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Mobile Legend Bang Bang: Level Of Confidence Of E-Sport Athlete

Rama Adha Septiana[a,b,c,d,e]
Sekolah Tinggi Keguruan dan Ilmu Pendidikan Pasundan, Jl. Permana No.32B, Citeureup, Kec. Cimahi Utara, Kota Cimahi, Jawa Barat 40512
e-mail: ramaadha7@gmail.com

Abstract

There are many feelings of not being confident about playing the game in its best condition. Athletes often complain about training or during matches, especially e-sports athletes. This study aims to determine the confidence of MLBB esport athletes. This research is a quantitative descriptive research. The method used in this study was a survey method and data collection techniques using a questionnaire which was distributed via Google form. The population in this study were experienced esport athletes who are domiciled in Bandung, Cimahi and its surroundings. This study uses a convenience sampling technique. The sample of this study was 43 people who were representatives of every sport who agreed and wanted to provide the information needed. The instrument used in this study was a questionnaire on the confidence level of MLBB esport athletes. Data analysis used a descriptive method with percentage calculations. The results of the study show that the confidence level of these MLBB esport athletes is at a high level of 80%. And based on internal factors, MLBB esport athletes are included in the "High" category, while based on external factors, they are included in Moderate. While the results of the analysis of the data obtained by the confidence of esport athletes are not lower at the level of confidence.

Keywords: Mobile Legends, Self Confidence, E-Sports

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A. Introduction

The development of technology in today's era of globalization is rapidly progressing, as technology is a necessary element to support human life in this generation (Kurniawan, 2020). The Industrial Revolution is a significant leap in the industrial sector, where information and communication technology is fully utilized to achieve maximum efficiency, resulting in new digital-based business models (Nugraha, 2021). The advancements in technology today also have an impact on the field of sports, which is not unfamiliar to people. In the context of sports, it is referred to as a game, which is an acronym for sportsmanship or sportivity (Alwin, Putri, & Agustin Hndayani, 2020). The main point in sports is not solely physical activity, whether it be in various sports disciplines or athletic events (Pangarso Wicaksono, 2021).

Technology can have positive impacts through the emergence of sophisticated inventions that can be utilized in various aspects. With the development of technology, new habits and adaptations arise (Yoga, 2019) in daily life. Such rapid progress also influences the social life of society (Juniasih, Sos, & Ap, 2017), triggering changes and shifts in patterns of living and interaction. The reliance on direct communication shifts to communication through media (Yoga, 2019).

Technology has become a necessity for humans (Bányai et al., 2021). Therefore, with the advancement of communication technology, individuals with knowledge in developing their own potential must be able to utilize communication technology as a tool or medium for their personal development (Aminullah & Ali, 2020).

In response to the growing gaming behavior among millennials, the Minister of Youth and Sports of the Republic of Indonesia (2014-2019) proposed incorporating e-sports into the curriculum. Someone with good motor skills can control their training to achieve optimal results (Pasaribu et al., 2021). To demonstrate that esports can train both the physical and intellectual abilities of players due to the high level of concentration and long duration required, esports has been recognized as a branch of sports in Indonesia (Rahadian, Ma'mun, Berliana, & Nuryadi Nuryadi, 2021). The development of esports in Indonesia started around 2018, with the introduction of new and captivating video games that attracted the attention of the public. Esports began to flourish, organizing national-level competitions and even becoming part of the school curriculum, such as Mobile Legends Bang Bang (MLBB) Season 1 in 2018. Esports competitions, including the recent one, the PON XX Papua 2021, included

esports tournaments represented by athletes from each province.

Technology also supports human life in terms of economics, social aspects, culture, and even sports (Hidayati & Farid, 2016). Electronic Sports (e-sports) has significantly transformed the field of sports. Esports is a new branch of sports that is rapidly growing both in Indonesia and globally (Alwin et al., 2020). Esports is an electronically-based sport (Ke & Wagner, 2020), and it is considered a sport due to its high level of skill and strategy, similar to a game of chess (Kurniawan, 2020). Esports is a type of sport where all its main aspects are facilitated by electronic systems (Hong, 2022). Simply put, esports is an organized competition for multiplayer video games among players who have made gaming their profession (Wali & Widiyanto, 2020). Esports involves professionalism and organization, including regular and organized training, coaches, and even sponsorships (Radbruch & Wicaksono, 2021).

This has sparked The rapid development of technology in today's era of globalization has been significant, as technology plays a crucial role in supporting human life in this generation (Kurniawan, 2020). The Industrial Revolution represents a major leap in the industrial sector, where information and communication technology is fully utilized to achieve the highest level of efficiency, resulting in new digitally-based business models (Nugraha, 2021). In the current technological advancements, the impact is also felt in the field of sports games, which is not unfamiliar to people. Sports games, referred to as "games" in the context of sportsmanship or sportivity (Alwin, Putri, & Agustin Hndayani, 2020), focus not only on physical activities but also on various gaming and athletic branches (Pangarso Wicaksono, 2021).

Technology can bring positive impacts through the emergence of sophisticated inventions that can be utilized in various areas. With the development of technology, new habits and adaptations emerge (Yoga, 2019) in people's lives. Such rapid advancements have a broad influence on the social lives of communities (Juniasih, Sos, & Ap, 2017) and lead to changes and shifts in lifestyles and interactions. Communication patterns have shifted from direct communication to using media (Yoga, 2019).

Technology has become a necessity for humans (Bányai et al., 2021). Therefore, with the development of communication technology, individuals with expertise in self-development should leverage communication technology advancements as tools or media to enhance their

knowledge (Aminullah & Ali, 2020). In response to the gaming behavior among millennials, the Minister of Youth and Sports of the Republic of Indonesia from 2014 to 2019 proposed the inclusion of e-sports in the curriculum. Having good motor skills allows individuals to control their training activities effectively to achieve optimal results (Pasaribu et al., 2021). E-sports, as a form of electronic sports, can train the physical and intellectual abilities of players due to the high concentration and lengthy duration required. Although e-sports had been known since 2016, it was not widely recognized in Indonesia at that time. However, e-sports has gained popularity in Indonesia since 2018, with the emergence of new and captivating video games that attract public attention. It has started providing national-based competitions and even becoming part of the school curriculum, such as Mobile Legends Bang Bang (MLBB) Season 1 held in 2018. Mobile Legends Bang Bang is recognized as a sports branch in Indonesia (Tarigan, 2020). Recent tournaments include the PON XX Papua 2021, which hosted e-sports tournaments represented by athletes from each province.

Technology also contributes to human life in terms of economy, society, culture, and even sports (Hidayati & Farid, 2016). Electronic sports or e-games have significantly changed the landscape of sports. E-sports is not an unfamiliar term, as it has rapidly grown as a new sports branch both in Indonesia and globally (Alwin et al., 2020). E-sports is an electronically-based sport (Ke & Wagner, 2020) that requires high skill and strategy, similar to chess (Kurniawan, 2020). Esports is a sport where all the main aspects of the sport are facilitated by electronic systems (Hong, 2022). Simply put, e-sports are organized competitions for multiplayer video games among players who have turned gaming into a profession (Wali & Widiyanto, 2020). Professionalism and organization are key components of e-sports, involving regular and organized training, coaches, and even sponsorships (Radbruch & Wicaksono,

In recent years, the popularity and recognition of e-sports have grown exponentially. E-sports tournaments attract millions of viewers worldwide, and professional players compete for substantial prize pools. Major events, such as the League of Legends World Championship and The International in Dota 2, fill stadiums and generate significant revenue. The growth of e-sports has led to the establishment of professional teams, player contracts, sponsorships, and endorsement deals similar to traditional sports (Nugraha, 2021).

The impact of technology on sports

games extends beyond e-sports. Advancements in sports equipment, such as lightweight and aerodynamic materials, have enhanced athletic performance in various sports. High-speed cameras and data analysis tools allow coaches and athletes to analyze and optimize techniques, leading to improved training methods and performance outcomes. Virtual reality (VR) and augmented reality (AR) technologies are being used to simulate sports environments, providing realistic training experiences and enhancing player development (Kurniawan, 2020).

Furthermore, technology has revolutionized the way sports fans engage with their favorite teams and athletes. Social media platforms, live streaming services, and mobile applications have made sports content easily accessible to a global audience. Fans can follow real-time updates, watch live matches, interact with players and other fans, and participate in online communities, creating a more immersive and interactive sports experience (Juniasih et al., 2017).

In terms of sports broadcasting, technological advancements have introduced innovations like high-definition broadcasts, instant replay, and interactive graphics. These enhancements provide viewers with a more detailed and engaging viewing experience. Virtual reality and 360-degree video technologies offer a new perspective, allowing fans to feel like they are present at the sporting event (Yoga, 2019).

The integration of technology in sports games has also brought about challenges and concerns. Issues such as data privacy, online harassment, and the potential negative impact of excessive screen time on physical and mental health have emerged. It is important to strike a balance between utilizing technology to enhance sports and maintaining the integrity, fairness, and well-being of athletes and participants (Pangarso Wicaksono, 2021).

Overall, technology has had a profound impact on sports games. From the rise of e-sports to advancements in sports equipment, fan engagement, and broadcasting, technology continues to shape and transform the world of sports. It provides new opportunities for athletes, fans, and industries related to sports, while also presenting new challenges that need to be addressed to ensure a positive and sustainable future for sports in the digital age.

B. Metods

This research utilizes a Quantitative approach with a survey method to examine the self-confidence of Mobile Legends Bang Bang e-sports athletes. The type and source of data used in this study consist of

a single variable, which is the self-confidence of e-sports athletes. The population of this study consists of sports teams in the Bandung, Cimahi, and surrounding areas. The sample size is 43 individuals, with representatives from each participating team providing information. Data collection is done using a questionnaire distributed through Google Form. The collected data is processed and analyzed using quantitative descriptive statistical techniques. The processing of research results is determined through conversion criteria, and the data is then interpreted into five levels: Very Low, Low, Moderate, High, and Very High.

C. Result and Discussion

The Internal Factors, based on the percentage calculation of self-concept, self-esteem, physical condition, and life experience indicators, obtained an average score of 70.79% with a standard deviation of 10.155, using a sample size of 43 individuals.

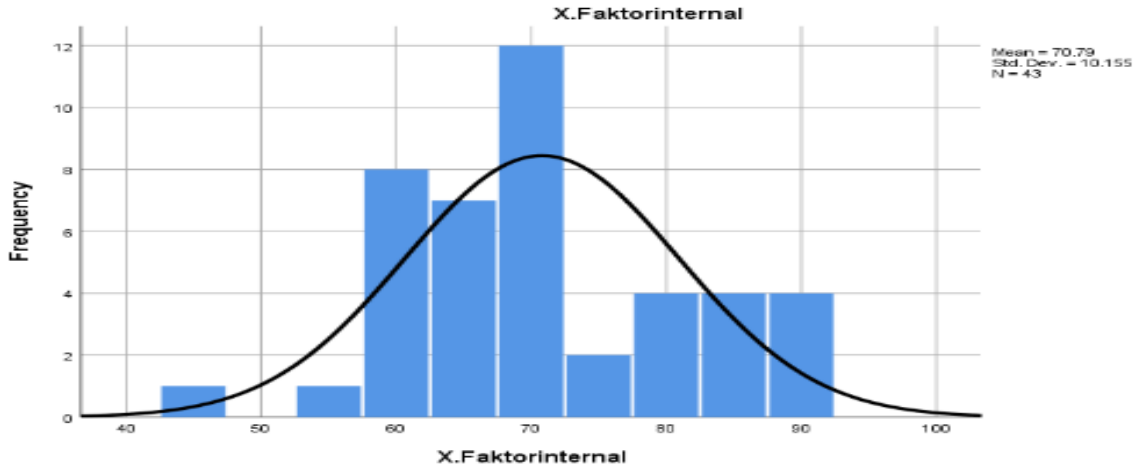

Figure 1. Interval Diagram of Percentage Results Based on Self-Concept, Self-Esteem, Physical Condition, and Life Experience Indicators.

The percentage results in Figure 1 are calculated based on external factors that indicate education, occupation, and environment. They obtained an average value of 41.88% with a standard deviation of 6.208, based on a sample size of 43 individuals. The data distribution is symmetrical, indicating a normal distribution, although there are outliers as there were no observations within the range of 80. Additionally, in Figure 2, the histogram data shows a mean value of 112.87, a standard deviation of 15.928, and a sample size of 43 individuals. Based on the data analysis, the self-confidence of MLBB esports athletes does not fall into the

"low" or "very low" categories. However, there is one athlete categorized as "moderate," 24 athletes categorized as "high," and 18 athletes categorized as "very high."

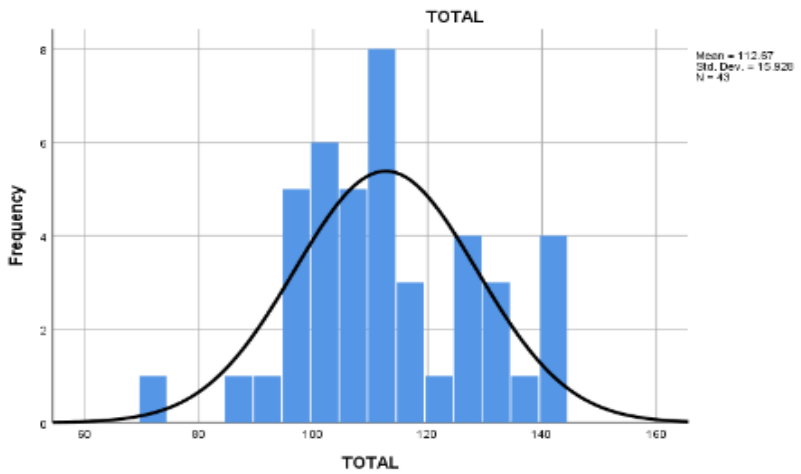

Figure 2. Histogram Data

The research findings have revealed that the level of self-confidence is categorized as high. Simultaneously, the combination of different concentrations and the habit of playing games in general has created a new culture of gaming (McCauley, Nguyen, McDonald, & Wearing, 2020), leading to the emergence of different playing styles among athletes. Each athlete will possess unique features that may characterize eSport games as sports (Rosell Llorens, 2017). This plays a role in the concentration level of each athlete when playing different types of characters, similar to how this new E-Sports can develop and is predicted to impact future sports in general (Jonasson & Thiborg, 2010). This phenomenon aligns with the emotional relationship during competition (Allen, Jones, McCarthy, Sheehan-Mansfield, & Sheffield, 2013), which can cause athletes to become less focused or lose concentration.

Furthermore, other findings reveal that indicators such as education, occupation, and environment are predominantly represented by individuals aged 13 to 19, equivalent to junior high school to high school levels. It is agreed upon that students' interest in E-Sports can be guided and directed to improve their gameplay (Allen et al., 2013). Schools are also expected to accommodate and facilitate students' interest in E-Sports (Idhohuddin & Wahyudi, 2020). The research results show that the education level indicator is the most dominant among E-Sports players.

This is consistent with the ongoing phenomenon in Indonesia (Ahdiyat & Irwansyah, 2018). Concentration is crucial in every game, in line with the current era of education where technology and devices are widely used (Nacher, Garcia-Sanjuan, & Jaen, 2020). Prior to each match, teams prepare strategies, mental readiness, and preparedness to play (Yu & Park, 2015).

Additionally, the research also reveals that male athletes are more confident than female athletes in playing Mobile Legends. This is because some players use discriminatory language in the game to insult or express their emotions, which can disrupt the mood of female players (Pramesty, 2021). In general, there are differences in emotional aspects between males and females, with females being more vulnerable in terms of emotional aspects (Stabile, Grant, & Salih, 2019). This can also be referred to as a habituation of self-habit factors. The results of these habits can be used to predict the likelihood of performance in specific situations during games or training (Fatahilah & Firlando, 2020). Continuous self-habituation and training can then focus on the development of mental aspects, self-confidence, and concentration in esports athletes (Nusufi, 2016). Therefore, in addition to self-confidence, there are many other aspects to consider, such as gender, daily habits, and even the context.

A limitation of this research is that the sample does not cover all aspects comprehensively, only focusing on self-confidence. However, this reveals that gender can also influence self-confidence. The researcher highly recommends further research in this area. Therefore, future studies should include discussions on skills and other relevant factors.

D. Conclusion

This research demonstrates that self-confidence in athletes significantly influences all supporting aspects both during training and competition. Self-confidence can make athletes believe more in their abilities to perform well, whether as part of a team or individually. It instills a sense of belief in themselves that they are capable and can overcome any obstacles they face. Therefore, self-confidence is crucial and has a significant impact on athletes in achieving success. This is the essence of the research findings.

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F. Conflicts of Interest

There are no conflicts of interest in this research.

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