

REVIEW OF THE POSITION OF E-SPORT AS A SPORT IN INDONESIA

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Abstracts

E- sport at this time is again growing very rapidly. Just like any other sporting branch, e sports is also organized sports with special training. This research aims to recognize the role of E- Sport as one of the branches of exercise by analyzing articles and books that have existed, this research uses a qualitative descriptive research approach. The results of this research prove that e-sport is a branch of sports because it has factors such as the value of justice, the value of certainty, the value of expediency. The recognition of e-sport as a branch of sports leads to many problems in residents whether e-sport is categorized as a type of exercise. Sourced from inference, e-sport can be categorized as sporting achievements, therefore e-sport is chosen as a sport that has 4 lower factors, namely, competitive factors, sportsmanship factors, achievement factors, and motor factors.

Kata Kunci: E-sport, Sports

INTRODUCTION

In today's modern era with highly developed technology, people use the internet as a means of seeking information and as a means of finding income. One of them is with the field of e Sport (Electronic Sport), gamers are competing to be the best in a game so that gamers get a fairly high income. E Sports games as a means of gaming are also increasingly in demand by the public due to several developments in increasingly advanced technology and easy access so as to support e-Sport gamers. Electronic sport is commonly known as e sports which uses a digital room or cyber space and wears equipment that carries out electronic use (Mahfud et al., 2020).

Naufal (2018) reports that "The interpretation of E- Sport refers to competitive gaming games as well as relating audiences". E-Sport is more towards a professional game, is a competitive method of playing games that matches the terms of the professional agreement. Wagner (2006)" E- Sport is a sports activity zone where a person improves and trains mental or physical skills in the use of data and communication technology". Next, the purpose of E-Sport is to improve players' skills in the use of digital technology and playing pc games as a form of competition. So that the E-Sport game must show

objectivity that can be used to take into account the performance of the players in the game (Seo, 2013).

The growth of E-sport continues to be rapid, especially making this sport included in one of the sports branches that are competed in Multi-event like the 2018 Asian Games in Jakarta and Palembang with exhibition status.

The influx of e sports in Indonesia began in 2001 but only became famous among the public in 2012. The e sports industry is divided into several categories, the first of which is mobile games, as the name implies, this game requires tools, namely a mobile phone or personal computer (personal computer), where this game requires a higher level of equipment and the games played are also more complicated and challenging compared to mobile games.

Audi (2017) said that e sports or electronic sport is a field of sports that uses games as the main competitive field. Wahyunanda (2017) stated that Electronic sports (also known as competitive games, pro games, e sports, E-Sports, electronic sports, or pro gaming in South Korea) is a term for plural player video game competitions, generally between the professional players. The author can conclude further that E-Sport is an organized digital sport with special training as well as

professional athletes in football, badminton, or basketball.

The debate over whether E-sport can be categorized as exercising is still ongoing at this point. Many people comment that e-Sport is a sport, but not a few also think that E-sport is only limited to playing games. Therefore, judging from the sociology of exercise (Jenny., et al 2016) if something exercises must have the following characteristics: (1) play / play, (2) organized / rules, (3) competition / competition, (4) skill / expertise, (5) physicality / body, (6) broad following / broad following; and (7) institutionalization.

E-sport as a sport groups the types of games according to the genre. (Persada&Putra, 2020) Usually, there are 7 genres in E- sport that are often played by players are: (1) fighting, where a player controls a personality on the screen and that personality participates in close combat with the opponent's personality, (2) first-person shooters (FPS), where the player arranges a personality with a firearm to shoot the opponent, (3) real-time strategy (RTS), where players build troops and compete to overcome the battlefield, (4) sports, where players are required to have the skill and skill to play this type of sports game virtually; (5) racing, where players are required to have skills and skills in driving and speed fighting in virtual races, (6) multiplayer online battle arena (MOBA), where players control one personality in one of the 2 squads. The player's personality generally has a variety of skills and advantages that want to increase throughout the game, and contribute to the squad's strategy in totality, and (7) others.

Based on the results of the literature review, there are still many differences of opinion by sports experts regarding the position of e-sport as a sport. There are some sports experts who say that e-sport is just a game industry that is competed to be used as a business field in order to increase income/ income. In addition, there are also experts who say that e sport can be said to be a sport because it contains several aspects in sports, such as: mental, strategy, tactics, and fine motor. In addition, in e-sports there are also several regulations in the game. Opinions from other experts also say that e sport is part of sports because it has the most basic values of olympism, namely using human labor.

E- sport is a sport that is tried competitively

and also has the methods and skills of both people and teams. E-sport has special training just like boxing athletes and professional football (Pratomo & Gumantan, 2021). It can be well distinguished if e sport athletes and gamers are different, because e sports has professional behavior and organizing (Fahrizqi et al., 2021). Where e sports has regular, organized training hours, encourages coaches to pursue game tactics, and has sponsorship (Handoko & Gumantan, 2021).

E-sport itself has been introduced since October 19, 1972 at the Stanford University game competition, at which time students received an invitation from the intergalactic spacewar olympic competition, which is a competition for spacewar games (Kurniawan, 2019). Next in 1980, Atari held a space invader game competition accompanied by approximately 10. 000 participants (Dermawan & Nugroho, 2020). The growth of E-sport in Indonesia is very rapid, because the Ministry of Youth and Sports and the Indonesian National Sports Committee (KONI) inaugurated that E-sport is recognized as one of the branches of achievement sports in Indonesia (Aguss et al., 2021).

According to the Chairman of the Indonesia e sports Association (IeSPA) who is also the founder of Indonesia Gamers, which is currently known as Liga Game, according to him, added That as a social networking platform such as Facebook or Twitter, the Game League was indeed formed because it has a goal, namely to gather gamers in Indonesia, because the media to be able to support it has not supported it, so in practice, the Game League adheres to the principle of picking up the ball. Liga Game became a pioneer for the emergence of e sports in Indonesia when it held the first online game competition in 1999. In the state of the country that is experiencing a period of political transition, the gamers community is trying to spread the wings of gaming in Indonesia. The obstacles apparently did not always take the form of rejection in the efforts made by the League of Games. The lack of facilities and the limited range of information are also stumbling blocks in an effort to introduce and invite game players to compete.

The determination was carried out in the central KONI National Working Meeting (Rakernas) which was tried via virtual on August 25-27, 2020 (Nugroho&Yuliandra, 2021). In its

implementation, formal E-sport became a branch of sports performances at the 2018 Asian Games in the cities of Jakarta and Palembang (Yuliandra et al., 2020). The E-sport competition created into 2 is, online competition and direct competition (Yuliandra & Fahrizqi, 2019). Online competitions are competitions that carry out online with the help of an internet connection, so that players do not need to meet face-to-face or one place with other players (Agus & Fahrizqi, 2020). Next is a direct competition, which is a competition that must be held directly to the position or venue, the players who compete one after another want to carry out matches in the arena, with the presence of viewers who have appeared directly in one place (Fahrizqi et al., 2021). This research is worth trying because the growth of E-sport in Indonesia is very rapid and useful as a guide for reliable E-sport athletes to recognize how E-sport is held in Asian Games competitions and oversee technological advances in Indonesia. From the background description that has been previously presented, researchers are interested in conducting a review related to the position of e-sport in Indonesia as a sport.

METHOD

Research procedures are methods used to dismantle research problems that are suitable for the case and research objectives. Studying is looking for careful / accurate information. The research procedures used in this research are qualitative descriptive procedures (Sugiyono, 2007). Research that seeks to build careful thinking of people in detail and is built with words, holistic reflections (evenly and deeply) and complicated. Qualitative research starts from a broader natural context, uses humans as research equipment, by wearing qualitative procedures, carrying out inductive information analysis, and targeting research for lower theories that are descriptive in nature. In this study, the author collected information by analyzing literature, as well as information from the existing mass media, then the author described the results of the analysis in this research.

RESULTS AND DISCUSSION

Sourced from the results of research that has been tried by the author is to analyze how E-sport

is one of the branches of sports, because it has factors of lower value, value of justice, value of certainty, value of expediency. e-Sport or electronic sport is a field of sports that uses games as the main competitive field. E-Sport is a sport that is open to anyone, because e sports can be played by anyone, especially e sports can be played by people with disabilities. The recognition of e-sport as a sporting branch raises many issues in residents whether e-sport is listed in the type of exercise or not. In response to this problem, the author returns to Law No. 3 of 2005 concerning the National Sports System (SKN Law), but directly E-sport does not have special regulations.

Dex Glenniza (2018) stated that the debate over e sports which is categorized as exercising or not is indeed a pro and con recently. Using the term sport always brings up reasons because many people have their own interpretations of what is meant by exercising. But the expertise and devotion that the engineers share deserves our respect," still for Roberts in Dex Glenniza (2018) of The Market for Computer Video games (MCV). Adam Apicella of Major League Games (MLG) in the United States also improved: "Our goal has always been the same, which is to present video games as exercise, not to argue that playing video games is not a sport. With our players, a passionate fan base around the world, I think the similarities (video games) to exercising are undeniable in Dex Glenniza (2018)." Something in the future e sports will be mistaken for exercise. When many people watch (American) football on tv or meet in pubs to commemorate their team's victory, they just watch sports. There is no abnormality with e sports," he added. To support the Apicella statment above, you can see the final of the Dota 2 world championship which was watched by 20 million people this year. The following year, in the League of Legends(LoL) championship, there were 27 million who watched the final and 11.2 million of them watched live. It can be said that e sports has begun to become mainstream.

As it is known today, but Dota 2 and LoL are categorized as multiplayer online battle arenas, there are many types of games that are categorized as e sports. There are fighting games, first-person shooters (FPS), strategy games (RTS or real-time strategy), to sports games that are really directly related to sports. Sports games that are popular in

the world and have e sports competitions are FIFA Football (from Electronic Arts Sports) and NASCAR. The games have competitions that have also been popular, including the Electronic sports World Cup and the Electronic sports League. Linked to the context of looking at sports games universally, for this time you can find Pro Evolution Soccer, the NBA 2K series, Football Manager, and so on. For the Co-host of FOX News, Soledad O'Brien in Dex Glenniza (2018), seeks to share a description of e sports by reporting that competitive games require a large strategy and exertion, although not as high as when people carry out real sports such as playing football or basketball. For him, "Whatever has a structure and level of competition categorized as the top level, it can all be classified as a sport,". Basically, the word under sport comes from disports from Old French. The word has a meaning to entertain yourself or to pique yourself. This is also the main concept of exercising, which is to play.

Based on the above interpretation, playing games can be classified as exercising (Dex Glenniza: 2018). If O'Brien's perspective is further studied, when viewed e sports from the perspective of business, the organization that houses it, the number of viewers, the number of broadcasts, the coverage of media, it can be said that e sports has been equivalent to sports in general, especially not often more than sports. The designation of e sports as a sport has been agreed upon by the Olympic Council of Asia (OCA) since April 17, 2017. The e sports branch was then introduced at the 5th Asian Indoor and Martial Art Games (5th AIMAG) which took place in Ashgabat, Turkmenistan, in September 2017.

E-sport can be categorized as an achievement sport, therefore e-sport is selected as a sport that has 3 lower factors, namely, sportsmanship factors, achievement factors, and competitive factors, as the Department of Communication and Informatics (Kominfo) explained. Basically, the phrase 'sport' comes from the sentence 'disports' which comes from Old French meaning "to entertain oneself" or "to pique oneself" this is the main concept of exercising. Based on that interpretation, playing games can be part of exercising. So far, e-sport athletes play for 8-9 hours/day to become great players. The same routine is also tried by other exercises, but tried with different methods. Concentration, application,

dedication, as well as mental preparation and energy are needed by professional athletes. This matter is needed by both athletes exercising, both real sports athletes and e-sport athletes. The comparison between a gamer and an e-sport athlete seems very clear, where e-sport athletes always train their bodies and energy to be sturdy before competing or competing with other sports athletes. E-sport athletes need intellectual skills and excellent logic to control strategies in playing games when competing.

For KONI's recognition, E-sport has been listed as a sporting branch that shares benefits to those who participate in e-sport, not only that, the Country also gains benefits from this sport. E-sport received recognition by KONI and received support by ministers such as, the Department of Youth and Sports (Ministry of Youth and Sports), the Department of Communication and Informatics (Ministry of Communication and Informatics), the Ministry of Tourism and Creative Economy (Ministry of Tourism and Creative Economy), the Creative Economy Agency (Bekraf). Gamers or online game players whose original purpose was only to make jokes and sightseeing, are now shifting goals and changing professions to become professional gamers and e-sport athletes after various ministers shared the positive side to this matter. So e-sport athletes are not easy, not only understanding games, they are also required to have good quality and explore fierce competition in order to be the best and can make Indonesia proud in the international arena.

The Indonesian economy has been hit by positive consequences of the recognition of e-sport in Indonesia by various parties, this has a direct impact on the game industry in Indonesia. Sourced from information from Newzoo in 2021, Indonesia is one of the countries in Southeast Asia whose people mostly like games, the increase in games in the Indonesian market has increased significantly, regarding this has contributed to the country's income of USD1.74 billion or near IDR 25.1 trillion with an increase every year of 32.7%.

Various types of games are in e-sport, such as Dota 2 and LoL which are listed in the type of multiplayer online battle arena, there are also many more types of games contained in e-sport competitions, such as fighting games, strategy games (RTS) or also said real-time strategy, first person shooter (FPS), and there are also sports

games that have a relationship with sports, sort of FIFA Football and NASCAR. Since 2013 it has been difficult for reliable e-sport players such as from Asia, Europe and other mainlands to explore e-sport competitions in America.

Approval of permission messages is quite complicated in the process and arriving to the United States to play video games is not always an easy alibi. For Riot Game e-sport manager Nick Allen, "This is ground breaking for e-sport. Now we can start looking at international players that come over. It's a much easier process because they're actually recognized by the government. It's a huge thing." means that in conclusion America recognizes E-sport players are reliable athletes and wants to distribute them P - 1 visas with identifying characteristics.

The branch of e-sport sports is a realistic matter in which the government reports that e-sport athletes are legally treated as other traditional sports athletes. The e-sport phenomenon could be very well known for the industry as well as news outlets who are willing to work together to produce new methods to focus on the e-sport community that is again taking place. It continues to be a long time since e-sport continues to be popular, not only for millennials but for people, it has started with e-sport, a kind of other well-known traditional sports phenomenon.

When e-sport is viewed from the perspective of business, the organization that houses it, the number of broadcasts, the number of viewers, the coverage of the media, it can be said that e-sport has been equivalent to other sports. It would be a great disservice if the industry and news outlets like ESPN didn't realise it - really that the popularity of e-sports was going to be. The popularity of e-sport is very interesting for news outlets that usually broadcast traditional sports, with the popularity of this e-sport can work together and one after another.

CONCLUSION

Sourced from the results of research and reviews obtained, it can be concluded as follows: Observed through 3 legal objectives, e-sport is recognized by KONI as a branch of achievement sports, which is expediency, certainty, and justice. Law No. 3 of 2005 concerning the national sports system is an aspect of legal certainty that affects e-sports in Indonesia. The existence of e-sport

recognition as a branch of sports achievement is an aspect of the resilience obtained, the same rights as athletes exercising professional branches.

Other sports are to be obtained by e-sport athletes, especially athletes who have achieved achievements. Then it means that the aspect of expediency for the sporting branch of achievement is e-sport which shares positive consequences for the growth of the Indonesian sports world. There are still many residents in Indonesia who have not really mastered and understood the meaning of the branch of e-sport sports which again lies in the level of its popularity at this time. The author seeks to propose suggestions for thoughts related to the branch of e-sport sports in Indonesia so that it can be more accepted among Indonesians, as one of the sports that use electronics in the millennial period, is (1) IesPA is expected to collaborate with the Ministry Of Youth And Sports, Koi, Or, KONI is linked to a sports organization that is rivaled, (2) Holding more e-sport competitions in Indonesia, because by often holding competitions, it can make residents continue to understand and master what e-sport really is, (3) Providing guidance to e-sport enthusiasts by instilling meaningful notes about sportsmanship behavior to become an e-sport athlete. (4) Provide education related to motor activities involved when doing e-sports.

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