

**Webcomic Design About The Negative Impacts And Parasocial Interactions Of  
Otome Game Players Aged 18–25 Years Old**

To Fulfill Partial Requirement for Obtaining a Bachelor's Degree (S-1)



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**APPROVAL PAGE**

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AGREEMENT PAGE

WEBCOMIC DESIGN ABOUT THE NEGATIVE IMPACTS AND  
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## STATEMENT OF FREE PLAGIARISM

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I declare that in this scientific document of Final Project. There is no part of another scientific work that has been submitted to obtain an academic degree at a higher education institution, and there is also no work or opinion that has been written or published by another person/institution, except those that are writtenly cited in this document and stated in full in the bibliography.

And I declare that this scientific document is free from elements of plagiarism. If in the future there is in indication of plagiarism in this Final Project, I am willing to accept sanctions in accordance with applicable laws and regulations.

Thus, I make this statement letter truthfully without any coercion from anyone and to be used as it should be.

Surabaya, May 21, 2026

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## ABSTRACT

*The rising consumption of Otome games among young women aged 18–25 has led to various social, emotional, and financial implications. The romantic interactions presented in these games often foster parasocial relationships, or one-sided emotional attachments between players and virtual characters. This bond becomes stronger when games incorporate gacha systems that encourage microtransactions, prompting players to spend significant amounts of money to obtain their favorite characters. The easy accessibility of mobile gaming, combined with increased digital media consumption among youth, has further amplified this phenomenon.*

*This study employs a mixed-method approach, including interviews, questionnaire distribution to participants aged 18–25, literature review, and observation of media consumption patterns. The data is analyzed descriptively to map player behavior in Otome games and to highlight the urgency of educating users about parasocial interactions.*

*The findings indicate that players are drawn to Otome games due to appealing character visuals, interactive communication features, and personalized experiences that evoke strong emotional engagement. This attachment is closely linked to microtransaction behavior, where players are willing to spend money to sustain their virtual relationships.*

*As a response to this issue, a webcomic published on LINE Webtoon is proposed as an intervention. This medium is chosen for its relevance to youth digital habits and its effectiveness in delivering emotional narratives. The webcomic aims to raise awareness about the impact of parasocial relationships and to help prevent psychological dependency as well as excessive financial spending.*

**Keywords:** *Otome Games, Parasocial, Raise Awareness*

## FOREWORD

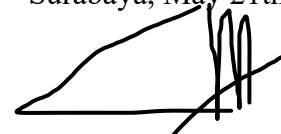
Praise and gratitude are devoted to Allah SWT for His blessings and mercy, which enabled the author to complete this Final Project report, “Webcomic Design About the Negative Impacts and Parasocial Interactions of Otome Game Players Aged 18–25 Years Old.” This report was prepared as a requirement for completing undergraduate studies in the Visual Communication Design Program, Faculty of Architecture and Design, Universitas Pembangunan Nasional “Veteran” Jawa Timur.

This final project discusses the design of a digital comic in the form of a webtoon that presents the negative impact and parasocial interaction of an otome game players as both entertainment and educational media. During the preparation of this final project, the author received support and assistance from many parties. Therefore, the author would like to express sincere gratitude to:

1. Allah SWT for His guidance throughout the completion of this final project.
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The author realizes that this report is still far from perfect. Therefore, constructive criticism and suggestions are highly appreciated for future improvement. Hopefully, this final project can provide benefits for the development of educational digital media and local cultural reinterpretation

Surabaya, May 21th 2026



Akmal Rifqy Nugroho

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