HYPERREALITY VIOLENCE ON THE GAMERS POINT BLANK

(Qualitative descriptive study on adolescent gamers violent behavior)

Conceived as a condition of completing the Strata I Program
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Abstrak

Penelitian ini membahas bagaimana konstruksi hiperrealitas game online point blank pada perilaku kekerasan gamers remaja. Teori yang digunakan yaitu teori hiperrealitas Jean Baudrillard. Penelitian ini menggunakan metode pendekatan kualitatif dengan analisis data model Miles and Hubberman. Teknik sampling yang digunakan yaitu purposive sampling. Unit analisis berfokus pada konstruksi hiperrealitas dalam game point blank pada perilaku kekerasan gamers remaja. Teknik pengumpulan data berupa observasi dan wawancara mendalam terhadap 5 (lima) informan terpilih. Analisis dilakukan dengan menganalisis data, mengklasifikasikan menjadi 3 (tiga) kategori, lalu dicari hubungan dari semua kategorisasi tersebut. Validitas berupa analisis triangulasi data. Hasil dari penelitian menunjukkan bahwa konstruksi hiperrealitas game point merupakan bagian dari perilaku kekerasan gamers remaja melalui konsumsi konten kekerasan.

Kata Kunci: Point Blank, Gamers remaja, Konsumsi, Hiperrealitas, dan Tindak Kekerasan

Abstract

This study discusses how hyperreality construction online game point blank at gamers violent behavior of adolescent. The theory used is the theory of Jean Baudrillard's hyperreality. This study uses a qualitative approach to data analysis Miles and Hubberman models. Sampling technique used is purposive sampling. The unit of analysis focuses on the construction of hyperreality in the game point blank at gamers violent behavior of adolescent. Data collection techniques such as observation and in-depth interviews to five (5) selected informants. The analysis was performed by analyzing the data, classify it into three (3) categories, and then look for relationships of all this categorization. The validity of the data in the form of triangulation analysis. Results from the study indicate that construction of hyperreality game point blank part of adolescent gamers violent behavior through the consumption of violent content.

Keywords: Point Blank, Gamers Adolescents, Consumption, Hyperreality, and Violence

1. INTRODUCTION

The openness of the technology that we can feel, online gaming allows gamers exists in the internet with many people (in different locations) when playing it so let's gamers meet up with other gamers all over Indonesia, even the whole world. Currently developed type game with real-world construction. The openness of internet technology liberates the individual from the constraints of physical or geographical (Rieka, 2010). Based on surveys that have been carried out by Indonesia Internet service provider Association in the year 2017, of 54.13% utilization of the internet used to play games online. Ages 13 – 18 years old to become internet users with the highest percentage of 75.50%.

In the meantime Technological developments in the world of online gaming underlie the emergence of various kinds of games recently with a more advanced high resolution and themes vary. Where sometimes the theme based on the issues existing in the warm the real world (Hastarini, 2016). Like the themes put forward by adding the military side of the terrorist activity. One theme of the game is the game point blank. Online games Point Blank is a stylish computer game genre First person shooter (FPS), while in the application of online FPS was included in the Massive Multigamer Online Games, where users can go to war with the entire people in Indonesia, or playing in a large scale (more than 100 gamers). In this game there are two camps that are at war, Free Rebels and the CT Force.

Excellence point blank lies in the quality of the graphics presented, Title or degree specializations of weapons as well as levels of rank derived on the basis of experience (or abbreviated to exp) collected when playing point blank. In point blank there are 51 level lines. As for the 5 lists the highest rank of point blank, among others. (a) Commander General, (b) lieutenant general, (c) Major general, (d) and (e) Brigadier. Point blank still one of the first person shooter games that are most sought in Indonesia. Games are routinely held a tournament, has recorded as many as 3000 more teams have joined in the tournament Point blank Garena Championship (PBGC) year 2017 (Metrotvnews.com, 2017).

From these data, helping writers who focus on one type of online games that will be examined, namely Point blank. With the number of gamers that researchers easily dig up information about Hyperreality on the game. In addition, the age of the Gamer online games Point blank covers a complete hierarchy of age based on psychological development phase, span the age teenagers are usually distinguished from the top three, 12 – 15 years = early adolescence, 15 – 18 years = time Teen, 18 – 21 years = late adolescence (Steinberg, 2014).

Griffiths in his research suggests that one-third of children of early age teens play online games every day. About 7% of children of early age teens play games online at least 30 hours per week (Griffiths, 2008). Online gaming is a hobby that is very popular among children and teenagers. Teenage boys are reported to be spending the time to play games online for 4 hours a day or more (McDonald et al., 2012).

The high frequency and the duration of playing online games, making the gamers intensively consume any value or symbol that exists within the game. So the gamers are said to be as a society consumer. Because hooked gamers on point blank has forced consuming pleasure of informant (Rosaliza, 2015). Community consumption will "buy" symbols are attached to an object, so that the objects of consumption many eroded value in order to Exchange and value. Symbolic value then becomes a commodity. To become objects of

consumption, an object must be a (sign), because only in this way, the object can be personalized and can be in consumption. That is, people no longer consume an object based on the exchange rate or the value of, but rather because the value of the mark/symbolic nature abstract and constructed (Mendoza, 2010).

The intensity of gamers consuming these online games can have an impact on the emergence of aggressive attitudes towards gamers, because the more often children watch violent scenes, the aggressive behavior that arises in children is more easily formed (Andriani et al. 2011). This can be seen from the appearance of the game content, such as in point blank games that contain elements of violence through visual images such as blood, weapons, scenes of warfare and fistfights. In the world of online games violence arises, According to Haryatmoko (2007) It is violence in fiction, the violence can be categorized as a hyperrealistic category. There is pretense and simulation in the violence . In addition, there is simulated violence in the virtual world, for example in video games. Everything is not physical violence, but rather symbolic violence.

This is where a mixture of reality and simulation takes place and creates hyperreality in the midst of society. Hyperreality is a concept put forward by Jean Baudrillard. Baudrilard (in Storey, 2004:244) defines hyperreality as a world that has a difference between the simulation (not real) and the real one continuously alternating. Between the real one and the simulation, it continues to disappear. The result is real and not real lived without difference. This condition often places simulations considered more real than the real itself, and is even considered better or ideal than the real one. When many circumstances no longer refer to everything, where the difference between the real and the imaginary does not exist anymore, the reality is immediately contaminated by simulation, then the world of manipulation, the world of engineering is not impossible. At this point the simulation becomes more representative than the reality that exists.

At a glance impact online media simulation for forming hyperreality this Indeed not visible but as a simulation for simulacrums. Simulation is a process of image representation on the basis of sign of reality, these signs actually replace the object itself, representation becomes more important than the object (George Ritzer, 2003).

In the world of games, games are made interesting and felt more life and make gamer enter to in world pseudo reality this will very dangerous. For instance, how many child who has contracted the online game virus shown when to be the gamer . Children in fact is located in situation psychological related search teak self get teak himself when playing laden online

games with artificiality. Hyperreality cause children trapped in something that's pseudo and assume condition thus is the truth there is in teenage world. .

Previous research on consumption and hyperreality in online games was carried out by Mita Rosaliza, Teaching Staff of the Sociology Study Program of the Faculty of Social and Political Sciences, Riau University in 2015. The study was titled Hyperreality, Simulacra in Online Social Space (Case Study of Three Gamers Game Games Online Perfect World). From the analysis that has been done, the researchers found that the hyperreality conditions that made the gamers into a condition where what happened to be called simulation reality and the gamers in the world of PW were proof of the existence of consumption pleasure. The differences in this study are found in the research sources and research findings. The source of research is point blank online game gamers. The findings of point blank gamers are consumption societies that consume new false reality that is made point blank online games where the pseudo reality results in violence. The equation with this research is in terms of research theory and type of research.

Meanwhile, previous research on hyperreality and violence was made by Vibriza Juliswara, a Sociology Study Program Student at STISIP Kartika Bangsa Yogyakarta in 2014. The study was titled the Simulacra Approach Against Violence in Tom & Jerry Cartoon Films. Researchers found that with the ability to think that is still very simple, children tend to think of the cartoons he watched on television screens are real things. The television shows turned out to be ghost simulacra which no longer reflected the actual situation but had become reality itself. This is what Baudrillard calls hyperreality or pseudo reality. The differences in this study are found in the research sources and research findings. The source of research is point blank online game gamers. The findings of point blank gamers are consumption societies that consume new false reality that is made point blank online games where the pseudo reality results in violence. The equation with this research is in terms of research theory and type of research.

By looking at the potential generated above, the purpose of this study is to find out how point blank hyperreality construction in adolescent gamers' violent behavior . This study uses qualitative methods with the theory of hyperreality of Jean Baudrillard.

2. METHODS

This study uses a qualitative descriptive research method. According to Nana Syaodih Sukmadinata (2011:73), qualitative descriptive research is aimed at describing existing phenomena, both natural and human engineering, which pay more attention to the characteristics and interrelationships between activities. The researcher used a qualitative

descriptive research method because this study explored the hypperreality phenomenon that the Game emerged Point blank related to violence in adolescent behavior .

Determination of informants using purposive sampling with male sex aged 12-15 years based on the phase of psychological development. The choice of sex is because the majority of those who play online games are men. While the age selection because adolescents aged 12-15 years enter the development of emotional independence, namely changes in the closeness emotionally of the relationship between individuals and parents, (Steinberg, 2014). Early adolescents aged 12-15 years are no longer interested in doing activities with parents, do not want to listen to advice or criticism from parents, and emotional ties with parents are no longer as close as when they were children (Natasya, 2014). So that teens who play Point blank games are no longer under parental supervision. There were 5 informants selected also based on the intensity of frequent point blank online game play, so that it was considered capable of understanding point blank games, namely:

No	Informant	Duration	Intensity playing games	Long time become gamers
1	A (13)	3-5 hours	2-3 days / week	1 year
2	J (13)	3 hours	every day	1 year
3	K (14)	5 hours	Every day	1 year
4	R (15)	5 hours	every day	5 year
5	W (15)	3 hours	every day	3 year

In this study the names of informants using pseudonyms to maintain the confidentiality of the informants to be interviewed, as experienced by informants in playing online games Point blank information was completely explored so that in the end what was written in this study could be delivered.

Data collection techniques in this study were passive participation observation and in-depth interviews . In-depth interviewing techniques to get deeper data related to problems in research and passive participation observation, namely researchers present by only observing teen gamers while playing games on line point blank and not involved in the activity (Sugiyono, 2013:312) . The research locations are A and B dresses located in Kartasura. The name of the research location was disguised because it protected the confidentiality of the place of business. The selection of the two internet cafes became the place of research based on the number of gamers point blanks that correspond to the age criteria are quite numerous and the facilities and infrastructure to support gamers in playing point blank are adequate.

Analysis of the data used the Miles and Hubberman model. The first analasis is data collection. Data or information obtained from observing and in-depth interviews about the activities of playing point blank online games , which have been recorded through a recorder tool or written records. Then the most important and categorized data is then searched for relationships between these categories so as to produce theoretical codes, so that they are easily presented. In this study, after important information was collected and then search the relationship was found from all of these categorizations. Data presentation is an activity when a set of information is compiled, so as to give the possibility of drawing conclusions and taking action. The form of presentation of qualitative data, can be in the form of narrative text, as well as matrices, graphs, networks and charts. After analyzing the data, then it is presented descriptively by comparing or connecting the cross check data for checking the validity of the data. Drawing conclusions in this research uses induction, general conclusions based on specific facts. Induction reasoning is a conclusion explaining facts while the fact supports conclusions (Sugiyono, 2013) .

The validity of the data in this study uses data triangulation, the approach taken by researchers to collect and analyze data (Pujileksono, 2015). This method aims to obtain the truth about the phenomenon under study.Data triangulation includes four things, namely method triangulation, triangulation between researchers, data source triangulation, and theory triangulation. However, researchers used triangulation of data sources, namely to explore the truth of the data obtained by comparing information back to the data obtained from interviews and observation of game play activities. by informants (Pujileksono, 2015).

3. RESULTS AND DISCUSSION

This study focuses on the construction of the hyperreality of game points blank to the violent actions of point blank gamers. According to the results of research conducted by researchers at two different internet cafes in the Kartasura region and through in-depth interviews with the five informants namely A, J, K, R and W related to hyperreality in point blank online gamers violent behavior. obtained identification items are divided into 3 categories, namely:

3.1 Consumption of Violence in Point Blank

Point blank is one of the most popular FPS games for teenagers. This is because the superiority of point blank compared to other games lies in the graphic design and interesting game devices that make this component This online game user seems to be in a real war situation between free rebeles and counters terrorist force (CT-Force). In the initial observation, the simulative situation in this online game hascreated a new identity for

its users through the level of rank they wear when they consume point blank games into everyday life (Marwing & Ilman, 2014).

Consumption itself according to Baudrillard (2017) is a systematic action in manipulating signs, and to be an object of consumption, objects must contain or even be a sign. The object becomes a determinant of identity presented through a sign that has been created. Therefore, every human who wants to have an identity, like it or not, consumes the item to get the sign that was created. The purpose of consumption is no longer spending or utilizing the use of consumer goods but utilizing signs that are intentionally included in consumer goods by producers through an effort to manipulate consciousness aided by the sophistication of mass media (Pawanti, 2013).

In this study, the identity of gamers is owned because they consume point blank game play to get prizes created as a reward for achieving in the game not only as mere entertainment. The results of the observation showed that the fulfillment of intrinsic needs through point blank play activities was obtained by the informants by making success in point blank as a form of compensation for their inability to achieve academics, enjoyable activities and the desire of the subject to overcome each game challenge.

Games that have rhythms still seem to hypnotize gamers, so he feels united with the game. Of course, this feeling of fusion remains just a feeling, so it's not always true. However, the technological sophistication and enjoyment gained in playing video games seems to obscure that fact. This definition is in line with R informant's statement regarding the activity of playing point blank:

> "kalau untuk main gamenya sih biasanya jam – jam pulang sekolah langsung ke warnet, atau gak kalau lagi libur ya main ke warnet. Kalau aku sih paling minim 3 jam. Kayak udah jadi kebiasaan ajah gitu buat kumpul – kumpul sama anak warnet buat main pb bareng. Soalnya kalau gak main sehari rasanya gimana gitu bosen ajah, kayak ada yang gantung gimana gitu kalau gak diselesain nanti gak dapet senjata yang bagus, lumayan juga lah buat kegiatan refresing otak sama buat ketemuan tuker pikiran sama anak – anak pb yang lain".

From the statement above, that sign becomes an important component for consumer society. The act of consuming an item is no longer based on its use but rather prioritizes the signs and symbols attached to the item. So that people no longer consume objects based on exchange value or use value, but because the symbolic / symbolic values are abstract and constructed (Baudrillard, 1970).

From the results of the study, that the logic of point blank gamers in the present has changed. Playing games is no longer just entertainment, but can be a mandatory activity that

must be done repeatedly. So that the gamers unconsciously put aside values in point blank that sometimes describe a value of violence. For example, when a character in point blank fires using a machine gun, and successfully kills his enemy. Such events are rather frightening, but instead gamers cheer and show the fun and enjoyment of the game. Gamers can also feel the joy of power in the world of video games.Something they might never have gotten in the "real" world. In line with the statement of Informant W:

> "ya kalau berhasil nembak yang pasti seneng soalnya kan ada kesempatan untuk menang. Lagian adegan nembaknya kan buat memperseru permainan jadi buat kita untuk habisin musuh terus nyelesein misi. ya pas udah selesai, menang dapet hadiah senjata baru lebih bagus buat nambah skill karakter jadi seru buat lanjutin main, soalnya kalau berhenti gak seru, juga kan biar bisa naik pangkatnya cepet kalau main terus".

From the W informant's statement, explained that point blank gamers consume artificial images on point blank online game content so that the gamers never feel satisfied and will trigger consumption continuously. In line with the promise that the daily life of each individual is seen from his consumption activities which are also based on the images given from the product (Murti, 2005).

The flow that is followed makes the gamers indirectly appreciate the value that is in the game compared to their obligations in the real world. The value intended in this study is in the form of prizes and social status in game point blank. Both are very important for gamers because they show their identity in the game world. Informant K said that ranking and rank in point blank games was very important for him because of his influence when he joined the clan team. If he is able to join the clan team with master skills, automatically the other clans also see him as having the same skill. While the clan itself is a group formed by gamers who will be included in clan war matches or often called clan war, as the informant said that the clan has a rank system as well as the characters of gamers, so it can be seen which clans are strong and weak. Prizes obtained also follow from the rank of the gamers, where the prize supports the skill of playing gamers. Five informants felt that more valuable here is a value of signs and symbols so that when playing the game, gamers find their identity, so that they follow the cyberspace pathway including status that is actually not real (Rozalisa, 2015).

After the game becomes part of the gamer's identity, the game manages to create loyalty and a feeling of being bound in the gamer. What happens is that the gamer seems to be unable to live without the game he normally consumes. This is what is called false needs (false needs). The identity and loyalty of these products will be increasingly thickened with the existence of bonuses (Haryatmoko, 2007).

3.2 Media Violence in Point Blank

Game point blank is said to be a game that is identical to violence. The violence in this point blank game starts from the point blank game flow, it is known to be related to the back of the battle in this Pb online game. In this online game, there are two camps, namely free rebels and CT- forces that are opposite each other to understand and face each other in battle . In addition, what makes this game a favorite is because the game with the FPS (First Person Shooter) format has attracted the attention of gamers with its stunning graphics and the effects of gunshots and explosions that are close to real.In addition, the effects of blood are also displayed to enliven the atmosphere of war. And the main attraction is that there are many firearms, grenades and sharp weapons that are designed to approach reality, making the game enthusiast even more interested in playing.

This makes the game that sees violence increasingly closely related to the lives of gamers. Through online game media, many teenagers are familiar with the world of violence. With the many games that are offered and become the favorite of gamers by carrying out the background of violence as the main theme, the gamers will indirectly consume the violence.

Violence according to Haryatmoko (2007) is all actions that can damage the basis of one's life. The damage can be fatal, or just leave a scratch. Meanwhile, Haryatmoko also added that there were three things that could be traced as a direct result of violence. First, spectacle and violent behavior can directly increase the level of aggressive behavior of the audience. Second, the scenes of violence that are repeated over and over can make the audience, whether directly or through a glass screen, no longer sensitive to the suffering of victims who experience violence. And third, violence can create a picture that is a reductive world, namely that the world is completely evil and cruel, so people must be prepared to commit violence to defend themselves.

From the results of this study, three things are the direct result of violence found in the behavior of gamers. Where gamers show their aggressive attitude when carried away by the atmosphere of the game, then the researchers see that every scene that depicts violence or blood does not interfere with the activities of gamers to play. Meanwhile in an informant interview A said that shooting at an enemy was normal because the evil one had to be destroyed. This is because often the gamers consume content in point blank online games that are full of violence can lead to violent attitudes for gamers.

This study focuses on highlighting point blank gamers' violent attitudes by categorizing violence into fictional violence, simulated violence and symbolic violence. Fictional

violence, namely violence is able to project out of the real world that is possible even though it is not in reality. Simulation violence is violence in the virtual world, for example in point blank online games. Everything is not physical violence, but rather symbolic violence. And this violence can be constant, because both the perpetrators and the victims, both consider violence as natural. Violence seems to have been seen as something normal and inherent in language, ways of acting, and ways of thinking (Haryatmoko, 2007).

Fictional violence is violence in fiction, the violence can be categorized as a hyperrealistic category. There is pretense and simulation in the violence. In this study, fictional violence can be seen from the scenes of war and shootouts that are really similar to the real conflicts that began existence element resistance terrorist and element violence very thick in this game point blank because Indeed in this game presents various kind of action criminal wrapped with followup violence . Following one scene violence in Point Blank online game :

Figure 1.The scene of violence in point blank game

This kind of thing can cause trauma and aggressive behavior for gamers who watch it and play it. The existence of "fraud" and technological engineering in the game can have an impact on the dimensions of the psychological gamers is very large, even greater than the boxing or karate matches that do contain real violence. "Fiction," he wrote, "is able to project out of the real world possible even though it is not in reality." So, even though fiction is not the same as reality, fiction has similarities and slices to reality. Fiction can actually offer new ideas that were previously unthinkable in reality. As in this study, new ideas developed in the game point blank be setting a strong hostility, realistic image display, ease of access, flatst social distinction or rank, as well fitours are always updated. In addition, dividing the gamers into two mutually hostile groups (Counter Terrorist Force) as well as terrorists (Free Rebels) has encouraged the stimulation of violence against their gamers. Ironically, the violence can have an impact on how a gamers can do violence, because he likes to play point blank that has violent content. This can be seen from the statement of the informant 'R' who

said that verbal or physical violence he did was based on the stimulus of carrying him in the point blank game itself.

Simulation violence. This violence is thick in video games, both on line and off line. For example, in this study, when characters in the online point blank game carried out their shots using a machine gun, they succeeded in killing their enemies. Such events are rather frightening, but instead increase adrenaline and enjoyment of the game. In such games, anxiety, disgust, and pleasure and curiosity together become one. Gamers can also feel the joy of power in the world of games. Something that he might never have gotten in the "real" world (Haryatmoko, 2007). This statement is in line with the explanation of the informant A:

> "senengnya tuh kalau kita berhasil nembak musuhnya sih. Tapi ya ada rasa gimana gitu kalau pas lihat musuh ketembak soalnya di gambarnya nanti ada darah – darah gitu. Tapi itu sih mba yang bikin seru, memacu adrenalin kita untuk terus main. Lagian sih ya fokus aku untuk menangin misi abis itu naik pangkat sama hadiahnya itu".

From the statement it can be seen that when playing, gamers are hardly given time to think and reflect. In point blank play, gamers are transformed into creatures that move only with the pattern of action-reaction, and stimulus-response. Reflection becomes irrelevant, because everything happens and moves mechanically. (Haryatmoko, 2007).

Another type of violence that is also difficult to prevent is symbolic violence in point blank scenes. This violence is referred to as symbolic violence, because there are no physical injuries that result directly. What is also ironic is that gamers do not realize that they have been turned into victims of violence. Gamers do not know that they have been manipulated, deceived, and even mastered. Symbolic violence occurs through the medium of language which will affect the way of thinking, how to work, and how to act (Haryatmoko, 2007).

What makes violence not visible here is also what is called the pattern of repetition of violent scenes. The process of repeating a violent scene gradually and unknowingly will be able to change the way of thinking and how gamers think, so they become easily manipulated and feel dependent on the game. Violence is no longer felt as violence, but as a natural thing. In line with the statement from informant K, namely:

> "Iya ini kan game peperangan, kalau gag ada adegan tembak-tembakannya kan ya gag seru mbak. kalau buat nembak musuh sih gag masalah mbak, kan dia jahat. Biasa aja soalnya kan itu tuntutan permainannya, kalau kita gag bunuh lawan kita, kita kalah jadi harus bisa bunuh lawan kita sebelum kita dibunuh terlebih dahulu".

From the statement above it can be stated that the violence revealed in online games is not without leaving scars on gamers, especially for teen gamers who can abandon aggressive

behavior. The violence in fiction can be categorized as a hyperrealistic category. There are pretensions and simulations in the violence, but the effects for gamers are the same or even more powerful than other forms of physical contact (Haryatmoko, 2007, p. 132).

3.3 Hyperreality of Violence in Point Blank

Point Blank is a FPS (First Person Shooter) high realistic game. Point blank has a graph that is close to the real, from the way of motion, the effect of the explosion, the shape of the weapon, also the appearance of the personnel of the army. In addition to graphics, this game is also supported by amazing sound, coupled with the sound effects for radio systems in wars that can be controlled by the owner so that war is like war in the real world.

According to Haryatmoko (2007) Violence in the online gaming world is fictional violence which can be categorized as a hyperrealistic category. Fiction is able to project out of the real world that is possible even though it is not in reality. Usually even though far from reality, fiction still has a foothold or analogy with the real world. Therefore, fictional violence becomes dangerous when it gives new possibilities that do not exist in the real world. Violence found in everyday life finds additional and complementary fulfillment in the virtual. Then the rationalization and optimization of real violence take place through the transfer to the cyber sphere. Even unbelievable or outrageous imaginary violence can be presented on the screen into a display of fiction that creates the illusion of reality.

In this study, point blank games display imaginary violence that does not have a new model that does not exist in the real world and is portrayed through features or content in fictional games that create the illusion of reality. Violence was displayed as an activity that must be carried out by gamers to complete the game and violence was presented in fictional warfare which of course every aspect, such as weapons, characters, arena of warfare is an artificial model that does not exist in the real world.

The violence is consumed repeatedly by gamers and the peak becomes very dangerous because the meaning of violence in the real world is complemented by virtual images of the world of point blank online games. Then gamers formulate violence on point blank online games with more real through the harsh words that are spoken or delivered through mode chat to be in the form of aggressive attitude.This is one of the concrete manifestations of simulacra called hyperreality. Gamers embody violence that only appears in the games they play as part of real-world activity. Simulacra is a space where the simulation mechanism takes place. Human. in the context of the development of virtual technology, quoting Baudrillard, it was trapped in a space of reality which he considered real, when in fact it was pseudo and full of engineering. In this simulation world, it is not reality that mirrors reality,

but models (Baudrillard, 1987). This statement is reinforced by the results of informant J interviews, namely:

"iya kalau misuh sih sadar, soalnya alasannya itu mengungkapkan rasa kecewa ajah kok bisa kalah gitu. Biasanya juga kalau teriak – teriak itu karena kebawa suasana main ajah apalagi kalau udah pake headset jadi gak sadar gitu. Kalau buat nempeleng temen sih biasanya reflek apalagi kalau dia yang bikin kalah, ya jadi tiba – tiba gregetan gitu terus nempeleng. Paling ya itu Cuma karena emosi ajah".

From the statement, explained that the informants were unconsciously aware that they were lulled in the world of point blank online games that embody false realities made in the real world. As many people pointed out, online video games, in their development, present reality in different ways. The world in this modern technology game is here to sedate children throughout the world like a simulation.The world becomes distant, between the real and the unreal (Piliang, 2006).

Not only through verbal or physical abuse, but gamers are already supplying their violence in cyberworld such as chat mode at point blank. Chat mode is a medium for contacting or communicating with friends on friendlist. There are 3 types of chat modes, namely chat all, sending messages to all gamers, Chat Grub sending messages to a stronghold both CT-Force and terroris when running matches, and chat clans send messages to all clan members, usually used for coordination when the clan war . This is due to the ongoing rationalization and optimization of real violence through the transfer to the cyber sphere. Like the results of the screenshots of the contents of the gamers' chat when playing this point blank game:
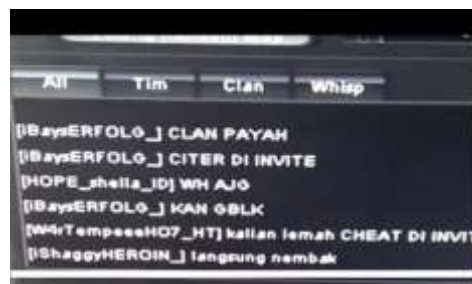

Figure 2. Fill in the chat of the informant while playing point blank

From the picture above, it can be seen that words become the main symbol in calling the game itself. The informants consciously made each invective as a complementar aspect of the game and as a depiction of emotions from anger towards the game. In this study, the informants felt that the violence they were doing was normal because it was only to vent emotions from the false reality construction of game play. In fact, in the real world the things

they do are included in violence that can hurt someone. So, it can be said that the violence committed by point blank gamers is part of hyperreality. Hyperreality is a condition in which circumstances seem to have surpassed reality, a situation in which fantasy / dreams try to be realized / represented so that the boundary between the two is almost gone (Utoyo, 2001).

4. CONCLUSION

Hyperreality is a condition in which circumstances seem to have surpassed reality, a situation in which fantasy / dreams try to be manifested / represented so that the boundary between them is almost gone. Point blank game is one of the online games that displays hyperreality in the game so that it gives stimulus to the gamers where the stimulus make the gamers in a condition that is difficult to distinguish between the real world and the game world.

Based on this study found several findings such as, the existence of hyperreality construction in game point which involves the consumption of violence, where the informants as gamers who consume point blank games no longer consume objects based on the nature of the game as entertaining media, but because of symbolic / it satisfies desires. This is because point blank has the concept of pseudo reality that offers a reality that is not real but is imaged as a reality that determines the awareness of the gamers. Point blank precisely negates the gamer's need for game use, but by attacking the hidden sense of satisfaction in humans. In addition, here, gamers also follow the path directed by Point Blank game developers who direct violence. Informants were satisfied with playing point blank games so that without feeling they followed the flow of violence obtained when playing game point blank including the status obtained when playing the game which was actually not real.

The results of this study were then classified into 3 (three) groups, the first is Consumption of Violence in Point Blank , which explained the findings of informants as gamers consuming point blank games to reveal their identities in the online game fiction world. Second, media violence in point blank, which explains the findings of violence in the form of simulated violence and symbolic violence where violence refers to fictional violence which is a manifestation of hyperreality. Third, hyperreality of violence in point blank, findings from informants regarding the concept of hyperreality violence in game point blank.

In this case, gamers are expected to be able to be skeptical of the online games played, especially games that describe the content of violence, that pseudo portrayals of violence in the real life of the group or not, indirectly conclude that the pseudo portrayal of violence is correct and in accordance with life real.

Through this research, researchers suggest to other researchers, especially those who will examine the hyperreality of different online games , should explore more problems that

discuss hyperreality and violent behavior of gamers more deeply, and not only focus on teenagers , but from other ages. .

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