Professional Gamer: The Meaning on 'Point Blank Online' Play

Pemain Game Profesional: Makna dalam Bermain 'Point Blank Online'

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Abstract

The growth rate of online game players in Indonesia is 33% average per year on 2010 and 35% on 2013. Majority of game players are not able to control game play activities and only waste time. On the other hand there is a group of online game players who are capable of achieving and succeeding in the online gaming world especially in playing Point Blank. This research use qualitative analysis with descriptive approach to investigate the professional online game player on 'Team Fun' Group that consist of 6 player with different ability in Point Blank. This research show that the meaning on Point Blank give a chance for the player to become professional gamers as long as the players able to determine their goals and dreams in playing online games. Professional game player also must join a solid team to clear goal in play.
Keywords: Meaning, Simbolic Interaction, Professional Gamer, Point Blank.

Abstrak

Pertumbuhan pemain game online di Indonesia rata-rata pertahun sebesar 33% di 2010 dan 35% di 2013. Mayoritas pemain game tidak mampu mengendalikan aktivitas bermain game dan hanya membuang waktu. Di sisi lain, ada sekelompok pemain game online yang mampu berprestasi dan berhasil di dunia game online khususnya dalam Point Blank. Penelitian ini menggunakan teknik analisis data kualitatif dengan pendekatan deskriptif untuk mengkaji enam orang pemain game profesional yang tergabung dalam kelompok 'Team Fun.' Hasil penelitian ini menunjukkan bahwa bermain game Point Blank memberikan peluang bagi para pemain untuk menjadi pemain game profesional, selama para pemain mampu menentukan tujuan dan mimpinya. Para pemain profesional juga harus bergabung dalam sebuah tim yang solid untuk mencapai tujuan bermain.
Kata Kunci: Makna, Interaksi Simbolik, Pemain Game Profesional, Point Blank.

Introduction

The growth of online games in Indonesia is growing rapidly. It can be seen from the number of internet cafes that became the center of online games. In Indonesia, the number of online game players increases between 5% -10% annually and generates revenues of US $ 190 million throughout 2013 with a growth of rate 35% (Tribunnews, 2014). In 2010, the number of online game players in Indonesia keeps increase,even growing shot about 33 percent (Vivanews, 2010).

The improvement digital infrastructure in Indonesia in 2017, in addition with the emergence of 4G networks, the number of game players is expected to increase. Moreover with an increasingly active community support. It can be seen from one of the tournaments that held annually. One of them is the PBGC (Point Blank Garena

Championship) that heldsin 2017 followed by approximately 3000 teams where in contrast previous event only followed by 2000 teams (Metrotvnews, 2017).

One of the biggest online game in Indonesia is Point Blank or as known as PB. PB officially brought by Kreon Company in Indonesia and began to announce it to the audience since 25th June, 2009. In 2010, the amount of PB player closes to 2 million players (DetikInet, 2010). Since 30th June, 2015, Garena officially took over PB publication in Indonesia. The successful result of online game PB Garena continue with the number of CCU (Concurrent User) or in other words it mean the amount of players who played it at the exact same time together, it reached about 100.000 gamers. In instance in 2017, the highest number of CCU that got by PB Indonesia is 300.000 gamers (Duniaku, 2015).

Garena PB as the legal holder of PB publisher in Indonesia, gives space to the gamers to have achievement in online game. Garena holds National scale championship that will be start by the regional level of west and east as well as center 1 and center 2. Every regional will be represented by three representative that later can be Point Blank National Championship (PBNC). The winner is entitled to get tickets and representing Indonesia in the higher level of competition.

Some of the researches show that playing game is not good, because it is addicting and other negatives value. As a result there is a research said that there is a relationship between the motives bet online games with aggressive behavior in early adolescence where the contribution of the influence of the independent variable (x) on the dependent variable (y) by 14.7% (Ramadhani, 2013). Another Study confirms the existence of a small group of addicted online gamers (3%), representing about 1.5% of all children aged 13–16 years in the Netherlands. Although these gamers report addiction-like problems, relationships with decreased psychosocial health were less evident (Van Rooij, Schoenmakers, Vermulst, Van Den Eijnden, & Van De Mheen, 2011).

It is not easy to stop player to playing game. Because it caused by the addiction that comes from the game. At another side, play games professionally can lead to awards or achievements in reality at some levels. There is positive side of gamer that we can learn about to lead society that play games without purpose become more efficient. Because of it, so this article will discuss about professional gamers in The Meaning of Point Blank Online Tactical First-Person Shooter Play.

One of the professional team of Point Blank game is named Team Fun. Team Fun stand for Fight Until the End, built on 21st August, 2013. Team Fun consists of 6 players and form to be competing at Point Blanks events. It got achievements in local tournaments in province level.

In fact, there is some group of Point Blank can reach the achievements in play point blank. Although we are understand that playon online gime is have the negative impact. But in other side, there is a group of point blank can be survive. Team Fun is one of Point Blank Team in Pekanbaru that achieving and succeeding in the online gaming. They win some competition in local tournament and also join nasional event and joint tournament as ambasador for Riau.

They play on internasional event in Point Blank nasional event in regional Sumatera. This group show the achieving and succeeding in the online gaming. Is not only about to winning the tournament. They get a job as ambasador for online game center in Pekanbaru. They get salary for playing online game in internet game center. Not paid for admin internet, but paid for play on scheduled time. They also sponsored for joining many event ar tournament in local or nasional event of Point Blank.

This problem show that the play online can be positive and give a chance for player to be professional gamers that not to be realized by many player. By understanding how profesional play the game online, it can be useful for another player to realized that how to play point blank as a professional player. This research aims to show the meaning of play on point blank by using Herbert Blummer theory of symbolic interaction. The researcher, base on this phenomenon, researcher need to studying this research by Title "Professional Gamer: The Meaning on 'Point Blank Online' Play."

Methodology

This research use descriptive method with constructivism approach to understand the meaning of point blank online play. Descriptive research studies are a method that aims systematically describes facts or characteristics of the population in certain fields or certain fields in fact and carefully (Rakhmat, 1997). Data collection technique uses in-depth interview about the meaning in playing Point Blank. This research uses qualitative analysis technique according to Bogdan and Biklen (Moleong, 2000) that is effort to work with data, data organize, selecting to be more handy, synthetize it, search and find pattern, find what is important and what will be studied about and decide what we can share to others.

Few articles have investigate about online video game addiction and its impact. In Digital era, number of video gamers addict have increased more. This article aims to show the meaning on point blank online tactical first-person shooter play on the professional gamers. Some researches prove that gaming can be negative and addictive to aggressive behavior. A study found that aggression and narcissistic personality traits are positively correlated with online game addiction, whereas self-control is negatively correlated with online game addiction (Kim, Namkoong, Ku, & Kim, 2008). Addiction to the Internet shares some of the negative aspects of substance addiction and has been shown to lead to consequences such school, family, and relationship problem (Ng & Wiemer-Hastings, 2005). People who are addicted to cyberspace will cause failure in their education, family and relationships in the social world (Liebert, Lo, Ph, Wang, & Fang, 2005).

In this research, we found that there a chance for gamer to be professional player. There is a Team Fun member that can survive to be profesional gamer. Thus reality, this research examined the meaning on playing Point Blank as a professional player. This study aims to understand the meaning of Point Blank online play by using Symbolic Interaction Theory. Symbolic interaction is based on ideas about self and its relationship with society. Ralph LaRossa and Donald C. Reitzes 1993 (Richard West, 2009) say that the assumptions underlying the symbolic interaction theory show three major themes, namely as follows:
1. The importance of meaning for human behavior.
2. The importance of the concept of self.
3. Relations between individuals and society.

In-depth interviews were conducted in this study by interviewing 6 people from the Fun Team members who were one group of point blank professional players. Team Fun has 6 members with different abilities and types of play. The following complete profile from Team Fun:

No	Name	Age	Role Position
1	Muhammad Haikal	20	Pointman
2	Ade Putra	29	Rusher or Support
3	Syafrizul Helmi	29	Pointman

4	Sandy	26	Leader
5	Abel Nugraha	24	Rusher
6	Firdaus	26	Support/Pointman/Rusher

Table 1. Member of Team Fun (Research Data)

Result and Discussion

The view of the theory of symbolic interaction has a similarity of thought to the theory of social action about the subjective meaning of human behavior, social processes and pragmatism. Herbert Blumer in Kuswarno, said that the basic idea of Simbolic Interaction is:

1. Humans act on something based on the meanings that exist on that thing for them.
2. The meaning comes from "one's social interaction with others".
3. These meanings are perfected during the social interaction process (Kuswarno, 2008).

Ralph LaRossa and Donald C. Reitzes in West and Turner studied the theory of symbolic interaction of the family. They say that the seven assumptions underlying the theory of symbolic interaction and that the assumption shows three major themes, as follows:

1. The importance of meaning for human behavior.
2. The importance of self-concept.
3. Relationships between individuals and communities (Richard West, 2009).

The first theme, the theory of symbolic interaction explains that individuals form meaning through the process of communication in everyday life. The existence of society in one environment is needed to create meaning. Interaction according to symbolic interaction has a purpose to create the same meaning. Ralph LaRossa and Donald C. Reitzes in West and Turner this theme supports three symbolic interaction assumptions as follows:

1. Humans act against other human beings based on the meaning that others give to humans.
2. Meanings are created in human interaction.
3. Meaning is modified through an interpretive process (Richard West, 2009).

The second theme, self-concept is a relatively stable set of perceptions that people believe about themselves. The self-concept theme has two additional assumptions from Ralph LaRossa and Donald C. Reitzes in West and Turner that individuals develop self-concept through interaction with others and self-concept provides an important motive for behavior (Richard West, 2009).

The third theme, knowing how the relationship between individual freedom and social boundaries. Meed and Blummer took the middle position for this question. They try to explain both the order and the changes in the social process. The assumptions related to this theme are people and groups affected by cultural and social processes and social structures generated through social interaction.

Point Blank Online

Point Blank is an online tactical first-person shooter developed by Zepetto, a South Korean company. The gameplay is very similar in terms of gameplay to Counter-Strike. It also features destructible and dynamic environments, as well as deeper character and skill customisation options. In Point Blank, players join either the Free Rebels or CT-Force team (the Free Rebels is based on the Terrorists from Counter-Strike, while CT-Force is based on the Counter-Terrorists). Each team attempts to complete their mission

objective and/or eliminate the opposing team. Each round starts with the two teams spawning simultaneously, usually at opposite ends of the map from each other.

A player can choose to play as one of four different default character models (Acid and Keen Eyes for CT-Force and Red Bull and Tarantula for the Free Rebels). There are four purchasable deluxe character models: Fennec and Pit Viper for CT-Force or Cheshire and Shadow for the Free Rebels. Players are generally given a few seconds before the round begins or before the respawning to change the weapons and/or equipment. Game points are awarded for winning a round, losing a round, killing an enemy, making a headshot, and killing other team's players in a row, etc (Esportsearnings, 2008).

Mind on Point Blank Online Tactical First-Person Shooter Play

Mind is the most decisive activity in a process of symbolic interaction. The meaning of a behavior is determined by the mind that actively works in social construction within each individual. Mind determines the human self to act against the stimuli that come from themselves. Humans are trying to think to achieve the social reconstruction they want. Mead, explain that mind is more than a set of inattentive senses, it selects and organizes stimuli, acting upon and determining its environment (Shott, 1976). The Meaning comes from one's social interaction with each other and that meaning is treated or changed through the interpretive process that people use in interpreting a social phenomenon (Wiwitan & Yulianita, 2018).

When playing point blank, professional gamers act and think in play to achieve their dreams by playing this game. They all think that this game is a gateway of success for their lives. To gain success and win they practice to be the best player in the world.

The mindset of these professional players leads them to be the better person. In the minds of the players Point Blank there is the idea that playing point blank is to seek sustenance and fulfill the dream to become world champion in the tournament Point Blank. Point blank is not just playing and entertaining, but point blank is the hope of their future by becoming the 1st champion in the world tournament.

One of the keys to play Point Blank is calm and don't be panic. Be relaxed and have a good communication. This means that in every tournament, players are required to relax and calmer to get maximum focus and concentration so they can win the game. This should be done with good communication between the members.

The professional gamers think that playing point blank is to become the champion. Being a champion means earning money. Money here as a reward from every tournament and sponsorship money that will support the next tournaments and other bigger opportunities as world champions and national champions. Playing point blank is not only becausethe money instead by playing games, they build solidarity among the membes in the team. It alsoshow the care for team members, as well as others so that it can encourage them to play fair.

The dream of becoming the world's 1st champion is not just for money and for themselves. In other words, by playing games and becoming world champion, they can bring fragrant the name of the nation in the international game world level.

Self Concept on Point Blank Online Tactical First-Person Shooter Play

Self-concept is a perception of self that is trusted by every individual. The concept of self in point blank players when playing the game is a belief in them that comes up when they play.

For professional Point Blank players, they feel that this game is their hobby. Point Blank is part of them to release their tiredness after work or busy day. Playing the game

means filling free time, eliminating the burden and refreshing. Playing the game eliminates tiredness and releases emotions to get the mood back again.

In a Point Blank player there is a big dream concept that is to become an international champion in international tournament. Point Blank players have a dream to be able to rise the name of Indonesia in the International World by reaching their dream to become the world champion. They call themselves as professional point blank game players. It can indirectly lift the social status of the gamers with the achievements they get. They can also full fill their life needs.

Point Blank players are professional. They have a solid team to become the champions, have lots of friends and have a high sense of solidarity among friends. Not only talking about being a champion and prize, they are more than that, it is all aboutsolidarity and togetherness created because they have the same hobby, have the same dream and have work together to realize the dream in the team to become professional players in the world.

The message that is interpreted is transformed to its members can influence the communication process that occurs between them (Prasanti & Indriani, 2017). Likewise in the meaning of Point Blank. They have leaders and they are members of a team who have experience an interaction process and cause a change ini meaning of playing games. This process is transformed to the Fun Team members and used as a basis role to play to reach the goal of being world champions in the Point Blank tournament.

Society on Point Blank Online Tactical First-Person Shooter Play

Play Point Blank is a consequence of the community system that has been formed around the individual who is playing it. Start from the emergence of a game developer industry that then spread the habit of playing into the community and then growing with an increasingly large number around. Some social conditions cause the professional game players to play games and become professional.

Social environmental conditions affect the individual to perform certain actions. Seeing thekids around their age playing games, then they play a long. This condition is a behavior that is influenced by the social environment. They play because they invited by the friends and then invited to join or to build a team player together and face many conditions until they become professional players.

Information received by the audience comes from communication activities that cause the process of information exchange (Riauan & Shasrini, 2017). In interacting with environmental friends, online game players receive information from their friends. The information obtained then spreads from one individual to another, causing more people to know about point blank information. This exchange of information causes Fun Team members to play point blank.

The difference between professional players and usual players who just play to entertain themselves lies in the schedule of meeting to play, the professional one has their annual time to play or they call it as practice while the usual one doesn't have any. The most important phase is where a player can find a solid team and then become a champion after following various tournaments. It is then that will distinguish between regular players and professional players. Have a clear goal and wishwhen playing point blank. Being a professional does not just happen like that, but it involves the figure of professional game players who have already become world champions. In this study, researchers found that there are professional gamers who inspire them in game play, so they get a clear direction in the field of online games (Point Blank). By imitating the

characters of these figures, they are trying to change the way they play games. From just a hobby, they become professional players.

Besides, there are many pros and cons appear in society. The Parent's response initially dismissed the negative of playing the game after seeing their children become professional players, they can slowly accept and even support them to play and become professionals. Ordinary people definitely have a negative response towards this thing, they assume that playing the game is a waste of time, money, and bring harm to the healthiness. But slowly with the achievements achieved, the response was then turned into support for the players of online games.

It cannot be denied that playing games can cause negative effects. This happens because the players are not being professional towards the choice they choose as a pointblank player. People have negative ratings of online gamers as irresponsible individuals, do not know the time, do not know the rules, and do not have future. The term professional gamers will be a debate for the intellectuals who study the game from the point of view of the habit of children who play games in the cafe. Even justify any means to play the game. In reality there are professional professions as 'Professional Point Blank Player,' they play with professional and win various matches and winning at local, regional, national and international level.

Some researches prove that gaming can be negative and addictive to aggressive behavior. A study found that aggression and narcissistic personality traits are positively correlated with online game addiction, whereas self-control is negatively correlated with online game addiction. In addition, a multiple regression analysis revealed that the extension of online game addiction could be predicted based on the person's narcissistic personality traits, aggression, self-control, interpersonal relationship, and occupation (Kim et al., 2008).

Addiction in internet browsing also trigger many problems. Addiction to the Internet shares some of the negative aspects of substance addiction and has been shown to lead to consequences such school, family, and relationship problem (Boilard, Simbol, & Kuhn, 2009) (Ng & Wiemer-Hastings, 2005). People who are addicted to cyberspace will cause failure in their education, family and relationships in the social world. It is also reinforced by the consequences for those who play online games. Those who play online games must win the consequences of decreasing interpersonal skills and its relationship. The quality of interpersonal relationships decreased and the amount of time spent online games increased (Liebert et al., 2005).

In fact, playing game has become an opiate for gamers. This causes many of them to lose their future by leaving their school. The plague of game play is very difficult to stop, so that scientists need to figure out how to model the right one for us as a true guide in a game play. Thus the negative impact of playing online games can be found as well as the solutions as prevention.

Conclusion

The results of this study show the other side of Point Blank Online Tactical First-Person Shooter Player. It is shows that online game player is not all about fail in his life. There are opportunities that can be used for online game players to become professional gamers. As long asthe players able to determine their goals and dreams in playing online games. Point Blank Online Tactical First-Person Shooter Player must join a solid team and have a clear goal in playing Point Blank. Thus the self-concept of a professional game player will be embedded in the players. Without a clear self-concept, players will only

spend time and money, even breaking relationships which mean their effort become useless.

The meaning of Point Blank online play found in this study shows that playing games is a professional activity. Game players play games to realize their ideals as professional game players. For them, playing games is an activity that can be success. Starting from hobbies, then it becomes the dream of team members to become professional players at the international level. Starting from a hobby or just relaxing from daily life activity, slowly the game players turn into a solid team to reach their dreams.

Based on these conclusions, the researcher advised the community to accept or even support individuals to play games with strict controls. If the game player has good skills, it needs to be supported and encouraged to become professional gamers. Otherwise, if the game is just to use up the, then the community must give care to control the game. Then, Game players must think professionally in playing games. Treat the game as a professional career with good management. Professional careers are obtained with scheduled training, the ability to manage game strategies, and cohesiveness in a team. Professional Point Blank Player must set targets in playing games. A goal to be achieved must be planned and prepared as professionals to succes their careers.

Acknowledgements

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