Communication pattern in Small Group Communication in DOTA 2 Team in President University

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Abstract

This study aims to determine the patterns of communications that occurs among the players in DOTA 2 while using Instant game messenger facilities in DOTA 2. This study will use qualitative research methods and case study as research approaches. In this study, researchers using in-depth interview and observation research instrument. The primary data in this study were collected using in-depth interview to 4 players DOTA 2 team in President University to figure out their answer, while secondary data in this study relied on observation and study of literature from books and internet resources. The results of this study found that the four informants who become who becomes the object of this study shows similarities in the patterns of communication in the use of instant messenger, voice chat and apps for using voice chat.

Keywords: Communication patterns, DOTA 2 team in President University, instant messenger, voice chat.

Introduction

Communication is an important aspect in order to form a good team in a game. While playing a game, a good communication will determine the performa of the team. Good communication can create a good teamwork.

Every player have their own way to communicate with the other team’s member. They usually use chat application and a voice chat. In order to create a good team, a leader is needed to make the communication in a game become efficient since it will minimalize the probability of miscommunication or misinterpretation. Even so, the leader is not an absolute decision maker since each player will have their own opinion and situation in the game. Nowadays, a team can be well known through internet.

DOTA 2 is an Action RTS game, developed by Valve Corporation. The title was formally announced on October 13, 2010; and was released as a Free to Play game on July 9th, 2013 for Windows, and July 18th, 2013 for Mac OS and Linux. It is the successor to the very popular Warcraft 3 mod, Defent of the ancient, Dota 2 is an RTS-
styled competitive team game with RPG elements. Two competing teams of 5 players (Radiant and Dire). The main objective in Dota 2 is to destroy the enemy Ancient inside their stronghold. These strongholds are protected by multiple towers down 3 lanes. Instead of building armies of units like in classical RTS games, each player controls a single Hero, a strategically-powerful unit with unique abilities and characteristics which can be improved over the course of the game. Experience is earned when nearby creeps and heroes die, and once collecting enough experience, the hero gains a level, which increases the hero's stats, and at most levels the hero gains a skill point which can be spent to unlock or upgrade one of the hero's abilities. Alongside a hero's fixed abilities, each hero has 6 inventory slots which can be filled with items which provide various benefits and abilities. To purchase these items, Gold is gained passively over time, by killing creeps, by killing enemy heroes and by destroying buildings (DOTA2gamepedia.com).

DOTA 2 is an real time strategy game that confront 2 team with basically 5 player for each team. There are 3 lanes in DOTA 2 map, toplane, midlane, and botlane as a road to attack opposite team building which is called ancient. The purpose in DOTA 2 is destroying this building. The team that destroy their opponent ancient first will be the winner of the game. If a team feel they can not win the game and give up they will type “GG” (Good game). DOTA 2 player usually farm their gold and exp (experience) by killing opposite team creep and monster at jungle. The gold can be used to buy various items so their hero can become stronger. Then they will gank or kill opposite team heroes and destroy their ancient. There are currently 116 heroes that can be choose to play divided into 3 different attributes, they are strenght, agility, and intelligent. Every heroes have their own strongest role play such as Tanker, Damage-dealing Per Second, support, offlaner, midlaner, and carry. There is almost imposible for one hero or one player to win this game by himself. Thats why cooperation and communication is one vital point in this game.

DOTA 2 is free to play Multiplayer Online Battle Arena (MOBA) game that can be played by anyone as long as their Personal Computer (PC) meet the requirment specification to play. Some of professional player become famous because they show off their skills in Public game and get scouted by profesional team. What is needed to become good in DOTA 2 is pure skill. There is no market item that can increase the basic attribute of any hero.

Good communication and technique of communication such as code and so on is important in order to win the game. With good communication a team can create a good chemistry and understanding between the member in order to win the game. beside it also can deepen the relationship between the team members. Without good communication and good teamwork, there is almost 0% chance for the team to win the game. DOTA 2 teach us to interact with our member directly or indirectly to reach one same goal.
Literature review

What is groups

Group consist of small groups of people who interact with each other, usually face-to-face, from time to time to reach a goal. A closer examination of this definition will show why not a single collection of people is described in the previous questionnaire as a group (Adler, Rodman: Understanding Human Communication, 262).

Goals of groups

Goals membership is not always voluntary, as some family members and most of the prisoners in prison will testify. But whether people choose to join groups or groups, they usually hope to achieve one or more goals. Initially, the main purpose of group membership seems to be simple and clear (Adler, Rodman: Understanding Human Communication, 265).

Types of groups

Learning Groups

When the term learning group comes up, most people think first about school. Although academic settings certainly qualify as learning groups, they aren't the only ones. Members of a scuba-diving class, friends who form a Bible study group, and members of a League of Women Voters chapter all belong to learning groups. Whatever the setting or subject, the purpose of learning groups is to increase the knowledge or skill of each member (Adler, Rodman: Understanding Human Communication, 267).

Problem-Solving Group

Groups Problem-solving groups work to resolve a mutual concern of members. Sometimes the problem involves the group itself, as when a family decides how to handle household chores or when coworkers meet to coordinate vacation schedules. At other times, the problem is external to the group. For instance, neighbors who organize themselves to prevent burglaries or club members who plan a fund-raising drive are focusing on external problems (Adler, Rodman: Understanding Human Communication, 267).
Social Groups

We have already mentioned that some groups serve strictly to satisfy the social needs of their participants. Some social groups are organized, whereas others are informal. In either case, the inclusion, control, and affection that such groups provide are reason enough for belonging. Groups don’t always fall neatly into just one category. For example, learning groups often have other functions. Consider the class in which you are reading this book as an example: Besides becoming more knowledgeable about communication, many of the students in your class are probably satisfying social needs by making new friends. Some are probably growing personally by applying the principles to their own lives. Groups of students—fellow employees or teammates, for instance—may even take the class together to focus on solving a collective problem. Despite the multiplicity of goals, it’s usually possible to characterize a group as primarily focused on learning, growth, problem-solving, or social goals (Adler, Rodman: Understanding Human Communication, 269).

Growth Groups

Unlike learning groups, in which the subject matter is external to the members, growth groups focus on teaching the members more about themselves. Consciousness-raising groups, marriage encounter workshops, counseling, and group therapy are all types of growth groups. These are unlike most other types of groups in that there is no real collective goal: The entire purpose of the group is to help the members identify and deal with their personal concerns (Adler, Rodman: Understanding Human Communication, 269).

Adriana Teodorescu “Dimitrie Cantemir” Intercultural communication and CMC

Communication is an essential tool and underpins all areas of human interaction. Human communication is a complex process and has been defined in various ways, but generally it refers to the act of conveying meaningful information, and takes place between a sender and a receiver. People communicate with each other in a variety of ways according to the message they want to convey and the context in which communication takes place. Consequently, there are a number of forms and types of communication such as e-mail, face-to-face, telephone, meetings, etc. (Neuliep, 2003).

Even though previous research has argued that CMC promotes isolation and remoteness, computer-mediated communication tools such as emails, blogs, social networking, etc., have proved to develop and sustain interpersonal communication, by increasing information exchange, developing relationships and intercultural communication, and promoting knowledge spread at global level. People not only socialize online, but they also incorporate CMC tools in their practices, as an instrument of information search in both their professional and private life.
Research Methodology

Paradigm

The term paradigm tends to refer to the world of mindset or technical problem solving done by humans. This term was first introduced by a scientist named Thomas Kuhn through his book entitled The Structure of Scientific Revolution.

Interpretive According to Newman (1997: 62) there are three approaches, namely positivism, interpretive, and critical. All three have different traditions in social theory and research techniques. Using the interpretive paradigm, we can see the phenomenon and explore the experience of the object of study. The interpretive approach departs from attempts to find an explanation of social or cultural events based on the perspective and experience of the person being studied. The interpretive approach is adopted from a practical orientation. In general, interpretive approach is a social system that interpret the behavior in detail directly observe. (Newman, 1997: 68). Interpretive view of fact as something unique and has a special context and meaning as the essence in understanding social meaning. Interpretive view facts as a liquid (not rigid) inherent in the system of meaning in the interpretive approach. The facts are not impartial, objective and neutral. Fact is a specific and contextual action that depends on the meaning of some people in social situations. Interpretive stating the social situation contains a great ambiguous thing. Behavior and statements can have many meanings and can be interpreted in various ways. (Newman, 1997: 72). The interpretive paradigm is the Interpretivism Paradigm. Paradigm Interpretivism is a perspective based on the purpose to understand and explain the social world from the spectacles of the actors involved in it. His scholarship, therefore, as Burrell and Morgan (1979) have argued, lies in the voluntaristic ontology of human nature. Subjectivity plays an important role rather than objectivity (as encountered in the functionalist / positivistic paradigm)

Research Method

In this research will use qualitative research method along with case study, to find out what are the obstacles that occur in one team while being on air in dota 2. Qualitative method can also use interview way personally or group.

The difference between qualitative and quantitative research is quantitative research able to generalized the data to any significant source while qualitative will limit the result to be subjective hence qualitative research will never be generalized (Yin, 2011). A qualitative approach tries to understand the participants’ perceptions of the world and the focus is on insight rather than statistical analysis (Bell, 1993). In addition, this approach utilizes small samples of subjective data (Collis & Hussey, 2003) because it enables richer more detailed information to be sourced, which otherwise may not be possible using quantitative methods.
Collecting Data

Primary data is a source of data obtained directly from the original source or the first party. Primary data are specifically collected by researchers to answer research or research questions. Primary data may be the opinion of the research subject (person) either individually or in groups, the observation of an object (physical), event, or activity, and test results. The primary benefit of the primary data is that the lie elements are closed against the source of the phenomenon. Therefore, the primary data more reflect the truths.

Secondary data is a source of data obtained by researchers indirectly through intermediary media. Secondary data in general are evidence, records, or historical reports that have been compiled in both published and unpublished archives. The benefits of secondary data are to minimize costs and time, to classify problems, to create benchmarks for evaluating primary data, and to meet information gaps. If information already exists, money spending and time sacrifice can be avoided by using secondary data. Another benefit of secondary data is that a researcher is able to obtain information other than the main information.

Research Analysis

GROUP

Group is small collection of people that interact with each other usually face to face, over time in order to reach a goal. The group that researcher choose in this research is group that have one common education background which is student in President University. This group were formed because they play DOTA 2 regularly together for a long time and they join in-campus DOTA 2 competition. They already play together since 2016.

Based on the data that researcher get from respondents, all of respondents said that DOTA is MOBA game.

Digo said, "DOTA is a fun MOBA game that require skill and strategy to win". He has played dota since 2012.

Alvian said, "Dota is MOBA game!". He has played dota 2 since 2016

Mamat said, "DOTA is MOBA game that being remake by Valve into DOTA 2". He has played DOTA since 2012.

Dayat said, "DOTA is an addicting MOBA game that fun playing with friends" He has played DOTA since 2010.
INTERDEPENDENCE

Members in a group is interdependent. The action of one member affect the other members of the group. In DOTA 2 game as a real time strategy game with 5 against 5 player one can’t win by himself in this game. A team need a good cooperation and good strategy to win the game.

Based on the data researcher find that all respondentts are depend on each other. Each player performance affects overall performance of the team. There are many roles that player take in playing DOTA. Some of them are Carry, Support, Tanker, Ganker, Midlaner, Offlaner. From the interview data, Digo’s role is Carry and offlaner, Alvian’s role is Support, Mamat role’s is ganker and carry, and Dayat role’s is support and offlaner.

As a carry Digo really depend on the performance of his team. He said, “support is a vital role in this game, support help and protect me in farm so that i can make my item as a core/carry. The other player which is ganker and the other core player is also give me space when he can win in their lane and dominate their opponent which make the game become easier for me. And if I can dominate my opponent in lane i can also help my team to carry the game and create some space to my teammate to farm and push”.

For Alvian, as a support he really depends on the carry of the team to win the game. Respondence B said, “as a support i need to maintain the condition that carry in my team get to farm well and build their item as a core. So, at late game the core can carry the team and defeat the opposite team core to win the game. If our carry can dominate his opponent I can get extra gold and exp as assist so that i can buy wards and various items to help the team to win the game. The Performance of each member of the team is really the affecting the flow of the game”.

Mamat as an offliner and carry needs the protection from support player to farm and gank the hero from opposite team. He stated that every move and action in the game from each player really affects the flow of the game. He said, “at the early game support player need to protect the carry so they can farm and build their item as fast as possible. Every player from the team need to know what to do and how to respond depend on the situation in the game. One wrong move from a player or miscommunication in the team can make the maneuver to attack the opposite team to become backfired and demolish our own team. So a good understanding between the player is needed to win”.

Dayat as an offliner and support need to protect his team to farm and disturb the opponent core to farm. He could not win the game alone and need a good teamwork with their team member to win the game. Dayat said,” as a real time strategy game of course what you do in the game will affect the situation and condition from your teammate and also your opponent”

In DOTA 2 each member on this team is also interdependence with the condition of the opponent. Every move and decision from each player affect the flow of the game and the result of the game. One wrong move or decision from a player can lead his team to defeat and the other way, one right move and decision from a player can lead
their team to victory. The most disadvantaged player in the game can be covered by more skilled and advantaged player in their team. Communication is one vital aspect that affect the result in DOTA 2 game

TIME

As a group, the member need to interact regularly and a collection of people who interact for a short while doesn’t qualify as a group. Groups who work together for any length of time begin to take on characteristics that aren’t present in temporary aggregations

As a group this team already play together for 2 years since 2016 to 2018. They regularly play 5-8 game with average 40 minutes for a game. From the start until the end of the game they always communicate and interact about the game and discuss about the game strategy.

Digo said, “we usually play DOTA 2 together for about 8 game for a week. And for one game, it can consume 40-50 minutes. Well, i usually play more than 15 game a week while play solo”.

Alvian said, “i dont know how many exactly we play together for a week, maybe around 5-7 games. And for one game around 30 minutes. i almost never play solo, i only play together when teams is online”.

Mamat said, “we play 5-6 game for a week together with one game can last for 50 minutes. I usually never play solo since i just want to play together with my friends”.

Dayat said, “we play around 5-8 games for a week and mostly we play at week end. For a game it can consume around 30-40 minutes. individually i play DOTA 2 only 2-4 game for a week, i don’t like play solo too much, i want to play beautifuly with my team.”

Time to know the character of each team player is various and depends on the player. Digo need to play around 10 games with the team, Alvian need to play 3-4 game with the team, Mamat need around 1 one month to play with the team, Dayat need 5-10 games play with the team. As a group the member need time to know the characteristic of the team member. As the longer the team play together, the better they can understand each other and the better they play.

SIZE

This group is a small group that consist of 5 member. From the data all respondenntts need 5-6 players in the team. The reasons are the team need 5 man to play in one game as a full team. and need 6 members as a reserve and coaching in game.

Digo said, “Member in our team is only 5. Actually, we only need 5 members to play DOTA as a full team, since we are not professional and mostly play for fun, but maybe sometime we need 6 players as a reserve so that maybe one of our member is busy he can replace the empty spot to play”.

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Alvian said, “we have 5 member in the team. Maybe we need 5-6 in DOTA 2 team, need someone as a coach so he can pinpoint the mistake happen in one game so we can evaluate and play better next game”.

Mamat said, “We have 5 member. DOTA 2 is a 5 player base game so we only need 5, but, maybe we need 6 as a coach”.

Dayat said, “we have 5 member in our team. I think we only need 5 players and do not need coach so we can be solid!”.

GOALS

This team in the research are formed because they friend and know each other in one university. As they already play together for a long time in DOTA 2 and join some in-campus tournament, they decide to form the team.

Digo goals are he want to have fun with their teammate and if possible participate in tournament with the team so they can have a good experience together even if they win or lose. He wants to make a good memory with his friends. He said, “i only want to have fun with my friends in the team, but if there is a chance I’d like to participate in a tournament so that we will have a good experience together whatever the outcome is. I think it will be a good memory to remember”.

Alvian goals are almost the same with the goals of the group. He wants to stay connected with the team member even though they far apart they can still communicate. Respondence B like to play with friend rather than play alone. He said, “DOTA 2 is an online game so it can make me and the team member still connected even though if we far apart. Dota also can be played together with my friends, I’d love play game with my friends than play alone. Playing DOTA 2 is for fun”.

Mamat goals is only to have fun with the team member. DOTA 2 as a 5 player base game give him a place and chance to communicate and socialize with his friends through the feature such as chat and voice chat with their team member. He said, “I only want to play together with my friends and the main purpose is only to have fun. DOTA 2 provide a nice communication feature such as chat and voice chat which make me enjoy the game to the fullest with my friends”.

Dayat goals are he want to keep interact with his friends and have fun together. He also wants to increase his MMR and play beautifully with his team. Dayat also play DOTA 2 to relieve his stress. He said, ”I want to play together with my friends and have some fun. At first I don’t want to play DOTA 2 but since my friends are play it so i want to join the circle. Beside that of course I want to increase my MMR and play beautifully with my team. DOTA 2 is one of my option in relieve my stress, when we win it really feels good”.

Based on the data that researcher collect, the goals of the team is “to have fun and stay connected with friends”. Beside the goals of the team, each member has their own individual goals. From this researcher find that the type
of group from the this group in the research is learning group and social group. The purpose of learning groups is to increase the knowledge or skill of each member. As the member play together regularly for a long time, their skill and knowledge about DOTA 2 and about their friends is increasing. But a group can have 2 types of group. This group is also a social group since it’s satisfying the interest of each member group for socializing with their friends.

RULES & NORMS

Rules are officially stated guidelines that govern what the group is supposed to do and how the members should behave. Norms are shared values, beliefs, behaviors, and procedures that govern a group’s operation.

Digo said, “As our purpose in playing DOTA 2 in the team is to have fun, we really cannot blindly blame or excommunicate one of our member if he make mistake in the game even it will lead the team to big disadvantage and for worst losing the game. I am not saying that there is no argument between us when we play DOTA 2 together but I think we all knew the limitation to become angry and so on. After all what happen in the game we still one crew in one boat”

Alvian said, “I often get yelled by my team member when play DOTA 2, since as a support player sometime I play greedy and become a gold bag for opposite team. And sometime I build item that really should be not build for the hero that I used. When this is happening I usually not get it to my mind and just laugh with it, but sometime I feel that my team member response and comment is over line which make me less motivated to play. I know that it is just a momentary emotional condition for him as when the game is finish he said sorry even though he still blame me. And for this occasion our team have a penalty for team member to buy us food if they get over line with their comment or get fury to team member in the game”.

Mamat said, “We do not have an official team leader in our team and we usually just carefree to play together. Sometime we get joke in middle of playing and throw the game for fun. Sometime we play seriously because we already have a long losing streak and want play to win. In this kind of time, we sometime argue and angry with our team member because they doing something silly while some of our member seriously want to win the game. But then even though we angry we should let our emotions get the better of us. We need to become solid as a friend first so that we are not going to scatter because we argue in the game. which why all of us understand that when one of us get over line with their comment usually without us noticing he will justify his action and buy the team food. We all know that there is no need for us to angry to the member of the team, but you know that sometime our emotion just blew up like volcano and cannot hold back the eruption.”

Dayat said, “I only want to play for fun and relieve my stress, and so on with my team member. We usually just play for fun and laugh in while playing. But sometime, we also have argument and angry towards one and another. I really hate it when one of our team member in a bad mood and get angry towards the other member. I also sometime angry with them. Still I know that I should not cross the line with this. Our emotion should not get the better of us you know”.
Regarding rules and norms, researcher found that there are no rules in this group. But they have norms that need to get the attention of the team. As the team purpose is to have fun and enjoy the game, Member in the team cannot get angry and excommunicate someone in the team regarding whatever happens in the game.

COMMUNICATION PROCESS

There are many ways to communicate with the team. The impact of the communication is really significant. Good communication lead to a better chance to win and miscommunication can lead the team to do wrong approach engage to war in DOTA 2. Observing the team while playing the game, there are many ways of the player to communicate each other. Using chat and voice application, face to face communication, and using symbol in the game feature.

Information source, A person who creates a message. As there are no official leader in the team, every member in the team can act as the information source. Every team member can give order, suggestion, comment, and so on to the other player. It can be seen through their communication in game. Such as Mid player ask for ward to support player, carry ask help to gank opponent heroes, and one player give signal and order in engaging the war.

The message, Which is sent both by the information source and received by the destination. In the game the team member almost always send message to one another. And the team member respond it depend on their situation.

Digo, “Pian please put the ward on midlane”. Alvian Reply, “Roger that”.

Mamat said “Don’t dive too deep to enemy territory, my skill is cool down”.

Digo said, “it’s okay, i think i can kill the enemy by my self”.

A Transmitter, transmitter in this DOTA 2 team is Laptop which have capability to receive and send signal to the other computer with modem and Internet connection. To play DOTA 2 internet connection is a must as it is an online game and if you want to play it with your friends or teammates. Then, Laptop supported with Mic, speaker, earphone, modem can communicate with other computer to make their chat or sound reach the other computer.

The Signal, as the team not play in one room they use signals that already provide by valve in DOTA 2 game feature. The signal is Exclamation mark (!) and X mark (X). The team interpret the exclamation mark means engage/attack, and X mark means Do not engage.

A carrier or channel, Internet connection and electricity are the channel or carrier in playing DOTA 2 that transmitted the message of the player from many region such as Jakarta channel, Bekasi channel, and party channel which is used by the team.

Noise in DOTA 2 gameplay is depend on the strenght of internet connection signal. When the signal is weak it will affect the quality of sound of the message if the team using voice chat. Noise also come from the device that do
not meet the requirement to have a voice chat in DOTA 2 game. Bad device can make a tremendous noise to other team member speaker.

Mamat said in game” Digo please turn off your mic, it’s so noisy i can’t hear the other voice”

Receiver, in DOTA 2 gameplay the receiver is Modem, speaker, and a earphone or headset.

Destination, All of the member is the destination of the message depend on the situation in the game as every member give comment and suggestion to the others.

CONCLUSION

Small group that consist with 5 member as DOTA 2 team in President university in this research can be define as learning group and social group. The group is unofficial and the purpose of the group is to stay connected and have fun with the team member. As they play for 2 years together, their skills and knowledge about DOTA 2 are improving and the understanding between them become better in the game. As they play, they realize communication become one vital point in the game that contribute to winning or losing in the game. Misinterpret and misunderstanding the message from team member become one big factor that make the team lose the game.

APPENDIX

Reference


DOTA2gamepedia.com

Steampowered.com

(Neuliep, 2003)

Questioner

1. What do you know about DOTA? Since when you play DOTA?
2. What is your role in playing DOTA 2?
3. How each member role in the team contribute to team performance?
4. How your team play brilliantly in a game? how does it affect your performance?
5. How your team ever play badly in a game? how does it affect your performance?
6. How long you play DOTA 2 for one match?
7. How much time you usually spend to interact and discuss strategy with your team?
8. How long until you knew and familiar with your members play characteristic in DOTA 2?
9. How much member do you need in your team to play DOTA 2?
10. Why do a team only need as many member as you suggest?
11. What is the purpose and goal for your team in playing DOTA 2?
12. What is your personal purpose and goal for playing DOTA 2? What are you searching for by playing DOTA 2?
13. How do you form your DOTA 2 team?
14. Have you ever gotten an order or pointer by your team member while playing DOTA 2? How is your response? Give a reason
15. Have you ever gotten reprimand by your team member while playing DOTA 2? How is your response? Give a reason

INTERVIEW

Mamat

1. DOTA 2 is MOBA game that being remake by Valve into DOTA 2.
2. Actually the role can be change every time, but each player have their core role as they play the best when play this role. I am a carry and offlaner, Ali is Mid player and carry, Digo is Carry and offlaner, Alvian is a support, Dayat is support and offlaner.
3. Of course, at the early game support player need to protect the carry so they can farm and build their item as fast as possible. Every player from the team need to know what to do and how to respond depend on the situation in the game. One wrong move from a player or miscommunication in the team can make the maneuver to attack the opposite team to become backfired and demolish our own team. So a good understanding between the player is needed to win.
4. many times our member play brilliantly and dominating the opponents. When the other member play brilliantly of course my performance is also will be better and the possibility to win the game is higher.
5. Its starting with a bad draft which cause the performance of the player became bad as well as his hero get countered with opponent heroes. Sure there will be still contribution to the team but will not be significant. When this is happen the other player will try to cover the lose of the other member performance.
6. we play 5-6 game for a week together with one game can last for 50 minutes. I usually never play solo since I just want to play together with my friends
7. At lobby usually we don’t discuss about strategy. We start to discuss about strategy from drafting the heroes to play until the end of the game.
8. Around a month.
9. We have 5 member in our team
10. DOTA 2 is a 5 player base game so we only need 5, but, maybe we need 6 as a coach.
11. Literally just have fun and stay connected with friends
12. I only want to play together with my friends and the main purpose is only to have fun. DOTA 2 provide a nice communication feature such as chat and voice chat which make me enjoy the game to the fullest with my friends.

13. As we already play together for a long time and there was someday an event that held by IT student at our campus and we decide to join and form the team.

14. Every team member can give instruction to the others. Such as do not recklessly push tower, do not dive too deep alone in enemy territory and so on. Of course i will respond well to the signal and the instruction of the other team member even though sometime the instruction is misleading. That’s why the decision is always come to the player itself as he know the best the condition of his hero and he control the hero.

15. Yes i have but i somehow don’t care with it. We do not have an official team leader in our team and we usually just carefree to play together. sometime we get joke in middle of playing and throw the game for fun. Sometime we play seriously because we already have a long losing streak and want play to win. In this kind of time, we sometime argue and angry with our team member because they doing something silly while some of our memeber seriously want to win the game. but then eventhough we angry we should let our emotions get the better of us. We need to become solid as a friends first so that we are not gonna scatter because we argue in the game. which why all of us understand that when one of us get overline with their comment usually without us noticing he will justify his action and buy the team food. We all know that there is no need for us to angry to the member of the team, but you know that sometime our emotion just blew up like volcano and cannot hold back the eruption.

Dayat

1. DOTA is an addicting MOBA game that fun playing with friends

2. I am an offlaner and support, Alvian is a support but his knowledge about the game is better than me. Ali is mid and carry, sometime Digo carry and solo jungler, Mamat usually carry. From intuition i think Digo is the best in the team, Mamat and Alpian is good in protect themselve and friends from enemy.

3. as a real time strategy game of course what you do in the game will affect the situation and condition from your teammate and also your opponent

4. we often play beautifully and brilliantly. When our team member play like that its make me thridled and high spirited and make me play better.

5. it happen even though seldom. Sometime we misinterprete the intention of our teammate, team member lack of focus because of something can distract our gameplay as we need to cooperate when attacking and defending. Sure it affect my performance as well. It also depend on mood.
6. we play around 5-8 games for a week and mostly we play at weekend. For a game it can consume around 30-40 minutes. Individualy I play DOTA 2 only 2-4 game for a week, i don’t like play solo too much, i want to play beautifully with my team Mulai dari log in ya kalo gue sih, kalo ada temen pasti ngajakin interaksi 5-10 menit + rata durasi 1 game gue lah, pasti sangat di butuhkan nya interaksi, kalo di dalam game itu 30-40 90% pasti ada interaksi, utk ngatur strategi 5-10 menit, kalo di dalam game nya paling 5 menit pertama.

7. We discuss strategy as long as the game is on. We always communicate like how to destroy the tower, what to do and so on until the end of the game.

8. Maybe around 5-10 games to know the character of each member.

9. We have 5 member in our team.

10. I think we only need 5 players and do not need coach so we can be solid!

11. To have fun and stay connected and communicated, of course with playing beautifully in each game.

12. I want to play together with my friends and have some fun. At first I don’t want to play DOTA 2 but since my friends are play it so I want to join the circle. Beside that of course I want to increase my MMR and play beautifully with my team. DOTA 2 is one of my option in relieve my stress, when we win it really feels good

13. We form the team because we want to participate in an event that been held in our campus at that time. As we already play together for a long time then why not form the team and join i think.

14. Sure, for example when our team member realize that we lack of something such as support item for me or starting the clash. Of course if i can do it then i will do it if i can’t then i will not do it. I have the right to refuse if i am not agree with it. I will find another alternative and form my own idea. But, mostly i will satisfactory the demand of team member advice. A little sacrifice in a game is nothing comparing to win the game together.

15. Yes, usually because i play badly and can not cooperate well with team’s strategy. We will not reticent for it. I will just say sorry if i do something bad. I only want to play for fun and relieve my stress, and so on with my team member. We usually just play for fun and laugh in while playing. But sometime, we also have argument and angry towards one and another. I really hate it when one of our team member in a bad mood and get angry towards the other member. I also sometime angry with them. Still I know that I should not cross the line with this. Our emotion should not get the better of us you know

Digo

1. DOTA is a fun MOBA game that require skill and strategy to win

2. We have 5 member in our team, they are Me, Alvin, Mamat, Dayat, Ali. Pian is a support. As a support his role is very important. Provide vision and assist every team member and control the
tempo of the game. Alvian help me farm and protect me from enemies. Mamat is a ganker or carry player. He like to war and kill enemy heroes. Mamat help me give space to push and farm in the game. As Mamat hold and kill enemy’s heroes i have time to farm peacefully and build my core item. Dayat is support and offlaner player. Almost have the same role as Alvian but he focus to build his item to help the team fight enemy heroes. Ali is our Midlaner player. He is the core of the team that need to bring the team to victory as he can get the fastest exp and gold in midlaner. If our midlaner is losing to enemy’s midlaner the game usually will be hard for us to win.

3. Of course every player in the team gave significant contribution especially support player. Provide Vision, mana, heal, and so on. For my own contribution, usually i create space for my team member by pushing the lane and destroy tower so they can farm and build their item.

4. I think every team member have their own time to shine in the game. And when they play brilliantly and dominate the opponents it will give me time to farm and push as a core and carry. It will make the game become easier and pumps up my morale. I mean when we get the upper hand because our team play brilliantly the pressure is on the enemy and we can play at ease which will make the game more fun at least for me.

5. as sometime our team member can play brilliantly, sometime they can play so bad create many error to team fight and so on. Dive recklessly, throwing the game, feed enemy’s heroes, wrong time to use hero skills and so on. Of course it affect my performance as well. Usually when our team member play badly his mood will become sour and sometime blaming other member and can become angry. When this is happen sometime it make me triggered and also angry to that angry member. When my emotion is unstable it’s make me often do false move, errors, and so on which it will lead to our lose. When our team member play badly somehow the other member can cover it and overturn the situation. As long as we are stay calm and not give up win still in the reach of our hand.

6. we usually play DOTA 2 together for about 8 game for a week. And for one game, it can consume 40-50 minutes. Well, i usually play more than 15 game a week while play solo

7. We discuss the strategy and how to play is from the start of picking draft of heroes until the end of the game as we will always interact and create plan as the game is going on.

8. Maybe around 8-10 games.

9. Member in our team is only 5.

10. Actually, we only need 5 members to play DOTA as a full team, since we are not professional and mostly play for fun, but maybe sometime we need 6 players as a reserve so that maybe one of our member is busy he can replace the empty spot to play

11. to have fun and stay connected with friends
12. I only want to have fun with my friends in the team, but if there is a chance I’d like to participate in a tournament so that we will have a good experience together whatever the outcome is. I think it will be a good memory to remember.

13. Because we often hangout and play together. We are not searching for talented member as we only want to have fun play DOTA 2. At that time Student from IT held a small tournament and we decide to join and form our team.

14. Yes i have. How i respond is depending on the situation. Usually it’s about what item to make and what should i do at that time. As there is no hierarchy in our team, sometime i agree and sometime i disagree. If i feel that the idea is make sense and good i will agree and if the idea kind of not make sense to me I will not since i think i know the condition of my heroes better. It is also the same with other team member. When i give some input they will sometime agree and disagree too.

15. Sure i have. Like i dive too deep to enemy territory, used hero skill wrongly, wrong item build and so on. Some of member sometime just laugh for it and sometime got angry and pout. But As our purpose in playing DOTA 2 in the team is to have fun, we really cannot blindly blame or excommunicate one of our member if he make mistake in the game even it will lead the team to big disadvantage and for worst losing the game. I am not saying that there is no argument between us when we play DOTA 2 together but I think we all knew the limitation to become angry and so on. After all what happen in the game we still one crew in one boat.

Alvian

1. Dota is MOBA game!

2. I am a support, as a support i need to maintain the condition that carry in my team get to farm well and build their item as a core. So, at late game the core can carry the team and defeat the opposite team core to win the game. If our carry can dominate his opponent i can get extra gold and exp as assist so that i can buy wards and various items to help the team to win the game. The performance of each member of the team is really the affecting the flow of the game. Digo is carry and pusher he can have any role sometime but no matter what the hero he is a farmer in the game. Ali is Midlaner and Carry he should be the fastest player to grow in the game as creep come faster and the exp is abundant. Dayat is support and offlaner usually he play a nuker hero he often help me supporting the team. Mamat is a carry and offlaner. He love to play nuker hero and tricky hero.

3. The performance of each member of the team is really the affecting the flow of the game.

4. It affecting my play role so much as a support. When our carry dominating our opponent, gold and exp will flow to me as well as i get assist and it will help me to buy wards and other support items to win the game. the better the other member play the better i will play.
5. sometimes our team member play badly. Dive too deep, egoist and make many errors in the game. actually it not affect how i play but it will make the game harder to win. It is also my role to overturn the situatin so they can play better. But usually it will make my performance as bad as well since i dont have gold to buy support item and i cant survive engaging in war.

6. i dont know how many exactly we play together for a week, maybe around 5-7 games. And for one game around 30 minutes. i almost never play solo, i only play together when teams is online

7. We discuss almost in the entire game flowing. We always communicate as it is a real time strategy game.

8. Just around 4-5 games since i can already see how they play and their characteristic.

9. Currently we have 5 member in our team. but maybe we need 6 member as the sixth member will be a coach to see our mistake in the game. but then i think for our team 5 is enough since we just play for fun.

10. Maybe we need 5-6 in DOTA 2 team, need someone as a coach so he can pinpoint the mistake happen in one game so we can evaluate and play better next game

11. our goals and purpose is to have fun and stay connected with friends

12. DOTA 2 is an online game so it can make me and the team member still connected even though if we far apart. Dota also can be played together with my friends, I’d love play game with my friends than play alone. Playing DOTA 2 is for fun

13. it just form naturally since we play for a long time together and we decide to form a team to join tournament that held by IT student at our university.

14. yes i have, such as dont be greedy as a support, choose the right item build for support, don’t throwing the game and many more.Mostly i agree with the command since i think the other member have better skill experience than me. But sometime i don’t because they use such a language that i don’t like and don’t care with the suggestion.And sometime i like to implement the idea i have in the game.

15. i often get yelled by my team member when play DOTA 2, since as a support player sometime I play greedy and become a gold bag for opposite team. and sometime i build item that really should be not build for the hero that i used. When this is happening i usually not get it to my mind and just laugh with it while saying i am sorry, but sometime i feel that my team member response and comment is overline which make me less motivated to play. I know that it is just a momentary emotional condition for him as when the game is finish he said sorry even though he still blame me. And for this occasion our team have a penalty for team member to buy us food if they get carried away with their comment or get fury to team member in the game

OBSERVATION
Researcher observe with one of the member of the team, Digo and spectate the game directly for a few game. Researcher put dialogue that necessary for research

Dialogue 1
Digo : Alvian please put ward on midlane
Alvian : roger that!

Dialogue 2
Mamat : Don’t dive too deep to enemy territory, my skill is cooldown
Digo : it’s okay i think i can kill the enemy

Dialogue 3
Dayat : enemy is down push now, go! go! go!
Mamat : let’s go

Dialogue 4
Mamat : Digo, please turn off your mic. It is so noisy, i can’t hear the others voice
Digo : haha, okay