

## CHAPTER I

### INTRODUCTION

This chapter consists of background of research, statement of problem, research purpose, research significance, and definition of key terms. The background of research provides an overview of the context and rationale behind the study. The precise problem or obstacle that the research aims to solve is well-defined in the problem statement. The primary goals of the study are outlined in the section on research purpose. The section on research significance elucidates the significance and possible contributions of the investigation. The keyword term that the researcher uses is defined as one of the key terms.

#### 1.1 Background of The Research

Nowadays many people play online games, not only to spend time having fun, even nowadays when playing games brain capacity can develop and make people smarter, there are many types of games such as FPS, RPG MOBA and Strategy. When play strategy games we need to observe the game and build a strategy to win the game, current strategy games such as Chess, Auto Chess, Clash of Clans, Plants vs Zombies, DOTA Underlord and Magic Chess from Mobile Legends: Bang Bang

Mobile Legends: Bang Bang is a multiplayer online battle arena (MOBA) game developed by Moonton. More than 1 billion people have downloaded it since its release in 2016, with Southeast Asia accounting for the majority of downloads. Compared to other MOBA games, Mobile Legends: Bang Bang is easier to learn and play, especially for young players.

In the game Mobile Legends: Bang Bang there are arcade games such as brawl, mirror and magic chess. Magic Chess is a game mode where players will collect heroes to help them win and stay ahead of other players. To win the game, players need to form a suitable team around the hero. This mode was released on August 23 2019. This game mode immediately became popular and became one of the favorite game modes of Mobile Legends players. Like most strategy games, in this game there is a rune feature to strengthen our formation

In Magic Chess, each player will use heroes purchased from the shop and perfect the lineup by taking heroes with the same synergy, namely Weapon Master, Summoner, Marksman, Elementalist, Mage, Guardian, Lancer, Wrestler, Assassin, then come from different factions for example Nature Spirit, Quartermaster, Astro Power, Northern Adventurer, Prince, Cadia Riverlands, Immortal, S.T.U.N, The Aspirants, Mystic Bureau and Inferno Fiend. Weapon Master and Lancer are fighter heroes with strong attack and defense abilities. Guardian and Wrestler are tank-type heroes who have strong defenses. Marksman is a hero who can attack from a distance and has painful damage. Assassin is a hero who has the ability to attack the enemy's back. Mage and Elementalist are heroes who attack using magical skills. Each synergy can increase its attributes by choosing the right equipment and runes

Runes are enhancements that fortify Magic Crystals That can utilise a wide variety of rune kinds. Runes can grant economy, increased physical and magical power, synergy bonuses, and much more. Depending on the situation, this rune can be applied. Runes can improve our board or the other way around. If a rune doesn't fit the gameplay you're playing, you can reroll it. Each rune is named according to its function and ability. This includes the name, symbols, and icon of the item that describes its features. The goal of this is to make it simple for players to locate the desired rune.

Magic chess players sometimes face some issues regarding runes in the game, such as difficulty remembering the names and designs of the runes due to the large number of them. Additionally, they could not understand how the runes work or what their consequences entail, particularly if the rune's description is vague or its effects are intricate. Adaptation in the game can be a challenge in itself when choosing the right runes for these situations, especially when there is a meta change or rune balancing or some runes may be removed and replaced with new ones. New players often have difficulty with new runes due to the lack of familiarity and the adaptation time required. The visual design of the runes sometimes does not reflect their function well, making them difficult to recognize in battle. In addition, limited in-game information and a lack of guidance or training features can hinder players' understanding of how to use runes effectively, especially for new players who may be less experienced or have limited knowledge. This is a result of their propensity to just recall the names, failing to identify or focus on the developer's symbols. This might

have an effect on the game since they might select the incorrect rune by accident based only on their names and not their symbols

Symbols are indications that are conventionally or coincidentally related to the things or ideas they stand for. This indicates that the relationship between a sign and its object is understood in terms of agreements or customs that are specific to a given culture or community rather than being direct or physical. According to (Chandler 2007), “a mode in which the signifier does not resemble the signified but which is fundamentally arbitrary or purely conventional – so that this relationship must be agreed upon and learned” A symbol sign is a traditional or established link between a sign and its object. Additionally, symbols are frequently created a hidden message in every design, is a symbol. When someone reads or views the design, the symbol conveys a message to other individuals. An icon is a kind of suggestion that combines the design of linguistic expression with a symbol. Icon design is the process of developing a visual representation to represent a cause, object, or activity that is actual, hypothetical, or abstract. individuals whose views of their objects are, in a way, simply communities; these connections may be referred to as likenesses.

An icon frequently denotes a program, a function, data, or a group of data on a software computer system when it comes to software applications(Adams & Searle, 2005). Simple icon designs consist of a black silhouette or a flat two-dimensional drawing. Complex icon designs combine various graphic design components like contour shading, projected shadows, three-dimensional perspective effects, and one or more linear and radial color gradients. Pierce (In Chandler : 1999) declared that an iconic sign uses similarity to represent its object. "Sofar as it is like that thing and used as a sign of it," an icon is a sign. In fact, he called these modes "likenesses" at first. 'Every picture (whatever conventional its approach)', he said, is an icon.

Sign can be categorized as a symbol, index, or icon. This classification is rooted in the relationship and dynamics between the sign and the object. The relationship pertains to the sign's meaning based on its object. This definition is further interpreted as the basis, which can involve either resemblance or identification through the signs. Peirce also notes that semiotics comprises three facets known as semiosis, which include the representamen, object, and interpretant, with their interrelation demonstrated through the sign.

According to Pradopo (2012), Semiotics is a method of analysis to study signs. Signs are devices used in an attempt to find a way in this world, in the midst of humans and together with humans. Semiotics fundamentally aims to study how humanity interprets things, signifying (to signify) without being mixed up with communication. Sebeok (2001), stated semiotics involves examining signs, symbols, and symbolism to understand the implied meaning intended by the communicator when using a sign for the purpose of communication through semiotic analysis

Charles Sanders Peirce's semiotic theory was the theoretical framework employed in this research. Since logic examines how people reason using signals that are present in the universe, semiotics, Charles Sanders Peirce argues that semiotics is based on logic, because logic studies how a person reasons through signs that exist in the universe. Signs are related to objects that resemble them and have a causal relationship with their existence. Peirce's theory consists of three main aspects: Representamen, Interpretant, and Object.

The representamen is the form which the sign takes; it is the tangible or perceivable aspect of the sign, The object is the entity or concept to which the sign refers, the interpretant is the meaning or concept that the sign creates in the mind of the interpreter. This theory is used because it offers a thorough framework for comprehending how signs are created from representations in the cosmos, providing signs a philosophical foundation. This method aids in comprehending the complex mechanisms by which signs express meaning and the ways in which people interpret them in different situations. This study attempts to gain a better understanding of the connection between signs and their meanings by utilizing Peirce's semiotic theory. This will improve our capacity to properly analyze and comprehend symbols effectively.

There are many representament, object and interpretant in Magic Chess because of the many signs contained in this game, and the meaning of these signs can be widely interpreted by other individuals. In game such like Magic Chess, an understanding of representamen, objects, and interpretants helps players to make strategic decisions based on the signs they see and how they interpret them.

The researcher is interested in analyzing symbols of magic chess rune from Mobile Legends: Bang Bang because symbols of magic chess rune from Mobile Legends: Bang Bang have hidden meanings in which there are so many symbols. Another interesting thing

is the symbols of the rune presenting the characteristic of rune itself and the name describes the characteristic of item. In magic chess, runes play a very important role in bringing players to victory, therefore the researcher chose these runes so that later the players will understand more about the use of these runes and they will be wiser when they want to choose the right rune.

Previous research is a collection of research findings discovered by researcher. Researcher discovered several similar studies that will be used as references throughout this research procedure.

The first studies from (Wahyudi, 2017) entitled "*A Semiotic Analysis of Symbol on Assassin's Creed IV: Black Flag*" This research examines written text as symbols and icons visible in screenshot images, which function as representation. The triadic relationship process then continues by determining the object, namely 'something' that appears in the mind based on its representation. In this step, the equivalent words of each article in the main text are reviewed. Finally, the interpretant or researcher's interpretation of the combination of representation and object is identified. This triadic relationship process goes through three stages, namely representation, object, and interpretant, in accordance with Peirce's triadic theory.

Second entitled "*ANALISIS VISUAL PADA FILM ANIMASI ADIT SOPO JARWO EPISODE EYANG HABIBIE*". From (Kasyih, Ridwan 2022). This research examines the application of semiotics in communication, media text analysis, animation, and literary works. The analysis reveals the use of symbols to convey messages related to nationalism, mutual cooperation, and the preservation of Indonesian culture, with a strong emphasis on social and educational themes. Through semiotic analysis, the paper highlights how the film effectively communicates important messages to its audience, incorporating Indonesian values such as Bhineka Tunggal Ika, Pancasila, nationalism, and humanity.

Third studies from (Udilawaty, Apsari 2022) "*ANALISIS SEMIOTIK CHARLES SANDERS PEIRCE TERHADAP LOGO PROVINSI GORONTALO*" This research discusses the semiotic analysis of the Gorontalo Province logo using Charles Sanders Peirce's theory. The research results reveal that the logo symbolizes loyalty, protection, high ideals, prosperity, well-being and the founding of Gorontalo Province. Various visual elements in the logo, such as the shape of the shield, star, rice and cotton, coconut tree,

wings of the Maleo bird, fort, oval shape, color, font type, and the words "Gorontalo Province," were analyzed for their deep meaning and symbolism in representing identity. Gorontalo Province. The study aims to provide scientific insight in the field of linguistics and creative strategies for government institutions to improve their public image through promotional activities.

Fourth studies from (Pangestuti 2021) "*ANALISIS SEMIOTIKA CHARLES S. PIERCE PADA POSTER STREET HARASSMENT KARYA SHIRLEY*" This research discusses awareness about sexual harassment in public spaces. The street harassment poster utilizes Charles S. Pierce's semiotic theory for analysis by interpreting representations, objects, and interpretants to convey the message about street harassment in detail through colors, fonts, pictures, and words on the poster . Pierce's semiotics is used to analyze the signs and symbols in the poster to understand the overall meaning and message being communicated

As mentioned earlier, some previous studies have focused on semiotics, particularly triadic relations. In addition to that, a significant amount of data pertains to triadic relations in various forms of games. However, the research studies mentioned below differ in terms of their specific objectives and issues compared to the present research. Similarly, this research distinguishes itself from prior studies, particularly in its choice of data objects.

This study aims to analyze triadic relations in "Magic Chess Rune" to uncover the triadic relations and functions of triadic relations within the Magic Chess rune which serves as the primary data source. Therefore, the title chosen for this research is "TRIADIC RELATION ANALYSIS MAGIC CHESS RUNE SYMBOL MOBILE LEGENDS: BANG BANG."



## 1.2 Research Question

This research, interpreting rune symbols based on Pierce's semiotics theory, focuses on the signs of various runes. The signs (text, object, and context) center around the names of the items. Some rune names are easily understood by players, while others are not. In this research, the researcher focuses on understanding the representamen, object, and interpretant that appear in game rune, and how the relationship between text and icon in game. Based on the background of the research above, questions are formulated to achieve more specific objectives. Based on the statement of the problem above, the researcher concludes that there are two questions that will be the main focuses on this research, they are:

1. What is the process of Triadic Relation on rune picture from Magic Chess by Mobile Legends?
2. How are the relation between the text and its picture on rune symbol in Magic chess ?

## 1.3 Research Purpose

Based on the formulation of the research question above, the researcher is intended:

1. To find out the process of Triadic Relation on rune picture from Magic Chess by Mobile Legends: Bang Bang
2. To find out the relation between the text and rune picture from Magic Chess by Mobile Legends: Bang Bang

## 1.4 Research Significance

Theoretically, the use of the triadic relationship theory will be one way in which the findings of this study will contribute to the field of semiotics. It emphasizes how significant it is for a symbol to have interpretations and meanings that correspond with what it represents.

Practically, Other researcher can use this research as a reference to write articles that are similar to theirs. assisting listeners in comprehending and being aware of the

significance of the songs they have heard. Increase the variety of studies that use songs or music as a medium and improve the study of English literature. It is intended to serve as a framework for more imaginative songwriting by musicians, allowing for the exploration of nuanced love themes with multiple interpretations.

## **1.5 Definition of Key Terms**

A conceptual framework is an interrelated network of concepts that together provide a comprehensive understanding of a phenomenon or problem. Conceptual frameworks help in clarifying definitions, establishing relationships between concepts, and providing guidance for further research. (Jabareen, 2009)

The use of definitions for key terminology by researcher has many benefits in providing clear and accurate explanations of the core ideas used in the study. Researcher may provide a strong foundation for their work and guarantee that all readers, regardless of background knowledge, can completely understand the intended meanings by providing precise definitions for these terms. The purpose of including these definitions is to lower the possibility of ambiguity or misinterpretation while also ensuring that the reader understands the researcher's intended meaning for every term used within the study setting. Additionally, by improving the research general clarity and precision, this method promotes a more rigorous and reliable discourse.

### **1. Semiotics**

Everything that could be interpreted as a sign is the focus of semiotics. Semiotics is the study of everything that "stands for" something else, including things that we in common speech refer to as "signs." According to Eco (1979), signs might be words, images, sounds, gestures, or objects. However, an object does not qualify as a sign unless its meaning is attached to it. This further establishes the song as a piece of art whose meaning is entirely attributed to the songwriter.

### **2. Triadic Relations**

Charles Sanders Pierce's theory is employed in this study to address the research topic. Three components make up Charles Sanders Peirce's definition of sign. There are three: interpreter, object, and representant. American cognitive philosopher Pierce (1894–1914)



is credited with developing the notion. In order to explain and comprehend a symbol, he created a triadic model. The three main components of it are the interpreter, the object, and the representation. Pierce will refer to the "sign-vehicle" as the component of the sign that is in charge of meaning.

### **3. Runes in Magic Chess**

Runes are passive skills or gameplay influencing additions in Mobile Legends: Bang Bang's Magic Chess mode. Runes are chosen by players at the beginning of a match or at particular stages. These runes have the ability to affect many different parts of the game, including attack damage, defense, mana regeneration, and hero special abilities. To modify your approach according to the current state of the game, you must select the appropriate runes. The combination of runes, hero synergies, and positioning allows players to turn the tide of battle in their favor. Runes are essential to winning at Magic Chess because they provide an additional layer of tactical depth.

### **4. Game Online**

Online games are games that are played by many people from various parts of the world at the same time and connected via the internet network (Utomo & Bayu, 2019). Online games are electronic media that present games in the form of displays of movement, color, sound that have game rules and certain levels, which are entertaining and addictive. Operationally, an online game is a game machine that has an interesting game concept, three-dimensional images and extraordinary effects (Adiningtiyas, 2017).

### **5. Magic Chess**

Magic Chess is a game mode of Mobile Legends that can be found in the Arcade. Magic Chess was temporarily added in January 2020 but was eventually permanently released with Patch Note 1.4.60 on March 17, 2020. Magic Chess actually has its fair share of similarities with Chess-TD. While the generic game design is different, synergies, items, and playstyle will definitely remind you of the ladder. (Tunguia & maiden des mondes, 2020) The key to success in this auto-battler lies not only in individual hero strength but also in the strategic combinations of synergies.