

Ulti'em! Cuing between allies in Massive Online Battle Arena video games

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ABSTRACT

This research focuses on using participation cues in the communication and expression of players in MOBA games. The MOBA games studied are Mobile Legends: Bang Bang, League of Legends: Wild Rift, and Pokémon Unite. Participation cues are used to allow players to inform each other about the progress of the game. The qualitative descriptive method was used in this research. In answering the formulation problems, the participation cue theory by Keating and Sunakawa (2010) was used, and Bartle (1996) elaborated on player types. The data in this study are textual and visual, consisting of verbal and non-verbal forms of communication. The data was collected using playing and documentation techniques and then analyzed using Spradley (1980). From the research, it can be concluded that the most common participation cues used by players are verbal cues, which have the characteristics of Achiever players. Players use verbal cues to express themselves directly to players so that the goals they want to achieve together can be realized. This research uses the term 'participation cue' to invite further research into game communication strategy.

Keywords: *Participation cues, Massive Online Battle Arena, Allies, Video Games.*

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Introduction

Online video game players tend to use unique verbal and non-verbal cues that are only familiar to online video game players. Players communicate with other players verbally and non-verbally to express orders to perform tasks or request specific actions. This affects the outcome of the action according to what is spoken. Currently, online video games are popular and played by teenagers and even adults; therefore, the technology used in video games has developed to be more sophisticated and innovative. For instance, the "mic" feature is a technology to communicate directly (orally) in the game to teammates, making it effortless for players to coordinate.

Communication is crucial to the game, as instructions and directions are issued to teammates. The use of cues is aimed at conveying information to teammates. It triggers actions to be performed by teammates to assist the game (Keating & Sunakawa, 2010). Furthermore, the types of players can be identified based on the application of these cues. The categorization of players into distinct types enables the

identification of their typical playing style tendencies and behavioral preferences. Player types are divided into four categories: achieving, exploring, socializing, and killing (Bartle, 1996). Communication through cues by online video game players is a compelling topic to discuss due to the prevalence of online video game players using participation cues in unique ways, indicating that these players have their style of communicating with others. Hence, we can find out what types of online video game players are called from the cues employed by players.

We often encounter interesting phenomena in gaming environments when players interact according to their personality types. In the context of team-based games such as Massive Online Battle Arena video games (MOBA) that require cooperation, situations, namely the selection of characters and roles within the team, can be crucial moments. For instance, in the "ban and pick" phase on *Mobile Legends*, two five-member

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teams were given restricted time to determine their composition.

Player 1: "S5 pick tank."

Player 5: "Okay."

This short message is a cue to communicate their chosen role in a team. However, uniqueness in the game world is not restricted to team communication. In addition, the researchers identified different types of players who tend to play specific roles in the game environment. Based on the dialogue, Player 1 is indicated as an Achiever since they instruct Player 5 to fill the proper role in order to achieve victory. They are strongly motivated to accumulate experience points (exp) and achieve the highest rank as the primary source of encouragement (Bartle, 1996). In a team, players with this type will focus on achieving the highest achievement, resulting in an advantage in the game. They are the players who frequently take the lead in strategic decision-making and strive to achieve team goals.

As noted by Keating and Sunakawa (2010), a participation cue is a means to describe complex participation in the digital world, where participants engage in collaborative activities together from different locations regardless of their backgrounds. In the game environment, a cue triggers an action or attention that influences the decision-making of other players in a team. Decisions are taken based on cues that lead to prediction, collaboration, and coordination, both verbally and non-verbally. Verbal communication refers to how players convey their feelings through speech, using various elements, including speech rate, repetition, intonation, and word stress. Non-verbal communication involves how players signal their feelings through gestures and facial expressions. Participation cues are essential to Multiplayer Online Battle Arena (MOBA) games because they require players to cooperate as a team. Participation cues in the gaming environment convey essential information for interpreting types of relevant participation. Utilizing these participation cues, the types of players can be distinguished.

The types of players in the game world are based on each player's action and interaction, and they are world-oriented and player-oriented,

as Bartle noted, namely Achiever, Explorer, Socializer, and Killer. The Achiever refers to the ambitious player who focuses on achieving achievements within the game and ranking points. Explorers enjoy uncovering game systems and discovering unique features, for example, exploiting bugs and learning the latest *Most Effective Tactic Available* (META). On the other hand, socializers enjoy not looking for achievements, kills, and the latest META but rather building relationships with other players. The killer is a player who intentionally disturbs others, including trolling his/her teammates, targeting an enemy to depress them, and taunting enemies. This type of player employs any tactic to achieve their goals, even though it costs them. These four types are inherent and reflect the player's style of playing Multiplayer Online Battle Arena (MOBA) games, in which each player has a different playing style. This shows their role in each game.

The researchers found several previous studies that investigated participation cues and player types in MOBA games. Wuertz et al.'s study (2018) examines how participation cues influence players' awareness in online multiplayer games, essentially investigating how these cues impact what players pay attention to. Van der Spek et al. (2010) explore how in-game sounds help players understand what happens in online video games, focusing on how auditory cues make the gaming experience more comprehensible. Leavitt et al. (2016) concentrate on non-verbal cues, like the "Ping" feature in *League of Legends*, and uncover how players use these cues to communicate and coordinate during the game. Vahlo et al.'s study (2017) categorizes players based on the types of games they prefer, attempting to identify different player profiles based on gaming preferences. Finally, Nagygyorgy's research (2013) investigates the personal details of MMO players, such as their age and gender, to classify them into various groups, providing insights into the demographics of the MMO player community. From the previous studies, the researchers found that participation cues are essential in influencing players in playing

games and as a reference to determine the type of player.

Participation cues, primarily verbal and non-verbal cues used by players in Multiplayer Online Battle Arena (MOBA) games and their classification of player types, are the gaps researchers want to investigate from previous studies. The previous studies that the researcher researched focused on the effect of participation cues on the understanding of players used to communicate and the identification of player types based on game preferences. Departing from that topic, this research reveals the participation cues implied by players when playing *Mobile Legends: Bang Bang*, *League of Legends: Wild Rift*, and *Pokémon Unite* and then analyzes the type of player based on the participation cues found. The theories used by researchers to analyze participation cues are Keating and Sunakawa's theories (2010) and Bartle's theory (1996) to identify player types. Therefore, this research intended to answer the following questions: (1) What participation cues are used by MOBA players in *Mobile Legends*, *League of Legends: Wild Rift*, and *Pokémon Unite*? (2) What types of players are found related to the participation cues used by MOBA players in *Mobile Legends*, *League of Legends: Wild Rift*, and *Pokémon Unite*?

In Multiplayer Online Battle Arena (MOBA) games, there are different roles that players choose and try to follow for a particular game. Each player's role strongly influences the outcome of the game. Generally, teams comprise *attackers*, *defenders*, *supporters*, and *jungler*. This can be seen in *Mobile Legends: Bang Bang*, *League of Legends: Wild Rift*, and *Pokémon Unite*, where each role has a unique name that distinguishes it

Method

This qualitative study is descriptive in fashion. The data were collected from three mobile MOBA games played by five-member teams—*Mobile Legends: Bang Bang*, *League of Legends: Wild Rift*, and *Pokémon Unite*. The data collected in this study are in textual, visual, and operative forms. Textual data was taken from verbal communication, such as the utterances and in-game chats of the five-member team during gameplay obtained through screen and camera recordings of each player in-game or in

from the others. *The attacker* role in *Mobile Legends Bang Bang* is known as *the Gold-lanner*, and it is responsible for dealing the highest amount of damage to the team. The job of *Roamer* is to guard *the Gold-lanner*, which also provides defensive effects, such as healing and shielding. *The Jungler's* mission is to clean up jungle monsters or creeps and *gank* all lanes. *Mid-lanner* is responsible for defending the tower in the middle lane and aiding both lanes. *Exp-lanner* aims to level up quickly and participate in the turtle contest.

In *League of Legends: Wild Rift*, different roles are assigned with unique names, but the same tasks are performed. For instance, *Duo* is equivalent to *Gold-lanner*, *Support* is equivalent to *Roamer*, *Mid* is equivalent to *Mid-lanner*, *Jungler* is equivalent to *Jungler*, and *Solo* is equivalent to *Exp-lanner*. On the other hand, in the *Pokémon Unite* game, roles have different names and duties. For instance, *the Attacker* is assigned to protect the upper or lower lane and inflict the most damage. *The Defender* is assigned to safeguard teammates from attacks. *The Speedster* role is assigned to clear *wild pokémon* and *gank* all lanes. *Supporters* guard the top or bottom lane and provide defensive effects such as healing and shielding. In MOBA games, these roles are crucial in connecting players on a team. The players' roles will be communicated through gestures, affecting the game's outcome. The three different types of players in each game contribute to various participation cues. According to Bartle's theory, participation cues differentiate players into four distinct types: achievers, explorers, socializers, and killers.

real life, which were then turned into conversation logs. Meanwhile, visual data was obtained through non-verbal behavior from video recordings that show body gestures such as gaze or eye contact when the players play together. Finally, operative data was obtained from non-verbal behavior, namely in-game features such as *Ping* and *Quick Chat*. Through observation of these data, participation cues used by players in communicating among team members can be analyzed to assess the tendency of player types.

The table displays the data sources that depict the relationship between participation cues and player types. Data analysis involved in-

depth observation recordings during gameplay and content comprehension to identify player types.

Table 1. Data Sources

No.	Mobile Legends: Bang Bang		League of Legends: Wild Rift		Pokémon Unite	
	From	Source	From	Source	From	Source
1.	Cam Record	Player 1	Cam Record	Player 1	Cam Record	Player 1
		Player 2		Player 2		Player 2
		Player 3		Player 3		Player 3
		Player 4		Player 4		Player 4
		Player 5		Player 5		Player 5
2.	Screen Record	Player 1	Screen Record	Player 1	Screen Record	Player 1
		Player 2		Player 2		Player 2
		Player 3		Player 3		Player 3
		Player 4		Player 4		Player 4
		Player 5		Player 5		Player 5

The analysis technique from Spradley (1980) was applied in this study. Four analysis phases were taken to complete the analysis, namely domain, taxonomy, componential, and finding cultural themes. In domain analysis, the notion of Participation Cue by Keating and Sunakawa (2010) is employed to analyze the cues utilized by each player when playing *Mobile Legends*, *League of Legends: Wild Rift*, and *Pokémon Unite*. Based on the participation cues utilized by each player, the tendency of player types can be analyzed using Bartle's notion (1996). After revealing the coherences between Participation

cues (2010) and player types (1996), the next phase is taxonomy.

During the taxonomy phase, Keating and Sunakawa's (2010) concept of participation cue was employed to examine the consistencies among the visual, textual, and operative data of *Mobile Legends*, *League of Legends: Wild Rift*, and *Pokémon Unite*. Two types of participation cues, verbal and non-verbal, will be present in these games. Bartle's (1996) theory was also employed to classify player types based on these two forms of participation cues.

Table 2. Data Table

Games	Participation Cues							
	Verbal				Non-Verbal			
	Achiever	Explorer	Socializer	Killer	Achiever	Explorer	Socializer	Killer

<i>Mobile Legends: Bang Bang</i>								
<i>League of Legends: Wild Rift</i>								
<i>Pokémon Unite</i>								

The next step was componential analysis. Here, the domain and taxonomy analysis findings were presented in a table to indicate a relationship between participation cue

and player types theory and the correlation between *Mobile Legend*, *League of Legends: Wild Rift*, and *Pokémon Unite*. This relationship would point out most player types based on participation cues in each game.

Finding and Discussion

Table 3. Data Findings

Games	Participation Cues							
	Verbal				Non-Verbal			
	Achiever	Explorer	Socialize r	Killer	Achieve r	Explorer	Socialize r	Killer
<i>Mobile Legends: Bang Bang</i>	83	37	47	29	10	1	5	x
<i>League of Legends: Wild Rift</i>	153	30	35	22	3	x	2	1
<i>Pokémon Unite</i>	178	13	21	21	21	x	1	1
Total	414	80	103	72	34	1	8	2
	669				45			

Departing from the table, the dominant data point is the revelation of information by game players. The totality of the data indicates that the game *Pokémon Unite* is the most data-rich, with 256 data, of which 233 are verbal and 23 are non-verbal. In contrast, *Mobile Legends: Bang Bang* exhibited the slightest expression, with only 212 data, of which 196 were verbal and 16 were non-verbal. From the overall data above, researchers took some data as an example of an explanation. The data taken is a representation of the following four categories.

Achiever Verbal and Nonverbal

Video games have evolved from mere entertainment to a competitive arena where players strive to achieve specific goals. Players driven by ambition to attain their objectives are known as achievers. This type of player's

communication style, evident in direct communication or in-game chat, is characterized by a focus on attaining in-game achievements such as rank points, victory, and leaderboard positions. This communication style is called the "achiever verbal cue," as the data presented below illustrates.

Player 4: "Enemy jungler is attacking the herald guys!"

Player 1: "Go, herald! Go!"

Player 4: "Here I am."

Player 2: "Why not dragon?"

Player 1: "Herald first!"

The data presented above provides an illustrative example of verbal participation cues expressed in direct conversation by an individual exhibiting Achiever-type behavior. At the outset

of the incident, it can be observed that Player 4 informed all teammates that the enemy *jungler* was launching an attack on the Herald. In response, Player 1, the designated team *jungler*, abruptly ordered his allies to thwart the attempt by employing Achiever cues through direct speech. Player 4 responded well to these cues, but Player 2 proposed that the team focus more on attacking Dragon rather than competing with the enemy team over Herald. Player 1 believed that Herald was more valuable than Dragon because if the team managed to get a Herald kill, the Herald would be summoned back as part of the team by the player who killed the Herald. To summon it, the player is required to press the Summon Herald button that appears on the UI screen. Consequently, Player 1 once more provides cues to Player 2, urging him to focus on attacking and seizing control of the Herald.



Figure 1. Rift Herald Pit

The illustration above exemplifies a Herald image in the *League of Legends* game. The game in question is *Wild Rift*. Two cues, spoken by Player 1, are employed to attack the Herald, classified as Achiever. These cues are intended to realize Player 1's desire to gain an advantageous position over the enemy. Meanwhile, one of the parameters for categorizing players as non-verbal achievers is using the ping and quick chat features to express cues. These features are included in the Achiever non-verbal cues because players do not use speech but gestures to communicate with teammates. Highly ambitious players often use this feature to achieve victory or achievement. This is evidenced when the player instructs his teammates to attack when the enemy situation is chaotic, as illustrated in the figure below.



Figure 2. Achiever nonverbal cue

The figure above illustrates an example of non-verbal cues of the achiever type conveyed through quick chat. Initially, the enemy champion attempted to attack player 4, but Akali opted to retreat due to the insufficient damage inflicted. However, two additional champions, player 2 and player 5, promptly arrived to assist player 4. The three of them pursued the enemy champion, who promptly retreated, and then suddenly, two additional enemy champions emerged from the bush to provide assistance. The enemy champion initiated an attack, which resulted in the death of player 2. However, he was vanquished by player 4, who had forced himself to fight one against three.

In this instance, player 2 utilized the quick chat feature to instruct his teammates to launch an attack. This was perceived as an opportune moment to strike. The enemy champion attacked player 4, which his teammates supported. However, the enemy champion was vanquished, and his teammates retreated to save themselves. The nonverbal cues carried out by player 2 are included in this analysis because they are not verbal. These cues inform teammates that this is the optimal time to attack and achieve victory.

Socializer Verbal and Nonverbal

Verbal cues in the video game *Pokémon Unite* are classified as socializer-type cues if they are delivered by players directly (i.e., through spoken words) to convey humor, empathy, and sympathy to allies. The data presented below exemplifies this classification.

Player 1: "I swear this is really hard." (referring to an enemy in the bot lane)

Player 5: "Back off, back off, back off! Watch out, watch out, you'll be pulled!"

The data presented above is an example of socializer-type verbal cues. Players 1 and 5 are engaged in combat with the enemy in the bottom lane. Player 1 provides information indicating that the enemy has a high *health point* (HP) count, making the enemy difficult to defeat. Upon observing the battle between Player 1 and the enemy, Ilda instructed Player 1 to retreat. The speech expressed by Player 5 is categorized as socializer-type verbal cues because Player 5 demonstrates concern for Player 1, ensuring that his colleague is not eliminated and loses *Health Points* (HP). If the opponent eliminates the player, the player will lose all score points collected.

Furthermore, the score points initially collected by the player will be lost, allowing the enemy to gain possession of them.

Socializer-type nonverbal cues are conveyed through the game's ping and quick chat features. Players who prioritize fun when playing video games tend to deliver this type of cue, which can be jokes or expressions that show concern for allies.



Figure 3. Player 3 Cue

The figure above exemplifies a ping in the video game *Pokémon Unite*. At this moment, Player 3 and his allies are being pursued by enemies at the edge of the game. Player 3 presses the "retreat" button on his screen to instruct his allies to retreat because three enemies are chasing him. The cues provided by Player 3 are classified as non-verbal forms of socialization because Player 3 presses the ping button as a manifestation of concern for his allies to ensure their survival and prevent elimination. Additionally, the button is pressed to maintain their Kill, Death, and Assist (KDA) scores. This concern is based on the final calculation system in the *Pokémon Unite* game, which takes into account the KDA of each player as an assessment for the *Most Valuable Player* (MVP) title.

Explorer Verbal and Nonverbal

Verbal explorers in the *Mobile Legends* game are cues that convey information known to the speaker to teammates through in-game chat and direct communication. Non-verbal explorers, on the other hand, are expressed through in-game features such as chat and ping. It is important to note that verbal cues differ from non-verbal cues in how they are expressed. These cues are typically used by players with 'macro skills'. Macro skill is a player's mastery of broader aspects of the game, including enemy position, jungle spawn time, itemization, and epic monster

(lord and turtle) spawn time, for example, in the data below.

(Cyclops and Joy invading Player 1's purple buff)

Player 4: "Look at your purple."

Player 1: "Okay, I am on my way."

The data above is an example of Explorer verbal cues. During this moment, enemies attacked Player 1 while killing the purple buff. Player 4 informed Player 1 that the enemy *junglers* were attempting to steal the purple buff. Player 4's speech is categorized as explorer because he conveyed the information to inform Player 1 if the enemy jungler would steal the purple buff. If the purple buff is stolen, it will cause a decrease in his gold and experience points (exp). Player 1 plays as a *jungler*. If Player 1 has a lower level and less gold than the enemy *jungler*, this can make it difficult for his team.

Non-verbal explorers can be found when players play this game; here is an example.



Figure 4. Player 1 cue

The data above is an example of explorer non-verbal cues. At this moment, Player 1 informs his teammates who are in the bottom lane by using quick chat. At this moment, the enemy came to the figures above exemplify explorer non-verbal cues. Player 1 informs his teammates on the bottom lane using quick chat while the enemy arrives to assist her teammates. Player 1 use of the quick chat 'bot lane carefully' is categorized as an explorer non-verbal cue, as the player is aware of the enemy's movement towards the bottom lane. Player 1's ability to predict the enemy's position and movement indicates extraordinary macro skills. Player 1 shared this information with Player 2 and Player 4, who were in the bottom lane, to ensure caution.

Killer Verbal and Nonverbal

A player who enjoys and has the ambition to harm others, either enemy or ally, by

delivering emotional attacks is a Killer type. Killer cues in *League of Legends: Wild Rift* are cues spoken by players to order someone to make others miserable, for example, telling them to kill people brutally so that the person gets emotional damage. Killer cues can take two forms, namely verbal and non-verbal. The distinction between these two forms lies in the narrative aspect. Verbal cues are conveyed through direct speech and in-game chat, whereas non-verbal cues are expressed through features within the *League of Legends* game, specifically, the *Wild Rift* version: ping, quick chat, and emote.

(Player 2 and player 5 ganking enemy hero)

Player 2: "Get Akali! Get Akali!"

Player 5: "Let's see..."

The data presented above provides an illustrative example of verbal cues that may be employed by an adversarial player in a game of strategy. The context in which these cues are utilized is when an opposing hero is *ganked* by two players, designated as "Player 2" and "Player 5", in the bottom lane. The bottom lane is a lane that is typically occupied by the *Attack Damage Carry* (ADC) role. As mentioned above, the player's actions can be described as a basic rotation of the *mid-lanner* role. The enemy rotates to the bottom lane to cover the empty lane, given that both the ADC and support roles have been eliminated. In response, Player 5, the lane opponent of the enemy *mid-lanner*, also rotates to the bottom lane. The enemy *mid-lanner* launched an ambush against Player 2, who was attempting to advance their tower. Fortunately, Player 2 survived the enemy's ambush, allowing Player 5 to intervene. At this moment, the enemy *midlaner* failed to kill Player 5 and Player 2, allowing them to turn the tide of the battle. Player 2, in a

Discussion

The MOBA genre is a nuanced genre with a competitive environment. This is evidenced by the dominant number of Achiever cues of verbal type, totaling 414 data in the three games studied. Many of these indicate that in MOBA genre games, players play seriously, hoping to achieve victory and *rank points* for each game. Even in some cases, players often let out their emotions when teammates make mistakes. These utterances are expressed using direct

vehement outburst, urged Player 5 to eliminate the enemy. This outburst can be classified as a "killer verbal cue," as it was expressed by Player 2, who was driven by a strong desire to kill the enemy. This indirect instruction to Player 5 can be seen as a motivation to act.

Non-verbal cues players utilize through game features such as quick chat are designed to fulfil their objectives of applying pressure to enemy or teammate champions. These cues are commonly referred to as "killer non-verbal cues." They are frequently employed by champions with a *jungler* role when initiating *ganking* or starting a war. The following example illustrates this phenomenon.



Figure 5. Player 1 Cue

Player 1 assumes the most pivotal role in this game: the *jungler*. The *jungler* is a player role tasked with initiating *ganking* or open warfare. Player 1 instructs his teammates to launch attacks on enemies in the top lane to fulfil this role. The champion played by Player 1 in this game is Darius, who has an aggressive playstyle. This champion can inflict significant damage in the early phases of the game, but it is not invincible. Its weaknesses can be seen when dealing with ranged champions like Jinx. Due to this champion's advantage, Player 1 cues teammates to apply pressure on the enemy. This phenomenon results in the cue employed by Player 1 being classified as a "killer non-verbal cue."

speaking and in-game chat methods. The players' playing positions also influence these two methods. In this study, players played in one place simultaneously so that verbal cues were only expressed through direct speech.

The competitive nuances in MOBA are very contrary to the vision of the Killer-type mission. So, in MOBA genre games, killer-type verbal cues appear with the least amount

compared to other types of cues with a total of 72 data. Even though it is small, this type of cue still occurs and is expressed by players to harm other players and please their egos. This type of cue often appears when the game is considered impossible to win. Therefore, the player's mental state influences the number of this type – players who are still mentally determined act competitively to play the game.

Non-verbal cues are an alternative for players to give cues instantly. In this study, Achiever non-verbal cues appear the most, with 34 data points in the three games studied. This is because the games facilitate players through in-game features such as 'quick chat' and 'ping,' which provide many options for expressing achiever cues. Almost all of these features are useful to support players in winning and make it easier for players to express achiever cues when playing in different places. The advantage of this feature is the main reason why participation cues that are expressed non-verbally are mainly classified as achiever types.

The data found by researchers on the three games reveal that explorers tend to appear

Conclusion

In playing the games *League of Legends: Wild Rift*, *Mobile Legends: Bang Bang*, and *Pokémon Unite*, the participants used gestures to communicate and express emotions so that the players could understand each other well. In this case, participants' gestures were divided into two categories: verbal and non-verbal. Verbal cues convey information through speech, which contain specialized terms and are only understood by the players. Meanwhile, non-verbal communication is made through in-game features and various gestures that are emitted while playing. This communication enabled the identification of player types following Bartle's player type theory. The identified player types are Achiever, Explorer, Socializer, and Killer.

This study reveals the participation cues expressed by players and identifies the types of players through the cues used. The data shows that MOBA players' desire to win tends to be very high compared to just socializing, exploring, or seeking other satisfaction, such as killing. This is evidenced by the participation cues they use,

the least. This is consistent with the lack of features provided by the game developers. The explorer cues only found twice indicate that the emergence of non-verbal cues is influenced by the presence or absence of features to express them. If the feature is considered lacking or absent, the player prefers to express it verbally. Therefore, MOBA genre games lack features that players can use to explore.

In this study, 111 data of socializer cues were also found, indicating that in playing games, players also try to socialize even though MOBA is a competitive genre. This is in line with Bartle's (1996) explanation that socializers are the type of players who consider games a medium for communication and interaction. This contrasts with the achiever type, who considers games an arena for competition. Furthermore, the participation cue delivered tends to lead to jokes, empathy, and sympathy. However, players socialize in certain conditions, such as waiting for matchmaking, choosing heroes, or in the middle of the game. As a result, this will strengthen the relationship between players and form a strong chemistry in working together to win.

both verbal and non-verbal, that show persistence to win. This indicates that the primary goal of this game is victory. Therefore, most players who play MOBA genre games will be obsessed with achieving it.

In contrast, the participation cue used by the player killer type tends to appear the least. This shows that players focus more on winning games than doing activities that can harm their team or put emotional pressure on opponents. Even though the main goal is victory, they can also do other things such as socializing and exploration, such as the data found, namely participation cue with socializer and explorer type players. This shows that video games can be used to socialize and explore the game. In addition, this also supports players in adding relationships, information, and knowledge that can help them achieve their goals. This research can be used as a reference for further research on participation cues in games other than MOBA genre games for in-game communication strategies.

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