

## **E-SPORTS TEAM GROUP COMMUNICATION PATTERN (CASE STUDY OF MPX E-SPORT TEAM IN MOBILE LEGENDS GAME)**

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### **ABSTRACT**

*Online games come in a variety of genres, including fighting, adventure, sports, puzzles, and MOBA (Multiplayer Online Battle Arena). The most popular form of gaming today is the MOBA game. One of the most famous MOBA games or being discussed among the general public and especially among students is the Mobile Legends game. The purpose of this study is to find out and describe the forms of group communication patterns that occur in e-sports teams in the Mobile Legends game. This study uses several supporting theories, namely group communication and communication patterns. This research uses a descriptive qualitative approach with a case study method. The research data was obtained through in-depth interviews with five informants from the Madura Prime e-sports team and a literature study. The results of the study show that there is a role of a leader who performs shotcalls in the game which gives a very important role between the players, with the shotcalls given so that they can direct or lead a team to achieve victory in the game. The communication pattern contained in the Madura Prime Ninja e-sports team is a wheel communication pattern in which the wheel communication pattern is centered on a shotcaller or in game leader in the Mobile Legends game.*

**Keywords:** *communication, communication pattern, e-sports team, game, mobile legends*

### **1. PREFACE**

Everyone can now obtain knowledge easily, affordably, and quickly thanks to the rapid development of information technology in this era. This makes mobile phones and internet networks two things that complement each other and are widely used today. The Internet is an easy-to-use and accessible resource. But the majority of technology users utilize the internet to play online games (Nawawi et al., 2021).

An online game is a *game* that connects players from all different backgrounds, and allows them to engage and build a community in the virtual world. (Sari, 2017) A free *online game* called Mobile Legends: Bang Bang (MLBB) takes inspiration from League of Legends. This Chinese *game* was made in 2016 on May 14 and officially released in 2016 on July 14 for Android devices, and on November 9 for iOS devices. In 2016, the last year of the first MLBB season, this game created by Moonton managed to become the *most popular game in ASEAN with* more than 500 million downloaders on the playstore (Nawawi et al., 2021).

Each game character in the Mobile Legends game has a different role to play, this character is sometimes referred to as a hero. These heroes have different roles, including: assassin, mage, tank, fighter, marksman, and support. In general, effective communication between friends in groups or teams that combine heroes with different roles is necessary to win the game. As a result, a group communication pattern is created that unites team or group strategies to win in the game (Primary, 2020).

Squad is a term that is commonly referred to by players in the Mobile Legends game, and in the squad generally consists of squad members who have similar goals, relate to each other in a way

that embraces everyone's aspirations, understands each other, and views squad members as a unit even though each player may play a role (role)) which is different in the Mobile Legends game, but the goal is still one, which is to achieve victory in the game (Pratama, 2020).

The pattern of communication created between communicators and communicants with more than two people is referred to as group communication. Small group communication is a term used to describe the type of communication that occurs when there are several individuals present, indicating that the group is small. However, if there are many people, the conversation is referred to as large group communication according to Effendy. Group communication can also be described as a collection of individuals who work together to achieve common goals, get to know each other and recognize each individual as a member of the group (Surya, 2016).

Group communication that is often carried out by a group face-to-face is referred to as group communication. In group communication, other participants can give feedback from one member to another. Interpersonal communication can also relate and be used in group communication, therefore interpersonal communication theory can also be applied to group communication. The communication process that occurs in a (Pratama, 2020) squad results in the formation of a group communication pattern where group communication occurs in the Mobile Legends squad members themselves, even though each player in one squad must learn and master the role of different heroes in the MOBA game.

The phenomenon of group communication patterns in the Mobile Legends e-sports team tries to explain and show a wider audience, namely the existence of a component of the communication process. The communication in question is about strategy in the game and not just talking rude words, as many others hear. The study of the communication patterns of e-sports team groups in the Mobile Legends game is an interesting study to be examined. This research focuses on the forms of group communication that occur or are shown by members of the e-sports team in achieving victory in the Mobile Legends game. Therefore, researchers are very interested in conducting research related to the communication patterns of e-sports team groups found in the Mobile legends game.

One of the previous studies was conducted with the theme (Valentina & Sari, 2018) Study of Verbal and Nonverbal Communication of Mobile Legends Game Players: Bang Bang. The results showed that in Mobile Legends: Bang Bang there are 2 forms of communication, namely verbal and nonverbal, where verbal is in the form of microphone and discord, while nonverbal is in the form of chat, stickers, and emojis. The difference between this previous study and the author is that the previous researcher discussed verbal and nonverbal communication in the Mobile Legends game, while the researcher discussed group communication patterns in the e-sports team in the Mobile Legends game.

## **2. RESEARCH METHOD**

Robert Bogdan and Steven J. Taylor claim that descriptive data from qualitative research methodology come in the form of verbal and written expressions as well as observed behavior, in other words the purpose of qualitative research is to study and understand the phenomena experienced by research subjects. This study uses descriptive research, a research technique known as the descriptive method to explain the status of social symptoms and events that are happening in the field (Furqan, 2020).

Researchers use a descriptive qualitative approach in this study, where this approach produces descriptive information through interviews, observations of a person's behavior, and also written or oral statements from research subjects. The research method used by researchers in the study is a case study method. Case studies are research techniques used in the social sciences in conducting in-depth research on people, organizations, groups, or events. The purpose of the study is to have a better knowledge of the cases under investigation. One of the research methods used in social sciences is the utilization of case studies.

According to Nurdin and Hartati, data analysis is a method or effort to change data into new knowledge, so that the form of data becomes simpler and more helpful in overcoming a problem, especially related to a research. Another definition of data analysis is the process used to turn research findings into new data that can be used to create a conclusion. (Ananda, 2021) Data collection techniques refer to the process used to collect data or information needed for a research project. Interview is a data collection method used by researchers in conducting this study to conduct the study. In this interview procedure, researchers use a qualitative descriptive approach. To explain the characteristics of a particular individual, situation, or group is the goal of researchers using descriptive approach techniques. The interviews used in this study are semi-structured, meaning that researchers have made preparations and have prepared interview guidelines aimed at informants or respondents to identify the problems discussed in an open way. This interview was conducted with members of the Madura Prime Ninja *e-sports* team. Through this interview, researchers want to obtain data on group communication patterns that occur in Mobile *legends* *e-sports* team players. In this study, the author used data analysis techniques, namely data reduction, data presentation, and conclusions.

### 3. RESULT AND DISCUSSION

A Online Games Mobile Legends: Bang Bang (MLBB) takes inspiration from League of Legends. Game This Chinese made in 2016 on May 14 and officially released in 2016 on July 14 for device Android, and on November 9 for device Ios. In 2016, the last year of the first MLBB season, Game Moonton's creation managed to become game Most popular in ASEAN by number downloader over 500 million users on playstore (Nawawi et al., 2021) . Each character game of game Mobile Legends has role Different to play, these characters are sometimes referred to as Hero. Hero These have different roles, including: assassin, mage, tank, fighter, marksman and support. In this study, researchers conducted online interviews through the application Chat WhatsApp to make an appointment and set a date for interviews with the five players, namely Irfan, Fawzan, Rizki, Dwiky, and Rakhaa.

#### Group Communication

Group communication can be described as a collection of individuals who work together to obtain the same goals, get to know each other and recognize each individual as a member of the group. The communication process that occurs in the Mobile Legends Madura Prime Ninja (Surya, 2016) *e-sports* team results in the formation of a group communication pattern where group communication occurs in the Mobile Legends team members themselves, even though each player in one team must learn and master the role of different heroes in the Mobile Legends *game*. Based on the results of interviews with the 5 players, in the Mobile Legends *game*, *it is certain that there is a group communication between teams to win the game* and group communication is important in the Mobile Legends *game*. Based on the results of the interview, researchers concluded that group communication that occurs in the Madura Prime Ninja *e-sports* (MPX) *team is very important and very necessary in a team because communication will facilitate and launch an e-sports team to win the game* That, the existence of communication within a team will also

minimize the occurrence of miscommunication and errors that can occur in the *in-game* or *out-game* of an *e-sports team*. Communication is very important and needed in an *e-sports* team in order to create good cooperation so that they can win the Mobile Legends *game* easily without any obstacles within a team.

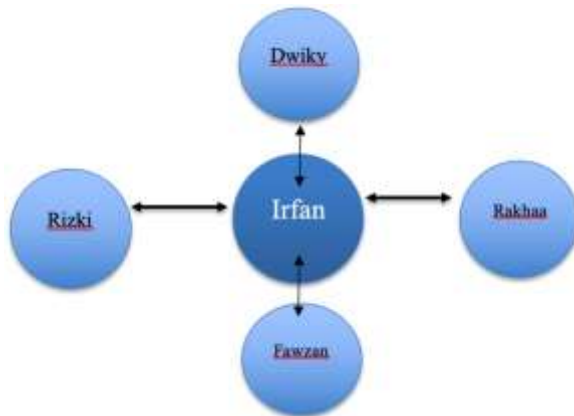
### Communication Patterns

A pattern is a system effort or the way a system operates. While communicating with others is a way of delivering messages, therefore a message requires a pattern to determine the effort or way of delivery so that it can be communicated properly in accordance with its purpose. Depending on how they are delivered and what is said, communication patterns can be both positive and negative. (Raharjo, 2015) Communication is needed in Mobile Legends to achieve victory in the game as a team, besides that cooperation and also building cohesiveness in a team is no less important in an e-sports team.

In the interview, the researcher explained that the pattern of group communication in the Madura Prime Ninja e-sports team is the role of a leader who makes shotcalls in the game which gives a very important role between players, with shotcalls given so that they can direct or lead a team to achieve victory in the game. That, as well as the important role that every member of the Madura Prime Ninja e-sports team has who creates and manages the gameplay in the Mobile Legends game so that it becomes a benchmark for the success of the process in winning the game. Coupled with the joint discussions and evaluations and the melting of the atmosphere between Madura Prime Ninja team players is a factor and also the key to the team's success in achieving victory in the Mobile Legends game.

**Figure 1**

*Communication Pattern Scheme in Madua Prime Ninja E-sports Team*



Researchers found that the communication pattern that occurred in Madura Prime e-sports was a wheel communication pattern where Irfan Ramadhani was an opinion leader figure who managed and led the Madura Prime Ninja team through shotcalls given by Irfan. Researchers found that the pattern of group communication in the Madura Prime Ninja e-sports team is the role of a leader who makes shotcalls in the game which gives a very important role between players in the Madura Prime Ninja team, with shotcalls given by Irfan so that they can direct or lead a team to achieve victory in the game. That, as well as the important role of every member of the Madura Prime Ninja e-sports team who creates and manages the third in-game gameplay in the Mobile Legends game so that it becomes a benchmark for the success of the process in achieving victory in the game aforementioned. Coupled with the joint discussions and evaluations and the melting of the atmosphere between Madura Prime Ninja team players when urgent and stressful situations

become a factor and also the key to the team's success in achieving victory in the Mobile Legends game.

#### 4. CONCLUSIONS AND RECOMMENDATIONS

The researcher explained that the pattern of group communication in the Madura Prime Ninja e-sports team is the role of a leader, Irfan Ramadhani, who makes shotcalls in the game which provides a very important role between players, with shotcalls given so that they can direct or lead a team to achieve victory in the game. That, as well as the important role that every member of the Madura Prime Ninja e-sports team has who creates and manages the gameplay in the Mobile Legends game so that it becomes a benchmark for the success of the process in winning the game. Coupled with the joint discussions and evaluations and the melting of the atmosphere between Madura Prime Ninja team players is a factor and also the key to the team's success in achieving victory in the Mobile Legends game. The communication pattern contained in the Madura Prime Ninja e-sports team is a wheel communication pattern where the wheel communication pattern is centered on a shotcaller or in game leader in the Mobile Legends game from the Madura Prime Ninja team, namely Irfan Ramadhani who leads and gives direction to 4 other members, namely Fawzan, Rezky, Rakhaa, and Dwiky in the team and also becomes a figure. The center communicates before receiving feedback from each of the four team members of the Madura Prime Ninja e-sports. Researchers also drew conclusions based on data obtained through interviews that group communication that occurs in the Madura Prime Ninja e-sports (MPX) team is very important and very necessary in a team because communication will facilitate and launch an e-sports team to win the game. That, the existence of communication within a team will also minimize the occurrence of miscommunication and errors that can occur in the in-game or out-game of an e-sports team. Communication is very important and needed in an e-sports team in order to create good cooperation with the aim of winning the Mobile Legends game easily without any obstacles in an e-sports team.

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