Analysis of Value Benefits Contained in Mobile Legends E-Sport

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ABSTRACT: Researchers want to explore the public's response about the impacts that have occurred after e-sports entered Central Java Province through several aspects, namely economic impacts, industry, community development, positive and negative impacts. This research uses qualitative research methods with a phenomonological approach. Data collection techniques use documentation, observation and interviews. The data analysis technique uses data collection, data reduction, data presentation, drawing conclusions and verification. There are many benefits and values contained in mobile legends e-sports, starting from the benefits of working together in an e-sports team during a match, having very high social value even though you don't meet each other, you can socialize online when playing e-sports. The benefits and values contained in e-sport Mobile Legends, playing e-sport games can be a means of self-actualization to become students with character, skill and quickness in making decisions, thereby achieving achievements. The benefits that are most felt in the economic sector can be increased by the existence of e-sports. There is social value in e-sports because in the game there is a chat feature, or a voice chat feature.

KEYWORDS: E-Sport, Mobile Legends

INTRODUCTION

Sports are part of the game that in every game there is an element of competition, achievement, and physical and spiritual fitness to be considered sports (Kobiela, 2018). Sports today have undergone development (Tarigan et al., 2021). Sport cannot be separated from an increasingly sophisticated technological development (Falaahudin et al., 2022). *E-sports* is an example of sports that can be witnessed today due to technological developments (Parry, 2019). Doing work and teaching and learning as it is currently done through home. Workers and students in taking advantage of their holidays are not allowed to go to tourist attractions due to the pandemic situation (Watson et al., 2021). Game *E-sports* Become one of the recreational sports facilities that can be done at home to eliminate boredom in work or teaching and learning (Summerley, 2020). This factor has led to the development of sports games *E-sports* especially the mobile legends division in Indonesia.

Mobile Legends: Bang Bang (MLBB) is one of the online games that is a manifestation of the rapid development of electronic technology in the current era of globalization (Aulia Tri Utami et al., 2022). Playing online games can be done on a computer monitor screen or screen. MLBB is a multiplayer online batlle arena (MOBA) game similar to the Dota 2 game where this game uses strategy to win, with 5 versus 5 battles against enemy teams. This game has 3 lines that are reinforced with towers, the goal is the same, which is to destroy the enemy's main tower with the hero we use. MLBB online games are currently booming in the community, the enthusiasts are indiscriminate ranging from children to adults (Rani et al., 2020).

A game can be categorized into a sport if it has elements namely social, cultural, economic, physiological, and sports philosophy. Researchers want to explore the social elements of interaction carried out by e-sport players when playing mobile legends e-sports, whether their communication is limited by age or gender. Then e-sports are reviewed through today's culture, has changed times, technology is very much put forward at this time. The economic element in e-sports is very large in several fields of industry, this also spurs researchers to explore facts about the e-sport industry that has entered the midst of people's lives. Another interesting thing about e-sports is seen from its physiological element that the e-sport team also hires physiologists to monitor the development of its players, then this wants researchers to explore the facts. Then researchers want to know about what kind of sports philosophy in e-sports and what activities have been carried out to form sports philosophy.

There are several reasons someone plays a game *E-sports* Among others, it requires entertainment, recreation, and channeling hobbies. Game *E-sports* Easy to play using only a computer or mobile phone (Urbaniak et al., 2020). Government regulations during the COVID-19 pandemic require everyone to carry out activities at home, which underlies the game *E-sports* is becoming more and more developed. This game is also a means of entertainment even though the interaction with other people is only through virtual (Sutantio et al., 2019).

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The development of e-sports in Central Java Province with the scope of mobile legends e-sports which initially soared rapidly into Central Java during the pandemic. At that time all the people of Central Java Province carried out all their activities through online, working online, studying online, and many things were done online because there were restrictions on movement in public spaces due to the pandemic. Researchers see that during the pandemic, technology is needed to communicate, work, find entertainment, one of the mobile legends e-sports that began to get attention by the public during the pandemic.

Problems that occur in the community and are complained by parents about their children who like to play e-sports games. Schools in Indonesia during the pandemic are carried out virtually, so learning is carried out through gadgets. A lot of free time is obtained by school students, to fill the void of time some students play e-sports games as entertainment and recreation. Because access to e-sports is very easy, it can be done only by using gadgets or computers (Nurmaladevi, 2021). So in conditions like this, researchers want to know the role of the government and state in making a policy or regulation that applies like what to overcome so that negative things become positive and positive things become achievements.

Then like how the electronic sports activities (e-sports) of the mobile legends division can produce a positive thing. Some of the benefits obtained through participation in e-sport games include: getting entertainment and recreation, obtaining economic benefits by doing business in the field of e-sport games, becoming an influencer and becoming a pro player or e-sport game athlete. E-sport games are a very dynamic sport, so anyone has the opportunity to gain economic benefits or become professional athletes if they have perseverance in honing skills in playing it. This is where one of the factors researchers want to explore facts directly about e-sports in Central Java Province. This study discusses mobile legends e-sport to explore a truth or fact about the development of the e-sport phenomenon in Central Java Province.

Researchers observed that there are pros and cons about the condition of e-sports in Central Java Province, namely about e-sports being included in a sport or not. A very interesting phenomenon in the midst of the development of e-sports. This is what researchers want to observe directly in the people of Central Java Province regarding some of their opinions about e-sports that have entered people's lives. Researchers want to explore public responses about the impact that has occurred after e-sports entered Central Java Province through several aspects, namely economic impacts, industry, community development, positive and negative impacts.

METHOD

This study used qualitative research method with phenomonological approach. Data collection techniques use documentation, observation, and interviews. The data analysis technique uses data collection, data reduction, data presentation, conclusion drawing and verification

The source of data used in this study is the e-sport community in the cities of Semarang and Surakarta, Central Java Province. The data source is divided into three categories, namely players, mobile legends division e-sport management, and mobile legends e-sport spectators.

RESULT

The benefits and values contained in *mobile legends e-sports are numerous, ranging from the benefits of cooperation in an* e-sport team during matches, having very high social values even though they don't meet each other, they can socialize online when doing *the e-sport sport* . Researchers have interviewed competent sources in mobile legends *e-sports* and obtained opinions from the following speakers:

According to informants, MHD said the benefit of playing E-Sports is that if you enter the nation, there will be a reference allowance

> *"Of course, there is if it has entered the national so yes, there must be allowances, there are references" (February 24, 2023)*

Meanwhile, according to WF, the benefits and values contained in playing E-Sports are that they can train the brain, and can learn more to strategize games

> *"Training the brain, people who play games he tends to think long rich he does step by step like doing strategy" (WF, 09 February 2023)*

And according to FF, the benefits of playing E-Sports are to relieve stress and strengthen ties

> *"The first benefit is to release stress, continue to strengthen the relationship" (FF, 07 August 2023)*

According to FEP and GGA, the benefit of playing E-Sports is to learn to control focus and emotions

> *"Cooperation, more learning to focus on learning to control emotions too" (FEP, August 10, 2023)*

> *"Depending on the problem, sometimes everyone wants to be happy playing ML even getting a bad team, it's a headache, it makes emotions, but if we take the positive side from the beginning, it automatically if, for example, our team plays badly, if the initial goal is for entertainment, which will definitely be more enjoyable" (GGA, August 10, 2023)*

Meanwhile, according to SB, the benefits of playing E-Sports are as entertainment

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> *If it is privately for entertainment, if it is for the wider community, the economy of the equipment manufacturers is profitable" (SB, August 15, 2023)*

According to MHD, there is a financial value of playing E-Sports if it has entered the national and they will get benefits and referrals

> *"Of course, there is if it has entered the national so yes, there must be allowances, there are references" (MHD, February 24, 2023)*

According to WF information, the fitness value of playing *E-Sports* is that we can maintain health so that it does not happen over when we play

> *"If we are over and don't know the way to play, we get tired quickly, the eyes are a bit myopic and the fingers get tired quickly" (WF, August 9, 2023)*

According to FF, the fitness value contained in *playing E-Sports is time management where we can learn to manage playing time and other activities so that our bodies stay fit and do not cause harm to us by playing too long* E-Sports

> *"If we play E-Sports, it can't be too long, if it takes too long it affects our fitness, for example, we play E-Sports, we also have to schedule us so that our eyes don't hurt easily, so the fitness value is time management" (FF, August 7, 2023)*

Infroman FEP said the value contained in playing E-Sports dominates more to agility not fitness

> *"If I don't have enough fitness, if we learn more focus rich in agility" (FEP, August 10, 2023)*

Informant from GGA said play *E-Sports* It still has to do with physical fitness because it is on a player or member who will play *E-Sports* It also takes the health of the body so that when playing the body condition can vit and does not affect the focus when playing

> *"If you have the intention to play E-Sports, you have to maintain your fitness, take care of your health, because there is also an E-Sports lebel, even though it is through a cellphone or computer, but for players, they must also have their bodies, they must be fit, they must be healthy" (GGA, 10 Aguatus 2023)*

Meanwhile, according to SB, the value contained in *E-Sports* is team cohesiveness

> *"When viewed from the mabar compactness" (SB, August 15, 2023)*

The MHD informant said that mentality is one that can have an impact on players

> *"Certainly very influential" (MHD, February 24, 2023)*

The WF informant said fitness was also one that could be a negative impact for players if not noticed

> *"Now that's mas because of the absence of it, so rich, now there is its own treatment, it's playing like how, and now it's not just the game that is considered, fitness must also be" (WF, August 9, 2023)*

Meanwhile, according to the informant, FF said we can learn from mistakes from playing *E-Sports*

> *"Obviously, let alone that if we get an opponent who is better than us but it also has benefits we can learn what is lacking" (FF, 07 August 2023)*

According to FEP informants, emotions can also be one of the negative impacts of playing *E-Sports*

> *"Definitely, because the mentality needs to be maintained if the players are emotional, it can also be mentally affected if we are already emotional, we become unfocused" (FEP, August 10, 2023)*

And GGA informants said the impact of playing *E-Sports* is one of them on players' vision if they continuously stare at the cellphone screen without a long pause

> *"For those who are palyer, in my opinion, you have to be fit, mas, if you stare at your cellphone for a long time, it also affects your vision, if you also have to sleep enough from the physical," (GGA, August 10, 2023)*

Informants from SB said that when playing *E-Sports* sometimes it can affect a player's mentality if the player cannot control emotions and is easily provoked by his own situation or team

> *"Sometimes yes, let's say the player who is meed exciting is sometimes emotional" (SB, August 15, 2023)*

According to MHD, the way to minimize the negative impact of playing *E-Sports* is to limit the age of players

> *"For achievements, yes, we participate in the law, it is regulated that at least to play this eksports at the age of 12 years and for under 13 years old, playing games is less knowing" (MHD, February 24, 2023)*

WF informants said the way to minimize negative impacts when playing is to look at the team's playing patterns and remind each other if there are mistakes

> *"We see how they pattern them if there is something wrong we teach" (WF, August 9, 2023)*

According to FF informants, FEP by regulating and paying attention to *E-Sports playing time*

> *"It's more about managing time, mas" (FF, 07 Aguatus 2023)*

> *"If you are not too addicted to playing, you don't really mess with it, you have to know the time too" (FEP, August 10, 2023)*

And according to GGA information, the thing that needs to be considered to minimize the negative impact of playing E-Sports is to maintain health

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"If you have the intention to play E-Sports, you have to maintain your fitness and maintain your health, because there is also an E-Sports lebel, even if you have a cellphone or computer, but for players, you must also have a fit body, you must be healthy" (GGA, August 10, 2023)

According to SB's information, the way to minimize the negative impact of playing E-Sports is to control emotions

"From the mindset, for example, when we play, don't get carried away by emotions but it's difficult" (SB, August 15, 2023)

Table 1. Benefits & Values Contained in Mobile Legends E-Sport

Benefits &; Values Contained in *Mobile Legends* E-Sport				
Informant	Benefits of Mobile Legend E-Sports	Value contained in E-Sports	Impact of playing *E-Sports*	How to overcome the negative impact of playing *E-Sports*
MHD	The benefit of playing E-Sports is that if you enter the national there will be a referral allowance	the financial value of playing *E-Sports* if it has entered the national and they will get benefits and referrals	The mentality is one that can have an impact on a player	The way to minimize the negative impact of playing *E-Sports* is to limit the age of players
WF	The benefits and values contained in playing E-Sports are that it can train the brain, and can learn more to strategize the game	The fitness value of playing *E-Sports* is that we can maintain health so that it does not happen over when we play	Fitness is also one that can be a negative impact for players if not noticed	The way to minimize the negative impact when playing is to look at the team's playing pattern and remind each other if there are mistakes
FF	The benefits of playing E-Sports are to relieve stress and strengthen ties	The fitness value contained in *playing E-Sports is time management where we can learn to manage playing time and other activities so that our bodies stay fit and do not cause harm to us by playing E-Sports too long*	we can learn from mistakes from playing *E-Sports*	organize and pay attention to *E-Sports playing time*
FEP	The benefit of playing E-Sports is to learn to control focus and emotions	The value contained in playing E-Sports dominates more to agility rather than fitness	Emotions can also be one of the negative impacts of playing *E-Sports*	organize and pay attention to *E-Sports playing time*
ARF	The benefit of playing E-Sports is to learn to control focus and emotions	The value of physical fitness from playing *E-Sports* is also needed for body health	The impact of playing *E-Sports* is one of them on the player's vision if they continuously stare at the cellphone screen without a long pause	The thing that needs to be considered to minimize the negative impact of playing E-Sports is to maintain health
SB	The benefit of playing E-Sports is as entertainment	The value embodied in *E-Sports* is team cohesiveness	Playing *E-Sports* can sometimes affect a player's mentality if	

			the player cannot control his emotions and is easily provoked by his own situation or team	

The opinions of the speakers above can be taken a common thread about the benefits and values contained *in mobile legends e-sports are cooperation, mutual protection in a match, training brain intelligence in choosing an item in a match to fight different types of enemies, social elements seen from communication carried out in an* e-sport match Mobile Legends. But these benefits and values must also be balanced with enough exercise so that the physical fitness of players who carry out mobile legends *e-sport* sports activities can be maximized in matches, and require adequate rest so that the body remains fit, then nutritious food to support health.

DISCUSSION

The benefits and values contained in mobile legends e-sports are that they can have benefits as a livelihood if those who pursue it, can become content creators or become trainers. The benefits can also be used to train our brains in developing a strategy in the mobile legends e-sport game. Can be useful for recreational sports that get entertainment. The value of e-sport fitness if you don't know the game has a quick effect Tired, eyes a little myopic, and fingers a little tired, therefore we should not overdo it to play it.

The impact of playing e-sports in the Mobile Legends division if excessive will experience numbness in the players' fingers or hands. Therefore, PB ESI as the role of the country that is present in the middle of e-sports also thinks about this, not only thinking about the game in the game but also the fitness of the players. To minimize these negative impacts, PB ESI needs to monitor it in the game whether there is something wrong or not right in training, so that's where PB ESI comes in to teach good and right play by maintaining the player's body fitness.

The socialization carried out by PB ESI is to reduce the negative impact of the mobile legends division of e-sports games by means of direct socialization to schools to introduce PB ESI as the official that oversees e-sports in Indonesia and introduce e-sports in the community, as well as provide direction on how to play e-sports correctly and eliminate the negative impacts. PB ESI has also received rejection from schools for socialization about e-sports games, they do not believe that e-sports have entered sports.

Parents play an important role in achieving achievements in the field of e-sports games because parents allow or not their children to play e-sports in the mobile legends division. Even from PB ESI, having collaborated with schools and lectures that excel in the field of e-sports will get free school scholarships or lectures by PB ESI. Then to find scholarship information from PB ESI Instagram or official Facebook from the PB ESI official which houses mobile legends e-sports.

The value that can be taken in playing the mobile legends division e-sport is to socialize players with each other even though they don't meet in person they can still communicate and socialize and online. Playing e-sports games trains players to think about what strategies to use then can be completed both in the mobile legends division e-sport match which is much liked by school students and lectures

CONCLUSION

The benefits and values contained in Mobile Legends e-sports playing e-sports games can be a means of self-actualization to become students with character, skilled and fast in making decisions so that they can get achievements. The most noticeable benefits in the economic field can be lifted by the existence of e-sports. There is value in socializing in e-sports because in the game there is a chat feature, or chat feature with voice

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