

## ***ABSTRACT***

*This study aims to examine the impact of the Cohabitation feature in the Online game Garena Undawn on the development of interpersonal closeness among players. In the MMORPG genre, the Cohabitation feature allows players to live together virtually, enhancing interactions and fostering closer relationships. Using the Social Information Processing (SIP) theory, this research analyzes how digital interactions through this feature contribute to emotional closeness among players. Employing a quantitative approach, data were collected through surveys targeting active players who utilize this feature. Hypothesis testing results indicate that the Cohabitation feature significantly influences interpersonal closeness, with a t-value of 3.561 and a p-value of 0.000 ( $p < 0.05$ ), alongside a Pearson correlation coefficient of 0.912, demonstrating a strong positive relationship. These findings support SIP theory, which posits that sustained Online interaction can foster interpersonal relationships comparable to face-to-face communication. The Cohabitation feature plays a significant role in facilitating positive social interactions among players, enhancing intensive communication and collaboration, thereby strengthening emotional bonds. This study provides new insights into the psychological and social impacts of digital interaction features on Online platforms, particularly in the context of Online gaming.*

***Keywords:*** *Cohabitation, Garena Undawn, Interpersonal Closeness, Social Information Processing, Virtual Interaction.*