

# VIRTUAL COMMUNICATION PATTERNS OF MOBILE LEGENDS GAMERS' JOURNALISM IN YOUTH SARCASM ACTIONS IN KISARAN CITY, ASAHAN REGENCY

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## ABSTRACT

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Game journalism is a field of journalism that focuses on the gaming industry and gaming culture. Online gaming journalism is the process of reporting and making news about the online gaming industry and esports content. Mobile Legend is one of the MOBA games available for mobile play. Ten players in two teams typically play these games, following a five-versus-five format. In Mobile Legends, users have the ability to communicate through the virtual world. The process of virtual communication involves conveying messages to others within the virtual environment. This study aims to determine how the virtual communication patterns used by mobile gamers influence the sarcasm of the Asahan district's remains. The results of this study show that mobile Legends gamers in the district are more likely to use the voice chat and manual chat features as a virtual communication tool to convey the circus words or sentences that players use in mobile Legends online games. Then, gamers employ circular communication patterns, which involve a message delivery process that allows both communicators to exchange functions. As is the case with a player who starts commenting on a bad game from another player, that comment is given feedback against the commentator and can be replied to by the team member to give another feedback. This study employs qualitative research methods such as library study, observation and interview techniques, virtual ethnography methods, and documentation as an additional method.

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## 1. Introduction

In the era of globalization, growing technology has changed society, especially in the areas of technology and communication media. Technology makes it possible for everyone who uses it to connect with each other. As a result, technology can make everything easier to do and shorten the time required for work. Mass media, including the internet, can be a highly

influential development technology. The internet is a multitude of media used by society, especially for communicating and offering various types of social interaction (Yourlanda & Ageng, 2023).

Objective journalism is information that is relevant, accurate, objective, and balanced. Journalism can be defined as an effort to fulfill the need for information in society and improve understanding of real-world problems. Apart from that, journalism has developed in the direction of digital media platforms such as social media. Journalism relies on facts as a basis for reporting. Journalism gathers crucial societal beliefs and positions. Source facts can take the form of oral or written data, interviews with individuals involved in events, statistics, and documents from related parties (Saragih, 2019).

Games journalism is a field of journalism that focuses on the gaming industry and gaming culture. Online gaming journalism matters. It is crucial to report and create news about the online gaming and esports content industries. In a number of years, online games and esports have become phenomenal among players and audiences around the world. Online gaming journalism employs a variety of content types, including coverage of esports events, interviews with game players and developers, game reviews, and articles covering the entire online gaming industry. Apart from that, coverage of online games and esports covers business strategy, funding, and technology. Journalists online must adhere to journalism ethics. They also need to adhere to the rules and guidelines that govern the online gaming and esports communities. Moreover, they must possess a comprehensive understanding of the most recent technological advancements in the online gaming industry (Fajeri & Saragih, 2023).

According to (Wisnu Martha Adiputra, 2023) games journalism shares characteristics with specialist journalism, not only due to the unique nature of the material or field it presents, but also due to the unique method of conveying information.

Producers strive to create engaging games that capture the attention of a large audience. This is due to the ongoing development of technology, including smartphones and websites. Online games, for instance, connect to websites and enhance community awareness. Several people can now participate in game-type multiplayer battles, which have gained significant popularity. Users can be interested in online gaming media, especially those involving online game interaction (F. F. Putra et al., 2019).

Players with an internet connection primarily play online games. According to Adamet Rollings in Wibowo (2020), it is more accurate to call *online games* a technology rather than a genre or type of game. According to Wibowo (2020), in Indonesia, games on line first appeared and developed in the mid-1990s, along with the emergence of Nexian games. *Online games* are also growing rapidly as internet technology advances. While only a few players can play offline games, many players can play online games (Widianingrum, 2022)

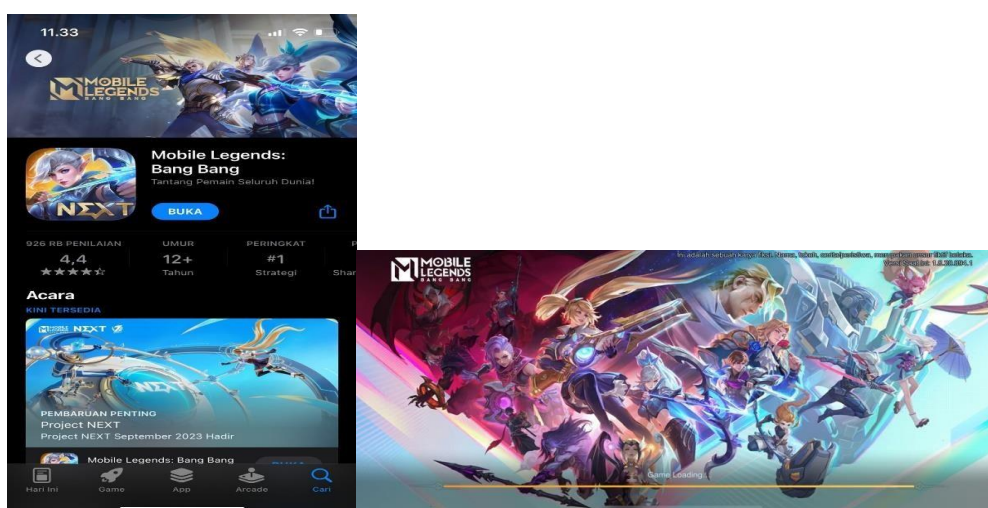
Communication is critical in online games because we must work together to win. Online media communication involves sending and receiving messages through cyberspace, also referred to as "cyberspace." This method has been very popular over the past century. This is due to the fact that it enables everyone to engage in conversation. Communication is important during a match or online tournament. Virtual communication, a beneficial pattern in online games, allows players to interact in game media. With an existing internet network, game players can speak with other people for a long time. Owning virtual communication is considered a form of social communication (Ricky Widyananda Putra et al., 2023) interaction.

Mobile Legend is one of the MOBA games available on mobile devices. Ten players typically play in two teams, adhering to a five-versus-five rule system. Every team's goal is to

destroy the tower enemy and defend it alone. The student enjoys the Mobile Legend game with his opponent and fellow Mobile Legend game players on celluloid. Earn points and stars. To win, objectively play four games. Moreover, it is critical to use team strategy because victory depends on equal, effective, and clear communication (Kosanke, 2019).

In Mobile Legends, users have the ability to communicate through cyberspace. The process of conveying messages to others in cyberspace is known as virtual communication. The type of communication that occurs during a game is known as conversation via the internet or virtual, and these systems allow two people to speak with each other and gaze into cyberspace (Febriyana Ananda et al., 2022). In Mobile Legends, the virtual chat feature allows players to communicate virtually with members of their team during a match. The main goal is to increase work by the same team and improve the possibility of winning.

Dr. Sarah J. Edwards (University of Exeter) and Dr. Michael J. Burke (University of California, Irvine) proposed the communication theory transactional complex in 2024, which states that virtual communication patterns involve not only exchanging messages and receiving feedback, but also complex factors such as context, social, cultural, and emotional.



**Figure 1. The mobile legends application**

Source: Legend mobile app

Sarcasm is impolite language; for example, language-scathing satire. Spicy satirical language is satire, offensive banter, or hurting somebody. Additionally, sarcasm can be considered mocking, as this language is definitely unpleasant to use every day (Man, I. F., & Merentek, 2021).

As previously mentioned, people typically use sarcasm to subtly ridicule or express displeasure. However, sarcasm is also a type of indirect communication where someone says something different than what they actually mean.

When playing 7 Mobile Legends, especially when there is competition or something like That's It, the players usually become one. As the intensity and frequency of game play intensify, players often experience disruptions in their interactions with others. They often speak with other people using language that isn't impolite and dirty, which can make them addicted, angry, or angry because of their wrong understanding.

The Mobile Legends *game* has lots of challenges and competition. Players use sarcasm as a method to vent emotion when they lose or are frustrated with their performance team. The

aforementioned example illustrates disapproval towards the misuse of the Mobile Legends chat feature, which frequently disseminates language devoid of politeness and sarcasm. Words like "bab\* ", "to\* ol ", "maruk ", and "an\* ing " are examples of inappropriate usage in the social environment. Players involved in the interaction rough. This certain event will have an impact. With this phenomenon, society has a negative view of games, believing that they are dangerous for youth and that sarcasm is a means of communication.

Islamic teachings explain the prohibition of speaking rudely in a profound way. Those who curse, insult, ridicule, or use offensive language are not considered true believers. No true believer, said Rasulullah SAW.

Hadith, narrated by Ibn Mas'ud R.A. Which quote word is Rasulullah SAW?

الْبِدْيَاءِ الْفَاحِشِ وَلَا بِاللَّعَانِ وَلَا بِالطَّعَانِ الْمُؤْمِنُ لَيْسَ

"I'm not a perfect believer who likes to insult, curse, do, and say dirty things." (HR Ahmad, Bukhari, and Tirmidhi).

Online game players often talk about bad things. They are always emotional when communicating, and they do not hesitate to express their feelings because one error is too small. In addition, the players frequently use profanity, sometimes in inappropriate ways, such as using the word "animal" (Putri & Mardyah, 2019).

## 2. Method

A qualitative method was used in the study. This, along with the studies bibliography, includes a series of activity studies such as data collection, reading, analyzing, recording, and processing material research (Nazir, 2003).

In this section, we employed direct observations and interviews with the subject under investigation. Arikunto (2010) states that the interviews began with pre-planned questions. After that, the interviewers will gradually deepen the questions to seek additional information. Estimated Recapitulation Notes Results: Research data collection will be easier, and questions and statements will be more directed. The researcher requests that respondents describe their activity, experience, or how they communicate using the deep virtual features of the online game Mobile Legends.

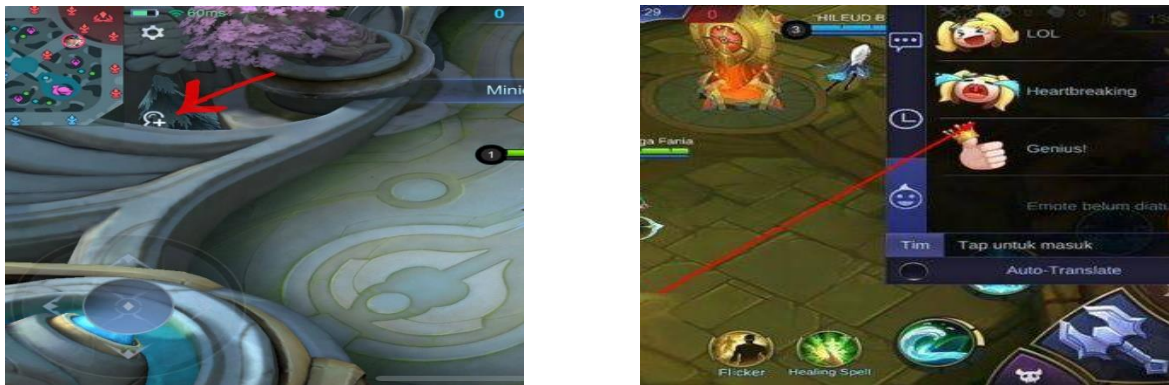
Researchers also use virtual ethnography as a method to describe, analyze, and explain patterns of social communication in the virtual world (R. W. Putra, 2022). Virtual ethnography is different from discussion ethnography in general about cultures that have artifacts. Users of the "network" conduct this activity in a virtual environment (Rachmawati, 2023). Thus, online gaming media can be one example of virtual ethnography.

The researchers used documentation as an additional data collection method. The authors used photographic documentation to collect data about past events. This research uses the data analysis techniques mentioned below (Burhan Bungin, 2003), namely data collection, data reduction, and verification and confirmation of conclusions.

### 3. Results and Discussion

The researcher interviewed five informants from the Mobile Legends online game to understand the sarcastic virtual communication patterns in the game. The five informants, with the initials Vd, Qb, Zn, At, and Nd, live in Kisaran City, Asahan Regency.

We obtained the results of this research to ensure smooth communication in the online game Mobile Legends, which features four virtual communication features: voice chat, manual chat, ping, and auto chat. Players utilize these communication features to interact with each other in game. However, players use voice chat and manual chat as virtual communication tools to convey sarcastic words or sentences, as the ping feature only conveys codes, such as when a team tower screams or a defense tower receives a signal. This ping feature can use simple "codes" to generate virtual communication patterns without using words. Therefore, "code" communication patterns can replace spoken or written words or sentences in gaming media, particularly in the online Mobile Legends game. The symbols in the Mobile Legends game function as virtual communication models in the game medium for this auto-chat feature. There are three categories of auto-chat features: defense, offense, and communication.



**Figure 2. The mobile legends game's ping and auto chat features**

Source: Legend mobile app

## Voice Chat

With this voice chat tool, each player can communicate verbally in "real time". Each player uses a different shape and type of microphone. Observations of Vd, Qb, and Zn repeatedly using the voice chat feature to communicate sarcastically reveal that the informant has engaged in sarcastic behavior, typically verbally expressing frustration due to taunts from opponents and teammates. rough. Research indicates that this incident also happens when a team member performs poorly, when there are differences in country, ethnicity, or religion, or when there is AFK behavior. Players' errors can also trigger this behavior, leading to defeat in the online game. In the gaming world, this action is known as sarcasm, a behavior that verbally attacks others with the intention of diminishing their mental state.

Voice chat less often because they both felt that voice would disturb the people around them, especially if their team used sarcasm, it would be more annoying, because the type of sound produced by cellphones was through the use of external audio. known as speakers. Therefore, of the 5 informants, only 3 used the virtual *voice chat communication feature* in the *online game* Mobile Legends.



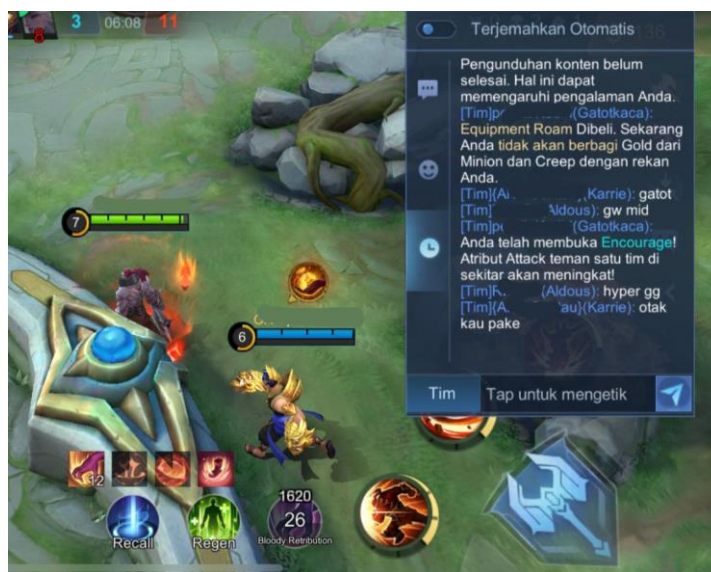
**Figure 3. The mobile legends game's voice chat feature**

Source: Legend mobile app

### Manual Chat

Chat is the most common and most difficult feature. People use this type of feature to access the chat by manually clicking on the speech bubble icon. This feature mutes the sound and displays the manual conversation on the full screen. Basically, this feature is sometimes difficult for players, but all five informants (Vd, Qb, Zn, Nd) think that this communication feature is the one most often used by players to use sarcastic words and sentences. Research indicates that the online game Mobile Legends frequently uses the following words and sentences: dog, tool, B\*bi, "map blind team," and "use your brain."

Here, the researcher discovered that players frequently used sarcasm in the virtual conversations conducted via manual chat in game media because they felt anonymous and unaccountable for their words. This can further encourage them to say rude things or use sarcasm that they might not say directly.



**Figure 4. The mobile legends game's manual chat feature**

Source: Legend mobile app

### Virtual Communication Patterns

Virtual communication is a pattern of relationships between two or more people that involves the process of sending and receiving messages over the internet in a way that makes sense.

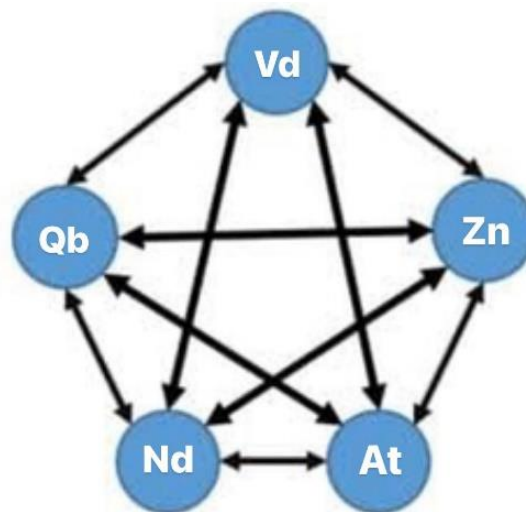
Technology, especially the internet, is used as a tool or medium in virtual communication. Cyberspace bears similarities to this type of communication. Communication in cyberspace has network characteristics. (Sintia Permata, 2013) states that there are four types of communication patterns, namely: (1) Primary communication patterns, where symbols are used to convey messages from communicator to communicant. This pattern consists of two symbols: verbal and nonverbal. (2) A secondary communication pattern is the process of conveying messages from communicator to communicant using tools or means after symbols because the communicator's target is in a distant or large location. (3) The linear communication pattern is the process of sending messages from the communicator to the communicant as a terminal point, which usually occurs in face-to-face communication

and media communication. Plan your message before communicating. The circular communication pattern is a message delivery process that allows both the communicator and the communicant to exchange roles. After the communicator becomes a communicant, the communicant can provide feedback and change their role so that interaction occurs between the communicator and the communicant.

In this discussion of the Mobile Legends online game, a player initiates the communication process by commenting on the poor performance of other players. This comment prompts a response from the player, which team members can then respond to with additional comments. Looking at the part in the communication process of the Mobile Legends *online game*, we can find similarities in the virtual communication patterns that occur among Mobile Legends *gamers*, namely the circular communication pattern, which is a process of conveying messages where the communicator and communicant can interact with each other and exchange roles. The communicator can assume the role of a communicant, provide feedback, and then switch roles to facilitate interaction between the communicator and the communicant.

Among other things, there are also similarities in communication patterns in *games* with primary communication patterns such as short chat, *emotes*, and *pings*, allowing teams to exchange information quickly and efficiently without hindering their focus on the game.

Compared to other communication methods, circular communication patterns are more specific to the results of researchers playing the online game Mobile Legend. In a circular communication pattern, there is feedback because the communicator and communicant can change the way they convey the message.



**Figure 5. View all channel OR all channel pattern map**

Source: Serupa.id

A channel pattern is a communication pattern where all group members can communicate with each other directly. In this research, it was found that this communication pattern can also be used virtually and is often used in virtual environments because it can help overcome several long-distance communication challenges. This pattern is also in accordance with the research because the players have small groups consisting of 5–10 people.

#### 4. Conclusion

Researchers can conclude that Mobile Legends *gamers* in Kisaran City, Regency, as the object of this research, more often use *the Voice Chat* and *Manual Chat features* as virtual communication tools in conveying sarcastic words or sentences used by players in the Mobile Legends *online game*. The anonymous nature of *online games* encourages players to use sarcasm without fear of consequences. This can make players feel more brave to convey sarcasm.

Gamers also engage in aspects of communication patterns, specifically circular communication patterns. These patterns involve a message delivery process in which both the communicator and the communicant can interact and exchange roles. The communicator can become a communicant, then provide feedback, and then change roles so that interaction occurs between the communicator and the communicant. Players who start commenting on poor play from other players receive feedback, which team members can then respond to with additional comments.

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