

## ABSTRAKSI

Di era yang kini serba digital, game analog bergenre *tabletop role-playing game* khususnya Dungeons & Dragons tetap dianggap memiliki daya pikat oleh banyak orang. Jamak dimainkan secara tatap muka, bermain Dungeons & Dragons menjadi pengalaman unik yang membedakannya dengan pengalaman memainkan game digital. Oleh karenanya, studi ini bertujuan untuk memahami motivasi, pengalaman, dan kepuasan memainkan game Dungeons & Dragons dengan pendekatan teori Uses and Gratification. Dengan menggunakan metode studi kasus, penelitian ini berfokus pada motivasi dan pengalaman bermain Dungeons & Dragons secara mendalam dan mengamati kepuasan yang didapat darinya. Temuan dalam penelitian ini menunjukkan bahwa motivasi untuk bermain D&D dan kepuasan yang didapat anggota D&D Jogja hadir dalam interaksi sosial antar pemain dan membenamkan diri di dalam dunia fantasi.

**Kata kunci:** tabletop role-playing game, dungeons & dragons, uses and gratification, motivasi

## ABSTRACT

In this digital era, analogue game genre tabletop role-playing game, especially Dungeons & Dragons, still deemed attractive by most. Traditionally played face to face, playing Dungeons & Dragons becomes a unique experience which distinguishes it from experiencing digital video games. Therefore, this study aims to understand the motivation, experience, and gratification from playing Dungeons & Dragons using the Uses and Gratification theory approach. Using case study method, this study focuses on in depth observation of motivation and the experience of Dungeons & Dragons players while monitoring the gratification of it. The obtained data of this study shows that the motivation behind playing Dungeons & Dragons and the gratification obtained of D&D Jogja's members comes from social interaction between players and to immerse themselves in a fantasy world.

**Keywords:** tabletop role-playing game, dungeons & dragons, uses and gratification, motivation