GROUP COMMUNICATION PROCESS BETWEEN MOBILE LEGEND GAME PLAYERS IN PENDEKAR ESPORTS COMMUNITY

Alicia Marissa Wirajaya Hosky[1], Tangguh Okta Wibowo[2]*
Faculty of Communication Science, Universitas Multimedia Nusantara
Email: tangguh.okta@umn.ac.id*

Abstract
This research highlights how mobile gaming, and in particular Mobile Legend, has evolved from mere entertainment to a professional field that generates revenue. Players, especially in e-sports teams such as Pendekar Esports, have created complex communities with symbolic interactions that influence each other and lead to cooperation to achieve victory in competition. This research uses the case study method on an Esports team, Pendekar Esports, to further research related to the communication of the interactions that are built. Gamesesults of this study increase the complexity of the communication and interaction process that takes place in the world of e-sports, proving that games are not just entertainment, but also bring out significant social and professional dynamics. This research applies symbolic interactionism theory to describe individual views of the team, changes in identity when becoming a professional player, and the impact of the team environment on players' attitudes and behaviour. The concept of 'spirit' illustrates the motivation of players to combine hobbies and income in Pendekar Esports. The concept of "self" illustrates the transformation of the player's identity into a professional with the impact of discipline and professional attitude. The concept of "society" reveals the role of the team environment in shaping communication and discipline. The study shows that in e-sports, adaptation to specific changes in identity, norms and language affects the dynamics of communication and player behaviour. The interaction of individuals in groups in an e-sports team leads to significant changes in players' views, attitudes and interactions.

Keywords: Symbolic Interactionism, Communication, E-sport, Pendekar Esports, Mobile Legend

INTRODUCTION

Nowadays, game is not just "game" used for entertainment. However, behind the stigma that games have a negative impact, there is an impact that is no less important (Kominfo, 2017). According to data provided by Limelight Networks, Indonesians spend about 8.54 hours per week playing games. Maulana Rafi, CEO of the company Argamingshop, said that playing games is not something to do in vain, as it can make money from various aspects. Some examples are through live streaming and entering the e-Sports field (Sutriyanto, 2022) It can be said that games have led to something that can be called professional. Games can be a livelihood where a player earns a basic salary, bonuses, meal allowance, and accommodation. e-Sport functions as a domain of athletic activity wherein participants utilize information and communication technologies for the purpose of enhancing and honing their skills, whether on a mental or physical level, to enhance their proficiency (Tjokrodinata et al., 2022).

Many players get small tournament winnings, many have won tournament winnings of hundreds of millions to billions of rupiah. In e-sports, there is already an official contract with a structured position. The position starts from CEO, General Manager, Team Manager, Coach and Analyst so that a team can be called "professional" with the aim of winning the

competition until it can be called e-sport. Some mobile games that have professional teams in Indonesia are Mobile Legend, PUBG Mobile, Free Fire, Wild Rift and League of Legends.

This research discusses Mobile Legend game because the number of Mobile Legend users worldwide is 80.76 million based on DataIndonesia in December 2022 (Rizaty, 2023). Mobile Legend game is a game played by five people in one team, and there are five people in the opposing team. The game requires strategy from both teams to achieve victory, which can be achieved by destroying the opposing team's main building. In Indonesia, there are many teams of Mobile Legend players. There are official teams and teams that are just a community. To distinguish the teams that are officially part of Mobile Legend, there are teams that have entered the official Mobile Legend tournament called Mobile Legend Development League (MDL) and Mobile Legend Professional League (MPL). MPL entrants are Tier 1 teams, where a minimum of 8 teams competes, and MDL entrants are Tier 2 teams, where a maximum of 16 teams compete. Not just any team can take part in these official Mobile Legend tournaments, but they have to buy a team slot, which can be withdrawn in each Mobile Legend season, i.e. within three months, but it is very rare for teams to withdraw from these two tournaments, as this slot is very valuable. There is also an official and international Mobile Legend tournament called M-Series. (Contributor Upoint, 2022)

Some of the big teams that have entered the official Mobile Legend tournament are Bigetron Esport, RRQ, Evos, ONIC Esport, and one of the teams that has an MDL slot is Pendekar Esports. Pendekar Esports is one of the 16 teams in Indonesia that has an MDL slot. This e-sport team is owned by Atta Halilintar, who is one of the most popular artists in Indonesia. E-Sport Warriors have players from other countries and different regions in Indonesia, so this study discusses how with every cultural difference that exists, and there will be a similarity when they are in the same group.

Based on observations, Pendekar Esports has a structured organisational structure and has a gaming house in Pondok Indah. The Pendekar Esports also have players from different backgrounds, namely from the Philippines and the rest from different cities in Indonesia. For e-sports, playing games is not just for entertainment. It is about winning the competition to become the best team. This team needs more cooperation than other teams to achieve victory due to the differences in background, while communication is the key to victory in this game. When we communicate, we try to understand each other by creating meaning together. The meaning we derive from everything we encounter in our daily lives determines what information we choose to share with others, how we communicate that information, and how we interpret the things people tell us. This phenomenon is called symbolic interaction.

Every member of the team needs to build good communication, not just one person, but every member. Good communication is needed by every e-sports team to determine and decide when training or competing. With a team that has good communication, it will form a clear direction between players and reduce the occurrence of miscommunication that forms a mistake so that the team cannot win. Therefore, it can be concluded that a team that communicates well is more likely to achieve victory (Alfian & Sari, 2022).

This study further examines the communication process that sees symbolic interaction of professional teams whose players come from different backgrounds but still have the same goal, namely winning. Symbolic interaction can be interpreted as a way of thinking about the mind, the self and society. Symbolic interaction suggests that communication is not simply an act of exchanging messages, but that self and society are created out of something communicative (Littlejohn & Foss, 2008, p. 82).

This research raises the interactional communication built through Mobile Legends and increases the knowledge that e-sports is not just a game, but many processes take place in an e-sports team. E-sports teams also form symbolic interactions that occur due to different backgrounds. This research can give a different meaning to games and provide knowledge that there are many things and processes that occur from a game, such as symbolic interactions, and that games are not just for entertainment, but there is a long and complicated process to achieve victory. This research uses the case study method on Pendekar Esports. Therefore, research on interaction in group communication can be done more in depth related to symbolic interactionism in groups of mobile legend game players.

LITERATURE REVIEW

This research uses the theory of symbolic interactionism. Symbolic interactionism is a way of thinking about mind, self and society that contributes greatly to the sociocultural tradition of communication theory. George Herbert Mead's theory of symbolic interactionism teaches that people interact with each other and, over time, share certain terms and actions so that these people understand things in a certain way. Symbolic interactionism suggests that people can make sense of things in two ways: firstly, by attaching meaning to things or objects; and secondly, by interpreting meaning as the psychological value that someone attaches to something (Littlejohn & Foss, 2008, p. 82).

According to Mead, it is divided into three concepts until the formation of a symbolic interactionism. There is a concept derived from the theory of symbolic interactionism, namely 'the human mind' or 'mind', then 'social interaction' or 'self', which is used to interpret and mediate our association. This understanding comes from interaction and not otherwise. At the same time, 'mind' and 'self' grow in the social context of association (Mead, 1934, p.42-328; Zenki, 2020).

Defined by Mead, that 'm*ind*' is not the process of a person's conversation with himself. The mind arises and develops in social processes. Mead says that the mind has the ability to bring itself out from its community, meaning it has a response to a particular organization. This concept of the mind includes the process of thinking that leads to solving problems because the real world is full of problems, and it is the mind that tries to solve problems.

The second, the concept of '*the self' is* where a person responds to what he means to others and where it becomes part of the action he does, where a person not only listens to himself, but also responds to himself by speaking and answering so that a behavior is formed that himself becomes an object, and the other party becomes a subject. Therefore, the self is another aspect of one's part in the overall social process. This self-concept arises and

develops in case of social communication or communication between people. The players initially, they are like newborns who do not have this concept of 'self', because the self is formed through activities and social relationships. This concept also explains that oneself makes a person able to realize what he is saying and listen to what others say.

There are concepts of *I* and *me*, *I* is an individual's spontaneous response to others. When oneself is a subject then it is called *I,* when oneself is an object then what is called is *me*. When the self is a subject, the response is not known to oneself and others until the action has been performed. While *me* is acceptance of others that has been generalized. Through the responsible consciousness of 'me', society exerts dominance over the individual, thereby fostering the individual's comfort within social life.

Then, the third is the 'Society' which is formed from the individual "me". Symbols produced by society have meanings that others can understand. Association has a very important role in shaping mind and self. According to Mead, association is a reflection that reflects a set of organized responses taken over by individuals in the form of 'I'. A person understands that the association influences him, giving him the ability through self-criticism to control himself. A given symbol, for example, takes the form of a gesture, referring to an action that has meaning. Meaning is responded to by others and reflected, hence the formation of an interaction. There are social institutions in society that have written and unwritten norm and rules. Norm has characteristics, namely symbols, values, rules of the game, purpose, completeness, and age. Social institutions determine what individuals should do.

Social life consists of processes of interaction, and its structure is constantly changing. A person understands his experience through the understanding he understands in his core group, and language is something important to being part of social life. The core group will form a self-concept from the interactions that someone has in the group. The world is made up of social objects that are named and have meaning. The actions that a person takes, depending on what he interprets, are the relevant objects and actions carried out according to the situation. A person is a significant object, like all social objects, defined through social and other interactions.

There is an example of the process of forming symbolic interactions from previous journals that took the object of the ZombieSKY Esports Community, namely verbal and non-verbal symbols. One example is the use of the verbal symbol "cukluk-cukluk", with non-verbal symbols in the form of uplifting body gestures. This has a meaning as a nickname for one of the weapons of the game, namely "tempest", created by the ZombieSKY Esports community itself. This symbol is only understood by the community itself, which is formed when they are in the community, so people outside this group will not understand the definition of the symbol *"cukluk-cukluk"* (Cahyani & Destiwati, 2021).

This theory focuses on subjective and micro aspects, not on something objective and macro in a social order. Broadly speaking, this theory discusses symbols and meanings that arise in interpreting interactions. There is a result of thinking based on Herbert Blumer, namely, humans do something based on the meaning of something, then the meaning is

obtained from social interactionism carried out by others, and the last is that meaning is perfected in an ongoing social interactionism (Derung, 2018).

METHOD

This research uses the constructivism paradigm. This paradigm explains that an identity results from how a person talks about something, the language used to reveal concepts, and the way social groups adjust based on their experiences. Humans must have different experiences, so research with the constructivist paradigm will show that every step an individual takes in looking at the world is valid, and all opinions must also be respected (Denzin & Lincoln, 2017, p.99)

This research uses a descriptive method with a qualitative approach. Qualitative research is descriptive; researchers describe an object or phenomenon in narrative writing. Writing is a word or a picture, not a number. Writing qualitative research reports, containing citations of valid data proven in the field as support for what is presented in the research report. (Anggito & Setiawan, 2018, p. 11)

This research uses the case study method. As a research method, case studies have two definitions. First, a case study is an empirical method that investigates a case in depth. Case studies can be used if you want to understand a case in the real world and conclude that the understanding involves important context related to the case under study. Then, the second is a case study, making research have many variables, starting from research design, data collection, and analysis based on various sources (Yin, 2018, p. 45).

This research was carried out in stages. First, an observation was made on the Pendekar Esports team. Second, interviews were conducted with the main players and managers of Pendekar Esports to ensure the validity of the data obtained directly. Third, a detailed and neat interview transcript was conducted. Fourth, from the interview transcript, a coding process will be carried out. After that, the results of the coding are discussed using the theory of symbolic interaction. Furthermore, this research will use speakers from the five-member Pendekar Esports main team. Researchers conducted in-depth interviews to find out the symbolic interactions generated by the Pendekar Esports team, whose members came from different backgrounds and ages.

RESULTS AND DISCUSSION
Pendekar Esports and Official Team

This research focuses on e-sport teams that have reached tier 2, namely MDL (Mobile Legends Development League), known as Pendekar Esports. The team is owned by Jabin Sufianto (Masta Bean), Atta Halilintar, and Thoriq Halilintar. The history of Pendekar Esports began with the establishment of Pabz Esports by Jabin Sufianto, who later joined Indonesian celebrity, Atta Halilintar. After negotiations, Atta Halilintar officially became the shareholder of Pabz Esport, turning it into Pendekar Esports. Initially, the team consisted of six players from Indonesian backgrounds, namely Speechless, Baymax, Bravo, Ciskek, Layy, and Nessty. However, as time went on, the composition of the cast underwent changes,

with Ciskek, Layy, and Nessty leaving the team. Pendekar Esports then welcomed two Filipino players, 3Martzy and Rafflesia, as well as other additional players.

Pendekar Esports are active in Mobile Legend competitions, such as MDL tournaments and other competitions. The players undergo a daily workout called "scrim" as part of their preparation. In addition to recruiting from the Pabz Esports team, Pendekar Esports is also holding a "Player Tryout," opening opportunities for non-professional Mobile Legends players to join the team. This study focuses on the examination of Pendekar Esports as a noteworthy subject for investigating the realm of e-sports, particularly within the Mobile Legends environment. This study examines the progression and intricacies of e-sports teams, along with the distinctive procedure of player selection, in order to attain optimal performance. The study included a sample of five informants who were recruited from the primary squad (A) of Pendekar Esports for the purpose of conducting in-depth interviews. Pendekar Esports boasts a total of two squads, designated as Team A and Team B, respectively.

Currently, in the month of May 2023, the squad has been segregated into two distinct groups, namely the MDL team and the PBESI team. The Mobile Legends Development League (MDL) is a significant platform for the advancement and growth of Mobile Legends, a popular mobile gaming application. On the other hand, the Indonesian Esports Executive Board (PBESI) is an officially recognized competition in Indonesia, dedicated to promoting and organizing esports events within the country. To conduct the interview, the subject of focus will be the MDL team or the primary team of researchers.

This study involved the participation of five informants who contributed significant insights into the Pendekar Esports team. The initial source of information, Emar, is often recognized by the pseudonym "3Martzy" inside the Mobile Legends community. Frediemar Serafico, hailing from the Philippines, assumes the position of an exp laner within the Pendekar Esports team, thereby contributing to the team's strategic progression in the experience acquisition pathway. The individual in question has acquired extensive expertise in their field because of their involvement with ECHO esports, commencing at the age of 15 and continuing until their present age of 19.

The second informant, known as Iqiinoo or Zulqifar Alhasanah Marabessy, hails from Ambon and serves as the jungler for the Pendekar Esports squad. Zulqifar, possessing an impartial position and lacking any distinct trajectory, has successfully established himself as a proficient participant inside the realm of Mobile Legends, amassing almost 2.5 years of practical engagement. The individual's professional background encompasses transitions between various teams, namely Aerowolf, Morph, CO2Z, and Pabz.

The third informant, Floki, also known as Brian Eystein Saputra, hails from Jakarta and serves as a midlaner for the Pendekar Esports team. The individual's position within the central lane has contributed to the acquisition of significant expertise in their capacity as a professional competitor in Mobile Legends. Brian has previously been affiliated with Pabz Esports and currently holds a crucial role inside the Pendekar Esports First Team.

Moreover, the fourth informant, known as Baymax or Rizki, originated from Palembang and fulfilled the role of a gold laner in Pendekar Esports. In his pursuit of

professional development, Rizki initially engaged exclusively in regional competitions, namely those held at warkop establishments. Nevertheless, his exceptional displays propelled him to the national stage, encompassing prestigious INJ events. The diverse array of chances presented by different organizations ultimately influenced his decision to pursue a career in Pendekar Esports.

Lastly, the fifth informant, known as Speechless or Hugo Arihadrian Wilantra, hailing from Malang, assumes the role of a mid laner within the Pendekar Esports squad. Hugo, a seasoned professional player, boasts a wealth of experience and has been associated with renowned teams including Alter Ego, Onic, Genflix, Victim, and Siren. Subsequently, he made the decision to further his career by joining Pendekar Esports.

Meaning of E-sport and Pendekar Esports

Researchers discuss e-sports and Pendekar Esports because the theory of symbolic interactionism states that individuals in their society have their own views and meanings towards their society, so this section explains how important e-sports is for players and e-sports itself is a place for players to channel their hobbies and earn income. E-sports serves as the patron for teams comprised of professional athletes. In order to have a well-organized framework, an e-sport entity necessitates a hierarchical structure with key positions such as Chief Executive Officer (CEO), General Manager, Team Manager, Coach, and Analyst. These positions are designated for players to classify a team as professional. The primary objective of e-sports is to achieve victory in competitive gaming events. According to multiple sources from Kompas Gramedia, electronic sports, commonly known as e-sports, encompass a competitive domain inside the realm of electronic gaming. The definitions align with the definition provided by Pendekar, an Esport player known as Speechless, which characterizes e-sports as a form of electronic sport conducted within a virtual environment. Like engaging in physical exercise, this activity involves the utilization of mobile phones and computers.

An alternative perspective on the concept of e-sports is provided by prominent figures in the field, such as 3Martyz and Floki from Pendekar Esports. They assert that e-sports bear similarities to traditional sports, as they encompass hierarchical structures with team leaders, managerial personnel, and coaches. The leadership of Pendekar Esports comprises Masta Bean, Atta Halilintar, and Thoriq Halilintar. The organizational structure follows a hierarchical arrangement, with the Head of Esports occupying the highest position. This is followed by the General Manager, Project Manager, Team Manager, Talent Manager, Coach, Analyst, and Team, in sequential order. Pendekar Esports places significant emphasis on fostering discipline among its participants, beyond engaging in sports designated as competitive activities. This entails adhering to a structured routine that includes early rising and engaging in physical exercises such as swimming or jogging during the morning hours. Furthermore, it is worth noting that Iqiino himself acknowledges esports as a personal interest with potential for productivity. In accordance with the regulations, professional e-sports players are required to receive a standardized minimum income, as well as be provided

with suitable accommodations and meals. This finding suggests that the establishment of e-sports is a challenging endeavor that necessitates substantial financial resources.

The players provided an explanation that Pendekar Esports is a commendable and transparent e-sports organization, citing the presence of a coach named Flysolo hailing from the Philippines. The participants involved in this electronic sport exhibit a substantial level of expertise within the realm of electronic sports, namely with a minimum of 2-3 years of active engagement in the competitive landscape of the Mobile Legends game, coupled with prior involvement in various professional teams. The individual hailing from the Philippines, known by the moniker 3Martzy, has become an active participant in the realm of electronic sports (e-sports) from the tender age of 15, and continues to do so at present, having reached the age of 19. In the realm of electronic sports, Iqiino has amassed a tenure of 2.5 years, during which they have been affiliated with prominent teams such as Aerowolf, Morph, CO2Z, and Pabz. Subsequently rendered speechless, the individual in question proceeded to affiliate themselves with Alter Ego. Subsequently, they received offers from Onic, Genflix, Victim, and Siren, ultimately opting to join Pendekar Esports. The individuals joined the Pendekar Esports squad after to the dissolution of their former team, with the Swordsman's allure serving as a catalyst for their inclusion.

According to the responses provided by the players, Pendekar Esports serves as a platform wherein individuals can engage in their recreational pursuits while also generating income. Pendekar Esports has also been crucial in cultivating positive attitudes among players. Initially, players may have exhibited laziness, but through their involvement with Pendekar Esports, they have transformed into disciplined individuals that embody the characteristics of professional game players.

Symbolic Interactionism

The utilization of symbolic interactionism theory enables academics to gain insights into the dynamics of human interaction. Over time, individuals develop shared meanings and behaviors that facilitate mutual understanding and shape their collective interpretation of phenomena. Symbolic interactionism encompasses three key notions. The initial concept pertains to the mind, specifically referring to the cognitive processes and perspectives that individuals possess in relation to Pendekar Esports. The second component is the self, representing the player's personal identity, which can be further categorized into two distinct entities: the subjective self (referred to as "I") and the objective self (referred to as "me"). The scenario arises when the players have not yet joined the Pendekar Esports organization. The term "me" refers to the moment at which the players have successfully joined the Pendekar Esports organization. Next, the third aspect pertains to the societal or associational dimension, specifically with the composition of players within the Pendekar Esports team.

The initial tenet of Symbolic Interactionism, referred to as the notion of mind, elucidates the cognitive processes and perspectives of those engaged in the realm of Pendekar Esports. Individuals join Pendekar Esports with the intention of pursuing their passions while also generating income from those activities. The players said that Pendekar

Esports exhibits commendable qualities in terms of both coaching staff and players, establishing it as a prominent entity in the realm of electronic sports.

The term "mind" refers to the cognitive process by which an individual engages in internal dialogue, resulting in the development of a habitual mindset. This mindset becomes ingrained inside the minds of players upon their entry and residence in the Pendekar Esports gaming house. Within the confines of the gaming house, players are afforded the freedom to express themselves in a manner that may be perceived as impolite, to engage in unrestrained laughter, and to dress in a manner that maximizes their comfort while partaking in training activities. During competitive performances, players are required to adopt a professional attitude, don jerseys, refrain from using offensive language to avoid penalties, and adhere to established routines such as maintaining a regulated diet and sleep patterns, which are habitual practices undertaken by players prior to each competition.

The second idea, referred to as the self, encompasses both the subjective aspect (I) and the objective aspect (me). Prior to joining the Pendekar Esports, I, as an individual, had encountered the players. Prior to joining Pendekar Esports, players did not possess the designation of a 'Professional Player'. However, individuals are solely focused on managing their own daily routines. The focus of this discussion pertains to the integration of players into the Pendekar Esports organization, namely in their capacity as professional players. The focus of this discussion pertains to the individual players within a team, namely their roles and responsibilities as professional players in the Pendekar Esports gaming house.

The third notion pertains to society, namely the way the Pendekar Esports, serving as the communal space for players, shapes their development. There exist clear variations in the players' demeanour after their affiliation with Pendekar Esports. The gamers demonstrate enhanced discipline because of their residence at the Pendekar Esports gaming house, owing to the management's emphasis on implementing stringent regulations. The use of discipline within the realm of e-sports yields beneficial outcomes for the athletes involved. In the past, Iqiino exhibited a tendency to frequently exhibit laziness in awakening, whereas Floki perceived other e-sports competitors as being more inclined towards relaxation. Presently, players have begun to discern a disparity in their waking routines, leading to a heightened sense of discipline. Consequently, both the management and coaches have also demonstrated a greater commitment to discipline.

Players exhibit varying attitudes and linguistic behaviours within the gaming house setting as well as throughout their participation in the MDL stage. In a progressive manner, players on the day of the competition undertake predetermined activities with discipline: commencing by taking a shower, donning jerseys, carrying mobile phones and AirPods; upon arriving at the competition venue, they engage in prayers, briefing sessions, and team chants. In preparation for his competition, 3Martzy found it necessary to engage in a power nap.

The global population of Mobile Legends players is estimated to be 80.76 million. Indonesia is among the countries having a substantial number of Mobile Legends players. The utilization of specific vocabulary and linguistic expressions in Mobile Legends is derived from the game's internal framework, with the purpose of facilitating comprehension

among Mobile Legends players. Illustrative instances of such lexical items are the term 'maniac', denoting the act of terminating the lives of four individuals simultaneously, and 'savage', signifying the act of extinguishing the lives of five individuals concurrently. These terms are commonly used among Mobile Legends players but may be strange to people who are not familiar with the game.

Communication within the group likewise offers an equitable chance for every individual to generate value that influences every individual. Each participant in the group also develops a feeling of mutual reliance and necessity for each other. The collaborative atmosphere fostered within the community also establishes robust backing for initiating an endeavor and exchanging encounters with fellow individuals (Epranata & Bangun, 2022). The Pendekar Esports Team resides at a shared gaming facility, where they adhere to a daily training regimen, partake in communal meals, cohabitate in shared sleeping quarters, and engage in group activities outside the premises. This necessitates the individuals to consistently maintain identical routines and ongoing communication. The formation of specific terms or codes exclusive to Pendekar Esports players indicates the presence of Symbolic Interactionism within the context of Pendekar Esports.

CLOSING

The conclusion of this study is that the interaction of individuals in groups in the context of e-sports, especially in Pendekar Esports, has complex and significant aspects. The Pendekar Esports team, which was originally the result of the merger and transformation of the previous team, reflects the development and dynamics of the e-sports team in achieving the best performance. Using symbolic interactionism theory, this study reveals individual views of Pendekar Esports, changes in players' personal identities when they become part of a professional team, and how the influence of the team environment affects changes in players' attitudes and behaviours. The concept of "mind" in symbolic interactionism theory shows that players join Pendekar Esports to channel hobbies and earn income. In addition, a positive view of the coach and team management contributes to a positive perception of Pendekar Esports as a good and quality e-sports platform. The concept of "self" describes the change in a player's identity from an ordinary individual to a professional player, which has an impact on discipline and professional attitude in everyday life and in competition. The concept of "society" illustrates the role of team environments, such as gaming houses and relationships between players, in shaping discipline and close communication. Pendekar Esports shows that the interaction of individuals in groups in the world of e-sports involves a process of adaptation to changing identities, norms and demands that exist in the team environment. In addition, specific terms and language that have developed in the e-sports community, such as in the game Mobile Legends, have become symbols that facilitate communication and understanding among players. In the development and growth of an e-sports team such as Pendekar Esports, individual interactions within a group create dynamics that affect the way players think, behave, and communicate.

REFERENCES

Alfian, F., & Sari, W. P. (2022). Pola Komunikasi Kelompok Virtual dalam Game PUBG Mobile (Studi Kasus Tim Redlineze E-Sport). Koneksi, 6(1), 29. https://doi.org/10.24912/kn.v6i1.10665

Anggito, A., & Setiawan, J. (2018). *Metodologi penelitian kualitatif*. CV Jejak (Jejak Publisher).

Cahyani, R. T. (2021). The Symbolic Interactions Among Gamers in The Community of Call Of Duty Mobile Zombiesky Esport (A Study Of Interpersonal Communication). *Medialog Jurnal Ilmu Komunikasi*, *4*(2), 46-60.

Contributor Upoint. (2022, September 3). *Jangan Bingung! Ini Perbedaan MPL dan MDL yang Harus Kamu Tau! - UPOINT.ID*. UPoint.id. Retrieved February 28, 2023, from https://upoint.id/article/id/4435/news/jangan-bingung-ini-perbedaan-mpl-d   an-mdl-yang-harus-kamu-tau

Denzin, N. K., & Lincoln, Y. S. (Eds.). (2017). *The SAGE Handbook of Qualitative Research*. SAGE Publications.

Derung, T. M. (2017). Interaksionisme simbolik dalam kehidupan bermasyarakat. *Jurnal Kateketik Dan Pastoral,* 2(1), 118-131.

Epranata, D. R., & Bangun, C. R. (2022). Strava: participatory culture and community engagement of rocc members. *Jurnal Komunikasi Profesional*, *6*(1), 1–15. https://doi.org/10.25139/jkp.v6i1.4324

Kominfo. (2017, March 16). *Evolusi dan Klasifikasi Permainan Elektronik di Indonesia*. Ditjen Aptika. Retrieved February 28, 2023, from https://aptika.kominfo.go.id/2017/03/evolusi-dan-klasifikasi-permainan-el ektronik-di-indonesia/

Littlejohn, S. W., & Foss, K. A. (2008). *Theories of Human Communication*. Thomson Wadsworth.

Mead, G. H. (1934). *Mind, Self, and Society: From the Standpoint of a Social Behaviorist* (C. W. Morris, Ed.). University of Chicago Press. Miles, M. B., Huberman, A. M., & Huberman, P. M. (1994). *Qualitative Data Analysis: An Expanded Sourcebook*. SAGE Publications.

MOONTON. (2023). MPL Indonesia Season 11 — Mobile Legends: Bang Bang Professional League. Retrieved February 28, 2023, from https://id-mpl.com

MOONTON. (2023). *Mobile Legends: Bang Bang Development League Indonesia*. Mobile Legends: Bang Bang Development League Indonesia. Retrieved February 28, 2023, from https://id-mdl.com/about

Rizaty, M. A. (2023). Pemain Mobile Legends Dunia Capai 80,76 Juta pada Desember 2022. Retrieved 7 August 2023, from https://dataindonesia.id/varia/detail/pemain-mobile-legends-dunia-capai-8076-juta-pada-desember-2022

Sutriyanto, E. (2022, December 7th). Bukan Sekedar Hiburan atau Hobi, Game Online Bisa Menghasilkan Uang. *Tribun News*. https://www.tribunnews.com/e-sport/2022/12/07/bukan-sekedar-hiburan-atau-hobi-game-online-bisa-menghasilkan-uang

Tjokrodinata, C., Rizky, C., Bangun, A., & Dinansyah, F. (2022). Gamers with Different Ability and the role of EAI (E-Sports Ability Indonesia). *Jurnal Interaksi : Jurnal Ilmu Komunikasi*, *6*(1), 52–66. https://doi.org/10.30596/interaksi.v6i1.8162

Yin, R. K. (2018). *Case Study Research and Applications: Design and Methods*. SAGE Publications.

Zanki, H. A. (2020). Teori Psikologi dan Sosial Pendidikan (Teori Interaksi Simbolik). *Scolae: Journal of Pedagogy*, 3(2):115-121. https://doi.org/10.56488/scolae.v3i2.82