed by other players, resulting in various reciprocity or feedback and lead to a flow of communication. 2) There are three communication patterns that are more dominantly used by every online game player, namely primary, secondary, and circular communication patterns. 3) there are virtual communication barriers in the online game Valorant such as signals, and also in terms of hardware.

Keywords: Virtual Communications, Online Gamers, Valorant

(*) Corresponding Author: ds_sanusi@yahoo.com

How to Cite: Saputra, D., & Sawitri, H. (2023). Virtual Communication to Every Valorant Online Game Player in Developing Game Strategy. *International Journal of Education, Information Technology, and Others*, 6(2), 44-61. <https://doi.org/10.5281/zenodo.7798149>

INTRODUCTION

Online game in Indonesia appeared for the first time in the mid-90s, and is growing along with the increasing quality of the internet owned by Indonesia. The progress of online games in Indonesia itself began in 2001 when a game called Nexian entered the game market in Indonesia. Online games are sites that provide various types of games that can involve several internet users in different places to connect to each other at the same time through online communication networks.



Online games are defined as games where many people can participate at the same time through online communication networks (Kyung, et al 2002:72).

The Director General of Informatics Applications (Dirjen Aptika) of the Ministry of Communication and Informatics (Kominfo), Samuel A. Pangerapan revealed that the number of game players in Indonesia in 2021 is more than 170 million people on various platforms, according to the Indonesian Game Industry Ecosystem Map.¹

Online games now has many types, including mobile games such as PUBG (Player Unknown Battle Ground), Mobile Legends: Bang-Bang, Garena Free Fire, Apex Legends Mobile, League of Legends. There are online games that can be played on a laptop or PC, such as Apex Legends, Dota 2, CSGO, Fortnite, Valorant, etc. Telset.id released a list of the 20 best PC online games that are fun to play, including: CSGO, Valorant, Overwatch, Dota 2, League of Legends, Heroes of the Storm, PUBG Battlegrounds, Fortnite, Apex Legends, etc. Each online game provides different communication features according to the type and way of playing.

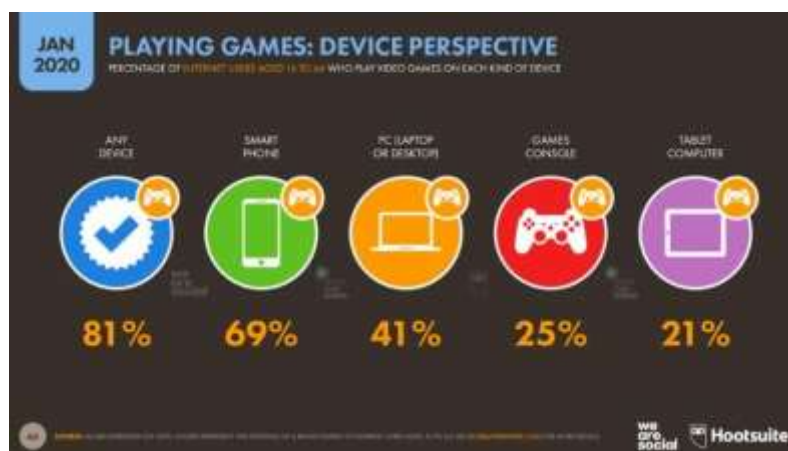
The reason for taking the online game Valorant is because Valorant has become one of the online games that has been on the rise lately. Valorant is one of the most popular FPS games today. This game was developed by Riot Games in June 2020. According to data from Anna Donlon, Valorant's executive procedures have confirmed the previous player count, which will reach 14 million in 2022 after its launch in 2020. ³ Valorant is an online game of the FPS type, namely First Person Shooter made for the Windows operating system. The way to play is similar to a concept like CS: GO, this game comes with two teams, namely five against five in each team. The difference is, in Valorant every agent or hero has special skills to add excitement to the fight.

In one game, there are 24 rounds. With each team divided into attackers and defenders. Attacker is the team whose job is to place bombs, while the defender team is responsible for preventing this from happening. After 12 rounds, the two teams will switch roles.

Of course, a team must communicate to develop a strategy, with the help of communication in playing, all team members know what each member of the team should and will do. Valorant provides communication features using a voice chat microphone and chatbox.

In 2020, We are Social and Hootsuite noted that as many as 80% of internet users in Indonesia play games every month. However, around 69% of internet users use online game applications on mobile, and while 41% play games on laptops or PCs. ⁴ This data proves that in this era games have become increasingly widespread, and games have become a medium of entertainment, in this millennial generation games become a necessity in itself.

Figure 1. Percentage of Players



The current development of the internet is no longer used only for browsing, chatting, and e-mail, but now it is often used by students to play online games. There are many students who like to play games, this can be seen in cities with many internet kiosks or cafes such as game centers. But aside from that, the character of young people (students) who are dynamic and know about technology triggers them to always be up to date on developments in new information technology advances which are a reference to current trends. According to Collier Red (2008) technological literacy in the real sense is a society that is able to understand the nature of technology, has an ability and capacity to interact with technology, and can think critically on social issues related to technology. But in fact, students have a character who is talkative about something new. So, it's no wonder that online games are becoming a trend among college students.

LITERATURE REVIEWS

Theory of Computer Mediated Communication (CMC)

Computer Mediated Communications or commonly abbreviated CMC in Indonesian can be translated as communication that is based on a personal computer or communication mediated by a personal computer. The study of CMC is relatively new, and began to develop in 1987. Computer Mediated Communication (CMC) can simply be interpreted as communication that occurs between people using personal computers or through the computer itself (Herring in Budiargo, 2015: viii).

Computer Mediated Communications (CMC) is a term used to communicate between two or more people who interact with each other through different computers. Computer Mediated Communication (CMC) is an online interaction experience, where human behavior and the exchange of messages or information conveyed are mediated through machines. In communicating through this internet media, it does not display verbal communication at all, fictional contexts such as facial expressions, speech tones, distance between individuals, body position, appearance, gesture, touch, and smell.

According to John December, Computer Mediated Communication is the process of humans interacting using via computers, by involving someone in certain context conditions, and being involved in the process of forming the media as a

goal. 5 What is meant here is not how two or more machines can interact with each other, but how two or more people can communicate with each other by using computer aids through application programs on the computer.

The new concept of CMC has attracted many people in the field of communication to conduct research on the differences between CMC and face to face communication. The Social Psychology of Telecommunications, which focuses on audioconferencing and teleconferencing, explained to early researchers of CMC the predictions of nonverbal (gesture) deficiency and decision-making frequency in CMC.

Another study conducted by Culnan and Markus regarding CMC, suggested that the shrinking of the nonverbal cue system due to the capacity of communication technology in CMC, resulted in a lack of awareness of the other party with a lack of normative behavior, politeness, coordination, empathy, and friendliness, or a lack of ability to trim uncertainty. . This is what is called a Cues filtered out situation, namely a communication situation that reduces a person's chances of being able to capture communication signs, including nonverbal signals involved in communication with him (Berge, 2014: 705).

This CMC pattern was also expressed by Joseph Walther in social information processing theory or more commonly abbreviated as SIP (Social Information Process). Social information processing theory states that in CMC, the sender of the message describes himself in a socially favorable way for the purpose of attracting the attention of the recipient of the message and developing future interactions. The recipient of the next message will tend to idealize the image of the sender of the message, and overemphasize minimal text clues.

In addition to social information processing theory, there is another well-known theory, namely the Social Identity Model of Deindividuation Effect (SIDE). This theory liberates individuals from social constraints and norms and destroys social boundaries. Proponents of the SIDE theory argue that CMC can reinforce existing social boundaries. This SIDE model contradicts previous opinions which reveal that there is a lack of normative behavior, courtesy, coordination, empathy, and friendliness in CMC.

In communicating through the internet medium, there is no non-verbal communication at all, context in physical form such as facial expressions, speech intonation, distance between individuals, body position, appearance, gesture, sense of touch and smell. Actually, not only computers and internet networks, but on the computer there must be certain programs or applications that allow the sender of the message to communicate with the recipient of the message. Call it an instant messenger, in this era of globalization, instant messengers are increasingly global. For example, the current trend is Yahoo Messenger, Google Mail, Google Meet, Zoom, and so on.

This makes CMC increasingly have a big influence in the formation of effective communication in the internet world. Other phenomena in CMC also occurred after 4G technology was available, even 5G is currently available, such as Smart Phones, Mobile Phones, Personal Digital Assistants, etc.

According to G. Hiemstra (1982), communication will experience deficiencies in the form of friendly, emotional and personal feelings but more seriously towards business, depersonalization, and formal or task orientation only, but face to face problems will not make any more significant problems because, Now technology has developed that allows us to communicate face to face with people who are far apart in distance and time by using webcam technology. There are several opinions regarding CMC, some say that communicating with CMC is less socio-emotional than face to face communication, but according to Berge (2014: 707) everything comes back to CMC users, each user in this pattern has different goals, some use it because they are seeking social relations,

The researcher uses the theory of computer mediated communication because the players in the online game Valorant use the computer to interact as a way to develop game strategies.

RESEARCH METHODS

This research is a qualitative research that aims to describe a social phenomenon that exists in society, especially in every Valorant online game player who is appointed as an object of research, as well as trying to raise other phenomena that are new to the surface as a characteristic, character, trait, sign, or description of certain conditions, situations, or phenomena

The research approach chosen in this study is a qualitative descriptive approach, which is a research approach that does not use statistics, but is presented descriptively by describing a symptom, event, and event that is happening at the moment where the researcher tries to see and understand the facts and events that are happening. occurs and is then used as the center of attention to be described as it is. Research informants are subjects who understand the research object information as actors and individuals who understand the research object. The selection of selected informants used a non-probability research technique called a purposive sampling technique. According to Nasution (2009):

Purposive sampling is a sample that is carefully selected and relevant to the research design. The researcher will try to ensure that the sample contains representatives from all levels of the population. Thus he tried to ensure that the sample had the essential characteristics of the population so that it could be considered representative. What characteristics are essential, what strata should be represented, depending on the assessment or judgment of the researcher.

So in virtual communication research on each Valorant online game player in developing a game strategy using a purposive sampling technique or sampling by taking selected people. The criteria for the research sample as key informants used purposive sampling as follows:

1. Student.
2. Age 18-25.
3. Active players of Valorant online games on their PC/Windows
4. Have been playing online game Valorant > 1 year.

In this study, the reason for selecting students as the research sample criteria was because, according to Knopfemacher, there were students who followed

technological developments, they tended to be curious about technological advances. Students are also looking for even making new innovations in the field of technology, and also students will be easily influenced by things that are trending at the moment, so they will definitely try to follow or at least try to play it.

RESEARCH RESULTS AND DISCUSSION

Valorant is an FPS game developed and released by a game developer from the United States named Riot Games and officially released on June 2, 2020. Riot Games is also a developer that previously successfully developed League of Legends (LOL). An FPS (First Person Shooter) genre, this game has similarities with popular games such as Counter Strike: Global Offensive (CS: GO) and Overwatch.

Riot Games, is an American electronic sports tournament organizing body, video game developer, and video game publisher from Los Angeles, California. Riot Games was formed in September 2006 to develop, publish, and support the world's most player-centric games. In 2009, Riot Games released its debut game, League of Legends which has become the most played PC game in the world and fueled the explosive growth of esports. For games, Riot Games operates 12 international esports leagues, and League of Legends World Champions. As of May 2018, Riot Games was founded by Brandon Beck and Marc Merrill, and is led by CEO Nicolo Laurent. It has more than 20 offices worldwide and employs around 3,000 staff. Since 2011,

Valorant plays as one of the agents, where the agent here is the character used by the player in the game. Riot designs agents based on backgrounds from various countries and cultures from around the world. These agents have unique abilities. Before the battle begins, each player will choose a character or 'agent', each of whom has unique characteristics and abilities.

Each match has a total of 25 rounds; the first team to excel in 13 rounds will win the game. At the start of each match, players choose a character called an Agent. Agents have special abilities such as running fast, creating a cloud of smoke, building walls, or even carrying out airstrikes. The closest comparison game to this is Counter-Strike: Global Offensive, with a hint of Rainbow Six Siege mixed in. The concept of the game focuses on 2 teams against each other and each team consists of 5 people. Each team will compete to win the battle as an Attacker or Defender. The team that becomes the attacker (attacker) has a bomb called Spike. They have to place the bomb in a different corner (site) of each map. If the attack team (attacker) installs it and protects it until the bomb explodes, then the team wins. Meanwhile, the defensive team (defender) must stop the opposing team by waiting at the time of each round. Each player only has one life per round, if all team members are eliminated or eliminated then the match will be counted as a win by their opposing team.

Game Mode Features in Valorant

There are five game modes in the online game Valorant, namely:

1. Unrated

Figure 2. Unrated mode



In standard unrated mode, matches are played in 25 rounds. The first team to win 13 rounds will win the match. The attack team (attacker) has a bomb device (spike) and must activate it at several locations in a predetermined map. If the attack team (attacker) manages to protect the activated bomb for 45 seconds, and the bomb explodes, destroying everything in a certain area, then they will receive points. Meanwhile, if the defender is able to deactivate the bomb before the 100 second count, or kills the entire attack team, the defender will get one point.

2. Competitive(Ranked)

Figure 3. Competitive Mode (Ranked)



In competitive mode, this is actually the same as unrated matches, but with the addition of a win-based system that ranks each player after playing 5 matches.

Figure 4. Overtime Phase



However, this mode presents a round which is called "sudden death/overtime" if the points of the fellow teams are still counted as a draw. Each team will take turns playing a round in extra time, until one of the teams gets the victory by two points of the match.

Figure 5. Rating System



The ranking system in this competitive mode ranges from iron to radiant, every rank except immortal and radiant has 3 levels.

3. *spikesrush*

In Spike Rush mode, matches are played in 7 rounds. For the first team to win 4 rounds will be the winner. Each player will start the round with all of their agent's abilities fully charged, except for the ultimate ability which will fill up twice as fast as the standard game. All players on the attack team (attacker) carry a bomb (spike), and it is activated at a predetermined place. Weapons will be randomized in each round, and all players will start the match with the same type of weapon.

Figure 5. Spike Rush mode



In Spike Rush mode, matches are played in 7 rounds. For the first team to win 4 rounds will be the winner. Each player will start the round with all of their agent's abilities fully charged, except for the ultimate ability which will fill up twice as fast as the standard game. All players on the attack team (attacker) carry a bomb (spike), and it is activated at a predetermined place. Weapons will be randomized in each round, and all players will start the match with the same type of weapon.

4. *Deathmatch*



This mode features 14 players in a free-for-all match with a free choice of weapons, according to the choices of the players. This mode is designed so that players can practice their aiming skills, hone their weapons skills, and learn about each map. The first player to reach 40 kills or get the most kills after 9 minutes will be the winner.

5. *Replication*

Figure 6. Replication Modes



Same with unrated mode, in this replication 5v5 mode is played in 9 rounds. All players in one team will play the same agent. Agent will be determined by voting before the game starts. An example would be five Phoenixes against five Brimstones.

6. *Escalation*

Figure 7. Escalation Modes



In this mode, the first team to successfully complete level 12, or to have a higher level than the opposing team within 10 minutes before time runs out, will be the winner of the match. At each level, players will use certain weapons or skills, then defeat the enemy team, which will help the team level up quickly.

Communication Patterns for Every Valorant Online Game Player

Communication patterns are channels that are used by everyone to send and receive messages to others in the right way so that they can be understood and received. This also happens in online games, where when players receive a stimulus (a message from the sender/team) they have the opportunity to either respond or not provide feedback to other players (the sender).

The results of the interview below will answer the research problem formulation that has been determined previously and focus on the research problem that has been stated, namely the communication patterns of each Valorant Online Game player.

1. Primary communication patterns

A delivery process by the sender of the message to the recipient of the message by using a symbol as a medium. This primary communication pattern is also divided into two, namely verbal and nonverbal symbols. This verbal symbol is a language that is often used because it is able to express the thoughts of the sender of the message. While nonverbal is a symbol that is not language, but a sign using body parts such as gestures, facial expressions, etc.

From the results of research that has been done, the pattern of primary communication in the online game Valorant shows that the players play the game using various languages, seeing that those who play the game Valorant don't only come from 1 country but from many countries, the language used is usually English. as the main language. When playing with a team, with the same background or the same country, players will use Indonesian, and can even use the regional language, namely Sundanese.

There is a difference in the use of language that occurs when players play with party teams and random teams, the primary communication pattern lies in the language used by Valorant online game players, namely the dominant international language, namely English. By using this language, players can properly capture information or messages from the communicator, and can exchange information to develop game strategies properly.

2. Patternsecondary communication

The process of conveying messages by the sender of the message to the recipient of the message by using a tool or means as the second media after using symbols as the first media. From the results of the research that has been done, the pattern of communication in the online game Valorant, as in the word online, shows that each player's communication does not occur directly, but uses an intermediary medium. In the Valorant online game, there is a forum for communication that can be used by players, such as chat, voice, command, ping and others that have been provided by the game. Based on the data, it shows that Valorant online game players prefer to use the voicechat feature to communicate compared to using other (third party) applications such as Discord. Valorant online game players are more dominant in using its features directly from the game, namely voicechat. Because according to them third platform applications consume a lot of RAM and cause reduced game performance, it also makes it easier for each player to communicate with other teams without hassle.

3. Patternlinear communication

Communication in online games with a linear communication pattern where the communicator sends messages to the communicator without feedback or direct communication (one point). One of the assumptions of a linear communication pattern is that the communicant is passive and accepts messages as they are and whatever comes from the communicator. This means that the communicant is ultimately only passive, listening only while the communicator is active.

From the results of the research conducted, it can be seen that some players adopt a linear communication pattern where there is no feedback from fellow teams on the information provided.

4. Pattern circular communication

Literally circular means round, or round in contrast to linear which means straight. In the context of communication, the purpose of the linear communication pattern is the occurrence of reciprocity or feedback, or the flow from the communicator to the communicator which is the main determinant of the success of communication. In this pattern of communication, communication continues, that is, there is feedback between the communicator and the communicant (Devito, 2011: 193). So from that there are times when the feedback flows from the communicant to the communicator, it is a "response" or response from the recipient of the message to the message he gets or receives from the sender of the message⁵².

Based on the research data, the researcher found that the communication pattern of Valorant online game players occurs with feedback so that there is dialogue or successful communication from them. Therefore, the researcher sees that Valorant online game players in developing game strategies communicate with each other. back to fellow players/teams, so that the information provided can be received and intertwined effectively. Information that works reciprocally can also work well because it utilizes voicechat features, chat wheels, and so on which are directly available in the Valorant online game.

DISCUSSION

The discussion in this study is the integrity of the discussion relating to whether it is found or not, and whether or not the objectives of this research are achieved. The aims of this study were to describe (1) the communication process for each Valorant online game player in developing a game strategy, (2) the forms of communication patterns for each Valorant online game player in developing a game strategy.

Based on the results of the data analysis, the communication process represents every step from the moment of producing the information until it is understood by the recipient of the message (communicant). If the communicator sends messages through the media or voicechat or chatbox features to the communicant, an interaction will arise in the form of coordination between each player. Where the interaction will have an impact on all parties.

From the results of the research that was presented in the previous section, it is known that the communication process goes through six stages according to Bovee and Thill in Purwanto (2011), namely:

1. The sender has an idea or notion

In this Valorant online game virtual communication, players send messages by giving each other questions or giving each other's opinions, and also providing all information about the strategy needed before starting the match how to prepare strategies when defending or attacking, requesting

information about enemies caused by there are ideas or ideas, where the ideas or ideas originate from someone's willingness to provide or obtain information to fellow teams by using voicechat facilities/features, chatbox, ping, radio commands, and so on available in the Valorant online game.

2. The sender turns the idea into a message

When players play with random teams or party teams get ideas or ideas, they will provide information in the form of messages about something related to that matter. In the online game Valorant, players tend to use language that their team can understand. By using or utilizing communication features such as voicechat, ping, chat wheels and others from Valorant, they can convey and explain information related to what they need when the game is going well without any miss communication.

3. The sender conveys the message

After turning the idea into a message, the next step is to move or send the message through the existing channels to the communicant. The receiver here is another member of the player. Once the information is received, it will be digested by the team members. Usually, the information conveyed to the team includes coordinating what must be done in each round, how the enemy's gameplay is, briefings with the team on how to enter the site. The information conveyed by the players also does not escape the grammar which is very careful so that it can be understood by fellow team members.

4. The recipient receives the message

Communication in the Valorant online game can be said to occur because the players often get messages from team members in the course of the game for strategy formulation. They also need coordination from fellow teams such as to maintain the site, to find out the enemy's last position, fake strategies to deceive the enemy, the things that have been mentioned are really needed to be able to win the game.

5. The recipient interprets the message

After receiving the message, the next step is that the message must be interpreted or interpreted by the communicant. In conveying information through the voicechat or chatbox features, players can capture messages received if they use language that can be understood. It is undeniable that the Valorant online game is the best game that is not only played by Indonesians, but many come from other countries with various servers such as Singapore, Sydney, Hong Kong, Tokyo, Mumbai, which require Valorant players to use international languages, namely Indonesian language. English. But if one of the team members comes from a foreign country and he uses the local language such as Filipino or Thai because he can't speak English,

6. The recipient responds and then sends feedback to the sender.

After receiving the message and interpreting it, usually the communicant will provide feedback or respond in a certain way, such as giving a code or signal

to the communicator. Most of the messages received by Valorant online game players are in the form of negative or toxic utterances. Online games are inseparable from players or toxic language when players feel dissatisfied with their game, such as when a member loses, but in response to this the player usually doesn't bother, depending on whether the message is understandable or not. Judging from the discussion above, where the online game Valorant is not only played by people from Indonesia, the language barrier makes communication or messages received ineffective.

The things that are conveyed in the communication process for each player usually include, information on enemy locations, remaining blood / enemy HP, time for the right entry site, purchasing weapons. This is in accordance with the results of the interview according to the informant, namely: "What was conveyed was at least not far from telling where the enemy was, how much blood the enemy had left, its location, waiting for the right timing to enter and then planting."

The data is also supported by the results of interviews with ELH informants, namely:

"I usually convey a lot of things like attacking strategies/defensive strategies, coordination of enemy locations, information on enemy weapons, skill information, information on remaining blood, limitations from myself and other players in terms of using agents (characters) that need to be informed, money information which is used to buy weapons, provide opponent information in the form of marks on the map, if you need backup from friends.

Meanwhile, according to VTE informants, namely:

"The most common one is like who is responsible for defending who is guarding site A, site B, when attacking who is flashy like that, who picks first, looks for enemies first. Then when it's buying phase (the phase of buying weapons) it helps set-up utility sentinels or smokers. Communication is mostly just asking for a weapon or skin exchange, then giving info about the enemy's cellphone (blood) if it gets hit, then giving info on the last location of the enemy, asking the team to tell you the position for the spike plant, giving info on ready skills or ultimate to help team, and ask for cover from the team if they are setting-up the lineup, or are still planting, and also give input to the team if their gameplay is not good".

The things mentioned above by the informants are important in formulating strategies in the online game Valorant, therefore, conveying information that is good and smooth is very necessary for the continuation of the game.

The second objective of this study is to describe the communication patterns of each Valorant online game player in developing game strategies. From the results of the research that has been described, there are four communication patterns, namely:

1. Primary communication patterns

From the results of the research above, the primary communication patterns of Valorant online game players indicate that the players play the game using an international language, namely English. Seeing that Valorant is not only played from one country but from many countries, the language used by Valorant players uses English as the main language. But when

playing with a team party where the team members come from friends, relatives, etc. who are well known and have their own chemistry in playing together, the use of language is not too much of a limitation. Players who play with a party can freely use Indonesian or regional local languages such as Sundanese.

2. Secondary communication patterns

Talking about online games, the communication that takes place occurs indirectly or uses intermediary media to convey information. Based on the research data above, the media that is often used for communication, by Valorant online game players is the communication feature that is available and comes from Valorant itself compared to using a third application. This is because third platform applications can interfere with the running of the game because they eat up a lot of memory or RAM which causes the performance of the computer/pc used to play to decrease.

Communication features that can be used by players include chatbox/text chat, voicechat (microphone), chatwheels, radio commands, and ping. However, according to research data, it shows that Valorant online game players are more dominant in using voicechat (microphone) to communicate because it is more practical and does not bother conveying information quickly.

3. Linear communication patterns

From the results of the research in the previous section, it can be seen that this linear communication pattern occurs in several players where there is no feedback or feedback from team members on the information that the communicator provides. Because not all players use voicechat to provide feedback on messages delivered, but they replace it by using other features, such as chatwheels and pings to provide symbols or signs that they receive or hear information provided by the communicator.

4. Circular communication pattern

If in the previous communication pattern there was no feedback, then based on the results of the research in the previous section, it can be seen that this communication pattern is the more dominant communication pattern found in the online game Valorant. Where there is reciprocity on the message conveyed by the communicator, or the flow of communication that occurs between the communicator and the communicant. The information provided can also be received and intertwined effectively, by using the voicechat feature, chat wheels, and so on which are used by Valorant online game players in carrying out strategy formulation.

Implementation on Theory

Based on the results of the research and discussion described in the previous section, the researcher has found some data which will then be analyzed. It should be noted that the researcher uses a type of descriptive qualitative research. From the data that has been found, researchers can find out the virtual communication processes and patterns that occur in every Valorant online game player.

To analyze the findings of virtual communication processes and patterns among Valorant online game players, the researcher will use Computer Mediated Communication Theory as a reference. The theory of Computer Mediated Communication is a term used to communicate between two or more people who can communicate with each other through different computer media. Computer Mediated Communication (CMC) is a process of communication between humans using via computer, by involving someone, in certain situations and involved in the process of forming the media as a goal. face, speech tone, interpersonal distance, appearance, gesture, touch, and smell.

The pattern of computer-mediated communication has led to a shift in communication patterns that occur in society, if previously communication was carried out face-to-face, it is now possible to do it through social networking media or software in mobile applications or computer applications. This happens because of the rapid development of communication technology that allows a person to communicate anytime and anywhere and is not limited by space, time and distance. So if it is related to the researcher's findings regarding virtual communication for each Valorant online game player in developing a game strategy, there is convergence that is created.

1. Cyberspace or cyberspace, namely media in the form of computer networks where communication between entities (human and non-human) occurs. The virtual world in question is the online game Valorant, where this online game acts as a medium in the form of an application that can be accessed via a computer and connected via the internet by every player.
2. Cybersociety or what can be called a multimedia society, which has made some people dependent on the facilities provided by the internet. Cybersociety focuses on facilities, where the online game Valorant also provides facilities for players so they can interact with fellow team members to exchange information in formulating strategies. In the Valorant online game, it is usually called the voicechat feature, chatbox/text chat. This voicechat feature provides enormous benefits in the course of the game because the Valorant online game is not only played by one person but five people at once, so teamwork is needed.

CONCLUSION

Based on the results of research and interviews regarding Virtual Communication for Every Valorant Online Game Player in Developing a Game Strategy using Computer-Mediated Communication Theory, several conclusions can be drawn, including:

1. The virtual communication process for each Valorant online game player is in the form of conveying a message from an idea or idea from a team member which is conveyed/delivered via voicechat, chatbox/text chat, and then the idea is received by other players, resulting in various reciprocity or feedback and lead to an interaction or flow of communication. In a sense, the communication process creates a coordination between players during the preparation of the strategy. Coordination between Valorant online game players can be seen from the communication between teams. Through cooperation when using voicechat, text chat, or ping, between players will help each other in continuing the game

such as guarding both sites A and B, backing each other up when planting spikes (bombs),

2. There are two communication patterns that are more dominantly used by Valorant online game players. First, the pattern of primary communication where there are differences in the language used between players in communicating during the game by using the voicechat feature. The use of language with random players from other countries is one of the limiting factors in communicating to exchange information among fellow teams, namely the use of Sundanese, Indonesian, English and foreign local languages such as Tagalog and Filipino. But the language differences that occur between players do not have too much influence on communication patterns, because features such as chat wheels, radio commands, and ping have helped them convey information without requiring them to speak. Second, secondary communication patterns, where communication media, namely the voicechat & text chat features used by Valorant online game players, are considered to have helped team members interact and connect them wherever and whenever, because all members are far apart and have different domiciles. Third, there is a circular communication pattern, where this pattern is used by players to set strategies when the game is in progress, by exchanging information and providing feedback to each other which forms coordination in achieving a common goal, namely victory. because all members are far from each other and have different domiciles. Third, there is a circular communication pattern, where this pattern is used by players to set strategies when the game is in progress, by exchanging information and providing feedback to each other which forms coordination in achieving a common goal, namely victory. because all members are far from each other and have different domiciles. Third, there is a circular communication pattern, where this pattern is used by players to set strategies when the game is in progress, by exchanging information and providing feedback to each other which forms coordination in achieving a common goal, namely victory.
3. In virtual communication there are also some disturbances/barriers. The most common external obstacle is the signal. If the signal is inadequate, then there will be obstacles in the internet connection process. The solution is that players must use a good provider according to their respective regions. Second, the PC or hardware used must be adequate according to the specifications recommended by Valorant, Riot. If it is not appropriate, it will affect gameplay which causes lag, and a decrease in FPS while the game is in progress.

BIBLIOGRAPHY

- Adams, E. & Rollings, A. (2003). *Game Design*. USA: New Reader Publishing
- Arif S Sadiman. (1993). *Media Pendidikan: Pengertian, Pengembangan, dan Pemanfaatannya*. Jakarta: Raja Grafindo Persada.
- Bungin, Burhan M. (2006). *Sosiologi Komunikasi*. Jakarta: Kencana
- Creswell, John. (2014). *Research Design: Pendekatan Metode Kualitatif, Kuantitatif, dan Campuran*. Edisi Keempat. Diterjemahkan oleh: Achmad Fawaid dan Rianayati Kusmini. Yogyakarta: Pustaka Pelajar

- J. Baran, Stanley. (2008). *Pengantar Komunikasi Massa Melek Media dan Budaya*. Jakarta: Erlangga
- J. Moleong, Lexy. (2007). *Metodologi Penelitian Kualitatif*, Bandung: PT. Remaja Rosdakarya
- Kriyanto, Rachmat, Ph. D. (2006). *Teknik Praktis Riset Komunikasi*. Jakarta: Kencana.
- Liliweri, Alo. (2017). *Komunikasi Antarpersonal*. Jakarta: Kencana
- Matthew B. Mille dan A. Michael Huberman. (1992). *Analisis dan Kualitatif*, terj, Tjeptjep Rohendi Rohedi. Jakarta: UI Pers
- Prof. Dr. H. M. Burhan Bungin, S.Sos., M.Si. (2006). *Sosiologi Komunikasi: Teori Paradigma, dan Diskursus Teknologi Komunikasi di Masyarakat*. Edisi Pertama. Jakarta: Prenadamedia Group.
- Sadiman, Arif S. (1993). *Media Pendidikan: Pengertian, Pengembangan, dan Pemanfaatannya*, Jakarta: Raja Grafindo Persada.
- Siregar, Syofian. (2012). *Metode Penelitian Kuantitatif*. Jakarta: Kenanga Sutaryo.
- (2005). *Sosiologi Komunikasi*. Yogyakarta: Arti Bumi Intaran
- Thurlow, Crispin, Laura Lengel and Alice Tomic. (2004). *Computer Mediated Communication: Social Interaction and The Internet*. California: SAGE Publications
- Werner J. Severin dan James W. Tankard. (2009). *Teori Komunikasi Sejarah, Metode, dan Terapan di Dalam Media Massa*. Jakarta: Kencana Prenada Media Group