

Gatorkaca in Mobile Legend: Bang-Bang Game as Representation of Indonesia Culture

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Abstract— Indonesia have a big challenge to maintain and preserve nation's culture due to the diversity of its culture, also due to the modern technology that brings other culture to Indonesia easily. Indonesian teenager begins to forget about nation culture, and more like other cultures. The worst from the lost culture is losing identity as a nation, therefore they need a model that can teach them the nation culture of Indonesia. Utilising media, and their most favorite media nowadays, mobile video game, Indonesia could reintroduce nation's culture. Not the song, dance, or the local language, but the wisdom and the character as Indonesian. Its more to high culture than the low one. Therefore, this research choose using Gatorkaca, one of the hero from Mobile Legends: Bang-Bang (mobile video game) as the research subject. And based on the research, Gatorkaca could represent Indonesian culture very well with his nationalism and patriotic acts as his background story. Also, with his brave, strong will, and never give up characters.

Keywords—Representation, culture, mobile video games, teenager, Indonesian culture

I. INTRODUCTION

Indonesia is an archipelago country with wide variety of tribes and cultures. Cultures by definition is not just about dancing or folks songs. According to Koentjaraningrat, culture has 7 elements that define a culture as it is. Those 7 elements are: language, knowledge system, social organization, technology, livelihood system, religion, and art [1]. Based on the definition, Indonesia with many tribes, also have so many diverse culture.

With the diversity of cultures, and lifestyle that changing rapidly, it becomes a big challenge for Indonesia to maintain and preserve nation's culture. Fading of the nation's culture in young generation become the Indonesian Parliament, Bambang Soesatyo's (Bamsot) concern. He stated his concern when receiving a visit from the Director General of Culture Ministry of Education and Culture [2]. According to him, Indonesia has a variety of cultures, ranging from musical instruments, fashion, to the philosophy of life, where all of it are based on Indonesia's local wisdom. But most of Indonesian youngster nowadays seems like don't value it.

Actually, this concerns arise due to the social phenomena that showed a low sense of nationalism in youngster. Nationalism itself is a part of a culture, it's a wisdom, a character. Culture have 2 level, high culture and low culture [1]. High cultures are every acts, activity, or human products that hard to understand and observed, while low culture is the

easy one to understand and likely easy to detect. Nationalism can be categorized as high culture.

Based on an article published in Kumparan.com, the diminished sense of nationalism on youngster is most evident from the way they boast of other's products, and styles that are not actually Indonesian products [3]. This phenomena creates a generation of young people who are not in accordance with national identity, even worse, they are losing their identity as Indonesian.

To overcoming this issue, effective steps are needed to maintain the nation's culture in the young generation. Utilizing technology and communication media, could be a way to reintroduce the values of Indonesian culture. One of the power of communication media is their effect towards audiences. Many theories from the classical till the modern one, showed the power of media. Classic theory like hypodermic needle or also well known as bullet theory showed that audience positioned as passive, so they will accept any information from media [4]. Audience will believe any information that delivered by media, and not just believe, they could also did something that instruct by media.

Nowadays, audience has been shifting, so recent theory of media effect positioned audience as an active people. They have many options, they can choose, and they can criticize information that given by media. Eventhough, the effect of media remain strong. Its proofed by many research about media effect, mainly on how it effect on learning process [5]–[7]. Based on earlier researches about media effect on audience, its found that media can influence audience (teenager audience) to act like what they saw on television.

Media can influence audience in many levels, from cognitive, affective, and psychomotoric. These three levels of influence can be done intentionally or unintentionally by the media. Media could give insight and knowledge to their audience, they could shape the like and dislike about something, or they could even change the habit of people. Study conducted by Rohani (2015) saw the impact of television mass media on the development of children, showed us how powerful are media effect. The result shows that children who watch television become more active and communicative, in other words media influence kids to the psychomotoric level. The highest level of learning process, by do it.

If media effects are that strong, then all we need to reintroduce Indonesian culture to the Indonesian teenager are a model, that can represent the cultures, and of course the right

media. Representation is a way for makes people understand or get, some idea easier by using symbols or signs. Usually representation used for something or some idea that hard to describe or explain, such as: national identity, national culture, etc[8]. By using right media, for certain people, a representation could relay a deep and strong message. So, representation not only talk about the symbols or the signs, but also the media that used to show it.

Communication media nowadays have so many form. Its vary from creative audio-visual content, social media, to video games or gaming applications. Interestingly, Indonesian youth are very fond of games, especially mobile games. This is proven by the many mobile games (esport) competitions that held. In 2018 esport become new trend in Indonesia, marked with 10 esport tournaments [9], and 5 of them were played Mobile Legends: Bang-Bang (MLBB). This shows that MLBB is indeed loved by Indonesian youth, and can be one of the effective media to deliver messages for Indonesian youth.

This study try to looks at the ability of the Mobile Legends: Bang-Bang as one of mobile games to represent Indonesian cultures. MLBB have a possibility conveying messages about Indonesian culture, and the interesting fact is, there are several characters in the game (hero) based in Indonesian culture. The well-known one is Gatotkaca, which was released in 2017 by MLBB [9]. The figure of Gatotkaca itself is often debated, whether it comes from Indian culture or Indonesian culture. But clearly, MLBB itself claims the Gatotkaca hero that they released is a hero inspired by Indonesian culture.

Based on the data above, Indonesian culture can be reintroduced to Indonesian youth by games. On this paper, researcher will see how Gatotkaca as one of the MLBB's hero can represent Indonesian culture. Therefore, this study would use semiotics methods to look further at the figure of Gatotkaca in MLBB as a representation of Indonesian culture.

II. METHOD

This study uses a qualitative research method, with the semiotic analysis method. The semiotics used in this study are semiotics by Eriyanto [10]. The semiotic method itself has the ability to read the meaning implicit in an image, because the image itself can speak like language. Images can be of various types, can be in the form of photos, memes, videos, and so forth. Based on Eriyanto explanation, there are three metafunctions in image language. Its representation, interaction, and composition.

Representation used a picture to show or tell something to someone. It could be a message, a feeling, an experience, etc. While interaction shows how a picture relating between the maker and the audience. And composition will look on how the author combine all the elements and parts into one picture, like colors, lighting, object position, etc.

Therefore firstly researcher will dissect the Gatotkaca hero profile page in the Mobile Legends: Bang-Bang game. The profile page of the Gatotkaca then will be categorized according to the type of metafunction in image language. After categorizing is done, researcher will analyze the meaning of the sign.

III. RESULT AND DISCUSSION

For the first step, researcher take a screenshot from the Gatotkaca hero profile on Mobile Legends: Bang-Bang. Below are few screenshot from the MLBB game about Gatotkaca. The first picture show the brief of the Gatotkaca figure. From the picture below (figure 1), it shows the figure of Gatotkaca, with the clothes, armor, and weapon. And on the bottom left side, there is a row of icon that shows Gatotkaca's skill. Gatotkaca's skill will be discuss later.



Fig. 1. Gatotkaca profile on MLBB

On the profile from figure 1, it shows the name of the hero, also their title. Gatotkaca was titled as the Mighty Legend. Under the section role, Gatotkaca categorized as tank with high durability, medium offence, medium high skill effect, and also medium high difficulty. For the Gatotkaca figure itself shown as a big man with muscular body, wearing armor (Antakusuma), and bring twin gauntlets (Brajamusti-Brajadenta).

From the representation on the figure 1, the title already give impression of a strong character, and have a good history since it named as legend. Based on the Indonesian puppet folks story, Gatotkaca is a son of Bima (one of the Pandawa warrior), have a strong body and have a big strength, so he can wear his armor also bring his twin gauntlet [11]. His body was made of steel and iron for the muscle and bone. That's why the figure of Gatotkaca was very build up, mainly on the upper area. And the roles shows that the character will not die easily, and that's also the reason Gatotkaca character can become a living shield of their team mates. But Gatotkaca doesn't have a big offence point, means that naturally Gatotkaca wasn't born for fighting. Instead Gatotkaca was born for defending or protecting. This type also relate on the Gatotkaca's character as the one who like to stand for his team, friends, and family [12]. He is also a loyal person too, based on the puppet story about Gatotkaca in Indonesian version.



Fig. 2. Skill of Gatotkaca on MLBB game

Then when see on the Gatotkaca skill more, it shows that his skills also relate with his character and personalities. The skills of the hero have a brief description and the names. Gatotkaca have 1 passive skill, and 3 special skills. The passive and the ultimate skills highlighted the main strength of Gatotkaca itself that have a strong body made from iron and steel. The other skills name are unbreakable, and avatar of the guardian. All those name also strengthen the character of Gatotkaca as the guardian. He like to stand for others, protecting them, mainly the weak one.

After look into his skills, the research also look into his story from the Mobile Legends: Bang-Bang version.



Fig. 3. Page story of Gatotkaca from MLBB

From figure 3, on the page story of Gatotkaca, there is a figure of Gatotkaca that look to left with fierce eyes, looking at one point. The interaction that build on the picture, shown that Gatotkaca ready to attack on anyone in front of him. Its also highlighted with his leg that looks on the middle of run. And from his body posture with the arms wide open, it shown that his posture is like protecting something or someone behind him.

While the composition itself shown that the light is come above him, like he is a hero from the God choice. Stand for a good reason, for the glory of God. There are also lightings in front of his face, like something that he fight, and its position on the darker side. It highlighting that Gatotkaca was chosen by God (light) to fight the bad one (darkness).

Also from the story page, there is the story of Gatotkaca from the Mobile Legends: Bang-Bang version.

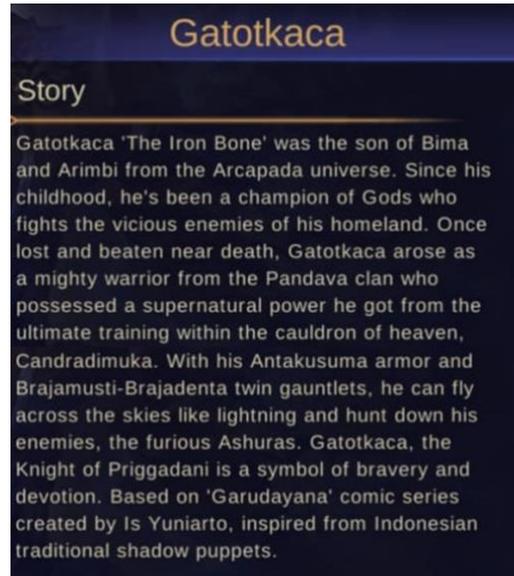


Fig. 4. Story of Gatotkaca from MLBB

Like the story that shown on figure 4, it was said that Gatotkaca from the MLBB version was adapted from the 'Garudayana' comic series created by Is Yuniarto. Which originally inspired by Indonesian traditional shadow puppet. Since its already narated as one of the Indonesian culture, the story of Gatotkaca shown that he is a hero that's very brave and never give up, even after he beaten until near death. He rise up, train harder, and once more fight his enemy bravely. All his goal is just one, to protect. Protecting his homeland, his family, and his clan. The story is highlighting the patriotic character of Gatotkaca, his nationalism, and his strong will. He never give up and try again bravely, even after an epic failed.

Based on the figure 1 to figure 4, researcher find that Gatotkaca on Mobile Legends: Bang-Bang represent few of Indonesian culture, mainly on the wisdoms and characters. All of the wisdoms and characters that represent by Gatotkaca on MLBB version are strong will, never give up, protect the weak one, brave, nationalist, and patriotic.

IV. CONCLUSION

This research was begin with a phenomenon on how Indonesian teenager seems to lost their identity and culture. It looks like they need a model that can teach them about Indonesian culture, and we aren't talking about dance, song, or local language only. We talk about higher culture, about people wisdoms and characters, that makes a nation. A culture that could stand as an identity of a nation.

Based on the new habit of teenager, and technology nowadays, there is a new way to teach them about national culture. Its via mobile video game, and of the famous mobile video game in Indonesia is Mobile Legends: Bang-Bang (MLBB). This game have one hero that could represent Indonesian culture (wisdoms and characters), its Gatotkaca.

From the Gatotkaca on the MLBB, reseacher found that the hero represent nationalism and patriotic acts. Gatotkaca is a hero that fight mainly to protect his homeland, his clan, and his family. And all his acts consider as patriotic acts.

Gatotkaca also have a strong will characters that makes him as a person that never give up, and always try again bravely. He keep training, even after beaten near death by his enemy. So he can grow stronger, and defeat his enemy later.

All of Gatotkaca's wisdoms and characters represent the same wisdoms and characters with most of the Indonesian national heroes story. Therefore, researcher can conclude that Gatotkaca's wisdoms and characters already well represent Indonesian culture. The next research need to find out if this represent left an effect on Indonesian teenager who played Mobile Legends: Bang-Bang, and play with Gatotkaca as the hero.

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