

## ABSTRACT

**Suprpto, Irianto, Teguh.** 2020. Representation of Javanese Masculinity on Mobile Legends Bang Bang Online Game Character. Thesis, English Departmen, Faculty of Letters and Philosophy of Panca Marga University. The advisitors are (1) Indra Tjahyadi S.S.,M.Hum and (2) Nuril Hidayati S.Fil.,M.Hum.,M.Phil.

In general, focus on masculinity of Javanese in the Mobile Legends Bang Bang. However, in this research, we want to make something different, especially on this campus by analyzing the character of Gatotkaca using the connotative, denotative, and mythical methods. Mobile legends is a game developed and released by Moonton developer. This game can be played on the Android and iOS mobile platforms, this one MOBA game has successfully captured the attention of gamers in Indonesia since 2016. The game is played by 10 people divided into two teams, the game starts with each player choosing 1 hero from the list of heroes who can be accessed by players. Available heroes are heroes that have been purchased and heroes that are being 'lent' for free to players by the system, in other words, not all heroes can be directly played, the length of the game ranges from 15 minutes to 1 round.

Masculinity is the concept of social roles, behavior and certain meanings that are placed on a certain time. (Kimmell and Aronson, 2002). Connel (2005) says that masculinity is placed on gender relations, namely practices that involve men and women as well as implications for physical experience, traits and culture. Masculinity is a man's virility associated with sexual quality (Sastriani 2007).

This chapter will discuss the aspects dealing with the research method which is used to researched semiotic analysis in Representation Of Javanese Masculinity On Mobile Legends Online Game Character. These aspects are: (1) Research Design; (2) Data Source; (3) Data Collection; (4) Data Analysis Method.

The results of the study are expected to provide a deeper understanding of masculinity and scientific benefits that a game is not only as a medium of entertainment but also a game as an educational medium for other gamers. This writing uses the semiological method proposed by Roland Barthez. The main concern of this method lies in the myths formed by the structure. Medium, the structure in semiology is formed by signs. In this case, the myths discussed are not related to mythic discourse.