

**An Analysis of Naming Pattern for *Weapons* in *Mobile Legends* Game**

**THESIS**

Submitted as A Partial requirements

For the degree of *Sarjana* in English Letters



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Thank you for the attention.

*Wassalamu'alaikum wa rohmatullahi wa barokaatuh*

Surakarta, October 15<sup>th</sup> 2022

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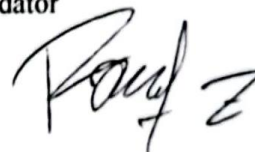
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## **DEDICATION**

Above all, I thank to Allah SWT, the Almighty for having given me strength and patience to undertake and complete this work, glory and praise for Him.

This thesis is dedicated for:

1. My beloved parents and families
2. My beloved lecturers of English Letters Department, thank you so much for the lessons, experiences, hard work and advices
3. My beloved friends that could not be mention one by one
4. Everyone who gave helps, prays and supports
5. My Almamater UIN Raden Mas Said Surakarta

## **MOTTO**

“Indeed, Allah will not change the condition of a people, until they change what is  
in themselves”

- Quran 13:11-

God does not oblige us to succeed, so failure is not a sin. God only tells us to fight  
without stopping.

- Emha Ainun Najib -

"Allah has honored us by giving us common sense, so we should not humble  
ourselves by wasting it."

-KH. Ahmad Mustofa Bisri-

“Glorifying man means glorifying his creator. humiliate and insult people means  
humiliate and insult their God.”

-KH. Abdurrahman Wahid-

## PRONOUNCEMENT

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I hereby sincerely state that the thesis entitled *An Analysis of Naming Pattern for Weapons in Mobile Legends Game* is my own original work. To the best of my knowledge and belief, the thesis contains no material previously published or written by another person except where due references are made.

If later proven that my thesis has discrepancies, I am willing to take the academic sanctions in the form of repealing my thesis and academic degree.

Surakarta, October 15<sup>th</sup> 2022

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Alhamdulillah, all praises be to Allah, the single power, the Lord of the universe, master of the Day of Judgment, God all mighty, for all blessings and mercies. Peace be upon Prophet Muhammad SAW, the great leader and good inspiration of world revolution.

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10. Everyone who has helped the researcher writes this thesis,

The researcher realizes that this thesis is still far from being perfect. ,the researcher hopes for some corrections, suggestions, or criticisms to correct and improve it. The researcher hopes that this thesis is useful for the researcher in particular and the readers in general.

Surakarta, October 15<sup>th</sup> 2022

The Researcher,

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**Cahyo Yusuf Rohmadi**

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## ABSTRACT

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Advisor : Dr. Hj. Lilik Untari, S.Pd., M.Hum.

Keywords : Diegetic, Text and Image, Naming Pattern, Game.

This study aims to determine the new naming patterns and types of symbiosis contained in the names of weapons in the Mobile Legends game and to find out how the influence of symbiosis in text and visual relationships.

Responding to these problems, this descriptive qualitative research tries to reveal the text-visual patterns and symbiosis found in the naming of weapons in the Mobile Legends game through the Ludic Linguistic theory by Purnomo (2018) which is applied to answer these problems.

This research uses descriptive qualitative research. Techniques of data collection using documentation. Instruments in this study is an android-installed Mobile Legends game, laptop and the researcher's ability to understand the relationship between text and images from a diegesis perspective.

The researcher found 81 data containing text and visual symbiosis, namely mnemonic and hegemonic. From this research, the researcher knows that the role of words/linguistics has a very significant role in the relationship between the game, the bearer, and the naming purpose of the game.

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## LIST OF ABBREVIATIONS

Inv : Invented

Non-Inv : Non-Invented

Hege : Hegemonic

Mneu : Mneumonic

# CHAPTER I

## INTRODUCTION

### A. Background of The Study

Name is a very important thing in human life. a name is useful for labeling or labeling something, humans, animals, plants or inanimate objects. There are several meanings of the name, as stated by Hofmann (in Widodo, 2013: 82) the name is something that is understood and referred to by someone in the form of words, terms, or an expression that can be used to identify someone or something other. The study about the name is call Onomastic.

Onomastics there is also a naming pattern, one of which uses diegetic symbiosis in which there are two categories, namely mneumonic symbiosis and hegemonic symbiosis. Mneumonic symbiosis indicates a complementing linearity beetwen what is said and what is seen, the linguistic expression and its visual realization, while hegemonic symbiosis suggests that what is said is not what is seen, indicating that either asset is dominating the other (SF. Lutfi Arguby Purnono, 2018). In recent studies, most of the experts searched for key terms onomastics, mostly in the form of human names, then the focus turned to place names and now the analysis tries to analyze weapons in line with online internet phenomena and also video games.

Recently, there are some researcher who has analyzed about this name. One of them is Crenshaw (2014), whose research is how the online



gamers create their virtual identities which research is how online gamers create their virtual identity. in his research, he stated that the players made a name carefully to develop persistent and pragmatic identity to maintain social relations throughout game. They express their personality through popular culture, literary references, and aspects of their own personal history. In this study, researchers focused on a video game.

Video game is a form of game that is applied to electronics in which there are systems, conflicts and rules to achieve the desired goals. In video games there is an interaction between software as a system and that gives output to hardware such as computers or smartphones. In the interaction the player or often called *gamer* is connected by hardware such as sticks, mouse and keyboard. Based on the Genre Type or how to play it: RPG (Role Playing Game): a game where the players play the role of imaginary characters and collaborate to knit a story together. Examples are Final Fantasy, Ragnarok, etc. RTS (Real Time Strategy): a computer game that has a characteristic in the form of a war game that each player has a country, the country is managed in terms of collecting resources (natural, human, economic), strategy setting combat forces, diplomacy with the improving economics, developing faith, developing education from primitive countries to modern civilization. Examples: Age of Empire, Command n Conquer, Stronghold, WarCraft, etc. FPS (First Person Shooter): The type of game with a display on the player's screen is the point of view of the character being played. Action games: Games that have a lot of physical scenes or violence. Simulation games: Video games

that describe life as usual. many of these games, such as the Life Simulation Games, for example, the Sims and there are also those who drive a vehicle such as flight simulators, train simulators, simulator buses, etc. while the platform or tools used to play games are various i.e.

Mobile Legend is a MOBA game developed by Moonton from Shanghai, China. Moonton is the middle name of the company Shanghai Moonton Technology Co., Ltd. This game was developed by Moonton and was first introduced in 2016. Mobile Legend is a game that can be played on Android and IOS phones. In this MOBA game there will be 10 players who will be divided into 2 teams. The rules of the game are 5 vs 5. The average game in 1 game is about 15-20 minutes. Each player can choose 1 hero from dozens of available hero lists. One of the advantages that can be obtained from this game is the presence of heroes prepared by game developers. To be able to use heroes, you can get them for free or you can buy them using diamonds. Each hero will have 4 skills consisting of 1 passive skill and 3 active skills. not only that in this MOBA game there are also various weapons that we can choose and apply to the heroes we use according to our wishes, ranging from weapons for fighter, assassin, jungle, mage, tank and support.

In this games, the author has many reasons to give names to characters and weapons in the game. How does the name represent the characteristics of the character or utility in the games. Hogle (1996) says that generally, a game activity must include several basic characteristics. The activity is usually a contest of physical or mental skills and strengths,

requiring the participant(s) to follow a specific set of rules in order to attain a goal.

In making a game, the creator gives names to the items in the game. item names in a game are created by creators by adopting an existing name or giving a new name to the items. New names or names that have never been used or found before are called Invented Names, while the used of names that are adopted from a previous name are called Non-Invented names. Naming aims to make it easier for players to mention an item and also serves to represent the uniqueness of the game.

Naming patterns are very influential in a video game. a player can choose the item they want according to its name and function in a game. For example, *Malefic Roar*, its one of weapon in Mobile Legend game



Malefic Roar

Malefic Roar is one of the weapons in the legendary mobile game. Has a shape like a shot. Malefic Roar itself is an attack item that can make users more physically damage, even to high-defense heroes and turrets. Only with a few attacks, the HP of the turret and hero can be reduced a lot. Malefic Roar is an invented name because there is only use in mobile

legend. Malefic Roar is a new name created in the mobile legend game. Malefic Roar have hegemonic symbiosis pattern because in the name Malefic Roar means a magic roar that has big and more damage, but in visual terms the weapon is shaped like a shot.

## **B. Limitation Study**

This research only focuses on naming pattern of weapons in mobile legend game. This research also focus on Invented and Non-Invented for Weapon in Mobile Legend game. This research focuses on one or several words that are combined so that it creates meaning or a name. This research only discuss about Invented name and Non-Invented name in Mobile Legend Game and diegetic symbiosis in this game with screenshot data of weapons in the mobile legend game. The researcher used Purnomo (2018) GAME TIME: REVISITING LUDIC LINGUISTIC FOR VIDEO GAME ANALYSIS. This research also focuses in what is symbiosis have for Weapon in Mobile Legend Game.

## **C. Problem Statement**

1. What invented and Non-Invented names are found from the naming of weapon in Mobile Legends Games?
2. Are the diegetic symbiosis use in the naming pattern of Weapon in Mobile Legend Game.

#### **D. Object of The Study**

1. To reveal invented and Non-Invented names are found from the naming of weapon in Mobile Legend.
2. To reveal diegetic symbiosis in the Mobile Legend Game.

#### **E. Significance of The Study**

This research will have some benefit, as follow:

##### **1. Theoretical Benefit**

As same as the explanation of the research objectives that this research is used to prove that Onomastic have a contribution in providing a naming pattern for an item in a video game. This study is expected to explore the study of English especially in revealing the structures of game based on the ludic linguistics perspectives.

##### **2. Practical Benefit**

(1) For researchers, this research is expected to improve the ability to better understand how naming patterns are formed in a video game.

ii) For readers, research results can be a reference for studying the naming pattern of a shape or item. In addition, it can be used as additional knowledge about video games. For other studies, research results can be used as a reference and further information related to the subject.

## **F. Definition of Key Terms**

The theory try to connect to the video game as media. The theory is GAME TIME: REVISTING LUDIC LINGUISTIC FOR VIDEO GAME ANALYSIS which has possibility to analyzed Weapon Names in Mobile Legend Game. The object of this research is based on Mobile Legend Game, Where some names have special meaning.

### 1. Video Games

Video game is a mode of interaction between a player, a machine with an electronic visual display, and possibly other players, that is mediated by a meaningful fictional context, and sustained by an emotional attachment between the player and the outcomes of her actions within this fictional context (Bergonse 2017: 253)

### 2. Onomastic

Onomastic is the study of the name (Hough; 2016)

### 3. Diegetic Symbiosis

Assets are fundamentally classiefied into diegetic and non-diegetic (Mangiron and O'Hagan, 2013). This diegetic symbiosis is divided into two parts: Mneumonic and Hegemonic

### 4. Invented Name

A new name that has never been found or used before.

### 5. Non-Invented Names

names that have been found before or have been used before.

## CHAPTER II

### LITERATURE REVIEW

#### A. Theories

##### 1) Onomastic

Onomastic is a theory which learning about something name. Onomastic is the study of the name (Hough; 2016) name has become the object of scientific study. The science that studies the ins and outs of names is Onomastic (Onomastice). Onomastics is divided into four branches of science, namely Anthroponomastic (Anthroponomastice) is a branch of science that investigates the ins and outs of people's names. Toponomastik (Toponomastice) or sometimes called Toponymy (Toponymy) is a branch of onomastics that investigates the intricacies of place names. Animanomastics (Animanomastics) is a branch of science that studies the ins and outs of animal names. Tingonomastics (Tingonomastics) is a branch of science that investigates the ins and outs of object names." (Sibarani, 2003: 92).

##### 2) Naming Pattern

In a naming pattern, there are several patterns of how someone names an object, street, address, animal, and so on. one of the patterns used in making a name is by produced a new name by combining several words that form a meaning or names that have never existed before. According Oxford Dictionary Invented is Produce or design something that has not existed before.

### 3) Video Game

A video game is an interactive projected video and visualized through devices in the form of Personal Computers, video game consoles, handphones or smartphones, and dedicated gaming machines like Nintendo Game Boy Advance. Some previous studies of Video games can be also defined as digital games where there is input from the treatment by gamers to the device which will then be processed by the processor so that produce an output or output that will be visualized through the media into a game. Input, processor, and output can be interpreted in one device or by using several devices separately (Kirriemuir & McFarlane, 2004).

Each of the types of video games has different characteristics, but Prensky (2001) has separated them into several classifications that can use to identify video games, as follow:

1. Rules
2. Conflict/competition/challenge/opposition
3. Goals and objectives
4. Interaction
5. Outcomes and feedback
6. Representation or story.

video game also uses language as a bridge from the player to the game itself, so video game can be used as a subject of language research. You have the chance to meet many people with different names and appearances. Butler (2014) states that this "open world" or



"sandbox" gameplay provides the with a wealth of resources for analysis. The research will be conducted not only on the video game, but also on the individual elements of the video game. Items and all game content are collected in the form of a theory called ludology.

#### **4) Diegetic Symbiosis**

Assets are fundamentally classified into diegetic and non-diegetic (Mangiron and O'Hagan, 2013). This diegetic symbiosis is divided into two parts: Mnemonic and Hegemonic. Mnemonic is a symbiosis where a name is relevant to its visual form, while hegemonic is where a name is not relevant to its visuals. For example like *claws* but visually not shaped like *claws* its have mnemonic symbiosis.

#### **5) Weapons**

Weapons, tools used in combat to kill, hurt, or defeat enemies. The weapon can be a shock weapon in your hand. B. Club, mace, or sword. It is also a missile weapon operated by muscular strength (spears, pachinkos, bows and arrows, etc.), mechanical forces (crossbows, catapults, etc.), or chemical forces (rockets, rockets, cannons, etc.). , Rifles and pistols). Weapons can also be classified as conventional weapons that are destroyed by kinetic energy (like bullets) or chemical energy (like bombs and grenades). The non-conventional category includes nuclear weapons such as nuclear and thermonuclear bombs, as well as chemical and biological weapons.

All of the above are aggressive weapons, but such defensive measures as a fortress, armor and helmet were also considered weapons.

#### **6) Mobile Legends**

Mobile Legend is a MOBA game developed by Moonton from Shanghai, China. Moonton is the middle name of the company Shanghai Moonton Technology Co., Ltd. This game was developed by Moonton and was first introduced in 2016. Mobile Legend is a game that can be played on Android and IOS phones. In this MOBA game there will be 10 players who will be divided into 2 teams. The rules of the game are 5 vs 5. The average game in 1 game is about 15-20 minutes. Each player can choose 1 hero from dozens of available hero lists. One of the advantages that can be obtained from this game is the presence of heroes prepared by game developers. To be able to use heroes, you can get them for free or you can buy them using diamonds. Each hero will have 4 skills consisting of 1 passive skill and 3 active skills. not only that in this MOBA game there are also various weapons that we can choose and apply to the heroes we use according to our wishes, ranging from weapons for fighter, assassin, jungle, mage, tank and support.

#### **B. Previous Related Studies**

Various researchers, such as Prihadi (2020) In research, researchers discuss the influence of culture, aspects of life, history, and social situation

the culture of the people of Yogyakarta as a whole. there is many aspects of life in the people of Yogyakarta who are behind the naming of roads in the City Yogyakarta. Aspects in naming this road are very varied. This matter proven from the discovery of 26 aspects groupable life into 9 aspects of life, from aspects of 122 LITERA, Volume 19, Number 1, March 2020 plants and animals, aspects of life and relatives of the palace, up to aspects of hopes and aspirations. All aspects In naming this street, it describes the life of the people of Yogyakarta from ancient times or now which is still relevant to daily life.

In the research of Kletus Erom (2019), the researcher discusses the pattern of proper name in a family in the Manggarai community. researchers look for the naming pattern is a verbal symbol in realization of the linguistic features of the Manggarai Name (NM) and the underlying cultural imagery of MM existence. The research results where a family does not give the same genealogical name to their children but only has the same resonance with their father. Horizontally is attribution the name of a child by vowel assonance with the names of fellow generations, like with the names of brothers, cousins, relatives fellow men, etc. for boys. An example is the vowel assonance /u – a/ in the name of Kletus Dukat sister of Yulius embroidery. Another example is vowel assonance /e – o/ in the name Ambrosius Jeot the younger brother of Peter Enok

As an addition, in an Eric Kunto Aribowo (2017) analyzed the form, reference to meaning, as well as function of using Arabic elements in names business managed by MKA Pasar Kliwon, Surakarta. In naming the

business or shop, MKA tends to choose Arabic words, both in whole and in partial (combined with English words). Words that have a close meaning to the context Arabity and Islam are the main choices in introduce their stores to consumers naming in research The results of the analysis reveal that the naming system on the shop name is very depending on the socio-cultural background of the business owner. Store names owned by MKA are dominated by single words in Arabic; part small is a combination of Arabic with English. Words referring to personal name, fam name, and Islamic places become the choice of words that are widely applied to shop name. Destination of Arabic naming on MKA shop in including to show the identity of the owner, claiming halal and quality products, as well as make it easier for consumers to identify special products on offer.

## **CHAPTER III**

### **RESEARCH METHOD**

Research methodology is an important part when we make a research, according Kothari (2004) research is academic activity and such the term should be used in a technical sense. This chapter presents the research methods. It deals with Research Design, Research Setting, Data and Data Sources, Research instrument, Data Sampling Technique, Data Collection Technique, Data Validation Technique and Data Analysis Technique.

#### **A. Research Design**

This research is a qualitative descriptive research that uses content analysis method, this research is very interesting for researcher to observe because it can analyze why the creator uses these names in his work. Qualitative descriptive characteristics method, this research was conducted by collecting data in the form of images from screenshots, analyzing the data, then draw conclusions based on the data that has been analyzed. The results of qualitative research do not show numerical data in analyzing the data, but the results show in the form of descriptive. The data is numerical data, because the data collected in the form of words and pictures which are then formulated in a table. This research focus on finding the data, classifying the data, analyzing the data, and presenting the result of this analysis based on the weapons of Mobile Legend game by Moonton.

## **B. Data and data sources**

Data in this research using texts and images the visual presented of the weapon in Mobile Legend game. According (Moleong, 2009: 157) in qualitative research are words, and actions, the rest is additional data such as documents and others. The texts are names of the weapons as the game assets from Mobile legend game. The source of data is an image of the weapon in the video game itself. In this study, researchers need some information from libraries, internet and other books related to research.

The data source in this research was obtained from the mobile legend game.. Mobile legends can be downloaded on Google Play Store or Apps Store on smart phones.

## **C. Research Instrument**

The qualitative research is use in this research, according to Kothari (2004:5), Qualitative approach to research is concerned with subjective assessment of attitudes, opinions and behavior. The goal is to make research systematic and easy. research instrument is a tool used to obtain research data. Without instruments, researcher not be able to collect the data needed in the research. If the data does not exist, the research will not be able to be carried out.

This research, researcher us his-self as instrument because This study uses a validator as a test of the validity of the data. that the data validation sheet is used as a research instrument. This study also used a laptop as is a tool to work on data, also used smartphones were to collect data sources by screenshots of games on smartphones.

#### **D. Data Collection Techniques**



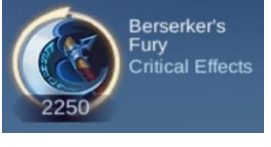
This research collects the data through documentation technique. Documentation is the method used in scientific research in order to collect the data by using document. (moleong, 2009: 216). This research data was collected by using visual images and names of weapons from the mobile Legend Game to answer research question In this research, the researcher has several techniques to collect the data, such as download the game, playing the game , take screenshots, and documentation of the game itself.

The steps of data collection used in this research are:

1. The researcher download the Mobile legend Game on Play Store
2. The researcher plays the game.
3. Researchers identify visual images and names by taking screenshots on mobile legends games,
4. Researchers create tables to identify and review data

Table contents are data number, names of weapon, invented or non-invented names and form of symbiosis used. as an example:

**Table 3.1 Example Data Table**

No.	Visual	Text	Invented / Non- Invented	Symbiosis
1.		Malefic Roar	Inv	Hege
2.		Haas's Claw	Inv	Mneu
3.		Berserker's Fury	Non-Inv	Hege

After the data is collected, the data will be presented in chapter four to prove and support the researcher's opinion. The data can be found in the attachment sheet to make it easier for readers to find data. The data analysis will be written as follow:

“**Malefic Roar** is a invinitive name cause there is only use in mobile legend. And is a new name created in the



mobile legend game. Mobile legend game have hegemonic symbiosis pattern because .....

**(1/ Malefic Roar/Inv/Hege)**

“**Haas’s Claws** is a invented name that only in Mobile Legend game. Haas’s Claw have Mneumonic symbiosis pattern because .....

**(2/ Haas’s Claws/Inv/Mne)**

“**Berserker Fury** is invented name. made only in the *Mobile Legend* game and has never been used before.....”

**(3/ Berserker Fury/non-inv/hege)**

NB:

**1** : Data Number

**INV** : Invented Name

**Non-INV** : Non Invented Name

**HEGE** : Hegemonic Symbiosis

**MNEU** : Mneumonic Symbiosis

## **E. Data Validation Techniques**

Data is a very important thing, and the data in a study must also be valid data. According to Creswell (2009:352) “the validity in qualitative methods is that the research tests the accuracy of the data”. The accuracy of the data is very decisive in the conclusions in a study, coming who is

less accurate cannot give accurate conclusions. according to Creswell and Milner (2000). There are three forms of data validation, these forms are triangulation, examination members and audits. Triangulation means that the validity of the data is based on more than one individual. While auditing refers to researchers as audience in other individual services. This form is a data validation process involving advanced practitioners or people who know the field of research related to. That researchers use video game development practitioners as validator data research as a lecturer at a Raden Mas Said university in Surakarta. Researchers use validator because it is more effective and objective in validating data. That This process is used to determine whether the data is correct according to the category or not.

There are three criteria that required in data validation:

1. A literature lecturer or practitioner
2. Have an experience or article about game analysis
3. Have a knowledge and understanding relation between text and visual in video game

## **F. Data Analysis Techniques**

### **1. Domain Analysis**

Domain Analysis is the first step in analyzing data. According to (Sugiyono 2008) domain analysis is to obtain a general and comprehensive picture of the object/research or social situation. In this

step, In this study, the data is in the form of images and word units as well as combinations of words that form a meaning or name.

## 2. Taxonomy Analysis

Taxonomy analysis is the next step after domain analysis. According to Spradley (1997) a taxonomy as a classification system that inventories the domain into flowchart or the pictorial representation to help the researcher understand the relationship among the domains. In this research, researcher classified the data based on the problem statement. Researcher classified data in to three classification there are attack, defence and magic.

## 3. Componential Analysis

The third step after taxonomy analysis is componential analysis. According to Spradley (1980) stated that componential analysis is the systematic search for attribute (component of meaning) associated with cultural categories. The researcher links the components from the research in compential analysis

**Table 3.1 Table Componential**

No.	Type of Weapons	Weapons Text		
		Naming Pattern	Symbiosis	
			Mneumonic	Hegemonic
1.	Attack	Invented		

		Non-Invented		
2.	Defence	Invented		
		Non-Invented		
3.	Magic	Invented		
		Non-Invented		

Explanation:

**1** : Data Number

**INV** : Invented Name

**Non-INV** : Non Invented Name

**HEGE** : Hegemonic Symbiosis

**MNEU** : Mneumonic Symbiosis

#### 4. Cultural Theme Analysis

The final step in this research analysis is cultural analysis. To draw an implicit conclusion by using the dominant data this found when analyzing relationship between text and visual. In order to reveal the conclusion, the writer establishes the symbiosis in the interpretation that found in the component table.

## CHAPTER IV

### FINDINGS AND DISCUSSIONS

After the data are collected, this chapter focuses on the analysis and finding related to the point of view that the name or onomastics has contribution in the Mobile Legend Game. In this research, the researcher used *Game Time: Revisting Ludic Linguistics for Video Game Analysis* SF. Luthfie Arguby Purnomo (2018) to describe diegetic symbiosis of the data on Weapons in Mobile Legend Game. This chapter is divided into two subchapters, namely research findings and discussions. The first part is research findings which presents the findings of the data analysis of mechanic structures and diegetic symbiosis of Mobile Legend Game. The second part is discussions which present detailed analysis and explanation of the findings.

#### A. Findings

In this research finding, the researcher identify the naming pattern used in the weapon's name in the mobile legend game. Researcher also described and identified the symbioses of the text and visual that found for Weapons in Mobile Legend Game. The data is discussed according to the Ludic Linguistic theory that is stated by researcher in chapter II. After the process of data reduction, the whole data of symbioses that occur in the naming pattern for Weapons in Mobile Legends Game are 81 data. The result of the research explained as it follows:

**Table 4.1 Taxonomy Table**

No.	Domain	Taxonomy	Componential	Weapons	Total
1.	Names	Invented	<ul style="list-style-type: none"> <li>- A new name.</li> <li>- One or several words that are combined so that it creates meaning or a name.</li> </ul>	57	81
		Non-Invented	<ul style="list-style-type: none"> <li>- Names have been used before.</li> <li>- One or several words that are combined so that it creates meaning or a name.</li> </ul>	24	
2.	Symbiosis	Mnemonic	Texts Linier with visual	57	81
		Hegemonic	A name is not relevant to its visuals.	24	

From the whole of data the researcher divided data into 3 classifications of data; Attack, Defense and Magic. The first classification is a Attack, this classification is a purpose to know how the symbiosis of text and visual showing the in the Attack Weapons in the Mobile Legends Game. The second classification is a Defence, this classification is a purpose to know how the symbiosis of text and visual showing in the Defene Weapons in the Mobile Legends Game. The last classification is a this classification is a purpose to know how the symbiosis of text and visual showing in the Magical Weapons in the Mobile Legends Game.

**Table 4.2 Componential Table**

No.	Type of Weapons	Weapons Text		
		Naming Pattern	Symbiosis	
			Mneumonic	Hegemonic
1.	Attack	Invented	14	6
		Non-Invented	4	4
2.	Diffences	Invented	11	4
		Non-Invented	6	3
3.	Magic	Invented	15	7
		Non-Invented	7	-

Diegetic asset on the game is the relationships between text, visual and their realization on the game. This diegetic assets are divided into two parts: Mneumonic and Hegemonic. Mneumonic is a symbiosis where a name is

relevant to its visual form, while hegemonic is where a name is not relevant to its visuals. Based on the data, there are 84 data stand for Weapons in Mobile Legend Game. In this research the researcher just shows 15 data, but it has been representing the whole data process. Each Weapon Names has different representation but has similar pattern. The pattern uses similar processing analysis. The same practical analysis leads the researcher use 15 data as the representation the whole data and divide in to three classification. The weapon names analyzed as follow:

**a) Naming Pattern**

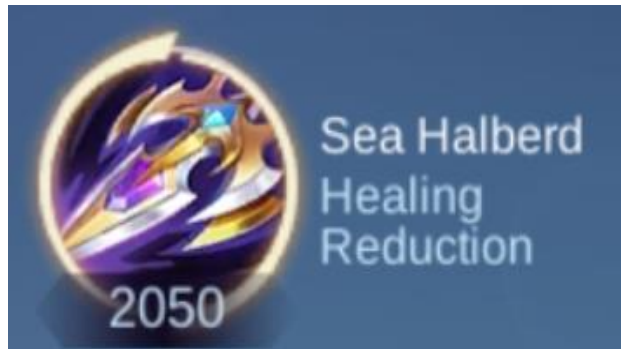
Researchers found there were 81 types of naming pattern data. From the attack classification, the researcher found 20 data. From defense, researchers found 15 data and from magic classification, researchers found 22 data as invented names. This data indicates that the creators of this game used a naming pattern invented name which the game maker wanted to reveal the identity of the game through the name of a new weapon for the players.

**1) Attack**

In this research, Naming patterns are founded in attack classification, this data show that the use of the naming pattern in a name is very influential, especially in the use of weapon naming pattern in a game. This classification researcher founded 28 data. As a follow:



**1. 1/Sea Halberd/Inv/Mneu**



Picture 1. Sea Halberd Representation

Sea Halberd contains two words, Sea and Halberd. The sea comes from the meaning of the “Sea” while Halberd refers to a weapon used in the past that is a combination of a spear and an axe. In general, sea halberd means spear of the ocean. Sea Halberd is an item in Mobile Legends that is often used to deal with heroes with HP and shield regeneration abilities. Sea halberd is a name that has never been used before in a game. so that the name belongs to the invented name.

**2. 2/Rose Gold Meteor/Inv/Hege**



Picture 2. Rose Gold Meteor Representation

Sea Halberd contains two words, Sea and Halberd. The sea comes from the meaning of the “Sea” while Halberd refers to a weapon used in the past that is a combination of a spear and an axe. In general, sea halberd means spear of the ocean. Sea Halberd is an item in Mobile Legends that is often used to deal with heroes with HP and shield regeneration abilities. Sea halberd is a name that has never been used before in a game. so that the name belongs to the invented name.

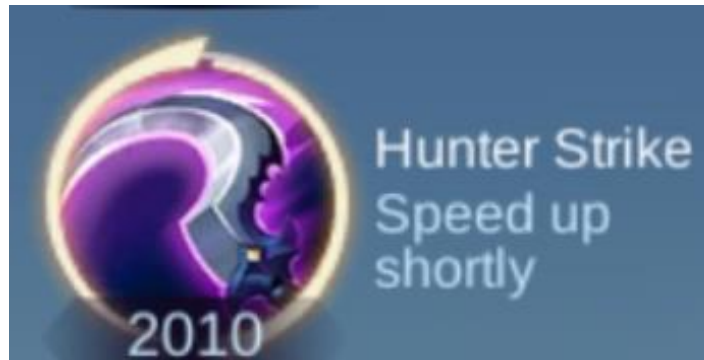
### 3. **3/Bloodlust Axe/Inv/Mneu**



Picture 3. Bloodlust Axe Representation

Bloodlust Axe consists of two words, Bloodlust and Axe. Bloodlust comes from the meaning of the a strong desire to kill or be violent. axe refers to a tool with a wooden handle and a heavy metal blade, used for cutting up wood, cutting down trees, etc. Bloodlust Axe is one of the Mobile Legends items with the highest physical attack and has a long durability. Bloodlust Axe is a name that has never been used before in a game. so that the name belongs to the invented name.

**4. 4/Hunter Strike/Non-Inv/Hege**



Picture 4. Hunter Strike Representation

Hunter Strike Consist of two words, Hunter and Strike. Hunter have meaning of a person who hunts wild animals for food or sport; an animal that hunts its food. Strike refers to hit somebody/something. Hunter Strike is one of the attack items in Mobile Legends Game. Hunter Striker is often used by heroes with the assassin role. Hunter Strike is a name that was once used to name a game, namely the "Hunter Strike" game, game hunter strike was developed by Cotsoft in 2017.

**5. 5/Blade of Despair/Inv/Mneu**



Picture 5. Blade of Despair Representation

Blade of Despair consist of tree words. Blade, of and Despair. Blade refer to the flat part of a knife, tool or machine, which has a sharp edge or edges for cutting. Of as a conjunction in a sentence. Despair refers to there is no hope that it will get better or succeed. Blade of Despair is a name that has never been used before in a game. so that the name belongs to the invented name.

## 2) Defense

Naming patterns are founded in defense classification, this data show that the use of the naming pattern in a name is very influential, especially in the use of weapon naming pattern in a game.

### 1. 30/Radiant Armor/Non-Inv/Mneu



Picture 6. Radiant Armor Representation

Radiant Armor consist of two words, Radiant and Armor. Radiant has meaning of giving a warm bright light. Armor refers to special metal clothing that soldiers wore in the past to protect their bodies while fighting; special clothing that soldiers or police officers wear to protect their bodies. Radiant Armor is a Defense

item. Radiant Armor is an item that can ward off attacks from Shadow Twinblades. This new Mobile Legends item has attributes of +800 HP, +52 Magical Defense, and +12 HP Regen. There is a passive effect that can increase Magic Damage Reduction by 4-11 when hit by Magic Damage from the opponent for 3 seconds. Radiant Armor can be used by all heroes situationally. In other words, the player can see the opponent's item first. If your opponent uses Shadow Twinbaldes, then Radiant Armor can be your first choice. Radiant Armor is a name that has never been used before in a game. Based on that the name belongs to the invented name.

## 2. 31/Twilight Armor/Inv/Mneu



Picture 7. Twilight Armor Representation

Twilight Armor Consist of two words, Twilight and Armor. Twilight has a meaning of the small amount of light or the period of time at the end of the day after the sun has gone down. Armor refers to special metal clothing that soldiers wore in the past to

protect their bodies while fighting; special clothing that soldiers or police officers wear to protect their bodies. Twilight Armor is a defensive item used to deal with Hero Mobile Legends with high Physical Damage. This item can provide 1200 HP, 400 Mana, and 20% reduction in critical damage that is very suitable for Tanks or Fighters. Twilight Armor is a name that has never been used before in a game. so that the name belongs to the invented name.

### 3. 32/ Brute Force Breastplate/Inv/Hege

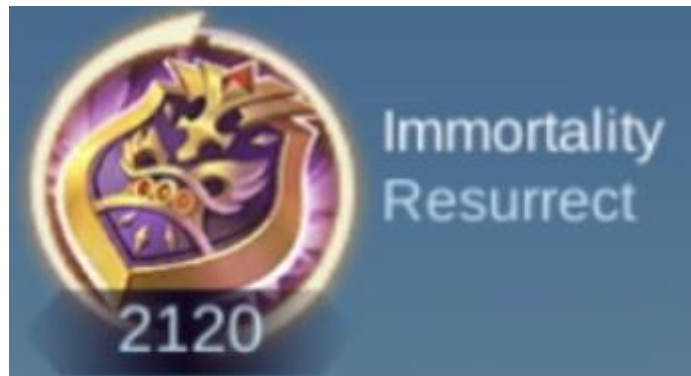


Picture 8. Brute Force Breastplate Representation

Brute Force Breastplate consist of three words, Brute, Force and Breastplate. Brute has a meaning of unkind, cruel way. Force refers to violent physical action used to obtain or achieve something. Breastplate refers to a piece of armour worn by soldiers in the past to protect the upper front part of the body. Brute Force Breastplate, this item is categorized as a defense item and is suitable for use in the early and mid-game. By using Brute

Force Breastplate in Mobile Legends gameplay, you can provide additional stat points to the hero used. Brute Force Breastplate is a name that has never been used before in a game. Based on the theory, this data is an invented name.

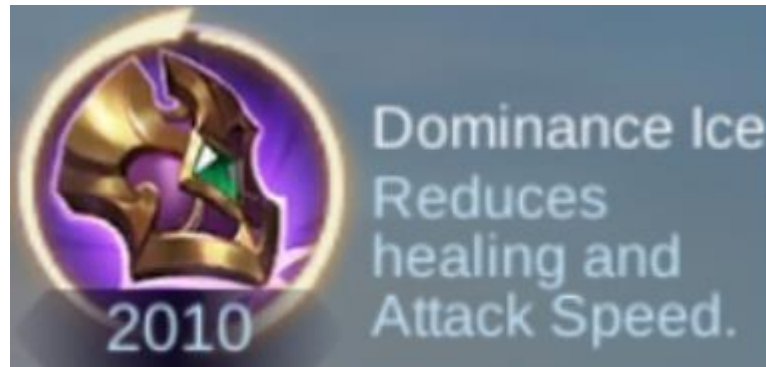
#### 4. 33/Immortity/Non-Inv/Hege



Picture 9. Immortality Representation

Immortality items consist of one word, immortality. Immortality have meaning from the state of living or lasting forever. Immortality is one of the defense items in Mobile Legends that is often used in gameplay. This item is one of the defense items that must be used for a typical tank hero because it can make it stronger for its durability or resilience. Hunter Strike is a item name that was once used to item name in a game, that is DOTA II. Dota 2 is a multiplayer online battle arena game, and is the sequel to the Defense of the Ancients mod on Warcraft 3: Reign of Chaos and Warcraft 3: The Frozen Throne. DotA 2 was developed by Valve Corporation, published in July 2013.

## 5. 34/Dominance Ice/Inv/Hege



Picture 10. Dominance Ice Representation

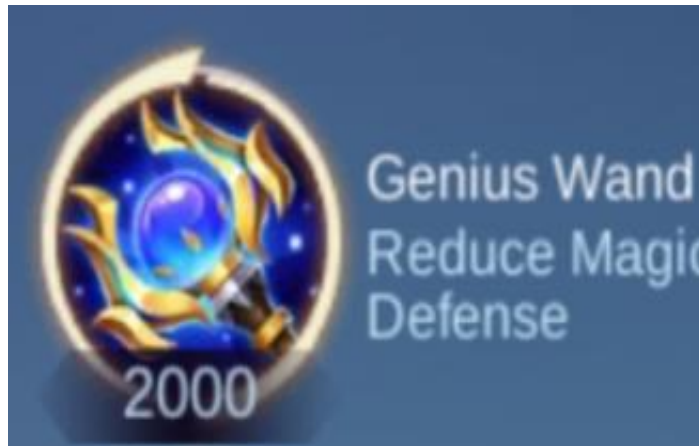
Dominance Ice consist of two words, Dominance and Ice. Dominance is the fact of being more important, powerful or easy to notice than somebody/something else. Ice refers to water that has frozen and become solid. Dominance Ice is a Tier 3 item that is usually used by tank-type heroes. As an item for defense, Dominance Ice can increase the ability of the tankers and give a bigger blow to defeat their counter heroes. Dominance Ice has never been used before in a Game. Based on the theory, this data is an invented name.

### 3) Magic

Naming patterns are also found in the classification of magic, this data shows that the use of naming patterns in a name is very influential, especially in the use of naming patterns in a game. which is where the game maker aims to show his innovation in making a weapon name in his work.



## 1. 55/Genius Wand/Inv/Mneu

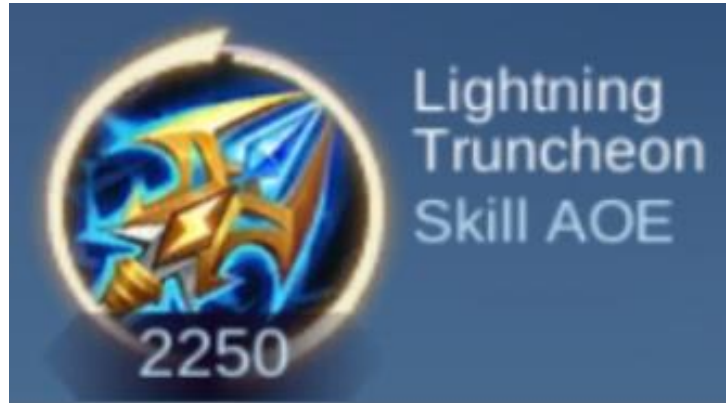


Picture 11. Genius Wand Representation

Genius Wand consist of two words, Genius and Wand. Genius has meaning unusually great intelligence, skill or artistic ability. While wand has meaning a straight, thin stick that is held by somebody when performing magic or magic tricks. Genius Wand item is included in one of the items in the Magic Item category contained in Mobile Legends. This item is one of the preferred items that are in great demand by players to be used on their heroes. This weapon is a Magic Item with a passive skill that is useful for reducing the opponent's magic defense. Genius Wand is an item that can be used by giving additional abilities to the hero to counter the opponent's tank. The use of Genius Wand items on heroes can add a fairly large additional stat point to Magic Power, which is 75%. The addition of this Genius Wand item will make the damage produced by the hero become more painful when the hero attacks. Genius Wand is a name that has

never been used before in a game. based on theory, this weapon is an invented name.

## 2. 56/Lightning Truncheon/Inv/Mneu

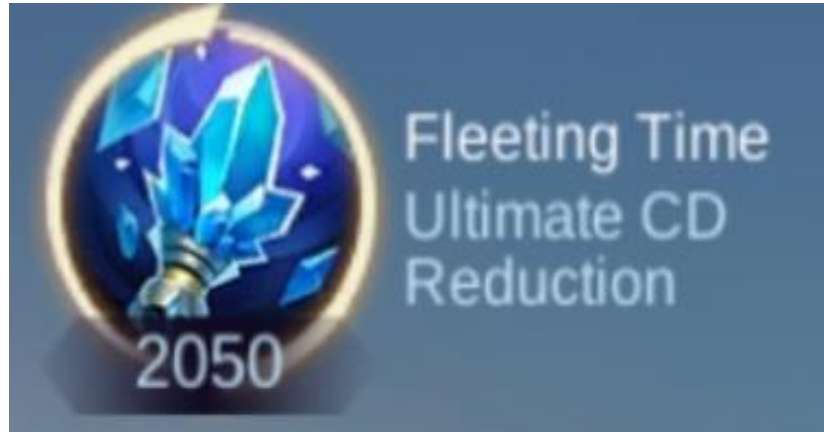


Picture 12. Lightning Truncheon Representation.

Lightning Truncheon consist of two words, Lightning and Truncheon. has meaning a flash, or several flashes, of very bright light in the sky caused by electricity. Truncheon refer to a short thick stick that police officers carry as a weapon. Lightning Truncheon Mobile Legends is a magic item that serves to add a large amount of bonus magic damage to your hero. If you are looking to get used to using Mage heroes, this item is the right choice because it can finish off your opponent in an instant. Lightning Truncheon has a passive called Resonate. With this passive, heroes who use Lightning Truncheon will get an additional 10–1000 bonus magic power every 6 seconds. Interestingly, the magic power can bounce off the three closest opponents. This effect gets stronger if the hero who uses it levels up. Lightning Truncheon is a name that has never been used

before in a game. based on theory, this weapon is an invented name.

### 3. 57/Fleeting Time/Inv/Hege



Picture 13. Fleeting Time Representation

Fleeting Time consist of two words, Fleeting and Time. Fleeting ha meaning of lasting only a short time, time refers to Time is a dimension and measure in which events can be ordered from the past through the present into the future, and also the measure of durations of events and the intervals between them. Fleeting Time is one of the magic attack items in Mobile Legends which is still often used. Fleeting time is very suitable for use by a typical mage hero who relies heavily on his ultimate skill to defeat his opponent. This mage category attack item is very suitable for use when the game has entered the mid game which is heading towards the late games because the passive skill of this item itself is very useful to help players win the war team well. Fleeting Time a name that has never been used before in a other game. based on theory, this weapon is an invented name.

#### 4. 58/Blood Wing/Inv/Mneu



Picture 14. Blood Wings Representation

Blood Wings consist of two words, Blood and Wings. Blood has meaning of the red liquid that flows through the bodies of humans and animals, Wings one of the parts of the body of a bird, xl llinsect or bat that it uses for flying. Blood Wings is one of the magic attack items in Mobile Legends that is suitable to be used as a final item for a hero mage in gameplay. Blood Wings itself has a very good use during the late game because the passive skill of this item can make the hero mage's level of durability even better. By using this magic item called Blood Wings in gameplay, the hero mage will get even stronger because he gets additional stat points in the form of +150 Magic Power and +500 HP. Blood Wings was a name that had never been used before in a game. based on the theory of naming patterns, the name of this weapon is a new name created by the creator of the game.

## 5. 59/Clock of Destiny/Inv/Hege



Picture 15. Clock of Destiny Representation

Clock of Destiny consist of three words, Clock, of and Destiny. Clock has meaning of an instrument for measuring and showing time, of as a preposition and Destiny refers to what happens to somebody or what will happen to them in the future, especially things that they cannot change or avoid. Clock of Destiny is a magic item that is often used by Support-type Mage. The attributes that exist in the Clock of Destiny itself are the basic needs of Role Support. The effect given by this item is that it can give very high Magical Damage when it reaches a high stake. The passive provided by this item is that it can add 30 HP Regen and 5 Magic Attacks every 30 seconds. The effect of this passive can be staked up to 10 times. Clock of Destiny a name that has never been used before in a game. based on theory, this weapon is an invented name.

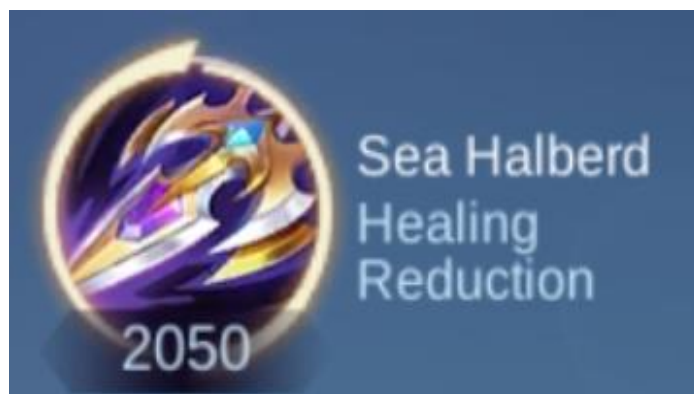
## **b) Diegetic Symbiosis**

Researchers found there were 81 types of diegetic symbiosis data. From the attack classification, the researcher found 28 data. From defense, researchers found 24 data and from magic classification, researchers found 29 data as invented names. This data indicates that the creators of this game used a diegetic symbiosis where game makers want to create the identity of the game through new weapon names for the players to make it easy for players to remember.

### **1. Attack**

Diegetic symbiosis are founded in attack classification, this data show that the use of the naming pattern in a name is very influential, especially in the use of weapon naming pattern in a game. This classification researcher founded 28 data.

#### **1. 1/Sea Halberd/Inv/Mneu**



Picture 16. Sea Halberd Representation

Sea Halberd contains two words, Sea and Halberd. The sea comes from the meaning of the “Sea” while Halberd refers to a weapon used in the past that is a combination of a spear and an axe. In general, sea halberd means spear of the ocean.

The relationship between the text and the visual above shows that both have similarities in explaining visuals, in In the text, we can see that there is an image of a spear with three spearheads. It is based on a theory known as mneumonics, which means that text and visuals have the same relationship displayed with similarity in explaining visuals.

The picture above shows a visual of a weapon has three gold spearheads with a pearl in the middle. While the text of the name of a weapons is sea halberd which means spear of the ocean. We know that the sea spear in history or mythology is a spear that has three spears called a "trident spear".

## 2. 2/Rose Gold Meteor/Inv/Hege



Picture 17. Rose Gold Meteor Representation

Rose Gold Meteor consists of three words, Rose, Gold and Meteor. Rose comes from the meaning of the a flower with a sweet smell that grows on a bush with thorns (= sharp points) on its stems. Gold is refer to a colourand a chemical element. Gold is a yellow precious metal used for making coins, jewellery, beautiful objects, etc. while, Meteor a piece of rock from outer space that makes a bright line across the night sky as it burns up while falling through the earth's atmosphere.

Rose Gold Meteor is a physical weapon that is quite popular among fighters or marksmen. This weapon is very useful at critical moments because it has a very good passive in various conditions. This weapon has a passive called Lifeline: When HP decreases below 30%, the player's hero will get a shield that can absorb 510-1350 damage. Apart from that, your hero will also get an additional 25 magic defenses. The shield you get will last for 3 seconds with a cooldown of 40 seconds.

From above the data, we the text that means that the meteor is gold, while in the visual we see that the weapon is in the form of a sword, not a meteor. Based on the description of the data. This data has a symbiosis contained that is hegemonic symbiosis. The text and visual show are no similarity between the text and the visual. In the picture, we can see that the weapon is shaped like a sword with a characteristic colour combination of gold and blue and has a purple pearl on the hand guard.



### 3. 3/Bloodlust Axe/Inv/Mneu



Picture 18. Bloodlust Axe Representation

Bloodlust Axe consists of two words, Bloodlust and Axe. Bloodlust comes from the meaning of the a strong desire to kill or be violent. axe refers to a tool with a wooden handle and a heavy metal blade, used for cutting up wood, cutting down trees, etc. Bloodlust Axe is one of the Mobile Legends items with the highest physical attack and has a long durability. Bloodlust Axe is a name that has never been used before in a game. so that the name belongs to the invented name.

The relationship between the text and the visual above shows that both have similarities between text and visuals, in visually we can see that the weapon is in the form of an axe with wooden handle and a metal axe blade. It is based on a theory known as mneumonics, which means that text and visuals have the same relationship displayed with similarities in interpreting visuals and text. In this picture, there is a weapon in the form of

an axe with an axe handle made of wood and an axe made of metal. The axe has a red shadow that represents blood.

#### 4. 4/Hunter Strike/Non-Inv/Hege



Picture 19. Hunter Strike Representation

Hunter Strike Consist of two words, Hunter and Strike. Hunter have meaning of a person who hunts wild animals for food or sport; an animal that hunts its food. Strike refers to hit somebody/something. Hunter Strike is one of the attack items in Mobile Legends Game. Hunter Striker is often used by heroes with the assassin role. Hunter Strike is a name that was once used to name a game, namely the "Hunter Strike" game, game hunter strike was developed by Cotsoft in 2017.

The relationship between the text and the visual above shows that both have nothing in common in explaining visuals, in From the text or name, we know that hunter strike has the meaning of the weapon used by the hunter to hit somebody. It is base on the theory reffered to as hegemonic symbiosis, which

means that text and visuals do not have the same relationship displayed with the difference between text and visuals.

In the picture above there is a weapon that has purple colour and there is an image of a sickle or machete in the middle. The color of the sickle is gray. The weapon also looks like it emits a purple aura. on the hand guard, it has a blue color and on the back of the weapon, it also has a serration-like shape.

##### 5. 5/Blade of Despair/Inv/Mneu



Picture 20. Blade of Despair Representation

Blade of Despair consist of tree words. Blade, of and Despair. Blade refer to the flat part of a knife, tool or machine, which has a sharp edge or edges for cutting. Of as a conjunction in a sentence. Despair refers to there is no hope that it will get better or succeed. Blade of Despair is a name that has never been used before in a game. so that the name belongs to the invented name.

The relationship between the text and the visual above shows that both have similarities between text and visual, in the text we can see that blade of despair refer to a blade and in the picture we can also see the same thing which is a visual that has the shape of a sword. It is based on a theory known as mnemonic, which means that text and visuals have the same relationship displayed with similarities in text and visuals. This symbiosis can make it makes it easier for players to remember a weapon item because the symbiosis between text and visuals also explains it properly.

In the picture above there is an image of a sword that has a combination of white and green. The sword also has different characteristics from sword generally, is that the hand guard on the sword has a blade-like shape. Background of the weapon is also green which players often call a green sword. This Blade of Despair is one of the strongest and most expensive attack items in the Mobile Legends Game.

#### **b) Defence**

Diegetic Symbiosis are founded in defense classification, this data show that the use of the naming pattern in a name is very influential, especially in the use of weapon naming pattern in a game. From defense classification, researchers found 24 data contains diegetic symbiosis. As a follow:

**1. 30/Radiant Armor/Non-Inv/Mneu**



Picture 21. Radiant Armor Representation

Radiant Armor consist of two words, Radiant and Armor. Radiant has meaning of giving a warm bright light. Armor refers to special metal clothing that soldiers wore in the past to protect their bodies while fighting; special clothing that soldiers or police officers wear to protect their bodies. Radiant Armor is a Defense item. Radiant Armor is an item that can ward off attacks from Shadow Twinblades. This new Mobile Legends item has attributes of +800 HP, +52 Magical Defense, and +12 HP Regen. There is a passive effect that can increase Magic Damage Reduction by 4-11 when hit by Magic Damage from the opponent for 3 seconds. Radiant Armor can be used by all heroes situationally. In other words, the player can see the opponent's item first. If your opponent uses Shadow Twinbaldes, then Radiant Armor can be your first choice. Radiant Armor is a name that has never been used before in a game. Based on that the name belongs to the invented name.

From the data above we can see the text that explains the defensive weapon name that is radiant armor and a visual image that represents or takes the form of armor. In this data, the text and visuals have similarities. In this data, radiant armor is included in the symbiotic mnemonic category. This symbiosis can make it makes it easier for players to remember a weapon item because the symbiosis between text and visuals also explains it properly.

In the picture, we can see that there is a defensive weapon item, namely Radiant Armor that has a golden yellow color. The suit of armor also seems to have the light on the outer layer with a golden yellow color that refers to giving a warm bright light. the background of the weapon item is brown.

## 2. 31/Twilight Armor/Inv/Mneu



Picture 22. Twilight Armor Representation

Twilight Armor Consist of two words, Twilight and Armor. Twilight has a meaning of the small amount of light or the period of time at the end of the day after the sun has gone down. Armor

refers to special metal clothing that soldiers wore in the past to protect their bodies while fighting; special clothing that soldiers or police officers wear to protect their bodies. Twilight Armor is a defensive item used to deal with Hero Mobile Legends with high Physical Damage

The relationship between the text and the visual above shows that both have similarities in explaining visuals, in In the text, we can see that there is an image of a armour which has blue with a gold color combination. Twilight Armor also had a glow on the outside. from this visual, the creator shown an armor with a glimmer of light like the light of dusk, so it is named Twilight Armor. It is based on a theory known as mneumonics, which means that text and visuals have the same relationship displayed with similarity in explaining visuals. This symbiosis can make it makes it easier for players to remember a weapon item because the symbiosis between text and visuals also explains it properly.

### 3. 32/ Brute Force Breastplate/Inv/Hege



Picture 23. Brute Force Breastplate Representation

Brute Force Breastplate consist of three words, Brute, Force and Breastplate. Brute has a meaning of unkind, cruel way. Force refers to violent physical action used to obtain or achieve something. Breastplate refers to a piece of armour worn by soldiers in the past to protect the upper front part of the body. Brute Force Breastplate, this item is categorized as a defense item and is suitable for use in the early and mid-game. By using Brute Force Breastplate in Mobile Legends gameplay, you can provide additional stat points to the hero used. Brute Force Breastplate is a name that has never been used before in a game. Based on the theory, this data is an invented name.

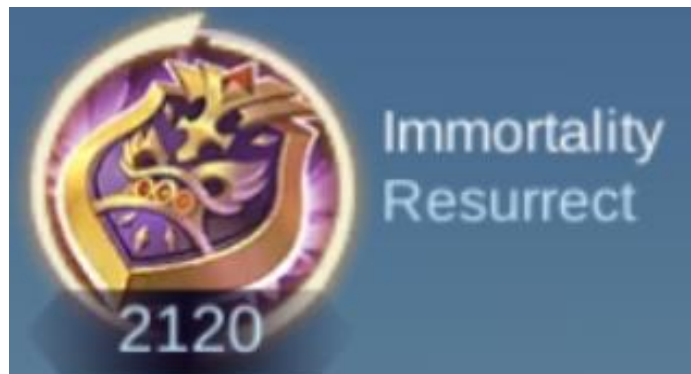
From the data above we can see the text that explains the defensive weapon name that is Brute Force Breastplate and a visual image that represents or takes the form of armor. This name has no similarities in the explanation between the text and the visuals displayed on the image. In this data, Brute Force Breastplate is included in the hegemonic symbiosis category. which means that text and visuals do not have the same relationship displayed with the difference between text and visuals.

In the picture, we can see that there is a defensive weapon item, namely Brute Force Breastplate. in visual brute force the breastplate is shaped like a suit of armor. On the shoulders, there is a neck protector that has a horn-like shape. The armor also had



arm guards that had pointed ends. In the abdomen, there are like three ribs with spines in the middle. The armor has a gold color combined with gray. the background of the armor is brown. The armor is also made of metal.

#### 4. 33/Immortity/Non-Inv/Hege



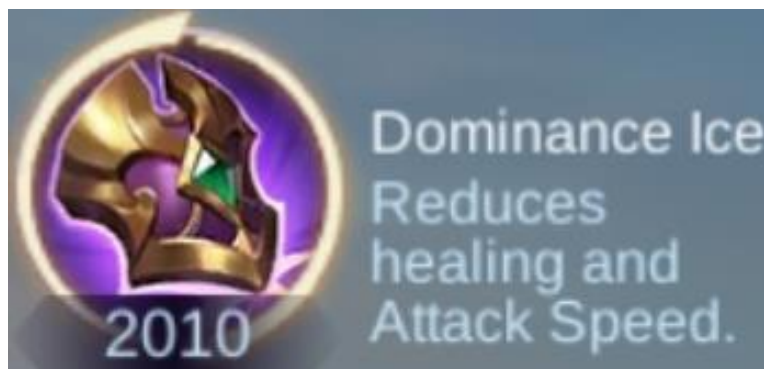
Picture 24. Immortality Representation

Immortality items consist of one word, immortality. Immortality have meaning from the state of living or lasting forever. Immortality is one of the defense items in Mobile Legends that is often used in gameplay. This item is one of the defense items that must be used for a typical tank hero because it can make it stronger for its durability or resilience. Hunter Strike is a item name that was once used to item name in a game, that is DOTA II. Dota 2 is a multiplayer online battle arena game, and is the sequel to the Defense of the Ancients mod on Warcraft 3: Reign of Chaos and Warcraft 3: The Frozen Throne. DotA 2 was developed by Valve Corporation, published in July 2013.

Base on the data above, we can see the text that explains the defensive weapon name that is immortality and a visual image that represents or takes the form of shield. This name has no similarities in the explanation between the text and the visuals displayed on the image. In this data, Immortality was included in the hegemonic symbiosis category. which means that text and visuals do not have the same relationship displayed with the difference between text and visuals.

In the picture, we can see that the immortality item is shape like a shield. Immortality is purple with motifs like symbols of ancient times. The color on the outside of the weapon is gold. At the top of the item, there is a pearl in the middle. The items also have a picture of a pair of eyes and a mouth.

##### 5. 34/Dominance Ice/Inv/Hege



Picture 25. Dominance Ice Representation

Dominance Ice consist of two words, Dominance and Ice. Dominance is the fact of being more important, powerful or easy

to notice than somebody/something else. Ice refers to water that has frozen and become solid. Dominance Ice is a Tier 3 item that is usually used by tank-type heroes. As an item for defense, Dominance Ice can increase the ability of the tankers and give a bigger blow to defeat their counter heroes. Dominance Ice has never been used before in a Game.

Based on the data above, we can see the text that explains the defensive weapon name that is Dominance Ice, and a visual image that represents or takes the form of a Breastplate. This name has no similarities in the explanation between the text and the visuals displayed in the image. In this data, Dominance Ice was included in the hegemonic symbiosis category. which means that text and visuals do not have the same relationship displayed with the difference between text and visuals.

In the picture above we can see a Breastplate. The item has gold and purple colors. In the center of the item is a green pearl this item use to protects some of the most important body parts; organs necessary for life such as the stomach, heart and lungs. Background of the item is purple. Breastplate is made of metal and diamond.

### c) **Magic**

Diegetic symbiosis are founded in magic classification, this data show that the use of the diegetic symiosis in a name is very influential,

especially in the use of weapon naming pattern in a game. This classification researcher founded 29 data.

### 1. 55/Genius Wand/Inv/Mneu



Picture 26. Genius Wand Representation

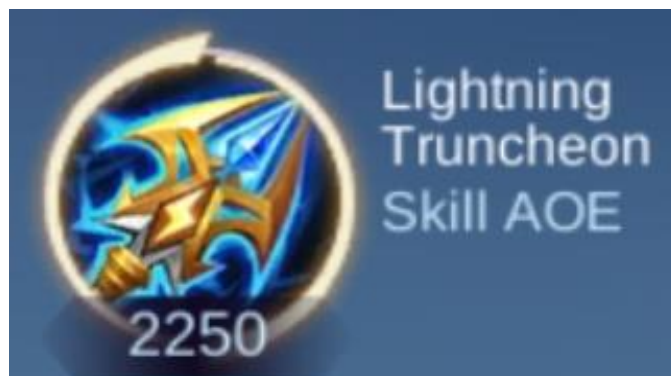
Genius Wand consist of two words, Genius and Wand. Genius has meaning unusually great intelligence, skill or artistic ability. While wand has meaning a straight, thin stick that is held by somebody when performing magic or magic tricks. Genius Wand item is included in one of the items in the Magic Item category contained in Mobile Legends. This item is one of the preferred items that are in great demand by players to be used on their heroes. This weapon is a Magic Item with a passive skill that is useful for reducing the opponent's magic defense. Genius Wand is an item that can be used by giving additional abilities to the hero to counter the opponent's tank. The use of Genius Wand items on heroes can add a fairly large additional stat point to Magic Power, which is 75%. The addition of this Genius Wand item will make the damage produced by the hero become more

painful when the hero attacks. Genius Wand is a name that has never been used before in a game. based on theory, this weapon is an invented name.

Based on the data above, we can see the text that explains the defensive weapon name that is Genius Wand. A visual image of the picture above it is a wand. Based on the data Magic Wand has similarities with the visual. It is based on a theory known as mneumonics, which means that text and visuals have the same relationship displayed with similarity in explaining visuals. This symbiosis can make it makes it easier for players to remember a weapon item because the symbiosis between text and visuals also explains it properly.

In the picture above we can see a Wand. The visual in the picture shows a weapon, namely a magic wand. Visually, genius wand has a shape like a magic wand in general, but at the end of the wand there is a blue crystal ball surrounded by three petals on each side. The crystal ball in the wand gave off a blue glow.

**2. 56/Lightning Truncheon/Inv/Mneu**



Picture 27. Lightning Truncheon Representation.

Lightning Truncheon consist of two words, Lightning and Truncheon. has meaning a flash, or several flashes, of very bright light in the sky caused by electricity. Truncheon refer to a short thick stick that police officers carry as a weapon. Lightning Truncheon Mobile Legends is a magic item that serves to add a large amount of bonus magic damage to your hero. If you are looking to get used to using Mage heroes, this item is the right choice because it can finish off your opponent in an instant. Lightning Truncheon has a passive called Resonate. With this passive, heroes who use Lightning Truncheon will get an additional 10–1000 bonus magic power every 6 seconds. Interestingly, the magic power can bounce off the three closest opponents. This effect gets stronger if the hero who uses it levels up. Lightning Truncheon is a name that has never been used before in a game. based on theory, this weapon is an invented name.

Based on the data above, we can see the text that explains the defensive weapon name that is Lightning Truncheon. A visual image of the picture above it is a stick whose tip has shaped like a lightning bolt representation. Based on the data Magic Wand has similarities with the visual. It is based on a theory known as mnemonics. , which means that text and visuals have the same relationship displayed with similarity in explaining visuals. This symbiosis can make it makes it easier for players to remember a

weapon item because the symbiosis between text and visuals also explains it properly.

In the picture above we can see a stick has shaped like a flash of lightning. Lightning Truncheon has three lightning ends. The stick is gold. The lightning eye in the center is made of blue crystal. in the center of the stick, there is a visual in the form of a bright yellow lightning strike. The wand displays the visual effect of a blue lightning flash on the outside of the wand. Background of the weapon is black that when combined with the effect of a lightning strike it will look like lightning in the middle of the night

### 3. 57/Fleeting Time/Inv/Hege



Picture 28. Fleeting Time Representation

Fleeting Time consist of two words, Fleeting and Time. Fleeting ha meaning of lasting only a short time, time refers to Time is a dimension and measure in which events can be ordered from the past through the present into the future, and also the measure of durations of events and the intervals between them. Fleeting Time is one of the magic attack items in Mobile Legends

which is still often used. Fleeting time is very suitable for use by a typical mage hero who relies heavily on his ultimate skill to defeat his opponent. This mage category attack item is very suitable for use when the game has entered the mid game which is heading towards the late games because the passive skill of this item itself is very useful to help players win the war team well. Fleeting Time a name that has never been used before in a game. based on theory, this weapon is an invented name.

Based on the data, we can see the text that explains the magical weapon name that is Fleeting Time, and a visual image that represents or takes the form of a crystal wand. This name has no similarities in the explanation between the text and the visuals displayed in the image. In this data, Fleeting Time was included in the hegemonic symbiosis category. which means that text and visuals do not have the same relationship displayed with the difference between text and visuals.

Base in the picture above we can see We see a wand with a blue crystal at the tip of the wand. The crystal on the end of the wand consists of various crystal pieces of different sizes. The wand emits a blue light effect. The background of the weapon is black. The chest of the stick is made of silver metal. There are also crystals floating around the wand in the spare side of the wand.



#### 4. 58/Blood Wing/Inv/Mneu



Picture 29. Blood Wings Representation

Blood Wings consist of two wordskuning mer, Blood and Wings. Blood has meaning of the red liquid that flows through the bodies of humans and animals, Wings one of the parts of the body of a bird, xl llinsect or bat that it uses for flying. Blood Wings is one of the magic attack items in Mobile Legends that is suitable to be used as a final item for a hero mage in gameplay. Blood Wings itself has a very good use during the late game because the passive skill of this item can make the hero mage's level of durability even better. By using this magic item called Blood Wings in gameplay, the hero mage will get even stronger because he gets additional stat points in the form of +150 Magic Power and +500 HP. Blood Wings a name that has never been used before in a game. based on theory, this weapon is an invented name.

The relationship between the text and the visual above shows that both have similarities between text and visual, in the text we

can see that Blood Wings refer to a wings and in the picture we can also see the same thing which is a visual that has the shape of a wings. It is based on a theory known as mnemonic, which means that text and visuals have the same relationship displayed with similarities in text and visuals. This symbiosis can make it makes it easier for players to remember a weapon item because the symbiosis between text and visuals also explains it properly.

In the picture we can see that there is an item in the form of a wing. The wings have a red color that refers to blood, therefore players can imagine that they are blood wings. The wings are shrouded in an aura effect that is yellow-red-purple.

##### 5. 59/Clock of Destiny/Inv/Hege



Picture 30. Clock of Destiny Representation

Clock of Destiny consist of three words, Clock, of and Destiny. Clock has meaning of an instrument for measuring and showing time, of as a preposition and Destiny refers to what happens to somebody or what will happen to them in the future, especially things that they cannot change or avoid. Clock of

Destiny is a magic item that is often used by Support-type Mage. The attributes that exist in the Clock of Destiny itself are the basic needs of Role Support. The effect given by this item is that it can give very high Magical Damage when it reaches a high stake. The passive provided by this item is that it can add 30 HP Regen and 5 Magic Attacks every 30 seconds. The effect of this passive can be staked up to 10 times. Clock of Destiny a name that has never been used before in a game. based on theory, this weapon is an invented name.

From above the data, we can see the text that means that the Clock of Destiny, while in the visual we can see that the weapon is in the form of a wand. This name has no similarities in the explanation between the text and the visuals displayed in the image. In this data, Clock of Destiny was included in the hegemonic symbiosis category. which means that text and visuals do not have the same relationship displayed with the difference between text and visuals.

In the picture above there is a wand. clock of destiny is a stick with a crescent-shaped tip. The weapon is golden yellow. Inside the crescent, there is an item that almost resembles a timepiece. The rod of the stick is made of bronze. The needle on the timepiece has a blue diamond. Background of the weapon is yellowish brown.

## B. Discussions

This discussion correlates between the first and second questions which are matched with the theory by Purnomo (2018). The researcher discusses this study based on the research findings above that talk about symbioses between text and visual from Diegesis Perspectives of Weapon in Mobile legends Game. In this research, the researcher focuses on the discussions about the relationship between text and visual to answer the problem statement base on the research finding. After the researcher understands the analysis and finds the dominant data in the weapons. The problem statement in the symbiosis between text and visual is solved by finding the symbiosis and the pattern of the text and visual. The researcher represents the analysis as follow:

**Table 4.3 Weapons Table Analysis**

No.	Type of Weapons	Weapons Text		
		Naming Pattern	Symbiosis	
			Mneumonic	Hegemonic
1.	Attack	Invented	14	6
		Non-Invented	4	4
2.	Diffences	Invented	11	4
		Non-Invented	6	3
3.	Magic	Invented	15	7
		Non-Invented	7	-

From the data Researchers found that 58 of the 84 data referred to the invented name. Based on the analysis of the aspect of this naming pattern, The 84 data are dominated as the name which refers to invented name such as: sea halberd, Wolf, Divine Glaive, Shadow Twin blades, Necklace of Durance, Feather of Heaven and Enchanted Talisman. it has a pattern that refers to the general perception and background knowledge of players to make players understand when they hear or read the word from the name of the weapon, someone directly refers to the mobile legend game in their mind because these weapons are use in mobile legends game. This can be used by players as a new name recognition in the game.

Purnomo ( 2018 ) states that in relation to diegetic and nondiegetic assets, the diegetic aspects like names trigger a symbiosis relationship with the non-diegetic aspects namely mnemonic and hegemonic. Mnemonic symbiosis indicates a complementing linearity between what is said and what is seen, the linguistic expression and its visual realization, while hegemonic symbiosis suggests that what is said is not what is seen, indicating that either asset is dominating the other

The researcher formulates the data from the diegetic aspects separately. From the data the researcher found 59 out of 84 data refer to the linearity for the diegetic aspect. Based on the analysis this linear aspect is influenced by the relation between the name and Weapons representation. By using the name, The player can recognize the general possibilities of the weapon system. The names are Guardian Helmet, Cursed Helmet, thunder belt, Queen's Wings, and Blade Armor. These names indicate that weapons have similar weapon references. In general, weapons have many parts which can be used as a

reference to identify the representation. The player can recognize certain characters and weapon shapes through names combined with a representation mark in the representation image.

From the data above we can see that symbiosis and this pattern found in attack, magic, and defense classifications. Based on Ludic Linguistics theories, symbiosis and patterns found in the relationship between texts and the visuals in Weapon in Mobile Legends Game show that the creators of this game want to provide a clear explanation in displays each weapon item. This pattern indicates that the image is working as a guide in representing the text in this game novel.

Video game is a mode of interaction between a player, a machine with an electronic visual display, and possibly other players, that is mediated by a meaningful fictional context, and sustained by an emotional attachment between the player and the outcomes of her actions within this fictional context (Bergonse 2017: 253) Based on the expert opinion

above and concerning these results, this study shows that invented names and mnemonic symbiosis are the dominant data in this study. The function of the invented name in this research is so that players gain insight into new names and the new name in this game is different from other games because it has its characteristics in naming weapons. Symbiotic function The mnemonic in this game is so that players can memorize the names of weapons easily because the text and visuals have similarities, in how a weapon and visuals are depicted in this game novel. So when players can memorize and record carefully in the reader's brain, then when people hear the name of the weapon

they will immediately refer to the Mobile Legend game. While hegemonic, there are times when the word just means word and picture only means picture, neither of them explains one other. The mnemonic symbiosis hopes players can remember and memorize all the names of weapons in this game, while hegemonic, this symbiosis forces the player to solve something behind the image or text

## **CHAPTER V**

### **CONCLUSIONS, IMPLICATIONS AND SUGGESTIONS**

This is the last chapter of this research. It is divided into three parts, such as conclusion, implication and suggestion.

#### **A. Conclusion**

After the data has been described and analyzed, the next researcher draws conclusions about relationship between text and visual of Weapons Name in Mobile Legend Game. Based on the finding and discussion, the researcher found 81 data that contain invented and non-invented names. The findings show that there are 57 data that the new name and 24 data that name used before in other works. Researchers also found 81 data that contain of symbiosis of text and visual. The findings show that there are 57 data that using mnemonic symbiosis as pattern in relationship between text and visual and 24 data that using hegemonic symbiosis as pattern also.

These data answer research questions that arise in this study. The answer found is that most of the data found explain most of the data are invented names and use mnemonic symbiosis. The correlation of the results of this research between naming patterns and diegetic symbiosis are dominated by new names that contain symbiosis mnemonics. From these results, researcher understands that these results have a correlation with how a game creator wants to show his identity by making new names so that they become a distinctive feature of the game. however, the use of the new names cannot be separated from the suitability of the names with the



image displayed, so that it is also easy for the players to remember these weapons. The answer that was found was that most of the data was found explaining mnemonic symbiosis. From the theory and approach used, the text and visuals in this data do not conflict and have the same context in explaining the weapons game.

## **B. Implication**

From the overall discussion and analysis of this research. Researchers found that the naming pattern and symbiosis contained in this research. This analysis aims to find out what patterns and symbiosis are found in this study. Based on the theory and approach used in this research, the researcher knows that the naming pattern and symbiosis aim to conclude that the game maker wants to show his own identity in his work. that when one hears the malefic roar, that person will immediately refer to the mobile legend game in his mind.

## **C. Suggestions**

Based on the conclusion of the analysis of the relationship between text and images from the diegesis perspective in mobile legend game.

The suggestions can be taken as follows:

### **1. To Readers**

The results of this study help readers to understand more about the relationship between text and images from diegesis perspective in mobile legends game. Whereas know the relationship between text and visuals, helps the reader to understand that every relationship has its own meaning and destination.

## 2. For Further Researchers

This research can be used as a conception and reference for conduct research on the relationship between text and visuals. By reading this research, the researcher hopes that further researchers can develop their knowledge of diegesis, the relationship between text and visuals, mobile legend games, and related literature. In addition, researchers hope that further researchers can provide a new perspective on the relationship between text and visuals.

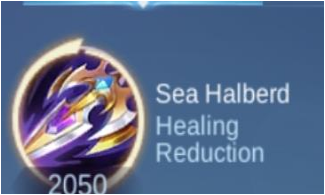

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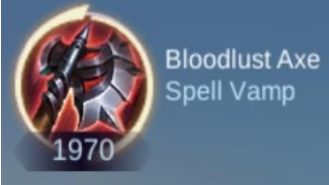

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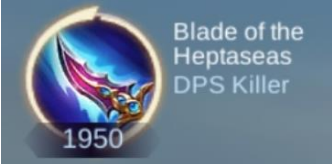
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# **APPENDICES**


### Weapons Table Analysis for Validation



NO.	Images	Weapons name	General representat ion	Invented / Non-Invented	Diegetic Symbiosis	Explanation	Valid
1.		Sea Halberd	Halberd	Inv	Mneu	Sea Halberd is a new name that has never been used before. Based on the name and the visual, Sea Halberd have Mneumonic symbiosis because a namet relevant to its visuals.	OK
2.		Rose Gold Meteor	Sword	Inv	Hege	Rose Gold Meteor is a new name that has never been used before . Based on the name and the visual, Rose Gold Meteor have	OK



						hegemonic symbiosis because in visual have a shape like a sword while rose gold meteor representation about meteor.	
3.		Bloodlust Axe	Axe	Inv	Mneu	Bloodlust Axe is a new name that has never been used before . Based on the name and the visual, Bloodlust Axe Mneumonic symbiosis because in visual linear with the name.	OK
4.		Hunter Strike	Sickle	Non-Inv	Hege	Hunter Strike is a name that was once used to name a game, namely the "Hunter Strike" game. Based on the name and the	OK



						visual, Hunter Strike have hegemonic symbiosis because Hunter Strike's name doesn't represent it visually.	
5.		Blade of Despair	Blade	Inv	Mneu	Blade of Despair is a new name that has never been used before .  Based on the name and the visual, Blade of Despair have Mneumonic symbiosis because in visual linear with the name.	OK
6.		Blade of the Heptaseas	Blade	Inv	Mneu	Blade of the Heptaseas is a new name that has never been used before . Based on the name and the	OK

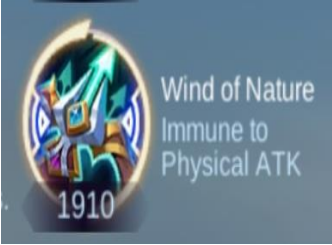





						visual, Blade of the Heptaseas have Mneumonic symbiosis because in visual linear with the name.	
7.		Scarlet Phantom	Sword	Inv	Hege	Scarlet Phantom is a new name that has never been used before. Based on the name and the visual, Scarlet Phantom have hegemonic symbiosis because Scarlet Phantom name doesn't represent it visually.	OK

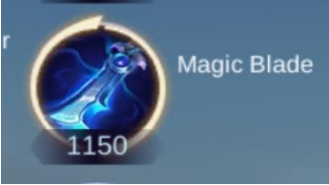
8.		Windtalker r	Sword	Inv	Hege	Windtalker is a new name that has never been used before. Based on the name and the visual, Windtalker have hegemonic symbiosis because Windtalker name doesn't represent it visually.	OK
9.		Berserker's Fury	Axe	Non-Inv	Hege	Berserker's Fury is a name that was once used in Minecraft game. Based on the name and the visual, Berserker's Fury have hegemonic symbiosis because Hunter Berserker's Fury doesn't represent it visually.	OK



10.		Endless Battle	Spear	Inv	Hege	<p>Endless Battle is a new name that has never been used before. Based on the name and the visual, Endless Battle have hegemonic symbiosis because Endless Battle name doesn't represent it visually.</p>	OK
11.		Haas's Claw	Claw	Inv	Mneu	<p>Haas's Claw is a new name that has never been used before in ideo game. Based on the name and the visual, Haas's Claw have Mneumonic symbiosis because in visual linear with the name.</p>	OK

12.	 <p>Malefic Roar Physical PEN 2060</p>	Malefic Roar	Shot	Inv	Hege	<p>Malefic Roar is a new name that has never been used before. Based on the name and the visual, Malefic Roar have hegemonic symbiosis because Malefic Roar name doesn't represent it visually.</p>	OK
13.	 <p>War Axe The longer it fights, the stronger it gets. 2100</p>	War Axe	Axe	Inv	Mneu	<p>War Axe is a new name that has never been used before in video game. Based on the name and the visual, War Axe have Mneumonic symbiosis because in visual linear with the name.</p>	OK



14.		Wind of Nature	spearhead	Inv	Hege	<p>Wind of Nature is a new name that has never been used before. Based on the name and the visual, Wind of Nature have hegemonic symbiosis because Wind of Nature name doesn't represent it visually.</p>	OK
15.		Golden Staff	Staff	Inv	Mneu	<p>Golden Staff is a new name that has never been used before in video game. Based on the name and the visual, Golden Staff have Mneumonic symbiosis because in visual linear with the name.</p>	OK



16.		Corrosion  Scythe	Corrosion	Inv	Mneu	Corrosion Scythe is a new name that has never been used before in video game. Based on the name and the visual, Corrosion Scythe have Mneumonic symbiosis because in visual linear with the name	OK
17.		Demon  Hunter  Sword	Sword	Inv	Mneu	Demon Hunter Sword is a new name that has never been used before in video game. Based on the name and the visual, Demon Hunter Sword have Mneumonic symbiosis because in visual linear with the name	OK



18.		Magic Blade	Blade	Non-Inv	Mneu	<p>Magic Blade is a name that was once used to name a game, namely "Tarom" game. Based on the name and the visual, Magic Blade have Mneumonic symbiosis because in visual linear with the name.</p>	OK
19.		Fury Hammer	hammer	Inv	Mneu	<p>Fury Hammer is a new name that has never been used before in video game. Based on the name and the visual, Fury Hammer have Mneumonic symbiosis because in visual linear with the name.</p>	OK



20.		Rouge Meteor	Morning Star	Non-Inv	Hege	Rouge Meteor is a name that was once used in “ Rouge Meteorn “ game. Based on the name and the Visual, Rouge Meteor have hegemonic symbiosis because Rouge Meteor name doesn't represent it visually.	OK
21.		Ogre Tomahaw k	Tomahaw k	Inv	Mneu	Ogre Tomahawk is a new name that has never been used before in video game. Based on the name and the visual, Ogre Tomahawk have Mneumonic symbiosis because in visual linear with the name	OK






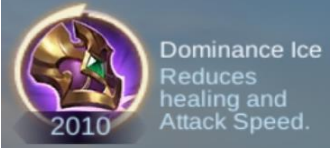
22.	 <p>Legion Sword 910</p>	Legion Sword	Sword	Inv	Mneu	<p>Legion Sword is a new name that has never been used before in video game. Based on the name and the visual, Legion Sword have Mnemonic symbiosis because in visual linear with the name.</p>	OK
23.	 <p>Regular Spear 600</p>	Regular Spear	Spear	Inv	Mneu	<p>Regular Spear is a new name that has never been used before in video game. Based on the name and the visual, Regular Spear have Mnemonic symbiosis because in visual linear with the name.</p>	OK



24.	 <p>Iron Hunting Bow 450</p>	Iron Hunting bow	Bow	Non-Inv	Mneu	Iron Hunting bow is a name that was once used to name a game, namely Starbound Game. Based on the name and the visual, Iron Hunting Bow have Mneumonic symbiosis because in visual linear with the name.	OK
25.	 <p>Vampire Mallet 400</p>	Vampire Mallet	Mallet	Inv	Mneu	Vampire Mallet is a new name that has never been used before in video game. Based on the name and the visual, Vampire Mallet have Mneumonic symbiosis because in visual linear with the name.	OK

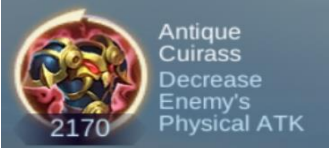

26.	 <p>The image shows a glowing blue and purple circular icon of a javelin. The word "Javelin" is written in white text to the right of the icon, and the number "320" is at the bottom.</p>	Javelin	doubled edged spear	Non-Inv	Hege	Javelin is a name that was once used before. Based on the name and the Visual, Javelin have hegemonic symbiosis because Javelin name doesn't represent it visually.	OK
27.	 <p>The image shows a glowing brown and orange circular icon of a knife. The word "Knife" is written in white text to the right of the icon, and the number "280" is at the bottom.</p>	Knife	Knife	Non-Inv	Mneu	Knife is a name that was once used before. Based on the name and the visual, Knife have Mneumonic symbiosis because in visual linear with the name.	OK

28.		Dagger	Dagger	Non-Inv	Mneu	Dagger is a name that was once used before. Based on the name and the visual, Dagger have Mneumonic symbiosis because in visual linear with the name.	OK
29.		Radiant Armor	Armor	Non-Inv	Mneu	Radiant Armor is a name that was once used to name a game, namely Zelda game. Based on the name and the visual, Radiant Armor have Mneumonic symbiosis because in visual linear with the name.	OK
30.		Twilight	Armor	Inv	Mneu	Twilight Armor is a new name	

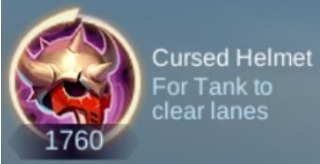

		Armor				<p>that has never been used before in video game. Based on the name and the visual, Twilight Armor have Mneumonic symbiosis because in visual linear with the name.</p>	OK
31.		<p>Brute Force Breastplate</p>	Armor	Inv	Hege	<p>Brute Force Breastplate is a new name that has never been used before. Based on the name and the visual, Brute Force Breastplate have hegemonic symbiosis</p>	OK



						because Hunter Brute Force Breastplate doesn't represent it visually.	
32.		Immortalit y	shield	Non-Inv	Hege	Immortality is a name that was once used in “ Imortality “ movie. Based on the name and the Visual, Imortality have hegemonic symbiosis because Immortality name doesn't represent it visually.	
33.		Dominanc e Ice	Breastplat e	Inv	Hege	Dominance Ice is a new name that has never been used before. Based on the name and the visual, Dominance Ice have hegemonic symbiosis because	OK



						Dominance Ice name doesn't represent it visually.	
34.		Athena's Shield	Shield	Inv	Hege	Athena's Shield is a new name that has never been used before. Based on the name and the visual, Athena's Shield have hegemonic symbiosis because Athena's Shield name doesn't represent it visually.	OK
35.		Oracle	Robe	Non-Inv	Hege	Oracle is a name that was once used for name of a type of work. Based on the name and the Visual, Oracle have hegemonic symbiosis because Oracle name doesn't	OK


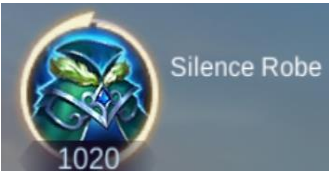
						represent it visually.	
36.		Antique Cuirass	Armor	Inv	Hege	Antique Cuirass is a new name that has never been used before. Based on the name and the visual, Antique Cuirass have hegemonic symbiosis because Antique Cuirass name doesn't represent it visually.	
37.		Guardian Helmet	Helmet	Non-Inv	Mneu	Guardian Helmet is a name that was once used to weapon name in Grand Piece Online game. Based on the name and the visual, Guardian Helmet have	OK





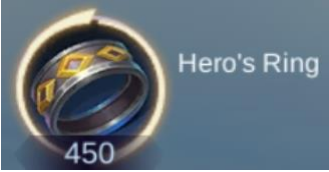
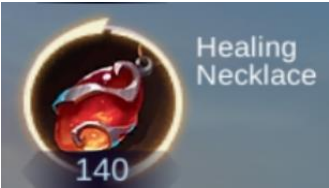
						Mnemonic symbiosis because in visual linear with the name.	
38.		Cursed Helmet	Helmet	Inv	Mneu	Cursed Helmet is a new name that has never been used before in video game. Based on the name and the visual, Cursed Helmet have Mnemonic symbiosis because in visual linear with the name.	OK
39.		Thunder Belt	Belt	Inv	Mneu	Thunder Belt is a new name that has never been used before in video game. Based on the name and the visual, Thunder Belt have Mnemonic symbiosis	OK


						because in visual linear with the name.	
40.		Queen's Wings	Wings	Inv	Mneu	Queen's Wings is a new name that has never been used before in video game. Based on the name and the visual, Queen's Wings have Mnemonic symbiosis because in visual linear with the name.	OK
41.		Blade Armor	Armor	Non-Inv	mneu	Blade Armor is a name that was once used to weapon name in Mega Man video game. Based on the name and the visual, Blade Armor have mnemonic	OK


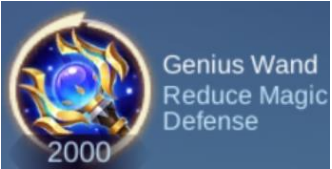
						<p>symbiosis because in visual linear with the name.</p>	
42.		<p>Steel Legplates</p>	<p>Legplates</p>	<p>Inv</p>	<p>Mneu</p>	<p>Steel Legplates is a new name that has never been used before in video game. Based on the name and the visual, Steel Legplates have Mneumonic symbiosis because in visual linear with the name.</p>	<p>OK</p>
43.		<p>Dreadnaught Armor</p>	<p>Armor</p>	<p>Non-Inv</p>	<p>Mneu</p>	<p>Dreadnaught Armor is a name that was once used in World of Warcraft game. Based on the name and the visual, Dreadnaught Armor have</p>	<p>OK</p>

						Mnemonic symbiosis because in visual linear with the name.	
44.		Black Ice Shield	Shield	Non-Inv	Hege	Black Ice Shield is a name that was once used for name Rainbow Six Siege game. Based on the name and the Visual, Black Ice Shield have hegemonic symbiosis because Black Ice Shield name doesn't represent it visually.	OK
45.		Silence Robe	Robe	Inv	Mneu	Silence Robe is a new name that has never been used before in video game. Based on the name and the visual, Silence Robe have Mnemonic symbiosis	OK


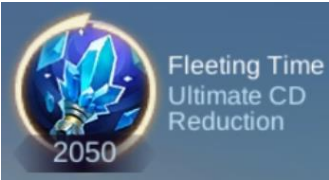
						because in visual linear with the name.	
46.		Molten Essence	Essence	Inv	Mneu	Molten Essence is a new name that has never been used before in video game. Based on the name and the visual, Molten Essence have Mneumonic symbiosis because in visual linear with the name.	OK
47.		Ares Belt	Belt	Inv	Mneu	Ares Belt is a new name that has never been used before in video game. Based on the name and the visual, Ares Belt have Mneumonic symbiosis because in	OK

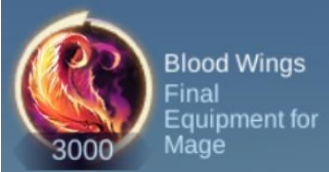

						visual linear with the name.	
48.		Hero's Ring	Ring	Non-Inv	Mneu	Hero's Ring Armor is a name that was once used before in many works. Based on the name and the visual, Hero's Ring have mnemonic symbiosis because in visual linear with the name.	OK
49.		Healing Necklace	Necklace	Inv	Mneu	Healing Necklace is a new name that has never been used before in video game. Based on the name and the visual, Healing Necklace have mnemonic	OK



						<p>symbiosis because in visual linear with the name.</p>	
50.		<p>Magic Resist Cloak</p>	Cloak	Inv	Mneu	<p>Magic Resist Cloak is a new name that has never been used before in video game. Based on the name and the visual, Magic Resist Cloak have Mneumonic symbiosis because in visual linear with the name.</p>	OK
51.		<p>Leather Jerkin</p>	Leather Jerkin	Inv	Mneu	<p>Leather Jerkin is a new name that has never been used before in video game. Based on the name and the visual, Leather Jerkin have Mneumonic</p>	OK

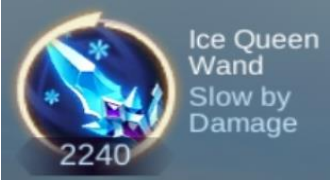

						symbiosis because in visual linear with the name.	
52.		Vitality Crystal	Crystal	Non-Inv	Mneu	Vitality Crystal is a name that was once used for wepon in Aion Game. Based on the name and the visual, Vitality Crystal have Mneumonic symbiosis because in visual linear with the name.	OK
53.		Genius Wand	Wand	Inv	Mneu	Genius Wand is a new name that has never been used before in video game. Based on the name and the visual, Genius Wand have Mneumonic symbiosis	OK






						because in visual linear with the name.	
54.	 <p>Lightning Truncheon Skill AOE 2250</p>	Lightning Truncheon	Wand	Inv	Mneu	Lightning Truncheon is a new name that has never been used before in video game. Based on the name and the visual, Lightning Truncheon have Mneumonic symbiosis because in visual linear with the name.	OK
55.	 <p>Fleeting Time Ultimate CD Reduction 2050</p>	Fleeting Time	stick tip	Inv	Hege	Fleeting Time is a new name that has never been used before. Based on the name and the visual, Fleeting Time have hegemonic symbiosis because Fleeting	OK

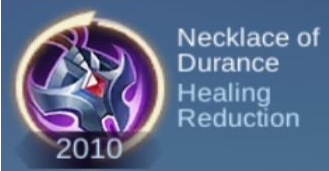

						Time name doesn't represent it visually.	
56.		Blood Wings	Wings	Inv	Mneu	Blood Wings is a new name that has never been used before in video game. Based on the name and the visual, Blood Wings have Mneumonic symbiosis because in visual linear with the name.	OK
57.		Clock of Destiny	the tip of the stick that has a time loop	Inv	Hege	Clock of Destiny is a new name that has never been used before. Based on the name and the visual, Clock of Destiny have hegemonic symbiosis because Clock of Destiny name doesn't represent it	OK



						visually.	
58.		Calamity Reaper	ax of bones	Inv	Hege	Calamity Reaper is a new name that has never been used before. Based on the name and the visual, Calamity Reaper have hegemonic symbiosis because Calamity Reaper name doesn't represent it visually.	OK
59.		Glowing Wand	Wand	Inv	Mneu	Glowing Wand is a new name that has never been used before in video game. Based on the name and the visual, Glowing Wand have Mneumonic symbiosis	OK

						because in visual linear with the name.	
60.		Ice Queen Wand	Ice Wand	Inv	Mneu	Ice Queen Wand is a new name that has never been used before in video game. Based on the name and the visual, Ice Queen Wand have Mneumonic symbiosis because in visual linear with the name.	OK
61.		Concentrat ed Energy	a tube filled with glowing objects	Inv	Hege	Concentrated Energy is a new name that has never been used before. Based on the name and the visual, Concentrated Energy have hegemonic symbiosis because	OK


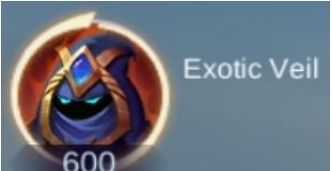

						Concentrated Energy name doesn't represent it visually.	
62.		Holy Crystal	Crystal	Inv	Mneu	Holy Crystal is a new name that has never been used before in video game. Based on the name and the visual, Holy Crystal have Mneumonic symbiosis because in visual linear with the name.	OK
63.		Divine Glaive	Sword	Inv	Mneu	Divine Glaive is a new name that has never been used before in video game. Based on the name and the visual, Divine Glaive have Mneumonic symbiosis because Divine Glaive is a name that use	OK

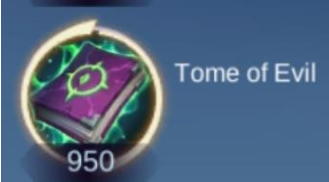
						france language and Glaive in French has the same meaning as sword. therefore in visual linear with the name.	
64.		Shadow Twinblade s	Twin blades	Inv	Mneu	Shadow Twinblades is a new name that has never been used before in video game. Based on the name and the visual, Shadow Twinblades have Mneumonic symbiosis because in visual linear with the name.	OK
65.		Necklace of Durance	Necklace	Inv	mneu	Necklace of Durance is a new name that has never been used before in video game. Based on	OK



	 <p>Necklace of Durance Healing Reduction 2010</p>					the name and the visual, Necklace of Durance have Mneumonic symbiosis because in visual linear with the name.	
66.	 <p>Feather of Heaven Basic ATK with Magic Damage 2030</p>	Feather of Heaven	Feather	Inv	Mneu	Feather of Heaven is a new name that has never been used before in video game. Based on the name and the visual, Feather of Heaven have Mneumonic symbiosis because in visual linear with the name.	OK
67.		Enchanted Talisman	Book	Inv	Hege	Enchanted Talisman is a new name that has never been used before. Based on the name and the	OK

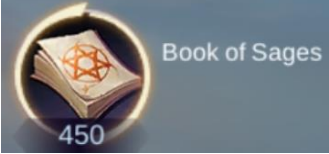

	 <p>Enchanted Talisman Reduces Mana Regen cooldown.</p>					<p>visual, Enchanted Talisman have hegemonic symbiosis because Enchanted Talisman name doesn't represent it visually.</p>	
68.	 <p>Winter Truncheon Shortly invincible</p>	<p>Winter Truncheon</p>	<p>Truncheon</p>	<p>Inv</p>	<p>Mneu</p>	<p>Winter Truncheon is a new name that has never been used before in video game. Based on the name and the visual, Winter Truncheon have Mneumonic symbiosis because in visual linear with the name.</p>	<p>OK</p>
69.		<p>Elegant Gem</p>	<p>Gem</p>	<p>Inv</p>	<p>Mneu</p>	<p>Elegant Gem is a new name that has never been used before in video game. Based on the name</p>	<p>OK</p>






						and the visual, Elegant Gem have Mneumonic symbiosis because in visual linear with the name.	
70.		Exotic Veil	Veil	Inv	Mneu	Exotic Veil is a new name that has never been used before in video game. Based on the name and the visual, Exotic Veil have Mneumonic symbiosis because in visual linear with the name.	OK
71.		Azure Blade	Blade	Inv	Mneu	Azure Blade is a new name that has never been used before in video game. Based on the name and the visual, Azure Blade have	OK

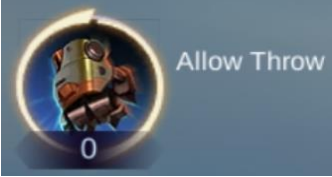
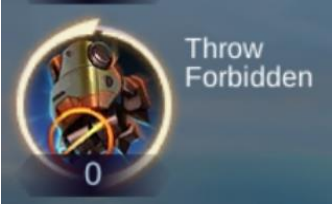
						Mnemonic symbiosis because in visual linear with the name.	
72.	 <p>Tome of Evil</p>	Tome of Evil	Book	Non-Inv	Mneu	Tome of Evil is a name that was once used for weapon in some video game like Gem of War Game. Based on the name and the visual, Tome of Evil have Mnemonic symbiosis because Tome have same meaning with book in visual linear with the name.	OK
73.		Magic Wand	Wand	Non-Inv	Mneu	Magic Wand is a name that was once used for some literary works. Based on the name and the visual,	OK

						Magic Wand have Mneumonic symbiosis because Tome have same meaning with book in visual linear with the name.	
74.		Mystic Container	Container	Inv	Mneu	mystic Container is a new name that has never been used before in video game. Based on the name and the visual, mystic Container have Mneumonic symbiosis because in visual linear with the name.	OK
75.		Book of Sage	Book	Non-Inv	Mneu	Book of Sage is a name that was once used for weapon in Kings Choice Game. Based on the name	OK

						<p>and the visual, Book of Sage have Mneumonic symbiosis because Tome have same meaning with book in visual linear with the name.</p>	
76.		<p>Magic Necklace</p>	Necklace	Non-Inv	Mneu	<p>Magic Necklace is a name that was once used for weapon in Elsword Game. Based on the name and the visual, Magic Necklace have Mneumonic symbiosis because Tome have same meaning with book in visual linear with the name.</p>	<p>OK</p>

77.		Power Crystal	Crystal	Non-Inv	Mneu	Power Crystal is a name that was once used in some video game like Prodigy Math Game. Based on the name and the visual, Power Crystal have Mneumonic symbiosis because Tome have same meaning with book in visual linear with the name.	OK
78.		Mystery Codex	Codex/boo k	Non-Inv	Mneu	Mystery Codex is a name that was once used in some video game like Witchcraft Game. Based on the name and the visual,	OK

						Power Crystal have Mneumonic symbiosis because Tome have same meaning with book in visual linear with the name.	
79.		Magic Potion	Potion	Non-Inv	Mneu	Magic Potion is a name that was once used for naming a video game, its Magic Potion Game. Based on the name and the visual, Power Crystal have Mneumonic symbiosis because Tome have same meaning with book in visual linear with the name.	OK
80.		Allow Throw	metal hands	Inv	Hege	Allow Throw is a new name that has never been used before. Based	OK

						on the name and the visual, Allow Throw have hegemonic symbiosis because Allow Throw name doesn't represent it visually.	
81.		Throw Forbidden	metal hand with prohibition symbol	Inv	Hege	Throw Forbidden is a new name that has never been used before. Based on the name and the visual, Throw Forbidden have hegemonic symbiosis because Throw Forbidden name doesn't represent it visually.	OK