Communication Patterns of TVOZ Squad in the Mobile Legends Bang-Bang Game in the Ganjar Youth Tournament

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Abstract: The development of technology has driven the communication and information technology industry in terms of gaming. One example is Mobile Legends Bang-Bang (MLBB), where strategy and communication are crucial for achieving victory. In this research, the author conducted a study on the communication patterns that occurred within Squad Tvoz during the Young Ganjar Tournament. The purpose of this research is to understand how group communication patterns are used by members of Squad Tvoz during the game. In this study, spiral, linear, and circular communication theories were used as theoretical foundations. The research method used is a qualitative descriptive approach, and data were obtained through observation, interviews, documentation, and literature review. The results of this research show that there are three communication patterns used by members of Squad Tvoz: spiral, linear, and circular. These three communication patterns are employed by Squad Tvoz members in two phases of the Mobile Legends Bang-Bang (MLBB) game: the Back Stage phase (before and after the game) and the in-game phase (during the game).

1 INTRODUCTION

The development of technology for communication has been progressing rapidly in the present day, where the surrounding society is increasingly utilizing advanced technology. In this modern era, people find it much easier to convey information or engage in communication quickly without any barriers. This can be achieved through electronic media such as smartphones or laptops equipped with internet connectivity (Fauziah, 2022).

With the advent of the internet through computer devices, online games have experienced rapid growth and attracted the attention of many people. Online games are no longer limited to specific groups; they have become a sought-after product for people of all backgrounds, both male and female, from young to old. This phenomenon has brought significant growth to the online gaming industry in Indonesia. In this era, internet cafes no longer just provide internet access services but also offer online gaming to their visitors (Trijayanto, 2015).

Games are a type of creative digital-based activity that relies on the internet. These digital games are very convenient and only require internet connectivity from the users. Digital gaming is currently dominated by the younger generation, known as Generation Y (Millennials), who were born in the 1990s and 2000s and are very aware of the current digital developments. One of the digital advancements currently being widely utilized by Millennials is not only related to social media but also to online gaming, and how this digital progress can provide them with better economic prospects for themselves and their surroundings (Kusumawardani, 2017).

Indonesia is one of the largest game industry markets in the world, especially for mobile games or video games played on mobile phones, tablets, or consoles. According to a report by We Are Social, Indonesia ranks third in the world in terms of the number of video game players. The report notes that as of January 2022, 94.5% of internet users aged 16-64 in Indonesia play video games. The Philippines ranks first with 96.4% of internet users playing video games, while Thailand is in second place with a percentage of 94.7%. Vietnam is in fourth place with 93.4% of internet users in the country playing video games. Following them are India and Taiwan with

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percentages of 92% and 91.6%, respectively (Dihni, 2022).

One of the highly popular online games today is Mobile Legends. The game features two teams composed of 5 players each. Mobile Legends is a strategy game where the two teams compete to capture the enemy's buildings. The game was developed by Moonton and was first released in July 2016 for Android platforms in China, Indonesia, and Malaysia, followed by an iOS release in November 2016. Mobile Legends falls into the MOBA (Multiplayer Battle Arena) game genre and is one of the most popular games on the Play Store. It has also been adapted for mobile devices, allowing it to be played on smartphones.

The relationship between Squad Tvoz and the Orang Muda Ganjar tournament illustrates the impact of Mobile Legends in the gaming community. This tournament provides a platform for young players to showcase their skills and compete on a larger scale. Squad Tvoz serves as an example to other players of how collaboration and teamwork within a team can lead to outstanding achievements.

The organizers of the Orang Muda Ganjar event play a crucial role in bridging the relationship between Squad Tvoz and the tournament. They not only create a platform for competition but also contribute to building a larger gaming community. This relationship demonstrates that Mobile Legends is not just about the game itself but also about connecting people with similar interests.

Based on the research problem, which is "How is the communication pattern of the Squad Tvoz group in the 'Orang Muda Ganjar' tournament, and what factors influence the effectiveness of their communication in achieving their goals in the tournament?" This research aims to analyze the communication patterns used by the Squad Tvoz group during their participation in the "Orang Muda Ganjar" tournament.

2 LITERATUR REVIEW

The research on "Communication Patterns of Squad Tvoz in Mobile Legends Bang-Bang Game During the Orang Muda Ganjar Tournament" shares similarities with previous research in that it focuses on examining communication that occurs within the Mobile Legends Bang-Bang game. Although the research objects in each previous study may have been different, they all shared a common research goal, which is to understand and describe the communication processes that occur within the

Mobile Legends Bang-Bang game. All previous studies utilized a qualitative descriptive method, collecting data through observations, interviews, and documentation.

However, there are differences between the research on "Communication Patterns of Squad Tvoz in Mobile Legends Bang-Bang Game During the Orang Muda Ganjar Tournament" and previous studies. The primary difference lies in the research object and the research outcomes. This research specifically focuses on the communication patterns directed towards Squad Tvoz during their participation in the Orang Muda Ganjar tournament. As a result, the research outcomes are expected to differ because each study involves a different research object.

In conclusion, the similarity between this research and previous studies lies in the focus and methodology used. However, a significant distinction exists in this research due to its unique research object, which is Squad Tvoz in the context of the Orang Muda Ganjar tournament. This uniqueness contributes to the novelty of the research object and expected research outcomes.

2.1 Group Communication

According to Yuni Retnowati (2008:200), communication can bring about changes in an individual. This condition aligns with the definition of communication as presented by Janis, Hovland, and Kelly, where communicators present stimuli (typically in verbal form) to change the attitudes of others. Each individual, when communicating, brings specific beliefs, experiences, attitudes, and values acquired and learned through interactions with others and their surrounding environment. The experiences, values, attitudes, and beliefs held by an individual determine how they communicate.

When defining interactive communication, each party involved in the communication should have a clear understanding of their respective roles and responsibilities, as well as an understanding of each other's needs and what needs to be offered. Failure to adhere to these conditions can lead to errors that may result in losses for both parties involved. In group communication, every member can recognize and respond to feedback from other members directly and in real-time (Haryanto, 2015:251).

As for the definition of a group, it refers to a collection of individuals who share a common direction, relate to one another to achieve a common goal, understand each other, and see themselves as part of the group, even though each member may have

different roles. Examples of such groups include neighbors, family, close friends, playgroups, debate groups, and groups with shared hobbies. Therefore, group communication generally refers to communication conducted within a group, often involving face-to-face interaction. Feedback from one member in group communication can still be recognized and responded to immediately by other members (Deddy Mulyana, 2015:82).

Most roles in group communication are counteractive, where communication can cause group members to stray and become indifferent. However, communication can also guide group members back on the right path when reminded by other group members. But the results of research show that group communication can play a promotive or supportive role, with group members actively participating in discussions and agreeing on decision-making functions (Kurnia Arofah, 2013: 41).

2.2 Communication Patterns

According to Stuart, the root word of communication is "comunico" (to share). It then evolved into the Latin word "communis" (to create commonality or build a sense of togetherness between two or more people). Therefore, communication at its core involves sharing, commonality, or understanding, and a message. Thus, the fundamental process of communication occurs when a message (information) is shared with others, and the message aims to establish common understanding. Communication can effectively proceed if the receiver comprehends the message they receive. In reality, misunderstandings often occur when individuals fail to understand each other. The main source of such misunderstandings in communication typically arises from how the receiver perceives a message (information) differently from what the sender intended, often because the sender fails to communicate the meaning accurately (Nurudin, 2016:8).

According to B. Fisher, a communication pattern or model is an abstraction that represents and illustrates one or more of the characteristics, nature, components, or significant elements of a phenomenon that it models. In other words, a model is a simplified explanation or implication of theory. Essentially, a model is a theory that has been simplified (Deddy Mulyana, 2015:132).

From the perspective of Sereno & Mortensen, a communication pattern is an appropriate explanation of what is needed to achieve effective communication. Communication patterns provide an

abstract representation of all significant features and eliminate unnecessary details in the everyday activities of communication (Mulyana, 2016:132). The theoretical functions of communication patterns, according to Wizeman & Larry Barker, include describing the communication process, showing visual connections, and assisting in identifying and resolving communication breakdowns (Nurudin, 2016:218).

Although several communication patterns have been created to simplify understanding of the communication process, communication scholars believe that there is no single ideal communication pattern. Instead, different patterns can complement each other. In this research, the researcher uses three major types of communication patterns or models, which are commonly found in various reference books the researcher has read. These patterns are:

▪ Linear Communication Pattern

The term "linear" refers to a straight line representing a direct progression between points. In the context of communication, it reflects the delivery of a message/information to the ultimate recipient. This type of communication typically occurs directly but can also occur through media (Supratman, 2018).

One view of the linear communication pattern is that the receiver is passive and simply accepts information as presented by the communicator. On the other hand, the communicator is highly active when delivering a message or information. From a paradigm perspective, the linear communication model is based on the Stimulus-Response (SR) paradigm, where the medium responds based on the stimulus it receives. This means that the communicator (stimulus provider) presents a message that is expected to elicit a response from the receiver. A response can only occur if a stimulus is sent; otherwise, there will be no response (Nurudin, 2016).

Ultimately, the recipient remains passive and merely listens, while the medium becomes more active (in interpersonal communication between two people, distinguishing between who is active and who is passive is not as clear-cut). This modeling was particularly influential in the early development of communication science, especially during a time when mass media played a dominant role.

▪ Circular Communication Pattern

The circular pattern of communication, often used to describe communication stages, was developed by Wilbur Schramm in 1954. This communication model demonstrates that communication is a dynamic process in which messages are sent in two steps, namely decoding and encoding (Cangara, 2018).

When someone decides on the words or sentences to speak or write, they engage in encoding. Encoding involves selecting various symbols in a person's mind, which are then applied. On the other hand, decoding is the stage in which the medium receives information from the sender (who performed encoding). This means that the exposure to information is followed by reactions that occur after receiving the information (Nurudin, 2016).

Wilbur Schramm developed a series of communication patterns or models, starting with simple human communication patterns and progressing to more complex ones that attempt to anticipate the experiences of two different people trying to communicate. The circular communication pattern is described as a relationship between two individuals.

▪ Spiral Communication Pattern

According to Nurudin (2016), the stages of communication continue indefinitely. In the spiral communication model, previous messages can influence current communication, and the type of information being conveyed can affect subsequent communication. This ongoing and mutually influencing communication is referred to as the spiral communication pattern or model. Frank Dance published this model in 1967, known as Dance's Helix.

Dance argued that assuming the communication process goes in a full circle back to exactly the same starting point is incorrect. The part that describes this circular process is flawed. For Dance, a communication pattern similar to the circular communication model was considered wrong because it leads to stagnation and only revolves around certain points.

However, the communication process is, in fact, continuously moving. The spiral communication pattern or model attempts to illustrate how communication factors change within a communication mechanism. In essence, the communication process is a dynamic mechanism with no end point, similar to the development and advancement of communication technology. Frank Dance's fundamental theory is that communication stages can evolve from small to larger and keep progressing and moving (Nurudin, 2016).

The stages of communication begin with a very small base and continue to grow to an ultimate high point. This very small base can continue to influence subsequent communication stages until reaching the highest point. For example, in a workplace context, when a new employee starts working at an organization, they have no prior experience. However, over time and through social interactions with employees who have been at the organization for a long time, their experiences in the first month affect their communication and experiences. In the following months, these experiences continue to influence the employee's communication and experiences. Within a year, the employee may have gained enough experience to teach a new employee. This process continues endlessly.

2.3 The Theory of Group Achievement

As described by Daryanto & Muljo Rahardjo (2016:104), is primarily based on the concept of interaction and has theoretical weaknesses. Therefore, they provide a theory based on inputs, media variables, and group effectiveness. This theory focuses on the following aspects: (1). Member Input, Social relationships are specific attitudes that involve a minimum of two individuals. Stogdill explains that social relationships are a state in which individual A reacts to individual B, and vice versa, resulting in their reactions reciprocating. For example, if A threatens B, and B will withdraw. Relationships involve actions and reactions, with Stogdill defining them as the outcomes of actions.

Expectations are a willingness to accept reinforcement and are a function of drive, estimates of satisfaction outcomes, and the likelihood of achieving those outcomes. Outcomes of actions are related to interactions within the group, such as cooperation, planning, evaluation, communication, decision-making, and others, carried out by individuals as group members. (2). Mediating Variables, Functions and operations within the group. Formal structure encompasses interdependent functions and statuses between actions, interactions, and expectations. These interdependencies result in the structure and mechanisms of group work. Role structure is difficult to distinguish from position, but according to Stogdill, there are two clear aspects of roles: authority and responsibility. Responsibility is the consequence of desired outcomes from an individual in a position, while authority is the level of freedom an individual desires to carry out their position. (3). Group Performance, which is the group's output: Productivity is the level of change in attitudes toward the value obtained by the group, whether positive or negative. Group morale refers to the accessibility level when forming group goals. Group morale includes an individual's freedom to relate, act, reinforce desires, and engage in attitudes that support the goals. Group cohesion is the group's

ability to maintain its mechanisms and operational structure in challenging situations. Group cohesion is reflected in the satisfaction and support of its members towards leadership and more.

Information within the group flows from input to output through mediating variables. However, in this process, there is also feedback, as each aspect is constantly influenced by other factors.

2.4 The Advancement of Technology in Online Gaming

has brought significant improvements in player communication. Several communication aspects that have seen development in online games include (Westerlund, n.d.):

▪ Chat and Instant Messaging Features: Chat and instant messaging features enable players to communicate directly within the game. Players can interact, discuss, or coordinate with other players to achieve goals in the game. This communication can be done through text, voice, or even video chat, depending on the features provided in the game.

▪ Multiplayer Modes: Online games generally support multiplayer modes, allowing players to play together in a single game. Players can cooperate as a team or compete against each other in online matches. Player-to-player communication is crucial in multiplayer modes, whether for game strategy, coordination, or social interaction.

▪ Forums and Communities: Many games have online forums or community platforms that allow players to interact outside of the game. Players can share tips, strategies, experiences, or simply chat about the game. These forums also serve as places for players to exchange opinions, provide suggestions, or offer feedback to the game developers.

▪ Guild or Club Systems: In some games, there are guild or club systems where players can join and interact with other players who share similar interests or goals. These guilds or clubs often have specialized communication features, such as dedicated chat rooms, internal message boards, or other features that facilitate communication among members.

▪ Integration with Social Media: Some games have integrated with social media platforms, allowing players to share their achievements, scores, screenshots, or game videos directly to these platforms. This enables players to communicate with friends outside the game and expand their social networks.

▪ Tournaments and Event Streaming: Tournaments and live event streaming have become very popular in the online gaming community. Players can participate in tournaments or watch live broadcasts from professional players or other online gaming events. This creates opportunities for players to interact with other players through live chat or comments and discuss the matches or events on communication platforms.

These advancements in communication within online games have not only enhanced the gaming experience but also fostered a sense of community among players, allowing them to connect and interact with fellow gamers on a global scale.

2.5 Game Online

Game online offers a unique pattern of communication. Here are some key aspects of Game communication patterns (Almutazam & Irman, 2022):

▪ Real-Time Communication: One of the major advantages of online games is the ability to communicate in real-time with other players. Through features like chat, instant messaging, voice, or even video chat, players can interact directly while playing the game. This allows for collaboration in teams, strategic planning, coordination, or simply socializing to enhance the gaming experience.

▪ Multiplayer Modes: Online games often feature multiplayer modes that enable players to play together in a single game. Communication patterns in multiplayer modes play a crucial role in creating a cooperative or competitive environment. Players can interact with others, collaborate in teams, compete in online matches, or even form strong gaming communities.

▪ Online Forums and Communities: Online games frequently provide forums or online community platforms separate from the game itself. Players can join these forums to discuss, share tips, strategies, experiences, or simply interact with other players who share similar interests. This creates a space for exchanging opinions, providing suggestions, or receiving feedback from fellow players.

▪ Guild or Club Systems: In some online games, there are guild or club systems where players can join and interact with others who share similar interests or goals. These systems provide more structured and focused communication features, such as dedicated chat rooms, internal message boards, or even dedicated voice channels. This facilitates

coordination, planning, and deeper interaction among guild or club members.

▪ Integrated Social Media Features: Many online games have integrated with social media platforms like Facebook, Twitter, or YouTube. This allows players to share achievements, scores, screenshots, or game videos directly to these platforms. These features expand players' social networks, enabling them to interact with friends outside the game or even attract new interests through shared content.

▪ Tournaments and Streaming: Online gaming communities often organize popular tournaments or streaming events. This creates opportunities to interact with other players through live chat or comments and to discuss the matches or events on communication platforms. These communication patterns result in dynamic experiences and closely connected communities centered around specific games.

3 METHODS

This research consists of several stages. The first stage is problem formulation, where the research focus is determined. The second stage involves the collection of primary data through observation, interviews, and documentation. The next stage is the collection of secondary data, with a focus on literature studies related to the Communication Patterns of Squad Tvoz in the game Mobile Legends Bang-Bang. This data provides a theoretical foundation for the research. Subsequently, data from both sources will be comprehensively analyzed. The results of the analysis will provide insights into the communication patterns within Squad Tvoz and how it affects dynamics in the game.

Primary data is the provision of original or unaltered information from first-hand sources, which is information obtained directly from sources that are known as 'First-Hand Information,' i.e., original data (without any other means) collected by the researcher to obtain answers to research questions, which can be gathered from observation sources, interviews with informants, and documentation, especially from Tvoz team members. Mobile Legends tells the story of the relationship between members of the Tvoz Squad. In the game Mobile Legends, there is a group communication pattern that corresponds to the research objectives. The topic is about primary information regarding the communication pattern of the Tvoz Squad group in the game Mobile Legends and the members of the Tvoz Squad group in the game Mobile Legends.

Secondary data is data collected from available resources. Secondary data can support primary data. This information is collected from various literature sources such as magazines, books, and internet references. In this research, a number of books and articles are used to obtain additional information related to the research topic, which is analyzing the communication pattern of the Tvoz Squad group in the game Mobile Legends.

Data analysis techniques in this study use Miles and Huberman's data analysis technique, which, during the research activities, is carried out with a reexamination of documentation and field data. After obtaining research results about the communication pattern of the Tvoz Squad group in the game Mobile Legends, data is presented and conclusions are drawn about the group's communication pattern from each member of the Tvoz Squad group in the game Mobile Legends."

4 RESULTS AND DISCUSSION

A squad is a feature that facilitates players in forming closer relationships with fellow players, practicing together, and playing together in a game. This helps enhance the gaming experience and creates memorable moments in the game. Squad Tvoz is a squad that was formed just six months ago, around November 2022. Squad Tvoz is actually formed from the spontaneity of friends who like to play Mobile Legends games after work, as stated by Mr. Deny, the leader of Team Tvoz. Team Tvoz was formed by Mr. Deni and several other members when the "Orang Muda Ganjar" competition was held in Pademangan, if I'm not mistaken, Tvoz was created 7 days before the competition started. The advancement of online game technology has significantly improved player communication. Communication aspects include features such as chatting, direct messaging, multiplayer modes, community forums, guild systems, social media integration, tournaments, and streaming events. These features allow players to interact directly, discuss, coordinate, and share tips. Multiplayer modes enable teamwork or competition, while forums and communities support interactions beyond the game. Guild and club systems provide specialized chat rooms, and social media integration expands social networks. Tournaments and streaming events are popular in the gaming community, facilitating chat and discussion. Online game technology enriches the gaming experience, expands social networks, and enhances the gaming community.

The roles of Tvoz squad members are as follows: Aries Maulana as a coach (responsible for analyzing the game and team drafts), Deny Afriansyah as the leader (responsible for giving commands to the members), Bono as the Exp Laner (serving as the Front Liner), Bintang as the Jungler (responsible for objectives and assisting other lanes), Yahya Tank/Support (responsible for opening the map and being the team's front liner), and Arip Supriyadi as the Gold Laner (responsible for dealing damage from the backline of the team). After the hero selection is completed, players enter the laning phase, where they are in the chosen lanes. Players try to gain experience and gold by killing minions, jungle monsters, or even enemy players. Team fights and tactics become the main focus as the game progresses. Effective communication among team members is the key to success in executing planned tactics. Players must cooperate to perform coordinated attacks (ganks), maintain map control, and organize efficient team play. Teams have several main objectives, including destroying enemy turrets, killing opponents, controlling specific areas, and taking Lord or Turtle, which provide strategic advantages. Hero leveling up becomes crucial, with players gaining experience from killing enemies and monsters. Items purchased also play a role in developing the hero's strength. Intense team fights are the highlight of Mobile Legends games.

Teamwork, good strategy, and adaptation to match situations are key factors in winning battles. The ultimate goal in this game is to destroy the enemy's Nexus. The team that successfully destroys the Nexus becomes the winner. Playing Mobile Legends: Bang-Bang offers competition and excitement, especially in the context of the "Orang Muda Ganjar" tournament.

The game continues to be updated to maintain its appeal and player enthusiasm. After completing the pre-fieldwork stages, especially those related to informant licensing and the determination of all activity requirements for observations and interviews, the researcher then, at that time, continued to complete the stages, especially collecting information or data from the field through conducting further interviews with informants. The next process is direct observation in the Basecamp area owned by Squad Tvoz to directly review the communication interactions of Squad Tvoz while playing Mobile Legends. The source of information for the inspection report was obtained from Squad Tvoz in Mobile Legends Game through meetings, either in person or via the WhatsApp application, and screenshots of the Game profiles of each main player sent to the researcher.

The information received by the researcher is in line with the research focus. This research is about the communication patterns of Tvoz team in Mobile Legends Game. The following is a description of the information obtained from the results of information collected through observations, interviews, and documents. Based on the results of the data collected and processed by the author through various stages, namely data collection, data condensation, data presentation, as well as data drawing and verification, the author found communication patterns used by Squad Tvoz in the "Orang Muda Ganjar" tournament, namely spiral communication patterns, linear communication patterns, and also circular communication patterns that occur in several phases, namely the backstage phase and the in-game phase.

4.1 Spiral Communication Pattern

Information about the spiral communication model can be obtained from the books used by the researcher as reference sources, as well as from several magazines read by the researcher. The researcher obtained definitions from these sources, namely that the spiral communication model is a communication process that starts from a message or information medium and transfers it to another communication medium, eventually becoming a large conversation, which ultimately becomes a small communication process. In this research, the form of communication pattern recognized by the researcher from the communication process carried out by the research subjects, the Tvoz group in Mobile Legends Game, is the spiral communication pattern.

How does the author find information about the Tvoz group when communicating through the spiral communication model? This is very easy. This is what researchers do when their team (members of Squad Tvoz) communicates behind the scenes while developing strategies to reach phases in the game. Each member of Squad Tvoz has the right or opinion among one another. So, all these members are equal when giving opinions or suggestions in the allocation of locations, heroes to be taken, and also heroes to be banned so that they can be effectively used to counter the enemy heroes and also facilitate victory.

The different opinions of each member ultimately lead to a strategy, both in the strategy during draft pick and also during the movements (rotations) of each member. The results of the implementation of this strategy, whether it will run well according to the initial strategy plan that can win the game or, conversely, the implementation of the strategy is less

than expected, showing unsatisfactory results for the Tvoz Squad. This is in accordance with the theory of Frank Dance, which explains that communication is a dynamic mechanism towards a point that is ultimately unknown. Frank Dance suggests that communication stages can evolve from small to larger and continue to develop and move, and this is in line with the theory (Nurudin, 2016) that communication stages continue to evolve.

In the spiral communication model, previous messages can influence current communication, and the type of information being conveyed can affect future communication. The continuous and mutually influential communication mechanism is referred to as a spiral pattern/model. So, from these points, information about the communication pattern used by Squad Tvoz is a spiral communication pattern. Each member is a communicator who conveys messages to other communicators (team members) in the form of opinions, so these opinions become strategies that lead to something whose final result cannot be known until the game is over.

4.2 Linear Communication Patterns

Information about the spiral communication model can be obtained from the books used by the researcher as reference sources, as well as from several magazines read by the researcher. The researcher obtained definitions from these sources, namely that the spiral communication model is a communication process that begins with a message or information medium and transfers it to another communication medium, ultimately becoming a large conversation, which then becomes a small communication process. In this research, the form of communication pattern recognized by the researcher from the communication process conducted by the research subjects, the Tvoz group in Mobile Legends Game, is the spiral communication pattern.

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In the communication pattern of Squad Tvoz in the Mobile Legends Bang-Bang game, we can see the application of the circular communication theory developed by Wilbur Schramm in 1954. This communication pattern describes communication as a dynamic process that occurs in two steps: encoding and decoding.

In the context of Squad Tvoz, encoding occurs when team members choose words or sentences to communicate during the match. They plan strategies, give instructions, or share information by formulating messages to be sent to their teammates. This encoding process involves the selection of appropriate communication symbols so that the message can be understood by all team members.

Meanwhile, decoding occurs when a message sent by one team member is interpreted and understood by other team members. The information that was encoded earlier is then translated by other team members through the communication devices available in the game. The decoding process is crucial because the success of communication depends on how well the encoded message can be understood by team members.

The circular communication pattern is also related to the concept of feedback that occurs in Squad Tvoz. When team members decode the received messages,

they provide feedback that can serve as a basis for further planning or strategy adjustments. This process creates a cycle of communication that continuously revolves between encoding, decoding, and feedback, in line with the theory (Nurudin, 2016). When someone decides on the words or sentences to be spoken or written, they perform encoding. Encoding means determining various symbols in the human mind, which are then applied. On the other hand, decoding is the stage where the medium obtains information from the medium (performing encoding). This means that the exposure to information is obtained by the reactions that occur after receiving the information.

In the further development of Schramm's circular communication theory, the aspect of the unique experiences of two different individuals in their communication efforts is highly relevant in the context of Squad Tvoz. Each team member has a unique background, understanding, and perception. Therefore, in communicating, team members need to understand the context and communication characteristics of their teammates to ensure effective communication in the match.

By applying the circular communication pattern and considering communication theories involving encoding, decoding, and individual experiences, Squad Tvoz in the Mobile Legends Bang-Bang game can ensure more effective and collaborative communication among team members, thereby increasing their chances of success in the match.

4.3 Group Achievment

In this research, the author uses group achievement theory to describe the research findings through interviews and direct or indirect observations. The group achievement theory is highly related to group productivity or efforts to achieve it through input from members (member input), mediating variables, and group outputs. Input from group members can be identified as individual behaviors, interactions, and expectations. Meanwhile, mediating variables refer to the formal structures and role structures of the group, such as status, norms, and group goals. Group output refers to the achievements or accomplishments of the group's tasks or objectives (West, Richard & Turner, 2017).

The productivity of a group can be explained through the consequences of behavior, interaction, and expectations through group structures. In other words, behavior, interaction, and expectations (input variables) lead to formal structures and role structures (mediating variables), and conversely, these variables lead to productivity, motivation, and cohesion (group achievement).

5 CONCLUSIONS

In conclusion, the research titled "Communication Patterns of Squad Tvoz Group in Mobile Legends Game" identified two communication patterns used by Squad Tvoz:
▪ Spiral communication pattern, used by Squad Tvoz to communicate and strategize during the Back Stage phase.
▪ Linear (one-way) communication pattern, employed by Squad Tvoz during the In-Game phase when the actual gameplay takes place.
▪ Through the analysis conducted with the Group Achievement Theory, it was found that each member of Squad Tvoz shares the common goal of elevating the Squad Tvoz name and becoming professional players in Mobile Legends. It is highly plausible that the two communication patterns used by Squad Tvoz in different phases are effective and directed according to the roles of each group member.

It is important to note that the research theme of Communication Patterns in the context of gaming is still broad and extensive. In Indonesia, there are numerous gaming groups, ranging from popular ones to more casual ones. The researcher hopes that research on Communication Patterns in gaming groups will continue to expand to further enhance our understanding that gaming is not merely for entertainment. Additionally, the researcher encourages future researchers interested in the field of Mobile Legends or gaming-related topics to use this research as a reference.

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