



Communication Meaning in The Community Online Mobile Legends Based on Depok Players Realities

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Abstract

Online game phenomena occur in almost all parts of the world. This phenomenon is experienced by some major cities in Indonesia, including Depok. As a result of this phenomenon, various kinds of online game lovers community emerged, one of them is the Mobile Legends online game community. With the formation of the community, each Gamers will have experience and views on their preferences to play Mobile Legends, both before and after becoming a player of Mobile Legends. This qualitative research uses a type of phenomenological approach with the constructivism paradigm. Then using symbolic interaction theory and self-concept. Data collection techniques carried out were interviews and non-participant observations. Analysis techniques that are carried out using verification. The results obtained were due to playing Mobile Legends Online Games, the five informants no longer considered Mobile Legends to be just a game, in their opinion the game was as a source of income, learning media, half-life, and as a mandatory activity that must be done every day. The conclusion obtained from the results of this study is that the five informants became addicted to the Mobile Legends Game and had a lot of self-changes since starting and continuing to play and joining the community of Mobile Legends Depok. There are four things that support informants to become addicted, namely the attractiveness of the game itself, the benefits gained by playing, lifestyle and friendship and environment factors of the informant.

Keywords: Meaning; Mobile Legends; Online Community

Introduction

Nowadays, internet technology is growing rapidly, one of the benefits is a means of entertainment, for example to play. Games using an internet connection are known as online games, media of Online games are very influential on the human mind, which is absorbed through the two senses of seeing and hearing. Along with the development and advancement of technology, games are growing rapidly in the world, such as the development of online games is rife today.

Online game began to appear in Indonesia in March 2001. In the past few years, online games have experienced very rapid development. Permainan online or also called online games (in networks) are

types of computer games that utilize computer networks (internet) as the media. One of the most popular online games today is Mobile Legends. Mobile Legends is a Multiplayer Online Battle Arena (MOBA) action game. The game was developed and published by Moonton. This game was released worldwide for Android on 14 July 2016 and later for iOS on 9 November 2016, to get the victory from the Mobile Legends game is to destroy enemy towers which have become a top priority rather than by killing enemies. Based on the data obtained by researchers, Mobile Legends managed to rank first as the Top Charts, Top Games and Top Grossing in the Playstore, in 2018.

The popularity of Mobile Legends online games, surely also supported by the increasing number of players. As data obtained by researchers Mobile Legends as a game based on MOBA (Massive Online Battle Arena), in the statistical data owned by the game company, there are 43 million monthly active users in Southeast Asia and in Indonesia almost 50 percent of the total. It is also supported by the annual competition of this Game on the international scene, which was attended by participants from various parts of the world, the next competition held every year namely "Mobile Legends: Bang Bang South East Asia Cup (MSC) 2019". As a result of online games, there are dynamics and new things for players (*gamers*). The interaction and communication that occurs between players can lead to the formation of friendship between them, for example, the formation of an online game player community on this Mobile Legends online game itself. This game has become an opiate for the players. Researchers often find phenomena; many players are willing to spend countless time and money to play this online game. In addition, in some phenomena, researchers also found the effects of being overly addicted to this game, many players were not just sacrificing their time and money, but they were also willing to change their style and lifestyle, followed by changes in daily activities, then reduced academic-related activities, the worse socialization in real life, and even these things contribute to their own health.

Based on the data above, researchers interested in studying the phenomena that occur. This study aims to explore how much influence caused by the Mobile Legends Game of the players on the social life and lifestyle that they do, then how the process they experienced the phenomenon, and how they interpret those experiences. The researchers finally chose this research with the title "Communication Meaning in The Community Online Mobile Legends Based on Depok Players Realities".

Theoretical Study

Symbolic Interaction (George Herbert Mead)

Symbolic interactionism studies the nature of interaction which is a dynamic social activity of humans. For this perspective, individuals are active, reflective, and creative, interpreting, displaying behaviors that are complex and difficult to predict. This understanding rejects the idea that individuals are passive organisms whose behavior is determined by the forces or structures that exist outside of themselves. Because individuals continue to change, the community changes through interaction. So interaction is what is considered as an important variable that determines human behavior not the structure of society. Mead's most famous work underlines three critical concepts needed in compiling a discussion about the theory of symbolic interactionism. These three concepts influence each other in terms of symbolic interactionism. From that, the human mind (mind) and social interaction (self / self with others) are used to interpret and mediate the society in which we live. The meaning comes from interaction and not from other ways. At the same time "mind" and "self" arise in the social context of society. The reciprocal influence between society, individual experience and interaction becomes material for learning in the tradition of symbolic interactionism (Elvinaro, 2007: 136).

The very important Mead concept is Mind, Self and Society :

1. *Mind*

The mind, defined by Mead as the process of someone's conversation with himself, is not found in the individual, the mind is a social phenomenon. Mead also saw the mind pragmatically. That is, the mind involves a process of thinking that leads to problem solving (Ritzer & Goodman, 2004: 280).

2. *Self*

The self is where people respond to what they are addressing to others and where the response itself becomes part of their actions, where they not only listen to themselves, but also respond to themselves, speak and answer themselves as others answer themselves so that we have a behavior in which the individual becomes an object for himself. Therefore, self is another aspect of the overall social process in which individuals are a part.

3. *Society*

The society has an important role in shaping the mind and self. At another level, according to Mead, society reflects a set of organized responses taken over by individuals in the form of "me". According to this individual understanding society influences them, gives them the ability through self-criticism, to control themselves.

Self Concept (Brian Tracy)

Self-concept is a picture that someone has about him/herself, which is formed through experiences gained from interaction with the environment. Self-concept is not an innate factor, but develops from a continuous and differentiated experience. The basis of individual self-concept is instilled in the early moments of the child's life and becomes the basis for influencing his behavior in the future. According to Brian Tracy (2005:48), self-concept has three main parts, namely:

1. *Self-Ideal*

Self-ideal is formed from the goodness, values, and traits that are most admired by you and from others you respect. Self-ideal is what you want most to be who you are, in all areas of your life. This ideal form will guide you in shaping your behavior.

2. *Self-Image*

The second part of your self-concept is self-image. This section shows how you imagine yourself, and determines how you will behave in one particular situation. Because the power of self-image of all the improvements in your life will begin with improvements in self-image.

3. *Self-Esteem*

Self-esteem is how much you like yourself. The more you like yourself, the better you will act in whatever field you are engaged in. And, the better your performance, the more you will like yourself.

Research Methods

Subjects and Objects in this study were the Mobile Legends Depok community. The object of the research is "Communication Meaning in The Community Online Mobile Legends Based on Depok Players Realities". This study uses a qualitative methodology that explains social phenomena from the point of view of the framework of the actor or subject of research. How to look at the situation and the context around it from their perspective. Therefore, the meaning of objects observed in qualitative research was brought by the informants to researchers (Rachmat, 2006:56). This study uses a qualitative, because they want to see and describe the phenomenon of online gaming communities Depok Mobile Legends.

Analysis Results

Based on the results of interviews with informants, the researchers can analyze the "Communication Meaning in The Community Online Mobile Legends Based on Depok Players Realities" which includes:

- **Process and Experience of Informants in Knowing and Playing Mobile Legends Games**

Community is a group of people who live in different locations, or maybe a great distance but united with the same interests and interests. It can be said that the community is a group of people who live in the same or different locations (far apart) but can gather because of the same interests and interests and interact.

One of them is the Mobile Legends Depok community, this community is formed because of the presence of one another from group members who share the same passion. Mobile Legends Depok is a community or association of online game lovers and players of Mobile Legends. The purpose of this community was formed to accommodate and as a medium of interaction, share information about games that have interest and interest in online games, especially Mobile Legends. Based on the data obtained, each informant has different views on the Mobile Legends online game. During the study period, researchers saw that the informants who showed enthusiasm towards the phenomenal online game had different reasons, different benefits, until the change of self and the habits of the informants also differed from one another.

Basically, everyone is formed by the environment. Behavior, habits and views of a person towards something are much influenced by the environment. This also applies to research informants who are members of the Mobile Legends Depok committee. The informants stated, most of the reasons and motives they know and play this game are influenced by the surrounding environment, where their friendship environment gives an invitation to get to know this game which in the end they become interested and produce an addiction. As a result of the informants' interest and preference for the online game Mobile Legends, this encourages each of their individuals to have a much more supportive environment, one of them by joining the community. Where in this environment they can socialize, gather, develop themselves, with the scope of groups who share the same interests as those of informants. Further impacts are due to the more frequent they play and the supportive environment, the informants become increasingly addicted and have their own views and meaning for bigotry and their self-changes that occur due to the online game Mobile Legends.

- **The meaning of the informant on the online game Mobile Legends**

In this study, the informants have experience and meaning of the online game Mobile Legends, because they have repeatedly interacted with the things contained in the game for thousands of hours, along with the environment they play both in the game and outside the game (community), which through these interactions, they can interpret the symbols that exist from the process of interaction. From the amount of interaction time they have spent in the game, they can interpret what they experience and feel since they start playing. Moreover, they claimed they met a lot and learned new things, which they thought they could not get if they did not play online games, especially the online game Mobile Legends.

These findings, helping them to interpret that Mobile Legends, are not just games. From the results of research researchers found, Mobile Legends for them, is not just a game, namely as a hobby, a source of financial income, as passion, then as a means of exercise while having fun, and also as part of daily life and activities that can not be abandoned.

- **Views on Changes in Self and Benefits of Playing**

The daily life of a maniac with online games with non-maniacs online games is very different. Mobile Legends has been very attached to the daily lives of the five informants. They claimed that they were

already very addicted to Mobile Legends. Evident from their activities that almost every day only play Mobile Legends. As a result of their interest and bigotry towards the online game Mobile Legends, the informants claimed that they were willing to change their patterns and lifestyle, willing to sacrifice health and finance, and even willing to abandon matters relating to academic matters and lectures they were currently live.

According to the five informants, Mobile Legends has become an activity that must be played if there is free time. Even if they don't have free time, whenever they want to play, no matter how much they will make that time, which of course at the expense of other more important things. But besides that, behind the many changes and negative things that were obtained by the five informants, there were also benefits from playing the online game Mobile Legends. Based on data obtained by the researchers, the informants stated that these benefits were very meaningful to their lives, both in cyberspace and in the real world. Every benefit that is felt differently between one informant and another and they also have their own meaning for that. Broadly speaking, the benefits they admit they have gained, among others, can learn how to do business, can learn how to make money and make a career, hone logic skills and think quickly and accurately, expand friendships, learn many foreign languages, and practice emotional conditions and patience.

The meaning and view of each individual informant about the online game Mobile Legends raises a certain motivation and desire for the players to play this online game. This also applies to the five informants. An online game that is often viewed negatively by most people turns out to be able to produce something new for the winners. Something that cannot be obtained from other things and not everyone can interpret and appreciate it.

- **Public View of Changes to Online Game Players**

Society greatly influences them (*gamers*) and gives them the ability through self-criticism, to control themselves. The community has a response to assess them in the habit of playing online games.

Conclusion

There are impacts caused by online games on self-change. Changes in self since starting and continuing to play and enter the Depok Mobile Legends community. There are four things that support informants to become addicted, namely the attractiveness of the game itself, the benefits obtained by playing, lifestyle and friendship and environmental factors of the informant. The impact of online gaming addiction looks so big and tends to be negative, which is very abnormal, especially in the eyes of ordinary people and when compared with people's lives it should be considered bad and not good. But researchers see that the informants actually interpret the things they experience as positive.

They don't seem to care much and ignore the changes that occur in their individual individuals, even though those things have clearly affected their lives. Researchers also see that the most important thing for them is to continue their preferences and as long as they feel happy and feel that they have their own benefits by continuing to play, they do not consider the importance of change and other things that happen to them. There are several things or factors that support the informants to become addicted to the online game Mobile Legends, namely environmental factors and friendship and the attraction of the game itself and the benefits that can be obtained by playing the game. In this study, based on the data obtained there are unique themes that can be taken from the meaning of informants who obtained by non-participant observation interviews namely Mobile Legends online game interesting and challenging, Mobile Legends is not just a game, learning through Mobile Legends, and Mobile Legends is addictive.

Suggestions

Based on the results of the study “Communication Meaning in The Community Online Mobile Legends Based on Depok Players Realities” the author would like to give some suggestions, as follows:

1. For Further Researchers

Based on this study, the researcher suggested that further research be carried out on the meaning of other online games. It is expected to use topics outside of this scientific research to explore more about the experience of gamers in interpreting the online games they play.

2. For the Government

Researchers hoped that the government will not underestimate online game players and can support players to take part in online game competitions on the international scene. So that online games are not used only to play but can make the nation's name proud.

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