ABSTRACT

The gaming industry cultivation in Indonesia can be withdrawn in the period of about 15 years ago. In business, the gaming industry in Indonesia began to develop because legal games from outside also began to enter. At present, the Indonesian video game industry and market is the largest in Southeast Asia. This study is used with the aim to find the relationship between personality and moral choices in the games. Research design used in this study is a qualitative research in nature. Choices will be analyzed together with MBPI based on every part of MBTI, based on Attention Focus, Information Gathering, Decision Making and World View element of Personality Indicator. The end result of this study is to shed light on important implications for gamers. This study is one proof of how humans see the game itself, especially in the form of moral dilemmas and more in-depth studies are needed to see how moral dilemmas can affect personalities and vice versa.

Keywords: Video Games, Moral Dilemma, Personality Indicator, Moral Choices