ABSTRACT

Throughout the year of 2022, Indonesia has become one of the powerhouses for *VALORANT* eSports team in Asia-Pacific region thanks to the existence of several remarkable teams such as *BOOM Esports* and *ONIC G* who managed to address notable achievements as a team during the year. Through the journey of both teams, it is visible that small group communication which they conduct outside the game and inside the game specifically are the most determining factors for them to achieve what they have achieved throughout the season. This research investigates further into how the communication process they conducted can severely affect their overall performance as a team based on the communication model they used as a Virtual Team. As an effort to find the actual evidence to accommodate the research, researcher used qualitative research method by conducting interview sessions with several professional *VALORANT* players or athletes which are Muhammad "frostmind" Rafi Diandra, who was at *BOOM Esports* and Michael "severiNe" Winata, who was at *ONIC G* during their journey throughout the year of 2022 within *VALORANT* eSports scene both in national and international level. Furthermore, the research is also accommodated with several supporting data collected from Mic Check videos which often published by both teams and researcher's personal experience as a *VALORANT* eSports team manager as a comparison measure. Later, it is determined that Spiral Communication Model is the opted communication model adopted by both teams which previously aligned with Communal Caller term which derives from FPS eSports scene in general. Due to the using of Spiral Communication Model, it is proven both teams can achieve great results back in 2022 in both national and international level because the exact communication model allow all the playing team members to contribute their inputs and idea to each other so they can create the most efficient and effective decision round by round within a tournament match.

Keywords: *VALORANT* eSports team, Spiral Communication Model, Communal Caller, Virtual Team, Small Group Communication