



The Influence of Mobile Legends on Indonesia's Economic Growth

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ABSTRACT

This research aims to determine the influence of mobile legend games on Indonesia's economic growth. The research method used is a narrative qualitative approach, where information is taken from various sources on social media. Mobile Legendary is a multiplayer online battle area (MOBA) game genre that is very different from MOBAs in general because it is played on Playstore and iOS mobile devices. Giring Gansha, president of the Indonesian E-sport and according to his presentation, innovation, if considered economically, would generate US\$ 879.7 million (Aditiasari 2018). Research assumes that if a game player buys Rp. 50,000 in vouchers per mount, 1 voucher will generate a lot of economic resources. With this research, it is hoped that many online games can influence Indonesia's economic growth and produce a lot of economic resources.

INTRODUCTION

In this increasingly advanced digital era, the online gaming industry has become one of the most developed sectors in Indonesia. One of the most popular online games is Mobile Legends. This game has succeeded in creating a significant impact on various aspects of people's lives, including the Indonesian economy. This article will discuss the influence of Mobile Legends on Indonesia's economic growth with various relevant data and information. Mobile Legends is an online game developed by Moonton. This game is a type of multiplayer online battle arena (MOBA) game that is played by millions of people around the world. Mobile Legends has achieved extraordinary popularity in Indonesia, with the number of players continuing to increase every year. Data shows that Mobile Legends users in Indonesia continue to experience a significant increase in 2021, the number of active players of this game has reached more than 100 million people in Indonesia. This figure shows the high level of public interest in Mobile Legends.

The success of Mobile Legends in creating a large community of players in Indonesia has encouraged the growth of the gaming industry in this country. Many game companies in Indonesia have created various types of online games in the hope of achieving the same success as Mobile Legends. This has a positive impact on the Indonesian economy by increasing investment and employment in the gaming industry. Mobile Legends has helped accelerate the growth of the e-sports ecosystem in Indonesia. E-sports is an online game competition that involves professional players competing in tournaments and earning income from sponsors and prizes awarded. With the popularity of Mobile Legends continuing to increase, many E-sports tournaments are being held in Indonesia. This creates opportunities for Esports players and teams to earn better income. Mobile Legends has also had a positive impact on the broadcasting and digital content industry in Indonesia. Many Mobile Legends players have become streamers on platforms such as YouTube or Twitch. They generate revenue from advertising and donations received. This creates new jobs and increases the income of individuals in this industry.

The development of Mobile Legends in Indonesia also faces challenges in terms of laws and regulations. Some of the issues that arise are player data security, negative content, and illegal in-game transactions. The government needs to collaborate with game developers to create regulations that aim to protect players and the gaming industry as a whole. Even though there are still challenges that need to be overcome, Mobile Legends provides greater economic opportunities for Indonesia. Increased investment in the gaming industry, e-sports ecosystem and digital content industry is creating new jobs and increasing individual incomes. The government and gaming companies need to work together to maximize the potential of Mobile Legends to support the country's economic growth.

The esports industry is one of the fastest growing industries in the world, including in Indonesia. Esports are professionally organized video game competitions with players and teams competing in specific video games. Esports has become a global phenomenon generating billions of dollars in

revenue and engaging millions of people around the world. Indonesia, as a country with the fourth largest population in the world and an increasingly high level of internet penetration, is no exception to the development of the esports industry. This is proven by the increasing number of esports tournaments being held in Indonesia, as well as the increasing number of Indonesian esports teams that have achieved achievements at the international level. The growth of the esports industry in Indonesia has not only had a positive impact on the entertainment sector, but also on the Indonesian economy. The esports industry can create new jobs and make a significant contribution to economic growth. Apart from that, the influence of the esports industry can also be felt in creative industries such as fashion, media and advertising. Therefore, it is important to examine the influence of the development of the esports industry on Indonesia's economic growth. Through this research, it is hoped that data and facts can be found that can be used as a reference for the government and industry players in exploiting the potential of esports as a sector that can help strengthen the Indonesian economy. Research on the influence of the development of the esports industry on Indonesia's economic growth will also provide useful information useful for investors and industry players who want to exploit the potential of esports in Indonesia. By knowing the positive and negative impacts of the esports industry on the Indonesian economy, investors can make more informed decisions in investing their capital in this industry.

This research aims to analyze the influence of the development of the esports industry on Indonesia's economic growth and evaluate the potential of esports as a sector that can help strengthen the Indonesian economy. This research aims to provide useful information for industry players, investors, and the government in making strategic decisions and exploiting the potential of esports as an economic sector that can make a significant contribution to Indonesia's economic growth. The development of the esports industry in Indonesia has great potential to contribute to Indonesia's economic growth.

The largest esports in Southeast Asia with the number of players reaching 43.7 million people in 2020. In addition, Indonesia is ranked 16th on the list of countries with the highest number of visitors on the Twitch streaming platform, and in 2019, Indonesia hosted an esports tournament, the largest in Southeast Asia, namely the 2019 SEA Games. The total prize pool for esports tournaments in Indonesia in 2019 reached USD 1.4 million and the esports industry in Indonesia is expected to contribute USD 4.4 billion in 2022. In addition, the esports industry can create new jobs and have a positive impact on creative industries such as fashion and advertising. Therefore, it is very important to carry out research on the influence of the development of the esports industry on Indonesia's economic growth, to understand how the esports industry can contribute to Indonesia's economic growth, and to encourage sustainable growth of the esports industry in Indonesia.

Regarding the influence of the development of the esports industry on economic growth, it is as follows: Research by Setiawan and Salim (2019) shows that the development of the esports industry in Indonesia has a positive impact

on economic growth, especially in terms of increasing investment, income, and employment. This research also found that the esports industry can help develop the creative and information technology sectors in Indonesia. In this research, data collection was carried out using interviews and surveys with 98 respondents consisting of esports activists, entrepreneurs, as well as observers, and practitioners of the creative economy in Indonesia. Apart from that, research by Nurjanah, Sulistiyo, and Kurniawan (2020) also shows that the esports industry has great potential to become a source of significant economic growth in Indonesia, especially through increasing investment and employment opportunities. This research also found that the esports industry can be a promotional tool for Indonesia at the international level. In this research, data collection was carried out using interviews and surveys with 72 respondents consisting of esports activists, entrepreneurs, as well as creative economy observers, and practitioners in Indonesia. Both studies show that the development of the esports industry has a positive impact on economic growth in Indonesia.

LITERATURE REVIEW

Mobile Legends Bang Bang is an online multiplayer mobile game developed and published by Moonton. This game was released worldwide on July 14, 2016. The Mobile Legends Bang Bang game is included in online games such as Multiplayer Online Battle Arena (MOBA), is strategic, and is usually played by 5-10 people in one game. Mobile Legends Bang Bang is almost similar to games in the RPG genre (rolling player games), because we also have to raise our level to fight with our enemies in the game. It's just that in Mobile Legends Bang Bang each player in the team directly faces off in a fierce round of battle. According to Ulum Bahrul (2018) Mobile Legends Bang-Bang usually has various types of heroes or what we could call champions. Each person from the team participating in the game can only bring 1 hero to 1 round of the match. When the match is finished, they can choose another hero in the next game.

In the Mobile Legends Bang Bang game, researchers have recently seen many students who cannot be separated from their smartphones, whether around the house, on campus, in coffee shops, or cafes. The Mobile Legends Bang Bang game has become very popular recently, previously there was also an online game called Clash of Clans (COC) which was also very popular. But as time went by the COC game started to be abandoned, and now many people have switched to the Mobile Legends Bang Bang game. This multiplayer online battle arena (MOBA) type game is in the 'popular' category and was ranked first on the Play Store. Like MOBA (multiplayer online battle arena) games in general, some characters are certainly favorites for every player, because apart from having extraordinary abilities, they are also easier to use.

This game, designed for smartphones, has game rules that focus on one of the two teams fighting to reach and destroy the enemy base while defending their base to control the paths, namely three paths known as top, middle, and bottom, which connect bases. In each team, there are five players who each

control an avatar, known as a hero of their device. Weaker computer control characters, called minions, spawn in a team's base and follow three paths to the opposing team's base, fighting enemies and towers. Teamwork is the key in this game. Each hero also has different skills from the other, therefore understanding the character of the hero used is very fundamental.

Mobile Legend is a type of MOBA (Multiplayer Online Battle Arena) game. It can be interpreted as a battle in an arena carried out by several players online. If we go back further, the history of MOBA (Multiplayer Online Battle Arena) games was initiated from the RTS (Real Time Strategy) genre, which interestingly started before the 90s! One of the "fathers" of RTS games is Herzog Zwei, which was launched in 1989 for the Sega console. Herzog Zwei's game itself does have several MOBA (Multiplayer Online Battle Arena) elements, where we play a unit and aim to destroy the enemy base with the help of several units controlled by AI (In the same year, Blizzard launched one of the most popular RTS games, namely Starcraft for PC).

Armed with the ability to create custom maps, a player named Aeon64 created the Aeon of Strife map which first introduced a map system with three different lanes. Aeon of Strife is considered the forerunner of the MOBA (Multiplayer Online Battle Arena) game. modern as we know it today. The popularity of Aeon of Strife continued until the history of the next MOBA (Multiplayer Online Battle Arena) game rolled around when Warcraft III: Reign of Chaos appeared in 2002. Armed with the Warcraft III World Editor, it was only in 2003 with the release of Warcraft III: Frozen Throne, that a modder named Meian tried to combine various existing maps and gave it the name Dota Allstars which contained various heroes from various DOTA maps that had been created in the 2002 period. Dota Allstars exploded and became very popular in its time. At this point, an important figure appeared in the history of the MOBA (Multiplayer Online Battle Arena) game, namely "Steave Guinso Feak" who at that time was committed to developing the Dota Allstars map by creating various new heroes and also improving the game. The term MOBA (Multiplayer Online Battle Arena) is more accepted by Indonesian society.

Fauzi Moch Prima (2017) The games mentioned above, MOBA (Multiplayer Online Battle Arena) games have several similarities. First, on average, to win the game, players have to destroy a special structure or building. Second, the players play a strong character and is usually called a "hero" with different strengths from each other. The third similarity is that MOBA (Multiplayer Online Battle Arena) focuses on battles that occur in the arena, where over time the strategies used to win the game can vary, starting from taking objectives, killing opposing heroes, or collecting gold by killing non-combatants. controllable character (creep or minion). This year the history of MOBA (Multiplayer Online Battle Arena) games has entered a new phase where MOBA games can be played on gadgets such as smartphones or tablets. This phenomenon, the University of North Sumatra is breaking the tradition of MOBA (Multiplayer Online Battle Arena) which up to now can only be played on PC, call it Vaing Glory or Mobile Legends because it is simpler and not as complicated as MOBA games on PC.

Mobile Legends is the most downloaded mobile game on various platforms such as Android and iOS. With millions of players engaging in 5v5 team battles, the game has managed to create a large and diverse community, resulting in a significant increase in the number of mobile gaming players overall.

Mobile Legends has contributed to changing the design and game experience in mobile games. The game's success in providing intuitive controls, attractive graphics, and an effective matchmaking system has become an inspiration for other developers.

Mobile Legends tournaments held in various countries have shown the enthusiasm of players and fans in the world of mobile game competition. This has opened doors for professional players and generated new career opportunities in the gaming industry. Mobile Legends not only has an influence in terms of entertainment but also economic aspects. Through its microtransaction business model, the game has managed to generate significant revenue for developers and distribution platforms.

Mobile Legends has had a significant influence on the mobile gaming industry. From user growth to game design innovation, from community development to economic impact. Mobile Legends has become a place for players from various backgrounds to gather and interact. Through chat features and strong team play, the game encourages cooperation and communication between players. Many friendships and gaming communities have been formed through Mobile Legends, bringing positive impacts in the social world. In this case, Mobile Legends has a significant influence on the mobile gaming industry and creative economy in Indonesia. Increased regulation, support and promotion from the government, sponsorship and investment can help strengthen the esports and mobile gaming industry in Indonesia, which can increase overall economic growth.

METHODOLOGY

The method for this article uses library research, namely a method of collecting data by understanding and studying theories from various literature related to research. According to Zed (2004), there are four stages of library study, namely preparing the necessary equipment, preparing a working bibliography, organizing time, and reading and recording research material. Collecting data by searching for sources and constructing them from various sources such as books, journals, and existing research. The analysis method uses content analysis and descriptive analysis. Library materials obtained from various references are analyzed critically and in-depth to support propositions and ideas.

The methodology of Mobile Legends' influence on Indonesia's economic growth can be applied through statistical analysis and quantitative research. Following are the steps you can take:

Data Collection: Data collection regarding the use of Mobile Legends in Indonesia, the number of players, mobile game industry revenue, and the influence of online experience on player loyalty. This data can be obtained

through quantitative research, such as collecting data through questionnaires, online research, or collecting data from public data sources.

Data Analysis: Analyze the data that has been obtained using statistical methods, such as variation analysis, regression analysis, and factor analysis. This analysis will help determine the relationship and influence of Mobile Legends on Indonesia's economic growth.

Hypothesis and Conjecture: Form hypotheses and conjectures about the influence of Mobile Legends on Indonesia's economic growth. For example, a hypothesis might be that increasing the use of Mobile Legends will influence the increase in mobile gaming industry revenues and the growth of the creative economy in Indonesia.

Literature Review: Conduct a literature review on the influence of technology on the economy, the influence of online games on player loyalty, and the influence of the mobile gaming industry on economic growth.

Research Methodology: Selecting an appropriate research methodology, such as quantitative methods, theoretical approaches, or case approaches.

Validity and Reliability Test: Check the validity and reliability of the data and analysis that has been carried out.

Hypothesis Testing: Carrying out hypothesis testing through statistical tests, such as the t-test, ANOVA test, or regression test.

Explanation of Results: Explains the research results, including the influence of Mobile Legends on Indonesia's economic growth, as well as its implications for the development of the mobile game industry and creative economy in Indonesia. **References:** Provide references needed for research, including data sources, library sources, and other reference sources.

RESEARCH RESULT

Mobile Legend has brought significant changes to the gaming industry in Indonesia. This game is not only a means of entertainment for the community but also provides a positive economic impact. Even though there are several negative impacts of using Mobile Legend, efforts by the government and gaming companies can minimize the risks and maximize the benefits of this phenomenon. With proper regulations and adequate public education, Mobile Legend can continue to develop as one of the pillars of Indonesia's economic growth.

Mobile Legend Bang-Bang (MLBB) is produced and developed by Moonton. This game was first released in China specifically for Android-based smartphone users on July 11, 2016, and was officially introduced to various countries and for iOS users on November 19, 2016. Since smartphone use has increased, games are not only played by professional gamers. who make money from playing online games, but are also played by casual gamers or smartphone users who play games on their smartphones to fill their free time. Furthermore, Moonton sees this as a big opportunity to market MLBB. Apart from the professional gamer market, Moonton is also targeting the casual gamer market who have the potential to become true gamers and are in large numbers to boost the success of the MLBB game. This strategy has succeeded in placing

MLBB as one of the Moba genre online games which is very popular and in great demand in Asia, including Indonesia. Data shows that to date MLBB has occupied the main position in the Top Free in Games category on Google PlayStore in the Indonesian region and has been downloaded by as many as 50 million with the number of new players claimed to have reached 100,000 per day

For beginners, this game is quite easy to play. When you first open the game there is a tutorial on how to shoot and hit, determine the right direction of movement, use skills, play with other players, and to buy game items. The gamer community has designated MLBB as the mobile version of the Dota 2 game. This is because the whole aspect of the MLBB game is similar to Dota 2 but is much easier to play. Through the virtual pad feature, players can easily control all the movements of the heroes being played. To walk, shoot, hit, and use other skills, fans don't need to point their finger at the opponent because there is an auto-aim feature in the virtual pad that automatically regulates the movements of the hero being used. MLBB has adequate graphics, both in terms of heroes, maps, items and skill effects. This game also provides features so you can play with other people or form a team consisting of 2-10 people. By activating your Facebook or game email ID, all friends in your circle of friends can connect. Once connected, fans can invite them to play and work together to win the match and experience the excitement of this game.

The research results show that Mobile Legends influence Indonesia's economic growth in several aspects:

Increased User Income: Research shows that by playing the online game Mobile Legends, an individual is able to increase their income in economic terms from the results of playing the online game

1. **Creative Economy:** Research uses participant observation techniques, in-depth interviews, and documentation to obtain the desired data. The informant is a student from the UIN Walisongo Semarang gamer community who is active in playing the online game Mobile Legends Bang-Bang and already has an income from playing this online game. The results of the research show that in playing the online game Mobile Legends, an individual is able to increase their income in economic terms from the results of playing the online game Mobile Legends.
2. **Influence of Online Experience:** Research shows that online experience has a significant effect on satisfaction, satisfaction has a significant effect on loyalty, and online experience has a positive and significant effect on Loyalty through satisfaction in Mobile Legends players
3. **Increased Family Relationship Satisfaction:** Research was conducted on Mobile Legend: Bang Bang players who took part in the MLBB tournament in Makassar City. The results showed that there was a positive and significant correlation between almost all items measuring the level of play and the quality of family relationships

4. Increasing the Implementation of Sharia Economics: Research examines the positive impact of Mobile Legends on the people of Tulungagung Regency. Apart from that, on the other hand, the buying and selling process is legal from an Islamic economic perspective. Games that produce benefits and that are not prohibited by religion, from various stages to sales, are not a problem
5. Increasing Public Awareness: Research examines the phenomenology of the Avatarius Squad community related to Mobile Legends. The research results show that the motives for playing the online game Mobile Legends consist of past motives (because motives), namely hobbies, trends, influence of friends, and future motives (for motives), namely popularity and higher value in playing games.

In this case, Mobile Legends has a positive influence on Indonesia's economic growth, both in terms of user income, creative economy, influence of online experience, public awareness, and increased implementation of sharia economics.

User Population Growth

Mobile Legends has become one of the most downloaded mobile games on various platforms such as Android and iOS. With millions of players engaging in 5v5 team battles, the game has managed to create a large and diverse community. This has resulted in a significant increase in the number of mobile game players overall.

Innovation In Game Design

Mobile Legends has contributed to changing the design and game experience in mobile games. The game's success in providing intuitive controls, attractive graphics, and an effective matchmaking system has become an inspiration for other developers. Many new MOBA games are following a similar design approach, creating a shift in the quality standards of mobile gaming.

E-Sports and Competitions

Mobile Legends has also played an important role in the development of the e-sports industry. Mobile Legends tournaments held in various countries have shown the enthusiasm of players and fans in the world of mobile game competition. This has opened doors for professional players and resulted in new career opportunities in the gaming industry.

Economic Impact

Mobile Legends not only has an influence in terms of entertainment but also in economic aspects. Through its microtransaction business model, the game has managed to generate significant revenue for developers and distribution platforms. Additionally, the popularity of Mobile Legends has fueled the growth of the mobile gaming industry as a whole and driven the adoption of new technology and innovation.

Community Development and Social Interaction

Mobile Legends has become a place for players from various backgrounds to gather and interact. Through chat features and strong team play, the game encourages cooperation and communication between players. Many friendships and gaming communities have been formed through Mobile Legends, bringing positive impacts to the social world.

Mobile Legends has had a significant influence in the mobile gaming industry. From user growth to game design innovation, from community development to economic impact. The success of Mobile Legends in creating a large community and supporting e-sports competitions has opened the door for the development of other mobile games.

THEORETICAL FRAMEWORK

1. Stimulus-Response (SR) Theory - This theory says that the actions carried out by a person are influenced by certain stimuli. In esports, this theory can be used to understand players' responses to certain situations in the game, and how they impact their performance.
2. Cognitive Theory - This theory states that cognitive processes such as perception, information processing, and memory play an important role in a person's behavior. In esports, this theory can be used to understand how players process information and make decisions in games.
3. Social Learning Theory - This theory says that humans learn from experience and interactions with other people. In esports, this theory can be used to understand how players learn from their own experiences and other players through practice and discussion.
4. Flow Theory - This theory states that people achieve happiness and better performance when they engage in challenging activities, but not so difficult that they feel discouraged. In esports, this theory can be used to understand how players achieve a state of flow when they are engaged in a game that is challenging, but still in control.

The esports industry in Indonesia is experiencing rapid development, marked by big matches and more and more esports communities emerging. The potential for the esports industry as a source of economic growth is quite large, in various ways such as match ticket sales, sponsorship, merchandise sales and digital media. However, there are still several obstacles in the development of the esports industry in Indonesia, such as unclear regulations, lacking infrastructure, and the high costs of participating in tournaments. The development of the esports industry in Indonesia has experienced a significant increase in the last few years. The existence of big matches such as the Indonesia Games Championship (IGC), Indonesia Esports League (IEL), and Mobile Legends: Bang Bang Professional League Indonesia (MPL-ID) as well as more and more esports communities emerging show the high interest in esports in Indonesia. The potential for the esports industry as a source of economic growth is quite large. The success of the EVOS LEGENDS team in the 2019 Mobile Legends World Championship (M1) tournament is an example of success in the esports industry in Indonesia which can strengthen the potential

of this industry as a source of income through match ticket sales, sponsorships, merchandise sales and digital media. The development of the esports industry can also open up new job opportunities and attract investment from both within and outside the country. Supporting factors in the development of the esports industry in Indonesia include support from the government and sponsors.

Support from the Ministry of Youth and Sports (Kemenpora) and the Ministry of Communication and Information in the form of a national esports team and better internet network infrastructure are supporting factors in the development of the esports industry. In addition, financial and promotional support from sponsors also makes an important contribution to the development of this industry. However, there are still several obstacles in the development of the esports industry in Indonesia. Unclear regulations are one of the main obstacles because, without a strong legal foundation, it is difficult for the esports industry to develop optimally. Insufficient infrastructure, especially regarding stable and fast internet access, is also an obstacle to the development of this industry. Apart from that, the high costs of participating in tournaments can also be an obstacle for esports players who want to compete professionally.

To overcome these obstacles, collaborative efforts are needed between the government, entrepreneurs, the esports community, and players to strengthen regulations, improve infrastructure, and find solutions to reduce the costs of participating in tournaments. With strong support and strategic steps, the esports industry in Indonesia has the potential to continue to develop and make a significant contribution to the country's economic growth.

The growth of the esports industry in Indonesia has had a significant impact on economic growth and the creative economy sector in this country. The esports industry involves various types of companies, such as hardware manufacturers, software makers, and network service providers, which contribute to improving the creative economy in Indonesia. Apart from that, the development of the esports industry also creates new jobs for the younger generation who have an interest and talent in the world of esports, reduces the unemployment rate, and improves the economic welfare of society. The esports industry is also a source of income for the country through taxes and levies received from organizing tournaments or other esports activities. Revenue from the esports industry can increase state revenues and be used for infrastructure development and development of other sectors. Apart from that, the development of the esports industry also has the potential to increase investment in Indonesia in various aspects such as esports infrastructure, hardware and software, create new jobs and increase overall economic growth. Business opportunities that can be exploited, such as sales of gaming devices and accessories, as well as esports tournaments that attract foreign tourists, can also increase people's income and the Indonesian tourism sector. By taking actions such as opening more job opportunities, improving education and training, and developing esports infrastructure, the Indonesian government and esports industry can accelerate the growth of the esports industry and increase

its impact on the country's economic growth, as well as improve Indonesia's branding and image internationally.

DISCUSSION

The influence of Mobile Legends on Indonesia's economic growth can be linked to various aspects, such as the esports industry, creative economy, and increasing public awareness. The following is a discussion of the influence of Mobile Legends on Indonesia's economic growth:

1. Esports Industry: Mobile Legends has a significant impact on the esports industry in Indonesia. The increasing interest in esports in Indonesia has opened up opportunities for the development of the esports industry, which can increase economic growth. The EVOS LEGENDS team which succeeded in the 2019 Mobile Legends World Championship (M1) tournament is an example of success in the esports industry in Indonesia. The development of the esports industry can also open up new job opportunities and attract investment from both within and outside the country
2. Creative Economy: Mobile Legends has a positive impact on the creative economy in Indonesia. The increasing use of Mobile Legends in Indonesia has opened up opportunities to increase revenue for the mobile gaming industry. Mobile Legends community development can also help create new commodities, such as merchandise, which can increase economic growth. Account holders in the Mobile Legends game can also become entrepreneurs in the creative economy
3. Increasing Public Awareness: Mobile Legends has a positive impact on increasing public awareness about esports, career opportunities for esports athletes, and economic growth. Increasing public awareness about esports can help strengthen the esports industry in Indonesia, which can increase economic growth. The ESI (Esport Indonesia) organization which was formed to accommodate the talents of teenagers who play online games can also help increase public awareness about esports
4. Regulations and Infrastructure: Increasing economic growth in the esports industry in Indonesia depends on clear regulations and better infrastructure. Support from the government, investment in infrastructure, effective education and promotion, as well as partnerships with educational institutions are expected to help the esports industry in Indonesia develop optimally.
5. Career and Investment Opportunities: Increasing economic growth in the esports industry in Indonesia can open up new career opportunities and attract investment from both within and outside the country. Increasing investment in the esports industry can help increase economic growth in Indonesia
6. Community: Increasing the Mobile Legends community in Indonesia can help create a mutually supportive community, which can help strengthen the esports industry in Indonesia. The Mobile Legends community can also be a human resource that can be used to develop the esports industry in Indonesia. Increasing economic growth in the esports industry in

Indonesia can help strengthen the creative economy, open up new career opportunities, increase investment, and create mutually supportive communities. Improved regulations, infrastructure, and support from the government and sponsors can help strengthen the esports industry in Indonesia and increase economic growth.

CONCLUSIONS AND RECOMMENDATIONS

Conclusion:

1. Mobile Legends influences Indonesia's economic growth by increasing awareness about esports, career opportunities for esports athletes, and the economic growth of the esports industry
2. Increasing awareness about esports and career opportunities for esports athletes influences increasing public awareness of esports as a legitimate sport and forming a mutually supportive community
3. Increasing regulations and standards in the esports industry are supporting factors in the development of this industry as a source of income through match ticket sales, sponsorships, merchandise sales, and digital media.
4. The development of the esports industry can open up new job opportunities and attract investment from both within and outside the country
5. Increasing awareness about esports and career opportunities for esports athletes also influences increasing public awareness of the benefits and potential of electronic sports

Recommendation:

1. The government and other parties must pay attention to developing clear systems and regulations, adequate support for esports athletes, and increasing awareness of the benefits and risks, including providing training, facilities and mentoring so that they can excel at national and international levels.
2. Increased government support, sponsorship and investment in the esports industry can help strengthen the industry's potential as a source of new income and jobs
3. Increasing public awareness of esports as a legitimate sport and forming mutually supportive communities can increase interest in esports in Indonesia
4. Increasing public awareness of the benefits and potential of electronic sports can help strengthen the creative economy in Indonesia

ADVANCED RESEARCH

Increasing economic growth in Indonesia can be done through developing the esports industry, which can increase public awareness about esports, career opportunities for esports athletes, and increase income from the esports industry. The following are recommendations for increasing economic growth in Indonesia regarding the influence of Mobile Legends:

Increasing public awareness about esports and career opportunities for esports athletes. The government and other parties must pay attention to developing clear systems and regulations, adequate support for esports athletes, and increasing awareness of the benefits and risks, including providing training, facilities and mentoring so that they can excel at national and international levels.

Increased government support, sponsorship and investment in the esports industry can help strengthen the industry's potential as a source of new income and jobs

Increased regulations and standards in the esports industry can help strengthen the industry as a source of income through match ticket sales, sponsorships, merchandise sales, and digital media. Increasing public awareness of the benefits and potential of electronic sports can help strengthen the creative economy in Indonesia. Increasing clear regulations and better infrastructure can help the esports industry in Indonesia develop optimally. Increased financial and promotional support from sponsors also makes an important contribution to the development of the esports industry. Increasing public awareness about the benefits and potential of electronic sports can help strengthen the creative economy in Indonesia. Increasing public awareness of esports and career opportunities for esports athletes also influences increasing public awareness of the benefits and potential of electronic sports. Increasing clear regulations and better infrastructure can help the esports industry in Indonesia develop optimally. Increasing public awareness of esports and career opportunities for esports athletes also influences increasing public awareness of the benefits and potential of electronic sports.

CONFESION

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