Simulacra in mobile legends
(Analysis of Jean P. Baudrillard's theory)

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ABSTRACT

The current era of online games is very admired, especially among teenagers. This phenomenon is due to the sophistication of technology as a fruit of human thought, one of which humans managed to create a Mobile Legends Online game. This paper will describe the research results with the theme of Mobile Legends analysis of Simulacra by Jean P. Baudrillard. The method used in this study is a descriptive-analytic method using a literature study on related sources. The author uses the theoretical basis of Jean P Baudrillard's theory about simulacra and hyperreality. The results obtained from this study indicate that the Mobile Legends is the result of human simulation. The conclusion is that the game and all elements resulting from human visualization of reality will impact the player as described by Jean P. Baudrillard, such as simulation, implosion, subject's death, loss of binary opposition, and death of reality.
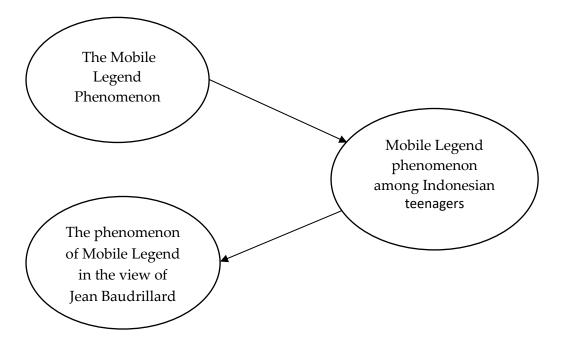
Introduction

Online games are sites on the internet that provide a variety of games that the user can access. The popularity of the internet among teenagers received a perfect place, especially among the accessors of online games. The data was released by Nurul Jannah, Mundjirin, and Herman in a study on *"Dari Simulasi Realitas Sosial Hingga Hiper-Realitas Visual: Tinjauan Komunikasi Virtual Melalui Sosial Media Di Cyberspace"* (Astuti, 2015). In 2016, it was initiated an online game called Mobile Legends. Such online games were popular among teenagers in 2017. The Ministry of Communication and Information released data that 1 out of 8 Indonesians are online game players. The figure shows that 30 million Indonesians are online game players. The Ministry of Communication and Information issued the data in 2016. According to the Ministry of Communication and Information's data, the income of this online game's players reaches Rp 1.45 trillion per year and continues to grow.

Online gaming continues to develop from generation to generation. In terms of type, there are online games included in RPG (*Role Playing Game*), MOBA (*Mobile Online Battle Arena*) to Puzzles. *Mobile Legends* is a game that is in great demand. The game has been downloaded over 100 million times. The popularity of Mobile Legends continues to increase along with the Mobile Legends League (MPL) entry into a national and international sport.

With so many fans in this Mobile Legends game, it does not mean it has no impact. Throughout its popularity, several cases were encountered. According to news published by *detik.com* in 2022, several cases such as murder, death, and criminalization in the form of theft of money occurred. Also, there is the case of a player who played for 50 hours until finally, he died (*detik.com*, 2022). In addition, some researchers have conducted scientific studies on the game's impact, and the average result states that its impact is negative for online game players. Not only are some cases circulating on the internet, but also among students of AFI Islamic State University of Bandung are also inseparable from the game. With this phenomenon and fact, the author was interested to see the online game in the theory of simulacra by Jean P Baudrillard.

According to Sutrisno, a frame of mind is a logical flow of systematic discussion of a study (Sutrisno, 2001). A frame of mind is needed to answer the problems in this study, namely how online games create reality and their effect on players. If implemented in the form of a chart, it will be as follows.

Online gaming is a phenomenon that occurs among the people of Indonesia. Mobile Legends is the players' pride, along with several other online games, such as Free-fire and PUBG. The current conditions that force people to work online in any case, including Education, participate in generating new habits. With the necessity of all activities carried out online, teenagers are intensely holding their smartphones. This condition also makes the consumption of online games increasingly spread and become a new habit. With the consumption of Mobile

Legends, it does not mean there is no impact, and some of the impacts are making players experience changes, including the lack of communication in the form of direct interaction. These impacts happen because they prefer to interact in the game. Some reality formation patterns in the game eventually cause some emotional symptoms such as toxicity and buying diamonds by doing top-ups. A player cannot be disturbed when playing a Mobile Legends because the game requires time and more focus.

Some explanations that have been described in this study require a relevant theory to examine the problem and answer the formulation of research problems. Researchers consider that the theory of simulacra initiated by Jean P. Baudrillard was relevant to the study of the phenomenon. Simulacra discuss the formation of virtual or pseudo-reality in modern life. It eventually gives birth to a consumptive culture in industrial society (Piliang, 2021). *Virtual reality* is created to imitate an actual reality, whose position is inaccessible to humans. In Baudrillard's view, the existence of simulacra also forms a reality that has no reference. This reality does not even imitate the reality that exists in virtual reality, which Baudrillard later called reality. Examples of virtual reality (Simulacra) can be found in technology products such as mobile phones, which focused on long-distance communication at the beginning of their manufacture. Hyperreality is often found in the culture of updating status or photos on social media. Moreover, it is considered a form of self-actualization.

Based on the author's search, several studies have been done by other authors on the theme that the author wants to research, but the difference between those authors is the research's place and the research's object. Here are some studies that address the same theme:

Research conducted by Tri Putra Rajagukguk from Padjadjaran University. The study was titled "Simulacra Hyperreality and Signs Reproduction of PUBG, a case study in students of *Prosus Inten* Aceh Street, Bandung in 2019". The study concluded that the existence of several Signs reproductions was capable of creating virtual reality in PUBG games. Virtual reality also made students forget the main thing, for example, learning and helping parents. The reality in the PUBG game was only a reality created for players to feel comfortable and have their mental pride. The most severe impact of the game was that students lost track of time because the online game made students complacent about something that was just pseudo. The pseudo-reality was created from the signs of reproduction contained in the game.

The second research entitled "Consumptive Behavior of Students using Mobile Legends in Malang." The research was conducted by Gina Ruswani, who discussed the behavior of the Mobile Legends players using the theory of consumptive community behavior by Jean P. Baudrillard as a theory that was considered suitable for the problem. This research concluded that consumptive behavior such as buying Hero and Skin through top-up diamonds was influenced by the capitalist system contained in the game. Therefore, they were only concerned with the value of pride (prestige) compared to the usefulness of consumptive behavior. With the existence of pseudo-reality produced in the game, the player could not distinguish the actual reality (Rajagukguk & Sofianto, 2020).

The following research is entitled "The Perception of the Gamers Community towards Online Games" (Descriptive Study of the Perception of the Surabaya Gamers

Community towards Mobile Legends). The research was conducted by Prima Aji Nugraha, an Information Science and Library student. The research used a descriptive quantitative method with a research sampling of 88 people. The author used several measuring instruments in conducting his research using several stages, including the Physiological stage, Psychological stage, and Perception stage. From several stages that are the research benchmark, it concluded that the gamers' response to the Mobile Legends tends to increase. It means that they enjoy the experience served by the game. Therefore, it was unsurprising that many Mobile Legends players were in that city (Nugraha, 2019).

The results of research that previous authors have carried out have similarities with the research that is to be done now. The difference is that previous research focuses more on the impact of playing the game. In contrast, the present research will focus on how the phenomenon of Mobile Legends is explained based on the theory of Simulacra by Jean P. Baudrillard.

Simulacra is a theory that discusses pseudo-reality or virtual reality. The theory is initiated by Jean P. Baudrillard, a contemporary French philosopher. In addition to being a philosopher, he is also a sociologist, cultural theorist, political commentator, and photographer of French origin. He is a very critical person in understanding culture. His works are always related to postmodernism and post-structuralism. With his work, he is called the theorist of post-structuralism. Jean P. Baudrillard was inspired by Derrida, who criticized the English philosopher Ferdinand de Saussure. However, even though Derrida inspired Baudrillard, he still had a position that distinguished him from Derrida. In other words, Jean Baudrillard remains a follower but is critical of Derrida's thinking (Khushendrawati, 2011).

Ferdinand de Saussure's position considers that there is no relational element between subject and object in the sense of objective positivity. It causes the existence of an intermediate element between the subject and the object, namely language. Language appears as a signified and a signifier that forms the boundary between the two components. In other words, Ferdinand de Saussure considers that when humans interpret objects outside of them, it does not mean that they access the object but instead fall into their interpretation of language. Because, like it or not, to be able to describe and explain the human interpretation of objects, humans need language. Instead of human interpretation reaching the object being studied, humans are trapped in their struggle with the language they produce through signifier and signified construction.

Derrida subsequently criticized this thought. Derrida argues that Saussure has not been able to break out of the assumption of modernism. Derrida considers that Saussure is caught up in *logocentrism*. *Logocentrism* has an understanding of the existence of belief in metaphysical assumptions that are the foundation of each of these changing realities. Then the metaphysical assumptions contained in Saussure's thinking are explained by Derrida through Saussure's statement about the signified and signifier. Saussure considers that the signified is the cornerstone of the signifier. Thus, the assumptions between these signified and signifiers are inseparable. Then, Derrida asserts that meaning will be present without separating the signified and the signifier. Moreover, Derrida calls the inseparability between those two things a presence. However, from the presence, Derrida considers that Saussure is not aware of what is called absence. Suppose Saussure considers that

the presence of signified and signifier eventually gives birth to meaning. In that case, Derrida considers that it is not the presence of meaning but the absence in the relationship between signified and signifier. The absence in Derrida's terms is called the difference. Why is it so? Because in Derrida's view, there will be a plural interpretation of the language. Derrida proves this situation through the word *pharmacon* based on Platon's text, where Derrida explains the existence of plural interpretation (meaning) of Platon's text. In other words, Derrida explains that the relationship between a signified and a signifier always gives birth to a double meaning or can be more. In short, Derrida's objection to Saussure presupposes that there is no possible presence in the sense of unity between the signified and the signifier because of a delay. However, for Derrida, there is still an absolute meaning, even though the absolute meaning is always delayed.

Baudrillard then adopted Derrida's thought. However, even though Baudrillard adopted it, he nonetheless criticized what became the fruit of the two figures' thoughts. Baudrillard then puts aside some assumptions previously proposed by Derrida regarding references that can be used as references for signifiers in creating meaning in reality. On the contrary, in Baudrillard's view, he considers the reference used by Derrida impossible or far-fetched. It is also part of the deradicalization of Baudrillard and Derrida's thinking. In other words, Baudrillard considers that everything in the human environment is just a signifier. Thus, Baudrillard's assumption of the signifier alone gave birth to a statement of the absence of meaning (Baudrillard, 2016). It resulted from Baudrillard's rejection of the reference. In Baudrillard terms, it is called simulacra. With the perception that only signifiers may exist, he sees the social reality that has occurred in the modern era until now. Based on this perspective, there are several impacts from the current life phase, including the following:

Simulation and order of simulacra

As described above, Jean P. Baudrillard was influenced by Derrida in looking at reality. However, he finally found a metaphysics of presence or signifier, while Derrida considered the reference to existing even though it is always delayed (Baudrillard, 1994). References and meanings are impossible in Baudrillard's thinking, all of which he concludes from the journey of modern human life and some of the stages he observed. The stages of the journey are described in the following three phases:

The first is the Renaissance stage, the era where the modern was born. At this stage, humans begin to break the order that was previously expressed through existing signifiers. Signifiers in the pre-modern era appeared in a feudal style. This style can be an example of the style of dress that indicates a person's social status. A king will wear clothes with models and styles that symbolize valor, fame, and authority. This signifier lies not only in how a king dresses but also in the style of a priest.

Moreover, it makes the priest a figure close to the truth and a figure as a representative of God. Then modern thought tries to emerge by eliminating these signifiers. The method used is by imitating reality. With this effort, the bourgeoisie's attempt to create a culture similar to reality emerged by overcoming it. The

signifiers that appear are none other than the formation of the feudal evolving into a new form.

The second is the industry stage, marked by various simulations. The simulations humans are trying to create are incarnated through the industrial revolution. In this phase, according to Baudrillard, it has lost its meaning in the form of all realist appearances. For example, humans try to create an imitation of a steam engine. Humans try to create this imitation not to achieve the true meaning of human thought or the grand narrative of the current phase (anthropocentrism). However, it is only used for humans to reach more commercial values. According to Baudrillard, the existence of a foundation that only aims at commercial fulfillment will eliminate the meaning of pseudo-reality. It can happen because humans enter the third stage in this phase of life, namely a world full of simulations.

The third is the simulation stage or simulacra. In this phase, humans are in a culture filled with fantasies and illusions. If we look at the development of human thought, all products created by humans originate from human fantasy about something. The fantasy continues to be developed from the first form to forms that will further make humans drift and be lulled into the fantasy. For example, mobile phones were initially made for long-distance communication but eventually continued to experience the evolution of imitation, so their roles and functions were not only for that. In this condition, humans lose meaning because humans are increasingly open to fantasies around them which are transformed into simulations. Someone who uses a mobile phone is unconsciously a user of the simulation or fantasy of the mobile phone maker. This impact spreads to the phase of human cultural life, which is increasingly devoid of meaning and then transformed into a consumptive culture. Technological sophistication is an example of an attempt to imitate or create a pseudo-reality resulting from human thought. Humans continue to create simulations to infinite sophistication. In the current phase of life, everything will be seen from the profit or commercial value. These simulations appear to overlap, and the effect of this overlap is that humans will find it difficult to distinguish between pseudo-reality and actual reality.

Implosion (loss of boundaries)

The thing that distinguishes between modern and medieval cultures is the presence of explosions. This explosion is a culture of separation of reality in a defragmenter order. One example is the separation between low culture and high culture. Geographical barriers that are characteristic of this separation from modern culture are the main characteristics of what is called an explosion. In short, an explosion can be understood as a boundary separating one region from another, for example, the boundary between countries. It is different in the culture of contemporary society because there is a product of human imitation of a reality that finally eliminates the explosion. In this simulation era, a person only needs to be silent and hold one device (mobile phone) to access all corners of the world.

Disappearing explosions are also present in human identity. Human identity does not seem to be clear in the present, especially in the culture of contemporary society. We can see this in the identity example. One's identity in the material world cannot have two names. However, the impossibility becomes possible in

contemporary culture or human life shrouded in simulation. Everyone is free to determine his/her own identity. For example, someone who accesses social media is free to create several accounts on that social media. It will eventually lead to a crisis of its own for human life. One example is the rampant fraud that occurs on social media.

Post reality

The impact of the simulation world created by humans also brings them to a realm called the post reality. Post Reality can be interpreted as the death of reality. The death of reality happens because actual reality has now passed or exceeded its limits by stimulation created by humans (Baudrillard, 1983). For example, all forms of information scattered in the simulation world are very easily accessible. Even someone living in a village in Indonesia can access information far beyond his country's reach. For example, the war between Ukraine and Russia. Now people far from the two countries can know the atmosphere of war reported by the media. However, the atmosphere they feel is only as far as how the media preaches. According to Jean P. Baudrillard, the atmosphere described by the media does not describe the actual reality of war. It is only an illusion created by humans, spreading through the media. However, the subject's attitude seems to be affected by what is conveyed by the media (Aziz, 2014).

The loss of binary opposition (human ability to distinguish two different sides)

The phenomenon in the simulation era is exemplified in the community's social life. In this era full of simulations, people are confused with themselves and can no longer distinguish between actual and artificial reality. For example, someone who considers the concept of *silaturahmi* in the traditional sense will assume that the concept is the meeting of two or more people and interacting with each other. In this simulation era, people will think that the *silaturahmi* is enough to be done virtually. Their carelessness in the virtual world makes them forget the actual reality.

Another example is someone who feels offended by a post on the Facebook homepage. Suppose they come back to understand that Facebook is a social media created as a virtual (artificial) space to interact. In that case, it needs not be offended because it is in an unreal space, but conflict ensues because their thoughts have been lulled into that condition.

The subject's death (loss of subject autonomy)

The subject's death is a concept initiated by Baudrillard through his simulacra concept. This condition describes an object that has died in terms of its autonomy because the world of images and simulation always confines it. This condition also creates a passive subject or, in another sense, the silent majority. The silent majority is a condition where people can only stare at a situation that is always confined and full of images. In contemporary culture, people can only be lulled and inevitably follow the technological sophistication of an image world embodiment (Piliang, 1999). It is as if subjects who cannot keep up with the times are left behind, and even the term *kudet* (out of trend) or *gaptek* (technology illiterate) is applied to subjects who cannot keep up with technological developments. This condition finally creates humans who only follow the trend because, mentally, they are afraid to be called

stupid or ignorant. The current condition of the subject only follows what can increase self-prestige, for example, circles that only follow trends or something viral so that they are considered trendy. It can be regarded as a culture that only prioritizes style over other values. This condition is caused by the culture created in specific images so that religion, morals, and culture are all ruled out.

The main problem of this research is "The phenomenon of students playing online games (Mobile Legends) over time, toxic culture, emotional feelings, even sacrificing money to do a top-up." The main question of this study is "How the Mobile Legends phenomenon is seen according to simulacra theory by Jean P. Baudrillard, and how the online games create reality and influence the players."

The purpose of this study is to discuss the reality contained in Mobile Legends based on the simulacra theory by Jean P. Baudrillard. Theoretically, this research is expected to be material for knowledge in philosophy. Also, this research is expected to be reading material for students, primarily philosophical students.

Method

This study uses descriptive-analytic methods. According to Gunawan (2013), this type of method is a method that provides a picture or tries to describe an object of research whose data has been collected. This type of research does not use numbers as the study data (Barlian, 2018). The data source used in this study does not use numbers or, in other words, using qualitative data. The data source uses primary data in the form of several explanations about Mobile Legends from the official website and secondary data from articles written by previous authors who discuss Mobile Legends. A literature study used data collection techniques (Ezmir, 2011). The data collection was done by gathering references supporting this research's theme. The data analysis technique in this study consisted of several stages, including inventory, clarification, and interpretation (Moleong, 2012).

Findings

The history of mobile legends

Mobile Legends is an online game type MOBA (Mobile Online Battle Arena). It is a game that consists of 5 players. These five players then fight against five other players. With these five players, someone can form a room with other friends. Besides being able to be played with five players, this game can also be played with mode by one (1 vs. 1). This game requires teamwork to play it. The winning scheme in this game is when the opponent's base is successfully destroyed. The map contained in this game consists of 3 lines, namely the middle line, the gold line (line intended for hero late-game type) then the Exp line (line intended for hero fighter type). This game was released in China on July 14th, 2016 (Prayogo, 2019). The duration of this game depends on how fast the team can win the game. The time category in this game is divided into two categories, namely the Early Game (fast game) with a duration between 10-15 minutes and the Late Game (long game) with a duration of 15-25 minutes. However, in practice, the time needed in one game can reach 45 minutes if both teams do not finish the game.

This game was initially developed by a company called Moonton. The company has a CEO named Justin Yuan Xu Zhenhua. At first, the company was not a company in the field of games, but the company focused on video games. Then on April 6th, 2015, they released a MOBA game called Magic Rush: Heroes. Then on July 14th, 2016, the game publication activity was carried out in Brazil. The company released the first beta of the Mobile Legends before finally, the game was officially played by several players from all over the world in November 2016. Since officially launched as an online game, ML (Mobile Legends) has been downloaded 100 million times and has 27 million reviews (Syaripudin, 2021). The size of this game is 110 MB, and after successfully installing this game, the players have to download data of 8 GB. In this situation, a player who wants to play this game requires a smartphone with reasonably high specifications, with a minimum of 2 GB RAM. Besides requiring mobile specifications that are pretty high, the connections needed in this game must be in a stable condition. To play this game, the player must create an account that can involve several accounts, such as FB accounts, Google, or Moontoon accounts.

Elements in mobile legend

Hero

Hero is a character from the core of this game. He is a type of character played with a player's control. Each of their characters has its story. The story taken in making the hero is somewhat adapted to the historical background of a country. Several countries have also inspired the creation of hero characters in this game, such as the tank hero and fighter *Gatotkaca* which are taken from mythological stories in Indonesia. Apart from Indonesia, several heroes are also inspired by Egypt, China, and others.

Of the several heroes, each hero has a character that is divided into six characters. They are Tanks, Fighter, Assassin, Marksman, Mage, and Support. Each type of hero has advantages and disadvantages (Prayogo, 2019).

First, the Tank-type hero has a very high defensive power. This type of hero in team game strategy is used to protect the team and is always at the forefront of battle.

Second, Fighter functions as a hero for close combat. This type of hero is used as a slayer or destroyer of attack schemes carried out by the opponent. The fighter-type hero character has lower survival ability when compared to tanks. Tanks only have very high endurance, but they do not have a strong attack effect like other types of heroes.

Third, Assassin is a type of hero character with a typical killer. An assassin is a hero who enters team battles with a mission to kill the remaining heroes after the battle (war). This type of hero has the endurance to withstand low damage (hero attack power) compared to fighters. However, even though their body resistance is low, assassins have a high attack power, even being the most feared assassin heroes in ML. An example of this type of hero is Fanny.

Fourth is Mage-type heroes. Heroes with mage character types are the types of heroes with enormous burst damage in the early game and the late game. Mage is challenging to play. It takes skill, hand speed, and strong instincts to play the role of

a Mage. An example of this type of hero is Vale. Mage is a low endurance hero who always needs protection from tanks. However, in an attack strategy, the effect of a mage can delay attacks temporarily and cause a stunning effect.

Fifth is the Maksman-type hero. This type of hero is a typical long-range hero. The damage inflicted by Marksman is the most significant. The drawback of marksman is its low endurance, which causes marksman to rely heavily on protection from tanks. Maksman is handy in the late game.

Sixth is the Support-type heroes. This type of hero serves as a supplier of endurance strength. Support is a type of hero that functions as a power enhancer for the team. In other words, this type of hero can also replace the role of a tank because support can fit into any hero. In order to form a good team strategy, one ML game requires at least five types of heroes with different characteristics according to the players' skills.

Map or Land of Down

Map or Land of Down is a type of arena used as the game's battle material. This map itself consists of a mini-map that can be used as an illustration of the enemy's presence in carrying out attack strategies. Along with its popularity, the map in this game continues to develop and update.

Tower

The tower in the ML game is the reference mission in this game. Tower, in principle, must be destroyed by spitting minions. Minions are bot dolls used when attacking towers because the tower serves to secure the map area in this game. In addition to the 18 towers that are usually destroyed, each team has an area and one central tower. When the main tower is destroyed, it indicates that the team that destroys the tower wins in the game mission.

Build (equipment)

The build is the power used for heroes in this game. During play, this build or equipment can be obtained with gold obtained in the game from executing minions, heroes, and buffs (Monster jungle). The type of build is also adjusted to the type of hero.

Rank (tier)

Rank or Tier is the position or status of a player. This tier also serves as a measure of a player's skill. He falls into the lowest and highest categories. The lowest tier is the Warrior for novice players, which illustrates how far players understand this game. Usually, someone with high skill and understanding in Mobile Legends is at the Mythical Glory tier, the last tier. A player will continue to advance at a higher tier level by collecting several stars, obtaining as much as one star in one winning game. Players who reach the bonus category in obtaining stars will get double stars every time they win an ML game. Teams in this game will lose one star and have the potential to go down a tier. The tiers in Mobile Legends are the Warrior, Elite,

Master, Grand Master, Epic, Legend, Mythic, and Mythical Glory. Usually, some players have great difficulty in the epic tier because this tier is a phase where someone is honed to understand how to play, determine team strategy, and build team cohesiveness to understand the opponent's character.

Discussion

The phenomenon of mobile legends among Indonesian teenagers

There is no age limit for Mobile Legends players. This game is intended for all people with the condition that they have a capable smartphone. Various people around the world can become Mobile Legends players. However, in Indonesia, according to data released by the Ministry of Communication and Information, the average player is a teenager. Based on the ability in Mobile Legends, a player is also awarded several titles, including Top Supreme (champion in one country and the world), Top Senior (top on a country scale), Top Junior (top on a city scale), and a beginner (top on a sub-district scale). In this game, the player's position can be detected from the player's domicile and title. This title is also assigned based on the ability scale in playing, which is reflected in the game's rank and the player's mastery over the hero. Throughout the game's release to date, the level of popularity continues to increase. Based on play store data, this game has been downloaded more than 100 million times.

With so many fans of Mobile Legends, it does not mean that it has no impact. Throughout its popularity, several cases were encountered. According to some news published by *detik.com* in 2022, several cases such as murder, death, and criminalization in the form of money theft occurred. There was also a case of a player who played for 50 hours until he finally died (*detik.com*, 2022). In addition, several researchers have conducted scientific studies on the game's impact, and on average, the results state that the impact is negative for online game players. Some of these negative impacts have been described in previous studies.

The phenomenon of mobile legend in the view of Jean P. Baudrillard

Jean P. Baudrillard describes the human condition in the present (modern) as a time filled with simulation. Simulacra is the order of created reality, or in other words, it can be said as virtual reality. Mobile Legends is one of the simulation products. In Mobile Legends, simulacra are contained in several creation visualizations such as game arenas, hero characters, and other attractive titles to players. The process of creating this game is not based on anything or, in the language of Jean P. Baudrillard, has no references. The visualization in this game has succeeded in bringing humans into the nuances of reality that feel real. This situation results from several wrong mentalities that are trying to be instilled in the game players. Based on the explanation, Mobile Legends have some impacts as the following:

Implosion in mobile legends

Implosion is a term used to describe the current human condition that is not hindered by certain distances or boundaries. The implosion contained in the game

is that access patterns and virtual communication patterns are intended for anyone. In Mobile Legends, players can interact with people far away and from different countries. Social boundaries or barriers are not a problem in this game as long as they meet certain conditions, for example, having a smartphone with good specs.

Post reality in mobile legends

Post reality can be understood as the death of reality. A player in the Mobile Legends is invited to enter a reality setting that leads to a player's emotions. A player constantly struggles with a character created from a game. With elements such as virtual communication in this game, one is invited to be lulled by something whose reality is not empirical. The impact of Mobile Legends makes players become toxic or even forget the time because they are lulled by virtual excitement. The excitement means nothing in real life.

The loss of binary opposition in mobile legends

The existence of creative elements in this game, such as heroes, arena maps, and many more, has indirectly tried to influence players to assume that the things in this game are an actual reality. Some elements, such as titles in Mobile Legends, lead players to pseudo titles of pride.

The subject's death in mobile legends

The subject's death caused by Mobile Legends is the loss of self-control. This condition can appear as a form of influence trying to be implanted into the player. It can be seen in the duration used to play the game. The subject's position is forced to struggle to play for some time. It is very contrary to the principle of effective use of time. The subject or player is forced to continue playing with the target determined by Mobile Legends with a star or tier symbol.

Conclusion

The author can draw this study's conclusion that Mobile Legends is a game produced by the Moonton Company, which was produced in 2016. In the analysis found by the author, online games are a simulation technology created by humans. The simulation will make the subject or game player lulled by several impressions generated from the existing elements. Mobile Legends is a game created by human visualization, or according to Jean P. Baudrillard, it is called simulacra in the contemporary era. For this reason, it is hoped that the results of this study can be a consideration for readers and players of Mobile Legends regarding the possible impacts. The author is aware of the limitations of sources that only dwell on previous research studies. The author also realizes that the research in this article is far from perfect.

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