

ABSTRAK

Agung Dewantara 200521100118, Program Studi Sosiologi Patembayan *Game Online Higgs Domino* Di Desa Bangsah Kecamatan Sreseh Kabupaten Sampang.

Penelitian ini bertujuan untuk mengetahui aktifitas sosial patembayan *game online higgs domino* pada pemuda Desa Bangsah, Kecamatan Sreseh, Kabupaten Sampang. Penelitian ini juga untuk mengetahui kegiatan komunitas jika di analisis dari perspektif teori patembayan Ferdinand Tonnies. Metode penelitian ini menggunakan jenis kualitatif dan pendekatan studi kasus. Metode pengumpulan data berupa, wawancara, observasi, dan dokumentasi serta pemilihan informan menggunakan purposive sampling. Menggunakan teknik analisis data berupa reduksi data, penyajian data verifikasi data, dan teknik triangulasi sumber.

Hasil penelitian ini menunjukkan bahwa komunitas *game online higgs domino* bahwa aktifitas sosial anggota patembayan *game online higgs domino* menggambarkan konsep patembayan yang dibentuk berdasarkan kesamaan minat, tujuan dan kepentingan individu. Anggota patembayan *game online higgs domino* memiliki hubungan yang rasional, patembayan *game online higgs domino* memiliki struktur sosial yang kompleks, anggota memiliki berbagai peran, tanggung jawab, aturan dan status yang berbeda dalam kelompok. memiliki tingkat mobilitas sosial yang tinggi, Individualisme cenderung lebih fokus pada pencapaian tujuan pribadi. Patembayan *game online higgs domino* ini cenderung lebih fleksibel dan berubah sesuai perkembangan norma dan nilai sosial.

Kata Kunci: Komunitas, patembayan, *game online*

ABSTRACT

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Higgs Domino Online Game in Bangsah Village, Sreseh District, Sampang
Regency.***

This research aims to determine the social activities of the Patembayan online game Higgs Domino among youth in Bangsah Village, Sreseh District, Sampang Regency. This research is also to find out community activities if analyzed from the perspective of Ferdinand Tonnies' patembayan theory. This research method uses a qualitative type and a case study approach. Data collection methods include interviews, observation and documentation as well as selecting informants using purposive sumpling. Using data analysis techniques in the form of data reduction, data presentation, data verification, and source triangulation techniques.

The results of this research indicate that the Higgs Domino online game community. Based on the research results, it can be concluded that the social activities of Patembayan members of the Higgs Domino online game illustrate the Patembayan concept which was formed based on the similarities in interests, goals and interests of individuals. Patembayan online game higgs domino members have rational relationships, patembayan online game higgs domino has a complex social structure, members have various roles, responsibilities, rules and different statuses in the group. Having a high level of social mobility, Individualism tends to focus more on achieving personal goals. Patembayan, the Higgs Domino online game, tends to be more flexible and changes according to developments in social norms and values.

Keywords: Community, patembayan, online games