



Semiotic Analysis of Weapon in Mobile Legend Game

Ramdan Hikmawan¹

¹ ramdanhikmawan31@gmail.com

¹, Universitas Pamulang

Abstract

Keywords: semiotics, Barthes theory, Mobile Legend.

The purpose of this study is to find what signs are used in the weapons of the mobile legend game and analyze the meaning of the signs contained in the weapons of the mobile legend game (2016) into denotation, connotation, and myth meaning. The research method used in this study was a consistent qualitative descriptive approach to identify and analyze several studies through signs in the Mobile Legends game. This study used the theory of semiotics developed by Barthes. The data in the findings and analysis section of the research is taken from the Mobile Legends game. In the results of this study, there were 17 signs that had implied meaning given by the mobile legend game to indicate items from the mobile legend game that described the denotation, connotation, and myth of the signs in the mobile legend game.

© 2025 Universitas Pamulang

✉ Corresponding author:

B3 Building, Kampus Viktor, Pamulang, Tangerang Selatan Indonesia 50229 E-mail:

wiwinoktavianiii80@gmail.com

E-ISSN: 3047-8693

INTRODUCTION

Nowadays, humans cannot be separated from the sign, meaning, perception, or understanding of whatever they see. Signs appear in humans life that look at the objects around them often without thinking about the shape and form the object of signs. When humans ride a motorcycle or drive a car on the highway, they interpret every form of traffic sign on the highway, such as a traffic light, for example, which has three colors: red, yellow, and green. Red means stop, yellow means be careful, and green means go. Signs also appear

in written expressions such as "No Parking" and so on.

The scientific study examines the symbols of signs or the construction of meaning contained in these signs is called semiotics. The example is hand gesture such as the sign on the thumb, which if it is directed upwards is interpreted as something good or positive thing, whereas if it is directed downwards it is interpreted as something bad or negative. Animal sounds and a person's expression, without being told through words or speech, are signs that someone who sees or hears will immediately be able to understand the meaning of the sign. Sign is discusses in semiotic study which is a branch of linguistics study.

Signs can be found in technological media or devices such as games. According to springer (2023) many sign language apps are being created to help bridge the communication gap. There are many supporting features and applications as a means for entertainment, beginning with high-resolution cameras, free messaging applications, and Android-based online games that will be discussed in this thesis. The fast growth in communication tools has an impact on human habits. Nowadays, smartphones can not seem to escape attention and can not get out of hand. Needed information that continues to increase is one of the factors in people's addiction to smartphones. In addition, smartphone manufacturers are aggressively creating new variants to keep up with technological developments, especially the effects of the development of games on smartphones that are not just ordinary games but also many signs that use in mobile games for the player to know what the meaning is. However, the games that are on smartphones present visuals that can spoil the eye.

Based on Springer (2017) The development of games in nowadays is rapidly changing. This is indicated by game centers or cafes that offer many facilities for playing multiplayer games both locally and online. This type of game is called a multiplayer online game, commonly called an online game, and involves many players interacting with each other at the same time using signs. The most popular type of online game is the massively multiplayer role-playing game. With the following specifications, namely: Mobile Legend, PUBG Mobile, Garena Aov, Free Fire, and so on. In this study, the researcher will focus on the Mobile Legends game.

Online games are digital games that can be played if the game device is connected to the internet network. Connecting the device to the internet allows users to get access, also called connecting one player to another player who is also connected via the internet network at the same time. Mobile Legend is one of the online games with multiplayer that are used on mobile and has many significant features. It was developed by a developer from China, namely Moonton, on July 11, 2016. According to Nizam (2022), the Mobile Legend game is now considered one of the games played by many Indonesian gamers. Until now, the game has continued to exist and develop on a regular basis in order to make it more comfortable for the players. This is a strategy game and is usually played by 10 people, 5 vs. 5. As for the game system, we have to raise our level to fight optimally in a battle.

Mobile Legend is now in the spotlight around the world and can generate income in financial terms. This is marked by the holding of local, national, and even international tournaments, of course, with fantastic prizes. This is a strategy game and is usually played by 10 people, 5 vs. 5. As for the game system, we have to raise our level to fight optimally in a battle. Actually, in this game, the player must study the item that is made from the signs that the player selects that are suitable for their usage, as well as the meaning of the signs and the description of the item. According to the quotation from eSport (2022), an international-scale tournament, namely the Mobile Legend World Championship (M3), has a fantastic prize amount, namely USD 800,000; of course, this is not a small thing, and this amount is certainly interesting for everyone because only by playing games can we make billions. Apart from the fantastic prizes, Mobile Legend game players certainly have a very long journey. Players are required to master the game, from the basics to being on time to win the team fight. Of course, they have played thousands of games, so they can figure out

how to win the game. Like we learn about team fights, heroes, and item which all have many signs.

The sign in semiotics has a relationship with the meaning of the game, especially in this Mobile Legends game. Meaningful signs can convey a certain message that makes people aware of what to do or not to do. The meaning of the sign is important to understand because the sign conveys a message. For example, there are signs in the Mobile Legends game; there are three signs, including swords, shields, and shoes. The three signs have different meanings. Swords mean attack, shields mean defense, and shoes mean movement.

Here the research will explain how signs are defined in the Mobile Legend game, while the weapons in signs that consist of pictures will be explained according to Barthes theory using denotation, connotation, and myth meaning of the pictures from the item. From this, the writer is interested in conducting a study entitled "Semiotic Analysis of Weapon in Mobile Legend Game"

METHODS

In conducting this study, the right approach had chosen. The approach used in the study is the descriptive-qualitative method. According to Creswell (2014), qualitative research is descriptive while the data focus on text and images, which can be explained in many ways. From the statement above, it can be understood that descriptive-qualitative was an approach that presented the result descriptively. The result of the descriptive qualitative analysis was an explanation with the picture, not a number. In this descriptive qualitative semiotic analysis, we only described data analysis by denotation, connotation, and myth in the Mobile Legend game and connect it to the theory of Roland Barthes (1968). as it related to the significance of the semiotics contained in Barthes' theory.

RESULTS AND DISCUSSION

In this section the writer explained the way of finding the data and the analysis of the study regarding with the result of the study while occurs in item *mobile legend* game. The writer selected the data based on the pictures that have Denotation, Connotation, and Myth. The data contain of 17 pictures that told about war equipment and their description of usage. The writer used theory of Barthes in analyzing the data.

The data finding contained of finding the signs in item *mobile legend* game that were taken based on picture and answering the statements of the problem about what signs used in item *mobile legend* game. Amy Poehler, which is normalized in Rockport Highschool. This film is adaptation from novel by Jennifer Mathieu; hence, Amy Poehler took a lead for directing this film and represented the issue of objectification. These analyses are divided into two parts. First, the writer founds objectification in Moxie film by Amy Poehler by analyzing the scenes and dialogue; the objectification found was identified in 7 out of 10 notions of Tarasenko-Struc (2021) objectification theory, there are: instrumentality, denial of autonomy, inertness, denial of subjectivity, reduction to body, reduction to appearance, and silencing. Second, the writer founds Vivian's character against objectification with the form of rebellion. There are two reasons of rebellion to happen in Moxie film, namely solidarity and friendship and primacy of concrete relationship. The impact of objectification the writer divided in two type that are the impact to personal life and the impact to social life. The writer uses theory of objectification by Tarasenko-Struc (2021), feminism by Camus (1951, as cited in Barlett, 2004) to explain further about the reaction against objectification, narrative and cinematography elements.

Denotation

The meaning of denotation is a sign whose marker has a high level of convention or agreement. According to Barthes (1972) Denotation is the level of signification that explains the relationship between a marker and a sign, or a sign with its reference to reality, which produces an explicit, direct, and definite meaning. Barthes said that denotation is the most apparent meaning of the sign. So, the first level of discussion in this research is to analyze the images and written contained in the game. And also Barthes used the example from section photography to demonstrate meaning denotation. While the photograph denotes what was in camera when the image was captured. Here can to be much question, that contain as “who the image is photographed, and what abstract values may be associated with the resultant picture, and a matter of connotation”.

In other words, denotation is the interpretation of meaning based on visual signs. The first level of significance system of the signifier is known as denotation. It shows the direct meaning or basic meaning with the simple term "denotative". Denotation can also be interpreted as the meaning that is felt according to the words themselves (explicit). The first level of Roland Barthes' signification is this denotation. Denotative meaning is commonly given an explanation as meaning which is in accordance with the results of observations according to vision, smell, hearing, feeling, or other experiences. So This denotation meaning concerns factual information objective. Therefore, the meaning of denotation is often referred to as "true meaning". Example “He bought a black goat” The black goat in the sentence above has meaning denotative, namely an animal called a goat and hairy black.



Datum 1. Endless Battle

This image represented three-eyed spear with the color red, white, yellow, and brown. The background of the image was colored by red color. This related to Barthes (1972) used the example from pure meaning of this sign.

Connotation

Connotation in general is An idea or feeling that a word invokes in addition to its literal or primary meaning. According to Barthes (1967) connotation is the second order of signification comprises signifiers, signified. In the framework of Roland Barthes, the connotation is a sign which derives from the signifier of a denotative sign (so denotation leads to a chain of connotation). Barthes gives the priority to connotation and he notes that is not easy to separate the signifier from and signified.

Connotation illustrates interaction that occurs when sign meets the emotions and culture values of the reader, connotation has subjective meaning or at least intersubjective. This happens when interpretant is affected by many objects or signs. For Barthes, important factor of connotation is signifier in first order is Connotation sign. Based on the explanation above, the writer defines the connotation as second order signification to get the clear sign which identifies the hidden meaning.

The model of semiotics consists of two layers of meaning. The first layer is denotation which is the reference of the sign. Moreover, the second layer called connotation which represents of abstract concepts and cultural matter. A word was said by connotation meaning if the word has a "taste value". Both positive and negative. If does not have a sense value then it is said to have no connotation. Connotation meaning can also changes from time to time. The connotation meaning is the hidden meaning of a word according to the views of life and norms assessment of the community group. Example “He became the

blackgoat” in that case, Blackgoat means of this sentence has a connotation meaning, namely the the victimized person.



Datum 2. Malefic Roar

The gun's distinct combat equipment, which causes real injury, and the fact that it can fire from close range as well as a considerable distance make this weapon, which goes by the name Malefic Roar, highly unpleasant to the body. enough to be hurtful for his adversaries as well. This Malefic Roar item belongs to the attack category item, so it will be related to increasing the attack power of each hero who uses it. This related to Barthes (1967) connotation as the second order of signification comprises signifiers, signified.

Myth

The next theory is about Myth. The myth itself is developed from connotative meaning. Based on Barthes (1993) myth is statements or proverbs that are widely believed to be true but are difficult to verify. The most important aspect of the story is not the message but rather, the most important aspect of the myth is its meaning. A sign has a denotative meaning, which becomes a connotation, and a myth is a connotation that is considered true based on other connotative meanings. Barthes is rather specialized one of the term of myth refers to a chain of concepts widely accepted throughout a culture, by which its members conceptualize or understand a particular topic or part of their social experience.

According to Barthes (1972) there are three levels of semiotics signification. It includes denotation, connotation, and myth or mythology. For Barthes, in mythology is a way of a culture about things, ways to conceptualize or understand something. Barthes thinks of the myth as the links of related concepts. Barthes (1993) adds myth is also called as popular belief. Is a series of pre-existing semiological chains. The connotative meaning that develops into the denotative meaning, then the denotative meaning develops become a myth.

The role of myth, as Barthes explains, it is to expose the signs to show what appears to be determined by history. Then myth served the ideological function of naturalization. While this myth can use function is to naturalize the cultural in other words, to make dominant cultural and historical values, attitude and beliefs seen entirely “natural”, and etc.



Datum 3. Windtalker

The windtalker item was a common sword that was simple used in combat, it was believed that this sword is utilized by fighters because it was flexible and easy to manage. In a restricted sense, the Latin term gladius referred to the sword carried by the foot soldiers of ancient Rome. Early swords used by the Romans, known as xiphe, resembled those used by the Greeks (plural; singular xiphos). The gladius hispaniensis or "Hispanic-type sword" was a Latin term for the Celtic swords that Celtiberians used in Hispania until the Punic Wars,

and was adopted by Roman Republic soldiers starting in the third century BC. This related to Barthes (1993) myths are statements or proverbs that are widely believed to be true but are difficult to verify.

CONCLUSION

Semiotic included the study of all these and more people probably assumed that semiotics was about signs. You would confirmed their hunch if you said that signs can also be drawings, paintings and photographs, and they was interested to direct you to the art. every signs followed by a meaning, as human knew in the era of globalization there were various signs aspects of human life that affected. One of the many that was affected and changed from traditional games to modern games. In this time, not a few from children to adult were switching and even leaving traditional games to modern games. That's because modern games were much more fun of the feature of signs and enjoyable for playing.

The writer concluded this research that found the signs of icons from 17 data in *mobile legend* game while the signs from the pictures had physical resemblance to the signified, the thing being represented and the description writing signs. The writer concluded this research that explained the denotation, connotation, and myth meaning of signs in item mobile legend game. Here denotation and connotation got pure meaning from the description of the item mobile legend game also presented in the data analysis. The denotation had true meaning and called a high level of agreement, and then connotation meaning interpreted from the denotation meaning based on feelings also emotions of users, and cultural values. While the myth meaning got from mean and interpretation of historical war weapons.

Based on the analysis, the result of this study indicated the meaning was explained by item mobile legend game. This study is expected to help people who are interested in the signs of in-game features and how found out the signs meaning used by other game fans, and it can guide students in learning semiotic, especially in signs, and became a reference for further study.

References

- Bouzida, F. (n.d.). Connotation in semiotics according to Roland Barthes approach. *Connotation in semiotics according to Roland Barthes approach*.
- Chandler, D. (n.d.). Semiotic for beginners. *Semiotic for beginners*. <http://visual-memory.co.uk/daniel/Documents/S4B/sem06.html>
- Elona, J. (2021, Desember). M3 World Championship: results, schedule, format, prize pool, where to watch. *M3 World Championship: results, schedule, format, prize pool, where to watch*. <https://www.oneesports.gg/mobile-legends/m3-world-championship-schedule/>
- Gladius. (2022, Desember). <https://id.wikipedia.org/wiki/Gladius>
- Haspelmath, M. (2021, September). General linguistics must be based on universals (or non-conventional aspects of language). *General linguistics must be based on universals (or non-conventional aspects of language)*. <https://www.degruyter.com/document/doi/10.1515/tl-2021-2002/html>

- Ibrahim, & Sulaiman. (2020). SEMIOTIC COMMUNICATION: AN APPROACH OF UNDERSTANDING A MEANING IN COMMUNICATION. *SEMIOTIC COMMUNICATION: AN APPROACH OF UNDERSTANDING A MEANING IN COMMUNICATION*. file:///C:/Users/user/Downloads/4584-Article%20Text-11986-3-10-20200422.pdf
- Mehawesh, M. (2014). The Socio-Semiotic Theory of Language and Translation: An overview. *The Socio-Semiotic Theory of Language and Translation: An overview*. <https://repository.uir.ac.id/423/2/bab2.pdf>
- Nadira, R. (2018). Roland Barthes' Denotation, Connotation And Myth In The Change Of Four Starbucks Logo: A Study Of Semiotics. *Roland Barthes' Denotation, Connotation And Myth In The Change Of Four Starbucks Logo: A Study Of Semiotics*. <http://repository.unsada.ac.id/550/>
- Nizam, S. (n.d.). Inilah Sejarah dan Pencipta Mobile Legends. *Inilah Sejarah dan Pencipta Mobile Legends*. <https://gamedaim.com/tokoh/sejarah-mobile-legends/>
- Ririn, K. (2020). Denotation connotation and myth of color in Trolls Movie by Mike Mitchell: A semiotic study base on Roland Barthes. *Denotation connotation and myth of color in Trolls Movie by Mike Mitchell: A semiotic study base on Roland Barthes*. <https://etheses.uinsgd.ac.id/34848/>
- Sembiring, R. B. (2021). semiotic meaning in wardah advertisement. Semiotic meaning in wardah advertisement. <http://repository.umsu.ac.id/bitstream/handle/123456789/15646/Revisi%20Skripsi%205.pdf?sequence=1&isAllowed=y>
- Springer. (2023). Landscape of sign language research based on smartphone apps: coherent literature analysis, motivations, open challenges, recommendations and future directions for app assessment. 366902268_Landscape_of_sign_language_research_based_on_smartphone_apps_coherent_literature_analysis_motivations_open_challenges_recommendations_and_future_directions_for_app_assessment
- Stoltz, D. s. (2018). Becoming A Dominant Misinterpreted Source: The Case of Ferdinand De Saussure in Cultural Sociology. *Becoming A Dominant Misinterpreted Source: The Case of Ferdinand De Saussure in Cultural Sociology*. file:///C:/Users/user/Downloads/20191201_Preprint_Saussure_Manuscript.pdf
- Tores. (2015). Model semiotic. 241. <http://portaluniversitasquality.ac.id:55555/1080/4/BAB%20II.pdf>
- Zhang, & Chan. (2013). Using Semiotics to Analyze Representational Complexity in Social Media. *Using Semiotics to Analyze Representational Complexity in Social Media*. <https://pdf.sciencedirectassets.com>.