

## **ABSTRACT**

*Game online is a computer game that use internet data. With the internet profit, we can play games with some friends or we can use the matchmaking system with some random people that we don't know about their personalities and attitude. Some people might be toxic, some people don't. what writer want to discover is the reason they doing toxic behaviour in online game. Writer use artbook character design media to educate the toxic gamer. To make an accurate visual, writer interviewed the toxic player itself and a psychologist about toxic gamer. This whole design is based by the study of toxic gamer phenomenon that happening in society. From this design, writer hope that the result from studying the phenomenon is related with the first concept and writer hope that the victim can face the toxic gamer as good as possible.*

*Keyword : Character Design, Game Online, Methode, Toxic*