

Inclusive In Online Games Brings Confidence For Players With Deaf Friends With Disabilities

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Abstract

The function of the game has experienced a shift, initially as a mere entertainment medium without any specific purpose, at this time the game media has presented a form of "playing together" (multiplayer). So that a relationship is formed between the player's imagination and a visual form that presents a sensation for the players. The presence of the internet has facilitated the formation of "network communities", especially in game media. The presence of online games is a form of interaction between players, where the strength between network and self-identity takes a structured form in the social order in game media. This form of action brings a change that affects the action and response in the experience of playing online games. In the current period, that game can be played by all groups, including individuals who have "special needs". These special needs players use various mechanisms to become part of the game play. Especially deaf online game players (deaf friends). The research problem is: How does inclusiveness in online games bring a form of self-confidence to deaf friends players? The aims of this study are: First, to find out the formation of inclusive spaces in online game media. Second, what is the role of inclusivity in bringing deaf players confidence. To answer the problems and objectives, this research uses a reception analysis theory approach to online game players. Then the method used in research is qualitative.

Keywords: *Inclusivity, Online Games, Reception Analysis, Confidence, Deaf Friends.*

Introduction

At the beginning of the presence of a game engine created by David Gottlieb, where he created a game engine named Baffle Ball, at that time the function of this game was to hone skills and materials used using nature, namely wood and there was a launcher for game eating. Then came the term game in 1947, which was designed by Thomas T. Goldsmith Jr. and the Estle Ray Mann, the first handheld portable gaming device (Putra, 2022a). The system created consists of eight vacuum tubes with the function at that time to simulate a target system in the form of a shot to see someone's accuracy by combining the vacuum tube material and simple electronics in it. In 1952, AS Douglas made the concept of zero and cross which came from his thesis which discussed the interaction between computers and humans. This game has a function to see a process of human interaction with computers (Trista & Rusli, 2020). Then in 1972 came the first game device for the home market and connected to the television. A game with a mystery house theme appeared, which was designed by a housewife named Roberta Williams using graphics on the Apple II. Where the shape of the appearance presents a black and white graphic illustration with a Victorian style and this was a new thing at that time (Tapparan & Rahyadi, 2023). Then in 1980 there was a game form using a handheld LCD, which had a function as a CD-ROM media and the emergence of

multiplayer games. In the 1990s, computer games and online games appeared, for the first time online games used a LAN (local area network) network and according to technological developments then used a wider network such as the www (world wide web) or better known as the internet (Putra & Annissa, 2022).

The phenomenon of the development of game media is a process experienced by humans, where a social mediation process occurs in the use of technology, especially in online games. The function of game media has undergone a shift, initially only as an entertainment medium without a specific purpose, now game media has appeared in the form of "playing together". So that a relationship is formed between the player's imagination and a visual form that presents its own sensation for the players. However, it is important to understand that the growth of games today is not unrelated to developments in previous years, but rather a transition in another direction. The game industry has rapidly developed several technologies that are used, one of which is related to the function of the game media itself, which initially appeared as a medium for the process of human interaction towards technological developments in the culture of science. But at this time the game is experiencing a change in function at a later stage, namely becoming a medium that brings social impact to game players. Not only as entertainment material, but games have been able to present direct game play interactions, this joint presence forms a social order in interacting when playing games that shapes people's mentality in adopting new technologies.

Game development is now using a wider network such as the internet network. The presence of the internet has facilitated the formation of "network communities" (Widiastuti et al., 2023). The presence of online games is a form of interaction between players, where the strength between network and self-identity takes a structured form in the social order in game media. Changes in interactions between humans that are replaced or mediated by objects such as online games are a natural thing in gaming culture, this shows that online games can create unlimited relationships that are presented to the players. So that online games offer interaction in the world of games between players and increase a sense of togetherness with the various joys and sorrows of fellow players. In the gaming experience the players make decisions to support the action and achieve in-game results (Putra, 2022).

This form of action brings changes that affect action and response in the experience of playing online games. The process of player interaction with the "game" system that has been designed can be operated in the form of interaction with other players which is a social form in playing games. Nowadays, games can be played by all groups, including individuals who have "special needs". These players with special needs use various mechanisms to become part of the game. Based on the experience of researchers interacting with "special needs" or "disabled" players, especially deaf online game players (deaf friends). Deaf friends game players, when playing online games, especially in multiplayer form, there are several mechanical problems that exist in the game related to the display function (user interface) and user experience (user experience).

In addition, the problem that the researchers found was related to the motives of deaf players in playing multiplayer online games, namely the existence of motives related to social equality of deaf players, especially related to the opportunity to work as pro players (professional game players) in the field of esport. Then another motive related to the form of self-confidence that is present in online game players and the last motive is a sense of

togetherness with online game players so that an online game community is formed consisting of game players with disabled deaf friends.

Based on this, the researcher highlights the experience of playing online games for deaf players. First, this research will focus on game mechanisms that form inclusive spaces, especially in the form of virtual communication features and the second thing that is the focus of this research is related to self-identity in online games for deaf friends players who present forms. confidence. The purpose of this study is to understand the process of forming inclusivity in game media in the form of virtual communication features and to analyze self-identity in displaying a form of self-confidence to deaf friends players.

Method

In this study, the first researcher referred to the research results of Matilda Stahl from University Tuomiokirkontori Str. Turku, Finland with the title Who Is Possible Online? Technological Affordances And Social Norms Shaping Visual Agency And In-Game Identities (Ståhl, 2022). In the research results from Matilda Stahl reveals how identity is constructed online by highlighting what frames the identity construction.

The next review that the author proposes is from Gordon Calleja's research entitled immersion in a virtual world (Grimshaw, 2013). The research conducted by Gordon deals with exploring the involvement of digital games and virtual worlds ranging from offline engagement to moment-to-moment engagement with the world during interaction. Offline engagement includes issues such as the general motivation for starting to engage with the world in question, the desire to return to it and all the thinking, planning and communication that players engage in when not actually connected to the world. Moment-by-moment engagement describes an aspect of the experience that describes engagement when the user connects to the world in question.

The next research reviewed is the results of research from Puji Waskito Nugroho which discusses the identity of roleplayers in VRchat games (Pujo & Nugroho, 2018), this research discusses the activities carried out by roleplayers in VRChat games as their identity in the virtual world. This study analyzes the identity depicted by roleplayers in the VRChat game. This research is interesting because there are differences in the depiction of identity that appears through the real world and the virtual world in the realm of VRChat games. Aspects that have been examined in this study are changes in self-identity through virtual bodies, player power over virtual bodies, freedom to choose gender in the virtual world and VRChat game player interactions that are carried out virtually.

In this study using the constructivism paradigm. Understanding related to constructivism is seeing that the form of reality is real, but has a different meaning for each individual (Gunawan & Bahaduri, 2020). The social reality observed by one person cannot be generalized to all. The reason researchers use the constructivism paradigm is to find out the different forms of construction for each individual in the online game medium, so that it can create a sense of confidence in game players with deaf disabilities. This study uses a qualitative approach, a qualitative method is a scientific approach regarding the phenomena of experience studied such as behavior, perceptions, and motivation as a whole that is experienced (Rachmawati, 2023). In this study, researchers will focus on discussions related to forms of inclusiveness in shaping player confidence. In particular, online games that will be

the material object of the researcher are mobile legends games, this game the researchers chose because there are quite a lot of active users based on data from activeplayer.io with the number of active users totaling 77,192,954 in 2023. Then this researcher focuses on groups of game players, with focus of deaf gamers. The subject of this study was chosen because in carrying out mobility using online games, it is more possible to interact optimally compared to other disabled friends.

The data collection technique used by researchers is participant observation. In this study, participant observation techniques were used to strengthen the data, especially in determining the subjects to be interviewed. Apart from that, observation was also needed so that the researchers knew when and where the informants usually gathered. Thus the results of this observation are at the same time to confirm the data collected through interviews with actual facts (sources). The validity used by this researcher uses the form of triangulation, the meaning of triangulation is as a combination or combination of various methods used to examine interrelated phenomena from different points of view and perspectives. Until now, triangulation includes four things, namely: method triangulation, inter-researcher triangulation (if the research is carried out with groups), data source triangulation and theory triangulation (Lakomy, 2019).

The following is an explanation of the types of triangulation, method triangulation: it is done by comparing information or data in different ways. As is known, in qualitative research researchers use interviews, observations, and surveys. To obtain reliable correct information and a complete picture of certain information, researchers can use free interviews and structured interviews. Or, researchers use interviews and observations to check the truth. In addition, researchers can also use different informants to check the truth of the information. Through various perspectives or views it is hoped that results that are close to the truth will be obtained. Therefore, this stage of triangulation is carried out if the data or information obtained from research subjects or informants is doubtful. Thus, if the data is clear, for example in the form of text or scripts/transcripts of films, novels and the like, triangulation is not necessary. However, triangulation of other aspects is still being carried out (Thabathaba' et al., 2022).

Inter-researcher triangulation: carried out by using more than one person in data collection and analysis. This technique is recognized to enrich the repertoire of knowledge regarding information extracted from research subjects. However, it should be noted that the person invited to dig up the data must have research experience and be free from conflicts of interest so that it does not actually harm the researcher and create new biases from triangulation (Setiawan & Triyono, 2022). Triangulation of data sources: is exploring the truth of certain information through various methods and sources of data acquisition. For example, in addition to interviews and observations, researchers can use participant observation, written documents, archives, historical documents, official records, personal notes or writings and pictures or photographs. Of course, each of these methods will produce different evidence or data, which in turn will provide different insights regarding the phenomenon under study. These various views will give birth to a breadth of knowledge to obtain reliable truth (Purnamasari et al., 2023).

The last is theoretical triangulation: The final result of qualitative research is in the form of a formulation of information or a thesis statement. This information is then compared with

relevant theoretical perspectives to avoid the individual bias of the researcher on the resulting findings or conclusions. In addition, theoretical triangulation can increase the depth of understanding as long as the researcher is able to explore theoretical knowledge in depth on the results of the data analysis that has been obtained. It was admitted that this stage was the most difficult because researchers were required to have expert judgment when comparing their findings with a certain perspective, especially if the comparisons showed very different results (Husnah Mustika Sari et al., 2022). From the explanation of the type of triangulation, the researcher used a type of source triangulation where the researcher conducted participant observations with deaf disabled game players, then the researcher also conducted interviews via electronic mail with several sources that had been determined based on the results of participant observations.

This study uses Stuart Hall's reception analysis theory, to analyze the problems found. Reception analysis is a study that focuses on audience acceptance and interpretation of the contents of messages conveyed by the media. Interpretation is defined as a person's active state in the process of thinking and creative activity in searching for meaning. Every text (information) presented by the mass media will be interpreted by the audience. This is because the audience is not silent when receiving messages from the media but will actively interpret the contents of the text (Cahaya Snindya Putri & Kokotiasa, 2021). The audience here is the audience that receives the message or interprets the message conveyed by the communicator, while the understanding of the audience is "active creators of meaning in relation to the text (message), they bring the cultural competence they have acquired to be conveyed in the text so that the audience formed will be different." work in a different sense" (Putra & Annissa, 2022).

In Stuart Hall's reception approach, it is divided into three meanings, namely dominant, negotiation and opposition. The dominant meaning is obtained when the audience fully accepts the message conveyed by the media. In other words, the media conveys its message in the form of communication using the cultural code that applies in society. While the meaning of negotiation is the position of the audience who agrees or accepts the messages conveyed by the media, but they make exceptions in their application which are adjusted to the background of each informant. In this case the informants received the message positively, but there were certain things to consider. The last is the position of opposition, namely the audience completely rejects the message conveyed by the media and replaces it according to their own way of thinking (Thabathaba' et al., 2022).

Results and Discussion

In this study, initial results were obtained related to the sense of self-confidence presented in online game media played by deaf players. Before playing, these deaf players usually gather in an agreed offline place or the term is mabar (to play together). They do this to be able to interact in real (reality) with the "members" before starting the game. Then, from this form of reality interaction, another form of interaction emerges in the game world, this form of interaction is called virtual interaction. In using online games this form of virtual interaction there are several "affordability" for players. This form of affordability creates a space for inclusivity for deaf game players, one form of inclusivity for deaf players in online games is related to communication. In the material object that the researcher uses, in the

mobile legends game there are four features for communicating, not all of these four features will function according to their use, especially for deaf players. The following are the results obtained by researchers regarding the form of inclusivity in online games in the form of communication features, which can create a sense of confidence in players.

Confidence Through Communication Features in the Mobile Legends Game

Based on the results of observations and observations obtained by researchers from ten informants, informants 1 (Mahardika), 2 (Arief), 3 (Irvan), 4 (Alif), 5 (Rizal), 6 (Teddy), 7 (Fauzan), 8 (Anam), 9 (Palupi) and 10 (Ali Akbar), some of these informants, used communication features in the mobile legends game as a form of feeling confident. Some of these features are the ping feature, auto chat and manual chat. This is based on the results of interviews using electronic mail and observations made by researchers when they play games. As a result of the interpretation of the communication features contained in the mobile legends game from the informants, they use the communication features in the mobile legends game as a forum for interacting with other players, including players who are not disabled. So they can respond when playing games with other players and there is a sense of confidence that comes when they play games together.

Then from informants 1,3,5 they are more likely to use a form of communication feature in the form of a ping feature, they do this in order to provide accurate information. They use this feature as a "short" form of communication in interacting with other players. Without using words, this ping feature can present a form of virtual communication pattern by using a "code" to call other players, so that other players can know the position of each "player", so when communicating using game media, especially online games Mobile Legends, words or sentences verbally or text can be replaced by a form of "code" communication pattern.

While informants 2, 4 and 6 prefer to use the auto cha function as a means of communication model in the game medium. The auto chat feature is divided into three categories: first is defense, second is offense, and third is communication. The Defense Section is a communication symbol for defense in the game. Meanwhile, the Attack section is a form of attack-oriented communication symbol in the game. Finally, the communication part, is the basic communication symbol to greet other players. Of the ten informants, only informants 2, 4 and 6 often use the auto chat feature as a form of virtual communication model. Like informant 2 (Arief) he uses this feature to praise other players when he successfully completes a game mission. Meanwhile, informant 4 (Alif) uses this feature, when he is focused on playing the game to ask for help from other players.

While informants 7 and 8 more often use the manual chat communication feature, this feature is the most common feature in every online game. This form of feature is used by accessing the chat and clicking the speech bubble icon in the manual chat. This manual conversation will be carried out in full screen without sound. Here the researcher understands that the form of communication with manual chat in game media can function as a means of interaction with other players. Of the ten informants, only informants 9 and 10 did not use communication features when playing mobile legends games, because for them this form of feature was less effective, according to their interpretation these features would only hinder them when playing. Informants 9 and 10 have the meaning that the form of self-confidence that is present in them is due to their ability to play the game, not present through interaction

with other players through forms of communication patterns in the game world. So for both of them a form of confidence can be present when playing games without communicating.

Table 1. The number of Informants' Meanings
Communication Features Bring Confidence

Informant	1	2	3	4	5	6	7	8	9	10
Dominant	1	1	1	1	1	1	1	1	-	-
Negotiation	-	-	-	-	-	-	-	-	-	-
Opposition	-	-	-	-	-	-	-	-	1	1
Dominant: 8										
Negotiation: 0										
Opposition: 2										
Amount: 10										

Source: Research results

Researchers understand that one of the things that can bring a sense of confidence to deaf online game players is through the form of communication actions carried out in the game world, by using assistive devices in the form of virtual communication features. This gave birth to a form of social equality in the form of equality in socializing between individuals or groups, especially the form of acceptance of online game players with disabilities.

The Form of "Second Self" in Deaf Game Players Generates Confidence

In playing online games the players are required to choose or use the form of "hero" that they will use in the game world. Thus giving birth to forms of imaginary assistance with visual objects in the form of "avatars" (heroes). This avatar form sometimes differs from the player's behavior in the real world. This avatar is a form of player replication in the game world, related to this, the avatar forms of the ten informants presented have several differences. This can be explained because basically human nature has different "specialties", with this heterogeneous form of human nature, a second form of self-identity can also be produced in the virtual game world. The formation of a second identity in online games is something that often happens. Where players are more free to express themselves in virtual form, in the context of the birth of "symbolic self" in virtual form.

In the form of virtual self-identity there are differences in the player's personality. This can be seen from five of the ten informants in this study, in the form of different personality manifestations presented in the game world. Informant 1 in real life has a closed personality but the embodiment of the avatar used in the game has a personality that is different from the original form of the informant. This form of avatar personality makes informant 1 have a second identity in the virtual world and is more confident in playing mobile legends games with the abilities (skills) of the avatar he chooses.

Likewise with informant 2 in the form of an avatar, the personality in the real world of informant 2 tends to be closed to individuals he doesn't really know. But it's different when this informant 2 manifests himself in the form of an avatar, in the view of informant 2

choosing an avatar in the game is the most important thing, because using a hero who has many abilities will have an impact on self-acceptance from other players. While informants 3, 5, and 6 have the meaning that in the form of avatars they seem to be different selves and can interact with other players more freely, compared to real life. Where there is a limit in the form of interaction between individuals or groups. This is for informants 3,5, and 6 to feel more confident when playing online games with the embodiment of the avatar used.

Then for informants 4, 7, 8 they interpret the embodiment of the avatar that is presented in online games as a form of identity that is different from the world of reality and for them sometimes this embodiment of the avatar can give rise to self-confidence. Because they feel accepted by other players when they use certain heroes (avatars) while playing. But apart from the avatar form they use to create a form of self-confidence, for them the use of an avatar is not the only thing used to create a second self-realization in online games. These informants see that the second form of self in online games can also be manifested in the way they play tactics, so that they are also recognized by other players and this can bring confidence to deaf players. Where they are considered to have qualified abilities in completing the game.

As for informants 9 and 10, they did not agree that the shape of the avatar is a manifestation of self that can bring self-confidence. For them, a form of self-confidence is present when they play online games with the "highest level". So that other players feel "respect" with them, because they are considered to have a much higher ranking than the other players. This, for informants 9 and 10 can present a second self-tangible form in the world of online games.

Table 2. The Number Of Informants' Meanings
Related To Avatars Presenting Confidence

Informant	1	2	3	4	5	6	7	8	9	10
Dominant	1	1	1	-	1	1	-	-	-	-
Negotiation	-	-	-	1	-	-	1	1	-	-
Opposition	-	-	-	-	-	-	-	-	1	1
Dominant: 5										
Negotiation: 3										
Opposition: 2										
Amount: 10										

Source: Research results

Based on the results obtained, the researchers looked at the form of meaning presented by deaf game players, regarding inclusiveness in online game media, especially mobile legends games regarding communication features and the second form of self-realization through avatars, thus presenting a form of self-confidence to deaf players. From these two problems, the researcher concludes that the form of inclusiveness in online game media in the form of communication features, especially in mobile legends games, can create a sense of confidence in players, as well as the embodiment of avatars as a form of representation of the "second self" in building a sense of trust. themselves in deaf players. This can be seen from

the results of the dominant meanings which amount to 8 (regarding the form of inclusiveness in game media, in the form of communication features) and 5 (regarding the second self-realization in the form of avatars), if the number of dominant meanings in this study amounted to 13 meanings. While the meaning of negotiation amounted to 3 and the opposition 4 meanings. According to the researcher's opinion, the form of inclusiveness in online game media can give rise to a sense of confidence in players, especially players with deaf disabilities.

Table 3. Number of Meanings of Informants
Associated with Inclusiveness in Communication Features
and Avatar Embodiment

Informant	1	2	3	4	5	6	7	8	9	10
Dominant	2	2	2	1	2	2	1	1	-	-
Negotiation	-	-	-	1	-	-	1	1	-	-
Opposition	-	-	-	-	-	-	-	-	2	2
Dominant: 13										
Negotiation: 3										
Opposition: 4										
Amount: 20										

Source: Research results

Conclusion

In this study, the conclusions obtained regarding the form of inclusive space in game media, especially mobile legends games, are in the form of visual communication features. In the form of this virtual communication feature, deaf game players use this feature as a medium to interact with other players. So that a sense of confidence is formed that is present in deaf players, this is what makes them equal to other players, especially players who are not disabled. Where eight informants out of ten informants interpreted this form of virtual communication feature as quite effective in creating a form of self-confidence for deaf players.

Then this form of self-confidence can also be born in the form of an avatar embodiment in online game media. Of the ten informants, five agreed that the embodiment of the avatar can bring a sense of self-confidence. This is because in interacting socially, deaf players sometimes tend to be closed to new people or individuals they just know. They feel more free when their self-realization is transformed into an avatar where they can interact without having to see their actual self. But not all deaf players think that inclusive forms of virtual communication features and avatar embodiments can increase self-confidence. Two informants have the meaning that a form of self-confidence can be born from the ability to play games and the level (ranking) of the game. Meanwhile, three informants negotiated this matter, especially in relation to self-realization in the form of an avatar. Thus the researcher can conclude that a form of self-confidence in online game players, especially for players with hearing impairments, can be born through a form of inclusiveness, for example the communication features provided in the mobile legends game. When using communication

features sometimes deaf players have limitations and not all online games provide various forms of virtual communication features such as in the mobile legends game, which provides 3 virtual communication features that deaf players can use. Furthermore, this form of self-confidence can also be present through a second form of self-realization in the form of an avatar, this has implications related to the self-confidence of deaf players in real life. These players feel more comfortable with the form of virtual embodiment in the form of avatars in online games, they find it easier to adapt in the context of building social relationships with certain individuals or groups. There is no insulating bias, between players with disabilities and players who are not disabled.

Researchers hope that this research can be a reference in exploring social equality, especially for online game players with hearing impairments. These players have a high sense of confidence in competing or interacting with the surrounding environment and researchers also hope that in the future game producers can see another dimension in making games, not just an economic dimension but can be seen from the human side of its users.

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