

**GAME IDEOLOGY IN *LEAGUE OF LEGENDS* VIDEO GAMES
(LUDIC LINGUISTIC PERSPECTIVES)**

THESIS

**Submitted in Partial Fulfillment of the Requirements for the Degree of
*Sarjana Humaniora***



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DEDICATION

This thesis is especially dedicated to:

1. Myself
2. My beloved parents
3. My supporting friends
4. English Letters Study Program
5. My almamater

MOTTO

“Do not be afraid to try. Just do it and if you fail, you'll have new experiences and memories. Learn from mistakes and try again.”

-The researcher

“Anything worth doing is worth doing right”

-Camille from League of Legends

PRONOUNCEMENT

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I hereby sincerely state that the thesis entitled "*Game Ideology in League of Legends (Ludic Linguistic Perspectives)*" 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.

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ABSTRACT

Muhammad Alif Fadhillah. 2023. *Game Ideology in League of Legends Through Ludic Linguistic Perspectives*. Thesis. English Letters Study Program, Faculty of Cultures and Languages.

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Keywords : League of Legends, Game Ideology, Ludic Linguistic, Language.

This study aims to investigate the ideology of abilities and items in the video game *League of Legends*. This game is very popular among multiplayer online battle arena (MOBA) players. There are a lot of varieties of abilities and items inside MOBA games. To get to know its use and function, the study of the ideology of wordplay that applied to the abilities and items is needed. This study can be conducted for many games, especially the MOBA genre.

In order to respond to the study's questions, the researcher used the gaming language analysis proposed by Purnomo et al. (2019). This theory of gaming language ideology analysis procedure in ludic linguistic perspectives provides a detailed step for gaming language analysis to reveal the ideology of video games. The steps are kernel analysis, intended meaning level analysis, wordplay transmission analysis, the ideology of influence analysis, and wordplay analysis.

The data for this research is taken from a video game called *League of Legends*. The data is limited to a specific character with different roles and recommended items. This limitation is due to this game's many characters and items, so the researcher only chooses characters that fit perfectly with each role and item. The data is taken from season 10. This is due to the constant changing of balance and items for the videogame.

As a result of this research, the researcher discovered 61 data splits into 25 for abilities and 36 for items. The researcher found that the combination of both abilities and items puts more variants to the gameplay. The abilities affect the game through various unique movements, which add variety to the gameplay and are visually appealing for gamers. While the items are also affecting the game, but in a different way, all of the items are affecting. The effecting here means affecting the amount of damage or amount of armour, which can change the different damage inputs and various strategies to the gameplay. This means that the ideology of items and abilities is mechanic thus making the game ideology focused on mechanic gameplay

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LIST OF ABBREVIATIONS

3	: datum number
Eff	: effecting, Kernel analysis
Lvl 0	: level 0, This explains the level of intended meaning level of the wordplay
N-D	: Non-diegetic, this is how the wordplay is delivered to the player through interface
Act	: action, this is how the wordplay is conveyed to the player in terms of indexical storytelling. The study has two categories which are abbreviated as Act (action) and Act and Eve (action and event), and the researcher uses these codes to classify them.
Eve	: event, this is how the wordplay is conveyed to the player in terms of indexical storytelling. The study has two categories which are abbreviated as Act (action) and Act and Eve (action and event), and the researcher uses these codes to classify them.
MP	: metamorphic principle. This is the way in which wordplay affects the game mechanics. The study categorizes this into three categories, which are abbreviated as MP-AP (metamorphic principle and

anamorphic principle), MP (metamorphic principle), and AP (anamorphic principle).

AP : anamorphic principle. This is the way in which wordplay affects the game mechanics. The study categorizes this into three categories, which are abbreviated as MP-AP (metamorphic principle and

anamorphic principle), MP (metamorphic principle), and AP (anamorphic principle).

Res : resistible. Gamer are given free option to solve the problem they encountered without following the wordplay

Com : Compulsive. Gamer are not given free option to solve the problem they encountered and need to following the wordplay in order to solve it

Sing : Singular. Identification refers to the cognitive process which gamers make mechanical modification such as by pressing button, adjusting setting on difficulty, or game configuration as a reaction and response in a physical form. Because adjustment in mechanical is required it means that the adjustment is not only singular method but plural.

Plu : plural. Identification refers to the cognitive process which gamers make mechanical modification such as by pressing button, adjusting setting on difficulty, or game configuration as a reaction and response in a physical form. Because adjustment in mechanical is required it means that the adjustment is not only singular method but plural.

Phon : Phonic and graphic. This are wordplay transmission trough visual effect and sound effect.

Graph : graphic. This are wordplay transmission trough visual effect and sound effect.

CHAPTER 1

INTRODUCTION

A. Background of the Study

Video games have become popular and massively produced and developed for entertainment (Sherry, 2006). This form of entertainment is very popular because humans love expressing playfulness in the media to expressing it in video games, and playfulness is a natural behavior that develops around our culture (Huizinga, 1949). Video game has become an essential part of modern society, with millions of players and billions of dollars in revenue (Wijman, 2020). In video games, there are many terms in every name of abilities or items because video games are diverse (Brand, 2006). Although there are many terms names in video game items or abilities, it is bounded as game assets.

Video games use various terms for narrative and mechanic purposes, which may confuse some people. For gamers, it is necessary to understand the terms in the narrative and mechanics of video games to be able to play and finish the game. So, a study of game ideology is needed to solve this problem. Language has prominent roles in video games and cannot be separated because the language has been frequently used in communication and media (Ensslin, 2011). In video games, language is used to communicate game rules, game mechanics, game objectives, and game narratives (Purnomo et al., 2019).

Understanding the ideology is the next step to help gamers to understand video games because ideology helps reveal the true purpose of the game assets. Ideology is a set of beliefs that influences people's behavior,

especially in a particular group; this idea is also based on an economic and political system (Oxford Online Dictionary, 2023). In video games, ideology is a set of beliefs, values, and assumptions that shape the development and usage of video games (Hjorth, 2009).

Gamers and communities also shaped the ideology of the video game itself (Consalvo, 2009). Gamers have different motivations to play the game, such as for competition, socializing, or personal entertainment, influencing their attitudes or behaviors while playing video games (Yee, 2006). With the variety that influences gamers' attitudes, the gaming community developed its own norms, values, and practices, which can shape gamers' experiences and the way games are (played Taylor, 2009).

In conclusion, video games have two kinds of ideologies: narrative and mechanic. The narrative is when the video game focuses on the gameplay on narrative function, such as the storyline, so the video game's primary focus is to tell the player the story that builds the video game. The mechanic is when the video game is more focused on gameplay that involves battle action; the game is heavier on mechanic function rather than narrative.

As explained before that, the video game has game assets. There are ten game assets: tutorial; items; abilities/skills; equipment; non-battle dialogues; pre-battle dialogues; in-battle dialogues; post-battle dialogues; music and song; and map. Every asset mentioned has an effect or function for the game and can be analyzed to reveal ideology through ludic linguistics. Purnomo et al. (2019) proposed an analysis to reveal game ideology using gaming language analysis through ludic linguistics; there are five steps: kernel analysis; intended

meaning level analysis; wordplay transmission analysis; the ideology of influence analysis; and wordplay function analysis. With the study of gaming language analysis above researcher is interested in studying and applying five steps of analysis to reveal game ideology through analysis of gaming language ideology in abilities and items in the game *League of Legends* through ludic linguistic perspectives. This study will focus on analyzing gaming language ideology in the abilities and items in *League of Legends*. This study aims to reveal the wordplay ideology used in abilities and items and its contribution to game ideology.

League of Legends is an online multiplayer game. This game was developed and published by a developer called Riot Games. The game was released in 2009 and has become the most popular game in the gaming industry. This game was inspired by a map created by one of the players in the Warcraft III game, Defense of the Ancients or short DOTA, then evolved into an independent game with its unique universe and lore.

This game is played with two teams, each with five players. The game has the objective of keeping the game going. Each player controls a character, "Champion," with unique abilities and playstyles. The objective is to defend half of the map, which consists of the tower and jungle monster, while also destroying half of the enemy team's map, including towers and jungle monsters. The other objectives are to contest the epic monsters, which gives extra buff to the team who is able to kill the epic monsters. There are 3 epic monsters called Dragon which has various elemental form. Each form has a different kind of buff, Rift Herald, which is an epic monster that looks like a bug, and when the

player kills her, they can use her to help the team who has defeated her to push towers and the last one is called Baron; He is an epic monster that looks like a giant worm, the team that able to kill him will be awarded a buff that adds more power and strength to the minions on each lane. The game has five lanes: Top, Middle, Bottom, and Jungle.

The Champion that each player controls will become stronger by killing jungle monsters, minions, or enemy players. Each kill will give them gold, an experience point they can use to buy items to add their power or defense, unlock new abilities, and make them stronger using XP points. The game cycle will continue until one of the teams can destroy a big structure called "Nexus" near the enemy base or spawn point (Fountain).

For that kind of gameplay, the game is known as a highly competitive game, which made *League of Legends* is thriving in the Esports scene; this game is very commonly played at significant esports tournaments, which made it easy to gain millions of new players worldwide. Because of this phenomenon, this game is worth studying and analyzing.

Language is used to communicate with another person. However, there is a language feature that is used in video games to communicate game rules, game mechanics, game objectives, and game narratives called Ludic Linguistic (Purnomo et al., 2019). Video games contain many contexts for language learning because video games provide and show a variety of social, cultural, and historical references that be used to develop language expertise. By applying ludic linguistic elements to activities of learning language, the learner

usually the game can be more excited to dive into the learning process (Purnomo et al., 2019).

An example of the application of analysis procedures from Purnomo et al. (2019) demonstrated by examining the *Twilight Shroud's* ability was owned by a champion named Akali in *League of Legends*.

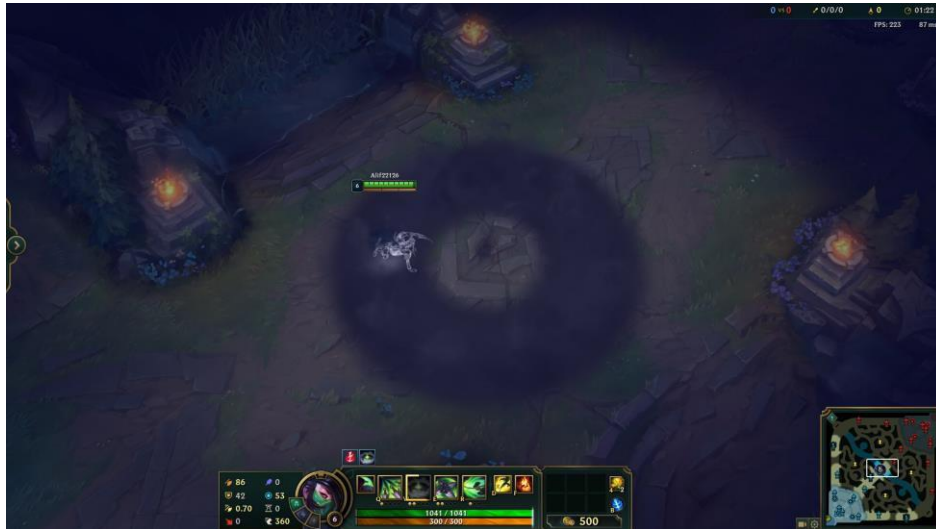


Figure 1. 1 Twilight Shroud

The first step is analyzing kernel analysis; the kernel is a common trait of the text's central idea. The kernel cannot be replaced or erased because if it's erased, it will completely change the narrative (Aarseth, 2012). For example, the kernel in *League of Legends* is *Twilight Shroud* in *League of Legends* video game; *Twilight Shroud* is a smoke bomb or shroud grenade ability from a champion named Akali. The name of the ability itself indicates the mechanical function; using the *Twilight Shroud* ability, there will be a sound effect of an exploding smoke grenade, followed by the appearance of smoke shaped like a donut on the screen. This smoke shroud will make Akali disappear and untargetable by the enemy player, but Akali still can see other enemies and

players inside the smoke; when she attacks the enemy, she'll be visible for one second in the smoke and then disappear again. As part of Akali's ability, *Twilight Shroud* has an effecting kernel, and the word 'twilight shroud' is played by gamers to think what kind of effects will appear on the controlled and enemy-controlled characters.

After the kernel is revealed, the next step is to analyze the intended meaning level. In 1986 Stiles classified six levels for the intended meaning, namely levels 0,1,2,3,4,5. The higher the level, the more complex the intended meaning is hidden. In the case of *Twilight Shroud*, there is a description of the usage of the ability about the usage and effect. The usage of the *Twilight Shroud* can be understood from the word 'Shroud,' but also, *Twilight Shroud* ability is presented with a description that explains in detail the effect of the ability and time of the effect, so the intended meaning of the wordplay is level zero because there is no hidden meaning and the effect is literal from the description.

In wordplay transmission analysis, Media is required for wordplay to transmit its meaning, which means different media resulting in different ways to understand the wordplay (Purnomo et al., 2019). Winter-Froemel (2016) mentioned three types of wordplay transmission: phonic, graphic, and combination. There is a relation in intended meaning, the usage of image, sound, and motion, which impacts the level of the intended meaning.

In *Twilight Shroud* ability, this ability is visualized and added sound-effect which assists gamers in understanding the function of the shroud mechanically. Using visual and audio effects proves that 'shroud' in *Twilight*

Shroud is at level zero for the intended meaning. Video games use an interface for gamers to feel the game elements with visual and audio effects.

There are four types of interfaces that video game use; there are diegetic, meta-diegetic, spatial, and non-diegetic (Stonehouse, 2014) Purnomo et al. (2019). In *Twilight Shroud's* case, the immersion level is low, and the intended meaning level is zero. Low immersion means *Twilight Shroud* is made for gamers to have direct influence, so they might use its mechanical functions to respond to the Action in the battle.

Concerning narrative functions, Fernandez-Vara (2011) in Purnomo et al. (2019) proposed two wordplay transmissions: storytelling and story building. In *Twilight Shroud's* case, storytelling's indexical is Action because the ability affects the game. In *League of Legends*, the gameplay has no cutscene or story. Instead, there is a description of ability usage and item effect, which fall into Telling.

The influence ideology is divided into two delivery principles, metamorphic and anamorphic (Aarseth, 1997) in Purnomo et al. (2019). The *Twilight Shroud* has an effecting kernel in mechanical function. The interface of this ability is non-diegetic because the ability is in icon. In the intended meaning, the immersion level of *Twilight Shroud* falls to zero. This analysis is used to understand the influence of gameplay narratives on the game itself.

Wordplay function analysis is the last procedural analysis of gaming language to identify how wordplay plays in a gaming context. In the case of 'Shroud' and the word is attached to twilight, the persuasion for the gamer is that it is used to cover the character in the battle when the gamer needs to hide

or just fast way do disengage from the fight. Knowing the function of *Twilight Shroud*, gamers are persuaded to use *Twilight Shroud* when they need to hide immediately or disengage from the fight.

There are two types of persuasion, namely compulsive and resistible persuasion. Compulsive persuasion means gamers need to solve the problem with only one solution, which means gamers need to decipher the word and the intended meaning. The second is resistible persuasion, which gives freedom to gamers to solve the problems they encounter with or without following the wordplay. The *Twilight Shroud* is used for a lot of purposes in *League of Legends*, the shroud is supposed to hide the champion and add energy points to the characters in the wordplay, but the gamers are given the freedom to use it anytime at any moment without following the wordplay which makes it falls into resistible persuasion.

The next is identification. The difference between persuasion and identification is located in the target or addressee. Identification refers to the cognitive process by which gamers make mechanical modifications such as by pressing a button, adjusting the setting on difficulty, or game configuration as a reaction and response in a physical form. Because mechanical adjustment is required, the adjustment is not only a precise method but plural. In the case of '*Twilight Shroud*' the identification is singular because gamers need to press the button to use the ability. In *League of Legends*, there is no plural in ability or item usage.

By examining wordplay in a video game, researchers can obtain valuable insights into the game's ideology and cultural values. For instance,

wordplay in a game can reflect a particular cultural viewpoint or be used to reinforce specific cultural norms or beliefs. Moreover, wordplay may also be employed to challenge dominant cultural narratives.

Some research on ludic linguistics related to video games has been done in the past. The first is a study by Aria Kusuma Wati (2017), *Stylistics for Video Games Analysis from Ludic Linguistics Perspectives*. This study uses a ludic linguistic approach to analyze diegetic and non-diegetic in-game storytelling symbiosis. Devi Anggriani Saputri (2019) *How the Infographics Show Channel Presents Infographics from the Perspective of Ludic Linguistics*. This study uses ludic linguistics to reveal the pattern and reason in infographics. The sixth is a study from Jirror Rudif (2022), *Gaming Language Ideology in God of War and Devil May Cry Trilogies' Weapons and Skills (Ludic et al.)*. This study analyzes gaming language used in video games to reveal video game ideology.

There are some differences in mentioned previous study above; the ludic linguistic approach is different and not in a detailed way as proposed by Purnomo et al. (2019), but the research done by Jirror Rudif has some similarities but still different because this study focused on revealing the game ideology by analyzing the gaming language ideology applied in the abilities and items in *League of Legends*.

Based on the problems above, the researcher limits this research to 5 characters or champions, as it is called in the game. The five champions are Akali, with the role of an assassin and played on the mid lane, Mordekaiser with the role of fighter tank and played on the top lane, Ekko as a mage fighter

and played on the jungle, Jhin as a marksman and played on the bottom lane, and Pyke as a support played on the bottom lane with marksmen.

The study will focus on analyzing each champion's ability and items in *League of Legends* through ludic linguistics in season 10, the year 2020. This limitation of the year is due to changes in every season. The researcher would investigate *League of Legends* game ideology through ludic linguistics in season 10. The study uses a gaming language analysis procedure to reveal game ideology through ludic linguistics proposed by Purnomo et al. (2019).

B. Formulation of the Problem

1. What ideology do the abilities in *League of Legends* have?
2. What ideology do the items in *League of Legends* have?

C. Objectives of the Study

1. To reveal abilities ideology in *League of Legends* using ludic linguistic
2. To reveal items ideology in *League of Legends* using ludic linguistic

D. Benefits of the Study

The game is being studied to reveal how wordplay takes part in video games. This study is expected to be useful for:

1. Theoretical Benefit

This research is expected to give a helpful description for future researcher who wants to study the same case. Hopefully, this study will benefit them as a source of information and references. Hopefully, in the future, more games will be analyzed using this ludic linguistic procedure. This study is expected to inspire others to study game language.

2. Practical Benefit

This research will benefit gamers who want to learn game mechanics. Once the gamers know the mechanics of the gameplay and the ideology of abilities and items, they will make the most of practical use of the ability or item after knowing the mechanical function through this ludic linguistic analysis.

This research wishes to be a guideline for game developers, especially new ones. The researcher wishes all of the analysis data will be beneficial in developing a new game because, using this data, the developer will know what to do to make the game more immersive in each genre.

E. Definition of Key Terms

1. Ideology

Ideology is a set of values that impact people's behavior, especially in a particular group. This value set is based on economic and political systems (Oxford et al., 2023). Ideology can be applied to various media, including video games because a video game is produced and consumed by a particular group (Purnomo et al., 2019). In video games, there are two ideologies, namely mechanics and narrative. All video game genre is composed of those two. The ideology is narrative if the game is meant to build a story, and the ideology is mechanic if the video game is more focused on battle and action.

2. Ludic Linguistic

Ludic linguistics refers to language components used in a video game to deliver the game rules, game mechanics, game objectives, and game narratives (Purnomo et al., 2019).

3. League of Legends

League of Legends is a top-rated game among gamers, and it is an online multiplayer game (Spezzy in LeagueFeed 2023). Riot Games is the one that developed and published this video game. The game was released back in 2009 and since then has become the most popular game in the gaming industry. Inspired by a map created by one of the players in the Warcraft III game, Defense of the Ancients, or for shorts called DOTA, the creator evolved into an independent game developer to develop *League of Legends* with its unique universe and lore.

The game is played with two team each consist of five players with different roles. Each player controls a character which also called "Champion," with unique abilities and playstyles to win the game team need to work together to defend half of the map while also destroying half of enemy team's map. Teams also need to contest elemental dragon which give buff to the enemy team that able to kill it, Rift Herald that help pushing turret using her own body to destroy and push turret, and the last is Baron and when killed he gave buff to every player in the team that able to kill it, this buff is used to buff the minions near the champion to help to push the turret. There are five lanes for each champion in the game such as top lane, mid lane, jungle lane, bottom lane, and support.

CHAPTER II

LITERATURE REVIEW

A. Theoretical Background

1. Ludic Linguistic

To reveal the game ideology, this research used gaming language analysis to reveal the ideology in abilities and item in the *League of Legends* video game. For this case, the researcher used procedure analysis proposed by Purnomo et al. (2019), which reveals game ideology through ludic linguistics.

As human beings, we use language to communicate with other people, but there is a language feature that is used in video games to communicate game rules, game mechanics, game objectives, and game narratives called Ludic Linguistic (Purnomo et al., 2019). Video games contain a lot of context for language learning because video games provide and show a variety of social, cultural, and historical references that can be used to develop language expertise, and by applying ludic linguistic elements to activities of learning language, the learner usually can be more excited to dive in the learning process (Purnomo et al., 2019).

Crystal's (1996) studies show language can be used to express playfulness which he calls ludic linguistics. Game rules, game mechanics, game objectives, and game narratives use language features that are used in video games, which refers to Ludic Linguistics. In 2019 Purnomo et al. proposed Gaming Language Analysis Procedure in order to make the study of wordplay in videogame game to be more practical.

The procedural step to reveal the video game ideology using gaming language analysis using ludic linguistic perspectives are:

a) Kernel Analysis

Kernel is a common trait of the main idea of the text. Kernel cannot be replaced or erased because it will completely change the narrative (Aarseth, 2012). For example, the kernel in *League of Legends* is *Twilight Shroud* in the *League of Legends* video game, *Twilight Shroud* is a smoke bomb or shroud grenade ability from a champion named Akali. The ability's name indicates the mechanical function; using the *Twilight Shroud* ability, there will be a sound effect of an exploding smoke grenade, followed by the appearance of smoke shaped like a donut on the screen. This smoke will make Akali disappear and un-targetable by the enemy player, but Akali still can see other enemies and players inside the smoke; when she attacks the enemy, she will be visible for one second in the smoke and then disappear again. As part of Akali's ability, *Twilight Shroud* has an effecting kernel, and the word '*Twilight Shroud*' is played by gamers to think what kind of effects will appear on the controlled and enemy-controlled characters.

b) Intended Meaning Analysis

After the kernel is revealed, the next step is to analyze the intended meaning level. The intended meaning is to analyze whether speakers disguise their hidden meaning using particular expressions (Stiles, 1986). In the gaming world, hints to finish the game might be

hidden from the players and delivered explicitly or implicitly for them to figure it out. This situation says that video game speaks to the player in a particular way (Purnomo et al., 2019). In 1986 Stiles classified six levels for the intended meaning, namely levels 0,1,2,3,4,5. The higher the level, the more complex the intended meaning is hidden. Levels 0 and 1 are literal, level 2 is hint, level 3 is manipulation, level 4 is secret, and level 5 is self-deception. In the case of *Twilight Shroud*, there is a description of the usage of the ability about the usage and effect. The usage of the *Twilight Shroud* can be understood from the word 'Shroud,' but also, *Twilight Shroud* ability is presented with a description that explains in detail the effect of the ability and time of the effect, so the intended meaning of the wordplay is level zero because there is no hidden meaning and the effect is literal from the description.

c) Wordplay Transmission Analysis

Media is required for wordplay to transmit its meaning, which means different media result in different ways of understanding the wordplay (Purnomo et al., 2019). Winter-Froemel (2016) mentioned three types of wordplay transmission: phonic, graphic, and combination. There is a relation in intended meaning, the usage of image, sound, and motion, which impacts the level of the intended meaning. In *Twilight Shroud* ability, this ability is visualized and added sound-effect which assists gamers in understanding the function of the shroud mechanically. The visual and audio effect usage

proves that 'shroud' in *Twilight Shroud* is at level zero for the intended meaning. Video games use an interface for gamers to feel the game elements with visual and audio effects.

Video games use four types of interfaces (Stonehouse, 2014) in Purnomo et al. (2019). there are:

1) Diegetic

The diegetic interfaces are integrated into the game environment and narrative, making it more realistic because the diegetic interface is not displayed, making the game more immersive or realistic.

2) Meta-diegetic

Meta-diegetic is the same as diegetic, but what makes it different is that in meta-diegetic, the is displayed in a 2D plane. The example is like a chat box to communicate with another player.

3) Spatial

The spatial interface this level of interface is lower than meta-diegetic because the player needs to follow a symbol that directs the character where to go, which automatically lowers the level of immersion.

4) Non-diegetic

The lowest one is called non-diegetic, in this interface symbolized the movement, equipment, and other game element which reduce the immersive level of the narrative.

In *Twilight Shroud's* case, the immersion level is low, and the intended meaning level is zero. This means that *Twilight Shroud* is made for gamers to have direct influence, so they might use its mechanical functions to respond to the Action in the battle.

Concerning narrative functions, Fernandez-Vara (2011) in Purnomo et al. (2019) proposed indexical storytelling, which says that stories in games are not just for telling a story to the gamers but also telling the gamers to do something. In narrative functions, there are two wordplay transmissions: storytelling and story building. In *Twilight Shroud's* case, storytelling's indexical is Action because the ability affects the game. In *League of Legends*, the gameplay has no cutscene or story. Instead, there is a description of ability usage and item effect, which fall into Telling.

d) Ideology of Influence Analysis

In 1997 Aarseth proposed an Ideology of influence divided into two delivery principles, namely:

1) Metamorphic

Metamorphic gives giving free option for gamers to use a particular item or ability without paying too much for wordplay, giving gamers free strategies to achieve their goal.

2) Anamorphic

In anamorphic, gamers must use the item or ability in a particular way following the wordplay, which limits players from using it.

e) Wordplay Function Analysis

Wordplay Function Analysis is the last procedural analysis of gaming language to identify how wordplay plays in a gaming context. A detailed analysis is conducted to explain how wordplay functions, namely persuasion, identification, and meaning circulation, are applied through the played word. In the case of 'Shroud' and the word is attached to twilight, the persuasion for the gamer is that it is used to cover the character in the battle when the gamer needs to hide or just fast way do disengage from the fight. Knowing the function of *Twilight Shroud*, gamers are persuaded to use *Twilight Shroud* when they need to hide immediately or disengage from the fight. There are two types of persuasion, namely:

1) Compulsive Persuasion

Compulsive persuasion means gamers need to solve the problem with only one solution, which means gamers need to decipher the word and the intended meaning.

2) Resistible Persuasion

The second is resistible persuasion, which gives freedom to gamers to solve the problems they encounter with or without following the wordplay.

The *Twilight Shroud* is used for many purposes in *League of Legends*, the shroud is supposed to hide the champion and add energy points to the characters in the wordplay, but the gamers are given the freedom to use it anytime at any moment without

following the wordplay which makes it falls into resistible persuasion.

The next is identification. The difference between persuasion and identification is located in the target or addressee. Identification refers to the cognitive process by which gamers make mechanical modifications such as by pressing a button, adjusting the setting on difficulty, or game configuration as a reaction and response in a physical form.

There are:

1) Singular

It is called singular if there is no need to adjust any mechanical function.

2) Plural

If there is an adjustment in mechanical function is needed, it is called plural.

In the case of '*Twilight Shroud*' the identification is singular because gamers need to press the button to use the ability. There is no plural in ability or item usage in *League of Legends* because no in-game adjustment is needed.

2. Game Ideology

Ideology is the system of beliefs that impact people's behavior, especially in a particular group. The set value is based on economic and political systems (Oxford Online Dictionary, 2023). Ideology is the study

of ideas (Plamenatz JP, 1971). In this case, ideology is the study of ideas in video games. In this study, the analysis of gaming language through ludic linguistics is conducted to understand the game ideology. The study of the gaming language analysis procedure is proposed by Purnomo et al. (2019). Abilities and items are analyzed in ludic linguistics to understand the gaming language ideology, which will reveal the game ideology based on the ideology of abilities on an item; this is due to the frequent use of abilities and items in MOBA that shaped the style of video games.

3. League of Legends

League of Legends is a top-rated game among gamers, and it is an online multiplayer game (Spezzy in LeagueFeed 2023). Riot Games is the one that developed and published this. The game was released back in 2009 and since then has become the most popular game in the gaming industry. Inspired by a map created by one of the players in the Warcraft III game, Defense of the Ancients, or for shorts called DOTA, the creator evolved into an independent game developer to develop *League of Legends* with its unique universe and lore.

This game is played with two teams consisting of five players on each team. Each player controls a character called “Champion.” The objective of this game is to defend half of the map while also destroying the enemy team’s map. In the battle, the arena team needs to compete to kill epic monsters such as the elemental dragon that gives a buff to all champions for the team who’s able to kill it, Rift Herald, when killed, helped the team to push the turret by using the body of Rift Herald to ram

the turret, and Baron Nashor which when killed gives buff to all players in the team who's killed the Baron.

In *League of Legends*, there are 163 champions with 187 items. This study limits the research of 5 champions with their recommended items. The five champions that have been chosen are Akali, Mordekaiser, Ekko, Jhin, and Pyke. Akali is an assassin mage champion which means her ability damage is big but has low sustainability in battle, but the assassin has great movement ability for the items. Akali uses items that have magic damage because she's an assassin mage. Mordekaiser is a fighter tank champion. The ability consists of big sustainability because a fighter tank champion is focused on sustainability rather than damage. For the items, Mordekaiser uses items that buff his armor and add more health. Ekko is a fighter mage champion; his ability has great damage and crowd control in team fights for the items. Ekko uses an item that has magic damage in it. Jhin is a marksman, which makes his ability focused on huge amounts of damage and far range, but he has low health, and for the items, Jhin uses items that add to his physical damage and armor penetration. Pyke is assassin support, and his ability consists of crowd control and stunt to help marksman to get killed for the items as support; Pyke items will consist of tank items or just pure assassin items.

B. Previous Study

The originality of the material is vital for research purposes. To prove the originality of it, we can trace back to look at some studies that have been

done before. This previous study also helps the researcher use them as guidelines for this new research.

The first is a study by (Kusuma Wati, 2017), *Stylistics for Video Games Analysis from Ludic Linguistics Perspectives*. The Aria Kusuma Wati study talks about ludic linguistics in a video game adaptation of Anderson's short story entitled *The Angel*. This study uses a ludic linguistic approach to analyze diegetic and non-diegetic in-game storytelling symbiosis. Aria Kusuma Wati found 5 data showing mnemonic symbiosis and 63 data showing hegemonic symbiosis. Mnemonic is non-diegetic, and hegemonic is diegetic.

The second journal is by (Saputri, 2019), *How the Infographics Show Channel Presents Infographics from the Perspective of Ludic Linguistics*. This study uses ludic linguistics to reveal the pattern and reason in infographics. This study uses kernel analysis.

The third study is from (Heikkonen, 2018), *Interaction in Video Game Dialogue Exploring the Effects of Ludic Context on Fictional Dialogue*. This study is trying to reveal how the context of video games can affect the fictional dialogue in video games. This study used pragmatic and ludic analysis.

The fourth study is from (Liew et al., 2020), *Logic Mining in League of Legends. This study uses the k satisfiability-based reverse analysis method*

(kSATRA). This method reveals the logical relationship between the gameplay and objectives in the game.

The fifth is (Garite, 2003), *The Ideology of Interactivity (or, Video Games and The Taylorization of Leisure)*. This study analyzes the ideology of

interactivity of video games which is a series of demands that gamers need to obey.

The sixth is a study from Jirror Rudif. *Gaming Language Ideology In God Of War And Devil May Cry Trilogies' Weapons And Skills (Ludic Linguistics Perspectives)*. This study analyzes gaming language used in video games to reveal the video game's ideology.

The researcher found that there are some similarities in the previous study that mentioned and also some differences. The similarities are that the study analyzing videogame uses ludic linguistic approaches to the wordplay, and one study uses an ideology approach for the wordplay analysis. From five of the studies above, there are some differences; the ludic linguistic approach is different and not in a straightforward way, as proposed by Purnomo et al. (2019), but the research done by Jirror Rudif has some similarities but still different because this study focused on revealing the game ideology by analyzing the gaming language ideology applied in the abilities and items in *League of Legends*.

This research has significance use for gamers because this research aims to enhance the experience for gamers by providing valuable information on the game ideology, namely narrative and mechanics. By understanding the ideology, gamers can obtain helpful information while playing the video game. Gamers will understand more about how video game assets, such as abilities and items are intended to be used and the purpose of the videogame, which will help them choose the strategy to play and win the game. In addition, this

research will contribute to helping gamers understand the aspect of narrative and mechanic gameplay in video games. By understanding the narrative, gamers can be more engaged in the storyline and appreciation of video game storytelling, and by understanding the mechanical gameplay of video games, gamers can use items or abilities wisely as they intend to use and use them using different strategies. In general, this research encourages to empowers gamers with an immense understanding of video game ideology to enhance their gaming experience

CHAPTER III

RESEARCH METHODOLOGY

A. Research Design

In this study, qualitative descriptive will be used for gathering the data. Qualitative research used descriptive analysis, Bogdan and Biklen (1997). The data is collected through words or pictures, the researcher uses pictures in this study.

There is some process to acquire data from qualitative research, qualitative research can be acquired through collecting observation data, interviews, and other methods Creswell (2013). This qualitative research is a method to gather data in words; the data will be collected in a table. The collected data in the table can be used to show the detailed data.

This research also uses a procedure proposed by Purnomo et al. (2019), using Ludic Linguistics to reveal the wordplay function in video games. The descriptive qualitative method is used because it is easy to study the phenomenon from the information obtained. The researcher will collect, classify, and analyze the gathered data from the *League of Legends* video game; the data will be analyzed using the procedure from Purnomo et al. (2019) and categorized based on the theory of the research study.

B. Data and Data Source

Data are facts to be examined and used to obtain information or a conclusion (oxford online dictionary, 2023). From the explanation before, the

data can be used to conclude a conclusion for this study of wordplay in video games, especially *League of Legends*. The data for this research are in the form of screenshots and text.

The data source for this research comes from the *League of Legends* video game itself. The data is limited to the usage of wordplay in items and abilities in the game. The data is obtained from the video game legally by downloading the video game via Riot Games launcher; this data is taken from season 10 in the year 2020. This limitation is due to the constant changing of the item each season, so the researcher selected data from one season. Season 10 was picked because when the researcher gathered the data, the game was in season 10.

C. Research Instrument

Qualitative research often relies on humans as the main instrument because the research relies on the active engagement and interpretation of the researcher to gather the data (Lewis, 2015). The engagement of humans as the research instrument helps in a detailed investigation of the topic. So, the main instrument here in this study is the researcher himself. Creswell (2007) defines the research instrument as an instrument to gather data for a study. Examples of research instruments namely surveys, interviews, questionnaires, and observation. The instrument of choice depends on the research question in the study. A perfect research instrument has to be valid, reliable, and ethical. In summary, this research instrument is vital for any research study because it collects data for answering research questions. For the support instrument to

facilitate the study researcher uses a computer, smartphone, and active connection to the internet.


D. Data Collection Technique

In collecting the data, the researcher used qualitative research. The data will be obtained by observing the wordplay on abilities and items inside the *League of Legends* video game. The data is collected with one of the data collection methods called documents and records in the form of screenshots of items and abilities that have already been decided to take because there are hundreds of abilities and items in the game *League of Legends*. The object of this study is the wordplay in items and abilities.

There are few steps to collect data in this study:

1. The researcher played the game downloaded from official sites to preserve its originality. The researcher has years of experience in this game, so he understands completely the wordplay in this game.
2. The researcher gathered all the data by screenshotting each ability and the items decided by the researcher.
 - B.** The researcher classified the data and wrote down all the kinds of wordplay inside the abilities and items in *League of Legends*.
- b) The researcher read all the data again several times and compared it to the original screenshot to ensure the data was accurate.

Table 3. 1: Table Coding

No.	Visual Data	Codes	Notes on the Codes
	<p>Akali Abilities</p>  <p>After dealing damage using abilities Akali creates a ring around the enemy, if akali exit the ring she will gain movement speed and extra additional damage using basic attack</p>	<p>3/Eff/ Lvl 2/ M-D/ Act and Eve/ MP/Res/Com/ Plu/Twilight Shroud</p>	<p>Eff: effect Lvl 2: level 2 M-D: meta-diegetic Act: action Eve: event MP: metamorphic principle Res: resistible</p>

Notes:

Coding:

3 : datum number

Eff : effecting, Kernel analysis

Lvl 0 : level 0, This explains the level of intended meaning level of the wordplay

N-D : Non-diegetic, this is how the wordplay is delivered to the player through interface

Act : action, this is how the wordplay is conveyed to the player in terms of indexical storytelling. The study

has two categories which are abbreviated as Act (action) and Act and Eve (action and event), and the researcher uses these codes to classify them.

Eve : event, this is how the wordplay is conveyed to the player in terms of indexical storytelling. The study has two categories which are abbreviated as Act (action) and Act and Eve (action and event), and the researcher uses these codes to classify them.

MP : metamorphic principle. This is the way in which wordplay affects the game mechanics. The study categorizes this into three categories, which are abbreviated as MP-AP (metamorphic principle and anamorphic principle), MP (metamorphic principle), and AP (anamorphic principle).

AP : anamorphic principle. This is the way in which wordplay affects the game mechanics. The study categorizes this into three categories, which are abbreviated as MP-AP (metamorphic principle and anamorphic principle), MP (metamorphic principle), and AP (anamorphic principle).

Res : resistible. Gamer are given free option to solve the problem they encountered without following the wordplay

Com : Compulsive. Gamer are not given free option to solve the problem they encountered and need to following the wordplay in order to solve it

Sing : Singular. Identification refers to the cognitive process which gamers make mechanical modification such as by pressing button, adjusting setting on difficulty, or game configuration as a reaction and response in a physical form. Because adjustment in mechanical is required it means that the adjustment is not only singular method but plural.

Plu : plural. Identification refers to the cognitive process which gamers make mechanical modification such as by pressing button, adjusting setting on difficulty, or game configuration as a reaction and response in a physical form. Because adjustment in mechanical is required it means that the adjustment is not only singular method but plural.

Phon : Phonic and graphic. This are wordplay transmission trough visual effect and sound effect.

Graph : graphic. This are wordplay transmission trough visual effect and sound effect.

E. Data Validation Technique

For the reliability of the data and the trustworthiness of the data, the researcher needs to validate the collected data. Croker (2009) proposes a technique of process called triangulation. Triangulation is the use of different perspectives on the gathered data. Triangulation is viewed as using various methods or data sources in qualitative research to expand the understanding of phenomena (Carter et al., 2014). The data and analysis results will be verified by other perspectives or known as validators. To help confirm this study researcher needed the help of a linguist and ludic linguistic specialist; the researcher selected Mr. Muhammad Romdhoni Prakoso, M.Pd, to participate as the validator in this study. The researcher selected Mr. Romdhoni because he has experience in the gaming field as a gamer himself, as a lecturer in the videogame field, and as a lecturer involved in the development of a video game.

F. Data Analysis Technique

This technique transforms from raw data material into meaningful interpretation and conclusions. Qualitative data analysis involves interpreting non-numerical data for this study images and text. This study uses qualitative analysis that needs coding to identify patterns and relationships.

Spradley's data analysis technique will analyze all the gathered data. There are four stages of data analysis in qualitative research: domains, taxonomies, components, and cultural themes (Spradley, 1980).

1. Domain

Domain analysis is a technique researchers use to gain a summary of data description to answer the research question. The researcher read the items and abilities descriptions inside the *League of Legends* video game to obtain the data. Domain analysis is typically executed to gather the object of research. The data is collected by screenshotting the items and abilities descriptions in *the League of Legends* video game. The data is gathered from specific character and their items; this is due to hundreds of variations of items and abilities, so the researcher applied the limitation of the study.

2. Taxonomy

Taxonomy analysis is the next step of the analytical technique. This is an advanced analysis from domain analysis. The analysis needs to be detailed and focused on a particular domain and focus on the main problem to understand the more profound meaning and explanation of the research object. This taxonomic approach allows researchers to systematically analyze the data gaining a more nuanced understanding of the data knowledge that is being studied.

3. Componential

Componential analysis is a data analysis technique developed by James Spradley that involves breaking down concepts and ideas into smaller components to understand the culture better. By using componential analysis, researchers can identify the underlying components of cultural concepts and

explore how they relate. This helps reveal the cultural assumptions and values that underlie different concepts and how these concepts are expressed and understood in different contexts.

All the data above was analyzed with a procedure that was proposed by Purnomo et al. (2019) to reveal the contribution of wordplay that was applied in the game. Each data will be analyzed with kernel analysis, intended meaning level analysis, wordplay transmission analysis, the ideology of influence analysis, and wordplay function analysis

Table analysis:

a. Kernel Analysis

Table 3. 2 Kernel Analysis

	Kernel Analysis
	Effecting
Abilities	
Items	

b. Intended Meaning Analysis

Table 3. 3 Intended Meaning Analysis

	Intended Meaning Analysis					
	Level					
	0	1	2	3	4	5
Abilities						
Items						

c. Wordplay Transmission Analysis

Table 3. 4 Wordplay Transmission Analysis

	Wordplay Transmission Analysis						
	Wordplay Transmissions			Interfaces			
	Phon ic	Grap hic	Bot h	Diege tic	Meta-diege tic	Spati al	Non-Diege tic
Abilities							
Items							

d. Ideology of Influence Analysis

Table 3. 5 Ideology of Influence Analysis

	Ideology of Influence Analysis	
	Metamorphosis	Anamorphosis
Abilities		
Items		

e. Wordplay Function Analysis

Table 3. 6 Wordplay Function Analysis

	Wordplay Function Analysis			
	Persuasion		Identification	
	Compulsive	Resistible	Singular	Plural
Abilities				
Items				

4. Cultural Theme

Cultural analysis is conducted by developing themes that go exceeding such a domain inventory to discover the conceptual

themes that the members of society use to relate to the domain (Spradley, 1979, p. 185). Theme analysis is conducted by referring to the domain and taxonomic classification to connect to the context for the researcher to be able to find the correct interpretation. Cultural theme analysis endeavors to gather various themes, cultural focuses, values, and cultural domains in each domain. Furthermore, this analysis seeks to find the connection included in the analyzed domain to form comprehensive unity, which will reveal the dominant themes and the non-dominant.

CHAPTER IV

FINDING AND DISCUSSION

The most critical step of research is analysis. The researcher examined the data that he found in this chapter. The gaming language ideology analysis through ludic linguistics in this study follows the proposed procedure by Purnomo et al. (2019). The analysis of gaming language ideology applied in the abilities and items in *League of Legends* video game is the result of the analysis of the data done by the researcher. The data here is based on the description of items and abilities of characters in *League of Legends* video games.

A. Findings

This segment will present the findings from research questions, from the first question about the ideology of abilities used by the character in *the League of Legends* video game. The second research question concerns the ideology of items used by the character in *League of Legends* video games. The data will be analyzed in detail to answer all two research questions. In order to do a detailed analysis, the researcher used the procedural analysis in ludic linguistic procedure to reveal the video game ideology proposed by Purnomo et al. (2019). Researcher will present the findingcher in order according to the step of the theory.

1. What ideology do the abilities in League of Legends have

a. Kernel Analysis

Table 4. 1 Kernel Analysis

	Kernel Analysis
	Effecting
Abilities	25
Items	36

The first step in the analysis of this study is kernel analysis, which will help the researcher reveal the ideology of game language in abilities. The kernel of abilities is effecting because this ability is effecting the shape of gameplay. Purnomo et al. (2019) said that if an item has an effect inside the video games, the kernel of affecting is effecting.

Abilities in this multiplayer online battle arena (MOBA) affect the game mechanically without affecting any narrative because there is no story gameplay inside the video game. In every ability, there is always a description under the abilities name, which determine the mechanical function of its ability. Gamers can use this description to determine how to use the ability effectively. To provide detailed explanation, researcher provides these examples

- 1) 3/Eff/Lv10/Phon and Graph/N-D/Act/MP/Res/Plu
/TwilightShroud



Figure 4. 1 Akali Ability Twilight Shroud

One of Akali abilities is called “*Twilight shroud*”, it is a shroud, the way use it is by throwing a grenade that will explode and releasing all of the smokes like smoke grenade. The kernel here is “shroud”. The developer of *League of Legends* video game used the word to tell gamers the function of shroud is to cover the champion. This is proven when gamers use Akali *Twilight Shroud* and then a smoke appeared in doughnut shape.

- 2) 15/Eff/Lvl10/Phon and Graph/N-D/Act/MP/Res /Plu/Death’s Grasp

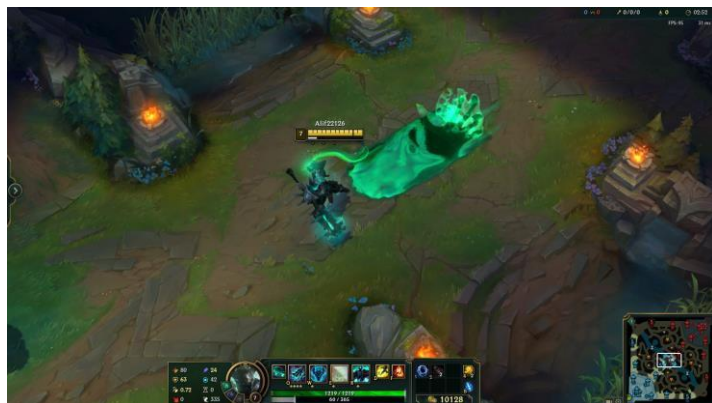


Figure 4. 2 Mordekaiser Ability Death’s Grasp

Mordekaiser is a brutal champion, he is a warlord that uses his necromantic power to bind souls to be his slave for eternity. One of his power or ability is called “*Death Grasp*”.

The way to use this ability is gamer aiming the enemy player to be grasp enemy within the grasp range, grasping enemy closer to the champion. The kernel here is “grasp”. The developer used the name to tell the gamers literal meaning of the ability usage. This ability is effecting.

3) 4/Eff/Lvl10/Phon and Graph/N-D/Act/MP/Res/Plu /Shuriken
Flip

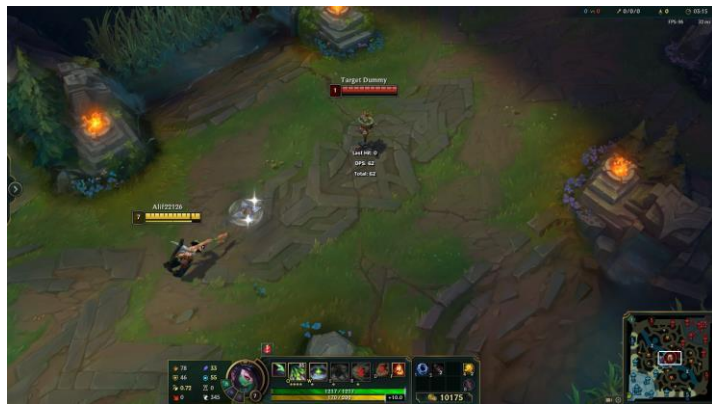


Figure 4. 3 Akali Ability Shuriken Flip

As an assassin's champion one of Akali's weapons is shuriken and one of her ability is called “*Shuriken Flip*”, it is an ability where Akali throw shuriken while flipping backward. From the name itself gamers understand the function of the ability as the developer intended. The kernel here is “shuriken”. The datum is effecting.

b. Intended Meaning Level Analysis

Table 4. 2 Intended Meaning Analysis

	Intended Meaning Analysis					
	Level					
	0	1	2	3	4	5
Abilities	25	-	-	-	-	-
Items	36	-	-	-	-	-

The next analysis after kernel is analyzing the intended meaning level. In intended meaning analysis there's level that classified by Stiles 1986. The levels are 0,1,2,3,4,5 as the level goes higher it's harder the intended meaning level is hidden. The data level here are various. Here's some detailed explanation

- 1) 2/Eff/Lvl0/Phon and Graph/N-D/Act/MP/Res/Plu/ /Five Point Strike

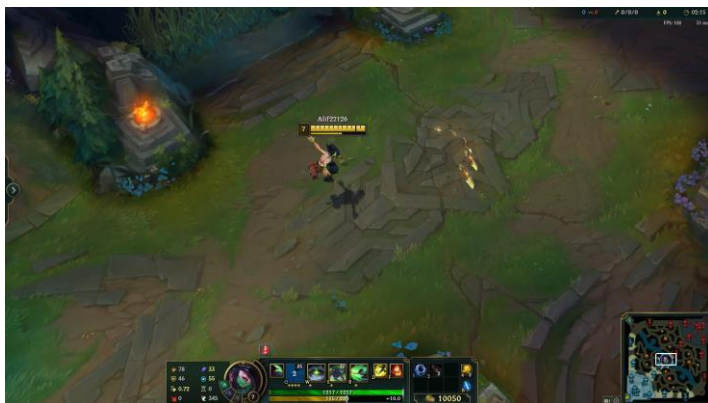


Figure 4. 4 Akali Ability Five Point Strike

One of Akali's weapon is kunai, and her ability to use kunai is called "*Five-Point Strike*". When activated Akali throws five kunai in front of her. From the name itself the developer gave a hint to what kind of ability is it. Gamers don't need to reveal the function of the weapon because gamers can understand what the ability does by just trying to use it but revealing the hidden

meaning here will be beneficial. There is no hint in this ability because all information is provided inside the description, so the intended meaning analysis is classified in level 0.

- 2) 36/Eff/Lvl0/Phon and Graph/N-D/Act/MP/Res/Plu/Deadly Flourish



Figure 4. 5 Jhin Ability Deadly Flourish

Jhin have an ability called “*Deadly Flourish*” from the name it is a bit difficult to understand what this ability does. When activated Jhin fire a single shot with incredible range, if the enemy recently damaged by Jhin or allies this ability can root the enemy (make them stay in place) for few seconds. Gamers can find out by simply using the ability and observing the outcome. When the intended is revealed by reading the description of the ability gamers can understand a lot more about the ability than pressing the ability to see what it does, or reading the description about the ability. This is definitely beneficial for gamers to reveal the detailed information. This means that

developers are not hinting the intended meaning on the ability which made it on level 0 for intended meaning analysis.

3) 38/Eff/Lvl10/Phon and Graph/N-D/Act/MP/Res/Plu/Curtain Call



Figure 4. 6 Jhin Ability Curtain Call

Jhin is a marksmen champion, it means this champion use range as advantage during a fight and as a marksman in *League of Legends* they usually have a bigger damage. One of Jhin ability is called “*Curtain Call*” which from the name doesn’t give enough information about what it does. When curtain call activated, Jhin able to shot mega cannon on his shoulder for 4 times with incredibly far range, if it hits the enemy will be damaged and slowed and the fourth shot deals the highest damage. Gamers can reveal the function of the ability by simply using it and seeing what it does. Reading the ability description is not a must but when gamers read it, gamers can use the ability effectively and can reach the highest effectiveness when using it. In other word developer is not hinting to gamers about the ability in the description which made intended level is on level 0.

c. **Wordplay Transmission Analysis**

Table 4. 3 Wordplay Transmission Analysis

	Wordplay Transmission Analysis						
	Wordplay Transmissions			Interfaces			
	Phon ic	Grap hic	Bo th	Diege tic	Meta-diege tic	Spati al	Non-Diege tic
Abiliti es	1	-	24	-	-	-	25
Items	-	23	11	-	-	-	36

After the intended meaning analysis is found, the next is analyzing wordplay transmission analysis. To transmit wordplay meaning, the media is required, which can cause different meanings based on which media they are using (Purnomo et al., 2019). There are three types of wordplay transmission: phonic, graphic, and a combination of both (Winter-Froemel, 2016). Video games use an interface for gamers to feel the game elements with visual and audio effects. There are four interface types in video games: diegetic, meta-diegetic, spatial, and non-diegetic (Stonehouse, 2014). Concerning the narrative function, Fernandez-Vara proposed indexical storytelling, which means the stories in a videogame are not just for telling the story to the gamers but also telling the gamers to do something. The narrative function has two wordplay transmissions, namely storytelling and story building. There are two types of indexical storytelling, namely Event and Action, which have two immersion levels: Telling and Building.

- 1) 15/Eff/Lvl0/Phon and Graph/N-D/Act/MP/Res/Plu/Death's Grasp



Figure 4. 7 Mordekaiser Ability Death's Grasp

One of Mordekaiser ability is called “*Death's Grasp*”. This ability uses to pulls enemies in intended area and range closer to Mordekaiser. As we can see from the screenshot this ability has graphical effect on the video game and also has sound effect too. From this two we can understand the wordplay transmission here is phonic and graphic because both appears when the ability is in use. In *League of Legends* all interface of abilities description is displayed in icon which reducing the immersion level to become Non-diegetic. For the narrative function the description of the ability is identified as storytelling because it's telling information about the ability function. Indexical storytelling is falls into action because the ability has effect on the gameplay.

- 2) 25/Eff/Lvl0/Phon and Graph/N-D/Act/MP/Res/Plu/Parallel Convergence



Figure 4. 8 Ekko Ability Parallel Convergence

One of Ekko abilities is called “*Parallel Convergence*”. This ability creates anomaly dome to split the timeline, when enemy inside the dome they will be slowed but if Ekko enters the dome he will gain additional armor for few seconds and when there is enemy inside the enemy will be stunt for a few second. This ability has graphical and sound effect so the wordplay transmissions falls into both phonic and graphic. Because the ability is shown in icon the type of interface is Non-diegetic. The description of the ability is using wordplay transmission of storytelling because the descriptions tells gamers detailed information and the indexical storytelling is falls into action because the ability has effect on videogame gameplay.

3) 46/Eff/Lvl0/Phon and Graph/N-D/Act/MP/Res/Plu/Bone Skewer



Figure 4. 9 Pyke Ability Bone Skewer

This particular ability for Pyke is use to stab enemy in front of him and then pulling the enemy towards him. This ability produces sound and graphical effect so the wordplay is both phonic and graphic. The ability is showed in icon which made the interface into non-diegetic. From the description of the ability it shows that wordplay transmission is storytelling because the description tells gamers the abilities and detailed information. The last, indexical story telling falls into action because the ability has effect on gameplay.

d. Ideology of Influence Analysis

Table 4. 4 Ideology of Influence Analysis

	Ideology of Influence Analysis	
	Metamorphic	Anamorphic
Abilities	25	-
Items	36	-

The next is the ideology of influence analysis. In this analysis, there are only two kinds of Ideology of Influence, namely metamorphic and anamorphic. Metamorphic gives giving free options

to gamers to use abilities or items freely without concern or following the wordplay in the description. The developer is trying to give gamers the freedom to use it. Anamorphic is more like the opposite, and gamers need to follow the command to be able to continue to the next level. They're forced to follow the command in order to progress (Aarseth, 1997)

- 1) 47/Eff/Lvl10/Phon and Graph/N-D/Act/MP/Res/Plu/Ghostwater Dive

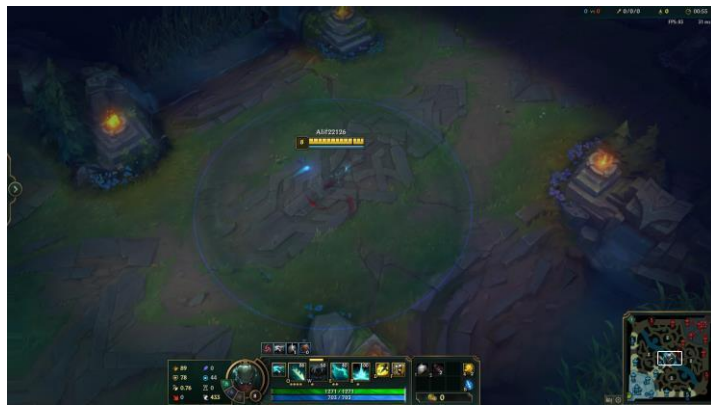


Figure 4. 10 Pyke Ability Ghostwater Dive

One of Pyke ability is "*Ghostwater Dive*". When activated Pyke become invisible and gain additional movement speed that decays over time. From the description of this ability can be understand that developer is not asking gamers what to do but instead giving gamers the description about what it does and gamers are free to choose how and when to use it which made it Metamorphic.

- 2) 37/Eff/Lvl10/Phon and Graph/N-D/Act/MP/Res/Plu/Captive Audience



Figure 4. 11 Jhin Ability Captive Audience

This ability is called “*Captive Audience*”, one of Jhin ability. When in use Jhin place invisible lotus trap that blooms when enemy walked on it. It slows the enemy’s movement speed before explode and dealing damage. This ability gave gamers freedom to use it, because there is no specific thing to do. Gamers can use it whenever and wherever they want which made this ability Metamorphic.

- 3) 49/Eff/Lvl10/Phon and Graph/N-D/Act/MP/Res/Plu/Death from Below

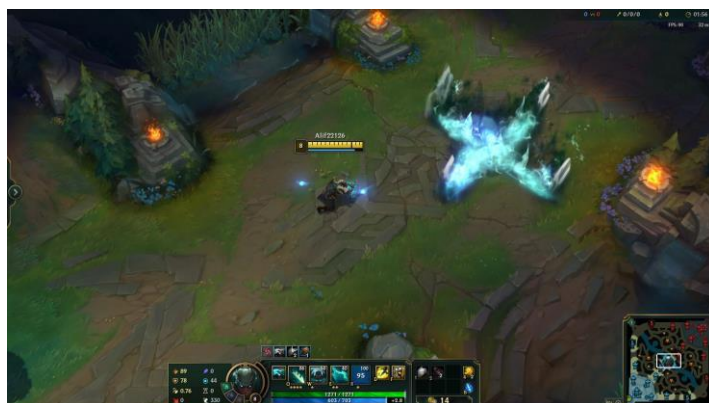


Figure 4. 12 Pyke Ability Death from Below

Pyke ability’s “*Death from Bellow*”, when in use Pyke will blinks and execute enemy player with low health and if the

enemy player died Pyke will be able to re-cast it. If this ability killed a player Pyke will grant additional gold for ally who assists. From the description it is a bit tricky because it says “player with low health” but actually it’s not had to, developer gave gamers free choice but the description here is to give player useful additional information. If Pyke hit the low health, they will instantly be died but if gamers choose to hit player with high health it will still able to use the ability but it will not kill the enemy.

e. Wordplay Function Analysis

Table 4. 5 Wordplay Function Analysis

	Wordplay Function Analysis				
	Persuasion		Identification		
	Compulsive	Resistible	Singular	Plural	Both
Abilities	-	25	5	20	-
Items	-	36	25	-	11

Wordplay function analysis. This is the last procedural analysis to identify how wordplay plays in a gaming context. There are two wordplay functions, namely persuasion, and identification. There are two types of persuasion, namely, compulsive and resistible. For identification, there are singular and plural.

- 1) 35/Eff/Lvl0/Phon and Graph/N-D/Act/MP/Res/Plu/Dancing
Grenade



Figure 4. 13 Jhin Ability Dancing Grenade

Jhin's "*Dancing Grenade*" is one of his ability as a marksman. Jhin launches magic cartridge which can hit 4 targets and if it kills the bouncing magical cartridge will gain damage. From the perspective of persuasion this falls into resistible persuasion because developer gave gamers freedom to use this ability without following any command and for identification this ability falls into singular because there is no adjustment needed to use this ability.

2) 27/Eff/Lvl0/Phon and Graph/N-D/Act/MP/Res/Plu
/Chronobreak



Figure 4. 14 Ekko Ability Chronobreak

When Ekko using “*Chronobreak*” he’s shattering his timeline. He became untargetable and rewinding to his position few seconds ago and receive heals for as much as damage he is taken, if enemies is on his arrival zone after rewinding time, they will receive massive damage. In persuasion this is falls into resistible persuasion because player is free to use this ability without any need to following the wordplay and for the identification this falls into singular because there is no adjustment for the game to use this ability.

- 3) 24/Eff/Lv10/Phon and Graph/N-D/Act/MP/Res/Plu
/Timewinder



Figure 4. 15 Ekko Ability Timewinder

Ekko throws a unique grenade called “*Timewinder*”. This grenade will expand and creates time-distortion field, this grenade will slow and damaging enemy that hit by it and this grenade will rewind back to Ekko and dealing damage on its return. In persuasion this ability is classified as resistible because gamers are free to use this ability without following the

wordplay and for the identification this falls into singular because no adjustment is needed to use this ability.

F. What ideology do the items in League of Legends have

G. Kernel Analysis

Table 4. 6 Kernel Analysis

	Kernel Analysis
	Effecting
Abilities	25
Items	36

Kernel analysis is the first step in the analysis of this study. Kernel analysis is used by researchers to reveal the ideology of game language used in items. The kernel of items is effecting because this ability is effecting the damage of the champion. If the item has an effect on gameplay, then the kernel of that item is Effecting, Purnomo et al. (2019). Items in every multiplayer online battle arena (MOBA) are effecting the gameplay only without any effect on the narrative. Here is an example of analysis:

1) 6/Eff/Lv10 /N-D/Act/MP/Res/Sing/Riftmaker



Figure 4. 16 Items Riftmaker

Riftmaker is item in *League of Legends* with special effect and use. In kernel analysis perspective this item falls in items as game assets and the kernel of this item is effecting. Item in MOBA games are playing major role in the balance of video game. Each item has special purpose to balance or dominant the battle.

2) 7/Eff/Lvl0 /N-D/Act/MP/Res/Sing/Shadowflame



Figure 4. 17 Items Shadowflame

Shadowflame is an item buffing the damage for the champion who's using it. There are a lot to reveal the use of this item in the description. The game asset here is obviously as an item and the kernels is effecting because this item has effect on gameplay especially on the damage.

3) 8/Eff/Lvl10 /N-D/Act/MP/Res/Sing/Sorcerer's Shoes



Figure 4. 18 Items Sorcerer's Shoes

Sorcerer's shoes are not only adding damage as like other item this particular item is adding more damage by reducing the magic armor of the enemy while adding movement speed on the user. The asset is falls into item and the kernels is effecting because this item has effect on the user and gameplay

b. Intended Meaning Analysis

Table 4. 7 Intended Meaning Analysis

	Intended Meaning Analysis					
	Level					
	0	1	2	3	4	5
Abilities	25	-	-	-	-	-
Items	36	-	-	-	-	-

The intended meaning analysis is used to analyze whether the developer hide any meaning in the video game. In intended meaning analysis, the level is classified by Stiles 1986. The levels are 0,1,2,3,4,5. As the level goes higher, it is harder for the intended meaning level to be hidden.

1) 10/Eff/Lvl0 /N-D/Act/MP/Res/Sing/Void Staff

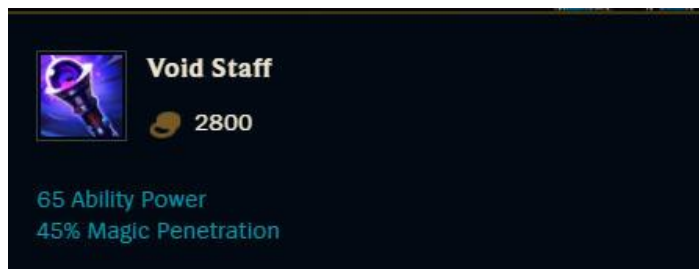


Figure 4. 19 Items Void Staff

Void Staff is item used for champion that the damage based on magic. This item will help them to gain more power and able to penetrate magical armor on enemy champion. The intended meaning analysis of this item is level 2. The developer is hinting the effect of this item with ability name. Revealing the description of this item will be more beneficial for gamers.

B. 11/ Eff/Lvl0 /N-D/Act/MP/Res/Sing/ Morellonomicon



Figure 4. 20 Items Morellonomicon

Morellonomicon is item for mage champion. This item adds health and damage, this item has special effect where the enemy that got hit by champion will receive continues damage for few seconds. The level of intended meaning for this item is level 2. Developer is hinting the function in the description box. Gamer don't have to reveal the description but it will give gamers a lot of advantage and useful information.

3) 19/Eff/Lvl10 /N-D/Act/MP/Res/Demonic Embrace



Figure 4. 21 Items Demonic Embrace

Demonic Embrace is used for champion that use magic and intended for more endurance or sustainability because this

item not only adding damage but also adding a huge number of health. This item also continuously damaging enemy champion for specific time. Intended meaning analysis is classified into level 2, the item function is hinted on the name and icon but this don't give much or useful hint so revealing the description will be more advantageous for gamers although it is not something that gamers have to do but revealing it will give such benefit.

c. Wordplay Transmission Analysis

Table 4. 8 Wordplay Transmission Analysis

	Wordplay Transmission Analysis						
	Wordplay Transmissions			Interfaces			
	Phonic	Graphic	Both	Diegetic	Meta-diegetic	Spatial	Non-Diegetic
Abilities	1	-	24	-	-	-	25
Items	-	23	11	-	-	-	36

After the intended meaning analysis is found, the next is analyzing wordplay transmission analysis. To transmit wordplay meaning, the media is required, which can cause different meanings based on which media they are using (Purnomo et al., 2019). There are three types of wordplay transmission: phonic, graphic, and a combination of both (Winter-Froemel, 2016). Videogames use an interface for gamers to feel the game elements with visual and audio effects. There are four interface types in video games: diegetic, meta-diegetic, spatial, and

non-diegetic (Stonehouse, 2014). Concerning the narrative function, Fernandez-Vara proposed indexical storytelling, which means the stories in a videogame are not just for telling the story to the gamers but also telling the gamers to do something. The narrative function has two wordplay transmissions, namely storytelling and story building. There are two types of indexical storytelling, namely Event and Action, with two immersion levels: Telling and Building.

- 1) 20/Eff/Lv10 /N-D/Phon and Graph /Act/MP/Res/Sing and Plu/Zhonaya's Hourglass



Figure 4. 22 Items Zhonaya's Hourglass

Zhonaya's Hourglass is item that make champion be untargetable for 2.5 seconds, when in use champion will freeze in place and cannot cast any ability or move. The wordplay transmission here is both phonic and graphic because there's sound and visual effect when the item is in use. The interface

here is non-diegetic because the item description is shown in icon. In narrative function for wordplay transmission this falls into storytelling because the description telling gamers the use of this item and fir the indexical story telling this item is classified as action because it has effect on gameplay.

2) 21/Eff/Lvl10 /N-D/Act/MP/Res/Sing/Thornail



Figure 4. 23 Items Thornmail

Thornail as an armor for champion, not only adding armor or health this item has effect on knockback which means if any enemy dealing damage to the user of this armor the enemy will receive small amount of the damage too. This item also reduces the effectiveness of healing on enemy champion that attack the user of this armor. In MOBA item is not shown on physical way, only icon in inventory which means there's no audio but only visual on inventory when this item is on use which means the wordplay transmission falls into graphic. The interface of this item is non-diegetic because the item is presented in icon. In narrative function for wordplay

transmission this falls into storytelling because the description telling gamers the use of this item and fir the indexical story telling this item is classified as action because it has effect on gameplay.

3) 22/Eff/Lvl10 /N-D/Act/MP/Res/Sing/Spirit Visage



Figure 4. 24 Items Spirit Visage

Spirit Visage is also armour for champion, this armour increase health, magic resist and reducing cooldown on ability. In *League of Legends* this item only shown as icon in inventory which means in wordplay transmission there is only graphic because there is no sound effect on this item. The interfaces are non-diegetic because the description is shown in icon. In narrative function for wordplay transmission this falls into storytelling because the description telling gamers the use of this item and fir the indexical story telling this item is classified as action because it has effect on gameplay.

d. Ideology of Influence Analysis

Table 4. 9 Ideology of Influence Analysis

	Ideology of Influence Analysis	
	Metamorphic	Anamorphic
Abilities	25	-
Items	36	-

The next is the ideology of influence analysis. In this analysis, there are only two kinds of Ideology of Influence: metamorphic and anamorphic. Metamorphic gives giving free options to gamers to use an ability or item freely without concern or following the wordplay in the description. The developer is trying to give gamers the freedom to use it. Anamorphic is like the opposite; gamers must follow the command to continue to the next level. They are forced to follow the command to progress (Aarseth, 1997).

- 1) 28/Eff/Lvl10/Phon and Graph/N-D/Act/MP/Res/Sing and
Plu/Hextech Rocketbelt

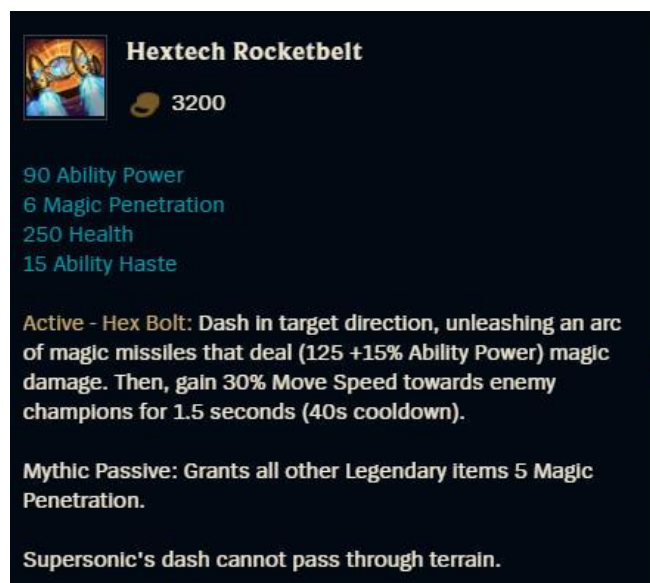


Figure 4. 25 Items Hextech Rocketbelt

Hextech Rocketbelt is item that has special use where if activated this will dash in target direction while launching small missile that damage enemy when hit. In ideology of influence this item is classified in metamorphosis because gamers are free to use it however they want

2) 31/Eff/Lvl10 /N-D/Act/MP/Res/Sing/Lich Bane



Figure 4. 26 Items Lich Bane

Lich Bane will give the user movement speed and more ability power. In ideology of influence this item is on metamorphosis where gamers are free to use this item or not, there is no force from the developer so gamers are given free option.

3) 39/Eff/Lvl10/Phon and Graph/N-D/Act/MP/Res/Sing and
Plu/Galeoforce

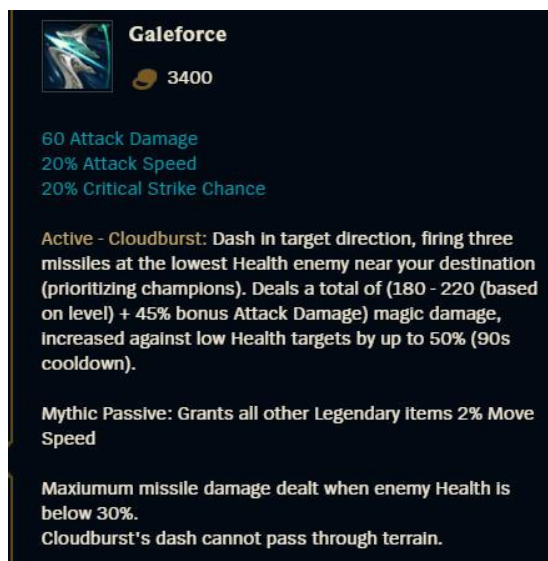


Figure 4. 27 Items Galeoforce

Galeoforce is not only giving buff on damage and attack speed but this item allows the user to dash on target direction while also firing missile to the lowest health enemy. In ideology analysis this item is metamorphosis because gamers are free to use it or not and there is also no specification what kind of champion that can use this item. So, there is free option for the gamers.

e. Wordplay Function Analysis

Table 4. 10 Wordplay Function Analysis

	Wordplay Function Analysis				
	Persuasion		Identification		
	Compulsive	Resistible	Singular	Plural	Both
Abilities	-	25	5	20	-
Items	-	36	25	-	11

Wordplay function analysis. This is the last procedural analysis on gaming language analysis to identify how wordplay plays in a gaming context. There are two wordplay functions, namely persuasion, and identification. There are two types of persuasion, namely, compulsive and resistible. For identification, there are singular and plural

1) 40/Eff/Lvl0 /N-D/Act/MP/Res/Sing/Boots of Swiftness

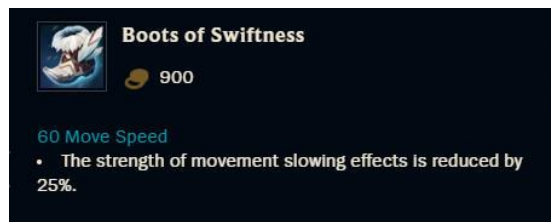


Figure 4. 28 Items Boots of Swiftness

Boots of Swiftness is item to boost the movement speed and also reducing any slow effect that given by the enemy. In persuasion this item is on resistible which means gamers are given free option whether to use this item or not. For the identification this item is singular because this item is automatically giving effect without need to press any button.

2) 41/Eff/Lvl0/Phon and Graph/N-D/Act/MP/Res/Sing/Rapid

Firecannon



Figure 4. 29 Items Rapid Firecannon

Rapid Firecannon is an item that mostly used by marksman champion. This item is buffing damage and increasing basic attack range. In persuasion this item is resistible which means gamers are free to choose the item or choose any other item. In identification this falls into singular where there is no need to press any button because the item is automatically active.

3) 50/Eff/Lvl10 /N-D/Act/MP/Res/Sing/Duskblade of Drakthar



Figure 4. 30 Items Duskblade of Drakthar

Duskblade of Drakthar is not only adding damage and reducing cooldown but this item has passive where u can be invincible after killing a champion. Because there is no force in using this item this item falls into metamorphosis. There is also no need to press the button to activate this item because this item is automatically active.

4) Discussion

In this section, the researcher will discuss the research findings to answer the research question in Chapter I. This research suggested two research questions. The first is about what ideology do the abilities in *League of Legends* have. The second research question is about what ideology do the items in *League of Legends* have. The researcher will answer the research question with the data that has been collected. To make it simple to visualize and analyze, the researcher uses a componential table to summarize the findings, as shown in the findings.

The data in the table obtain the classification of abilities and items in the *League of Legends* video game. The data is taken straight from the video game itself, which guarantees the originality of the data.

The gaming language ideology of abilities and items in *League of Legends* is displayed in the table above. The data shows that the abilities and items are meant to affect the gameplay. The effect is in the form of mechanics only because this is a MOBA game where there is no cutscene story in the gameplay. This can be concluded because of the kernel of the abilities and items.

There are 61 data collected in total. With 25 data on abilities and 36 data on items. Based on the data collected on gaming language ideology in *League of Legends* abilities and items through ludic linguistic can be concluded that the abilities in *League of Legends* is more dominant in the both visual-sound effect and dominant in the adjustment in mechanical function which needed to press a button in order to use the abilities. The details are 25 on kernel effecting, 25

abilities on level 0 intended meaning analysis, for the wordplay transmission there are 1 ability on phonic and 24 abilities on both phonic and graphic, for the interfaces there are 25 abilities on non-diegetic, and the last there are 25 abilities classified as metamorphosis in ideology of influence analysis. While for the second research question the gaming language ideology in items are more dominant in visual and singular which means many items don't need to be activated manually by pressing any button. The details are 36 items is effecting on kernel analysis, 36 items is on level 0 for intended meaning analysis, 23 items is graphic and 11 items is both graphic and phonic for wordplay transmission, 36 items on non-diegetic for interfaces, 36 items on metamorphosis for ideology influence analysis, 36 items are resistible in persuasion for wordplay function analysis, 25 items are singular and 11 items are special because this item is both singular and plural in identification for wordplay function analysis. This singular and plural is because the item has special use which called active items, when activated gamers will have more special effect on the item. This item has singular effect but also plural, when the plural is being used gamers will get more benefit out of that item.

The researcher found that abilities in *League of Legends* play a role in the game in many ways. This can be observed from the kernel of the abilities. The abilities name did not hints to the player about the hidden function of the ability

itself. The abilities are on level 0 for intended meaning, which means the developer is not hiding the detailed use of the ability gamers can understand the use of the weapon by using it directly or reading the description of the abilities. Wordplay abilities are transmitted primarily with visual and audio effects with non-diegetic interfaces. The abilities are more to storytelling because the abilities provide action for the game, and the description tells what the ability does. There is no story building in the MOBA genre because the game focuses more on action than a cutscene story. Abilities are classified as resistible, meaning gamers can use any combination of abilities to win the game. To use the ability, gamers need an action to use the ability, like pressing the button on the keyboard, which makes the ability plural. For the narrative function, all the abilities in *League of Legends* are metamorphic because gamers do not need to do a particular action to understand the data. With this kind of gameplay style, gamers are free to use their gameplay style to play and win the game.

The ideology of items is almost the same as the abilities; there is some difference in wordplay transmission and mechanical adjustment. The items are made to affect the combination and variables for the gameplay. Thus, the kernel is effecting, it is hard to understand the function of the items by looking at the name, but players can understand it by reading the description of the items,

which classified this as level 0 in the intended meaning level because the developer is not trying to hide any hidden meaning. The items are transmitted mostly through visuals only by showing the icon of the items in inventory, but some items use visual and audio, like *Hextech Rocketbelt*. When activated, the ability to produce visual and audio effects, all items are represented with non-diegetic interfaces. The items are more to storytelling because the description explains the item's function. Items are classified as resistible, meaning gamers can choose what item they want to use, each player can choose six items. To use the items, there is no need to press any button, which is classified as singular, but some items need a mechanical function to use, which is classified as plural. For the narrative function, all items are metamorphic because gamers do not need to do a particular action to understand the data.

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusions

Based on the result of the research, 61 data from abilities are gathered in *League of Legends* video game. All 61 data are consisting of 25 abilities and 36 items. The ideology of abilities and items is revealed using the theory of gaming language analysis procedure proposed by Purnomo et al (2019). From the finding all of the abilities and items are effecting the gameplay and the level of intended meaning is literal 0 because developer is not trying to hide the meaning, this can be obtained with reading the items or abilities description.

The game use audio and visual aid for 24 abilities and only 1 with visual effect for the item there are 23 items that only shown the symbolized graphic and 11 items aided with audio visual which made this which made it non-diegetic. All items and abilities are classified into action, because in MOBA there is no story event on the gameplay. This means that this game is designed to be more focus on the mechanic rather than narrative.

The items and abilities fall into metamorphic principle which means gamers have freedom to choose strategy and gameplay to play the game and finishing objectives. The persuasion of all 25 abilities and 36 items are resistible because gamers can choose to use it or not. For the identification there

are 5 abilities that don't need mechanical adjustment by pressing any button because it's all passive which means automatically active which means this falls into singular and 20 abilities are plural which needed to press the button to activate or use the ability. For the items 25 of them are singular because items effecting by adding buff or unique effect to add diversity of the gameplay, this item is active passively or automatically when dealing damage but there are special items that need to be activated by pressing button, there are 11 items.

From the research it can be understand that mechanical function is more affecting the gameplay rather than the narrative, this is due to the abilities and items add more variant to mechanical of the game. There is no need narrative in *League of Legends* because all the focus of the game is to competing inside an arena to win the game with various strategy. In conclusion, after analyzing gaming language to find the ideology of items and abilities in *League of Legends*, it is concluded that the ideology of abilities and items is more to mechanics gameplay. Because the *League of Legends* video game is consists of using abilities and items in order to win the game thus making the game ideology also more to mechanics gameplay.

B. Implication

This research depicts an analysis of game ideology with gaming language analysis to reveal ideology through ludic linguistics. Based on the research there are two implications that can be made:

1. Diversity in video games shows how necessary for gamers to understand the video game assets in order to understand the model of the gameplay or the ideology of the game. This can have implications for gamers that want to understand the video game in-depth, which can help gamers to finish the game effectively.
2. With diverse ideology, genre, and game assets, it shows how important it is to understand the ideology of the game for developers as a consideration to develop a video game. By applying the factors that are needed to develop a video game such as ideology and ludic linguistics.

C. Suggestion

Ludic Linguistics has many potentials to analyze video games or even to create one by using Ludic Linguistics as basic elements that need to be added inside a videogame. Ludic Linguistics is handling the element that made the video game exciting. The researcher hopes this research can be used to understand more about Ludic Linguistic applications, especially in video game analysis.

For the next researcher, this study can be used as a reference for the next analysis of video game ideology, especially about abilities and items using this same theory. There are a lot of MOBA games released by different developers,

so the researcher suggests researching other MOBA games or games that engage in both story and gameplay action, like Assassin's Creed videogame.

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APPENDICES

Appendix 1: Validator Sheet

VALIDATION SHEET

The thesis data titled "**GAMING IDEOLOGY IN *LEAGUE OF LEGENDS* THROUGH LUDIC LINGUISTIC PERSPECTIVES**" had been checked and validated by Muhammad Romdhoni Prakoso, M.Pd in:

Day : Wednesday

Date : June 7th, 2023


Surakarta, June 7th, 2023


Validator






Muhammad Romdhoni Prakoso, M.Pd

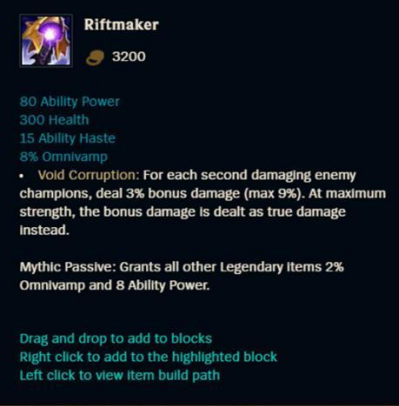
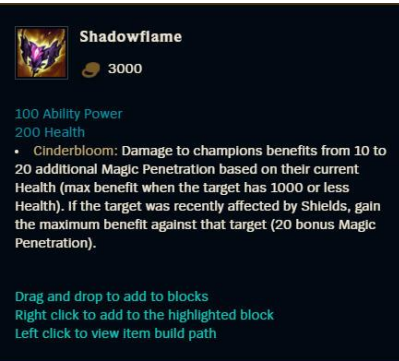
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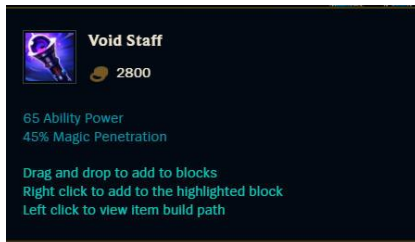
No.	Visual Data	Codes	Explanation	V/ I
1.	<p style="text-align: center;">A. Akali Abilities (Assassin) (mid lane)</p> 	<p>1/Eff/Lvl 0/ Graph/N-D /Act/MP/Res /Sing/ /Assassin's Mark</p>	<p>From the coding we can understand that revealing the function of this ability will be more beneficial for the gamer although revealing it is not necessary (lvl 2). This ability usage in game is flexible, gamer can decide when and what to do with the ability (Resistible). We can see this ability is active when we see a ring around the enemy. This is passive ability which means will automatically activated when attacking enemy using ability (Phonic)</p>	V

2.		2/Eff/Lvl0/Phon and Graph/N-D/Act/MP/Res/Plu/ /Five Point Strike	Revealing this function of this ability will be more beneficial than not revealing it (Lvl 2), This ability when in use produce graphic and sound effect (Phon and Graph), Gamer are free to use this ability (M-D/Res/MP/Res), no adjustment is needed to use this ability (Sing).	V
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3.		3/Eff/Lvl0/P hon and Graph/N-D /Act/MP/Res /Plu /Twilight Shroud	This ability is don't need to be revealed for the function, because when in used player can understand what it does but when they revealed the function this ability will be more efficient in use. When this ability is deployed there will be graphic and sound effect. Gamer is free to decide when to use this ability.	V
4.		4/Eff/Lvl0/P hon and Graph/N-D /Act/MP/Res /Plu /Shuriken Flip	Shuriken flip is not necessarily revealed the function because gamer will be understood what it does once they use the ability, but reading the description to reveal its true function this ability will be more effective. Wen in use this ability provide player with visual and sound effect when used. Gamer are free to configure to use this ability.	V



5.		5/Eff/Lvl0P hon and Graph/N- D/Act/ MP/ Res/ Plu/ Perfect Execution	From the wordplay this ability is effecting on kernel analysis. This ability is a bit tricky to use, gamer don't need to reveal it but if they do it will help gamer to use this ability to be easier and less tricky. This ability can be used twice before cooldown. The first usage is only active when player strike the player as the ability described in description so player is not free to use this ability at first, but then this ability can be used freely. Gamer will be provided visual and sound effect of this ability when in use.	V
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<p>6.</p>	<p>B. Akali Items</p>  <p>Riftmaker 3200</p> <p>80 Ability Power 300 Health 15 Ability Haste 8% Omnivamp</p> <ul style="list-style-type: none"> • Void Corruption: For each second damaging enemy champions, deal 3% bonus damage (max 9%). At maximum strength, the bonus damage is dealt as true damage instead. <p>Mythic Passive: Grants all other Legendary items 2% Omnivamp and 8 Ability Power.</p> <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	<p>6/Eff/Lvl0/G raph /N- D/Act/MP /Res/Sing/Ri ftmaker</p>	<p>This item doesn't need to be revealed the function but revealing it will help gamer to choose matched item for various kind of enemies. This item doesn't show any visual or sound effect. This item will automatically active when gamer attack enemies.</p>	<p>V</p>
<p>7.</p>	 <p>Shadowflame 3000</p> <p>100 Ability Power 200 Health</p> <ul style="list-style-type: none"> • Cinderbloom: Damage to champions benefits from 10 to 20 additional Magic Penetration based on their current Health (max benefit when the target has 1000 or less Health). If the target was recently affected by Shields, gain the maximum benefit against that target (20 bonus Magic Penetration). <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	<p>7/Eff/Lvl0/G raph /N- D/Act/MP/R es/ Sing/Shado wflame</p>	<p>Every item has effect on champion, revealing is not necessarily but will give gamer a lot of information to work with if the gamer knows what this item does. There is no visual or audio effect of this item while in use. Player are free when to use this item.</p>	<p>V</p>



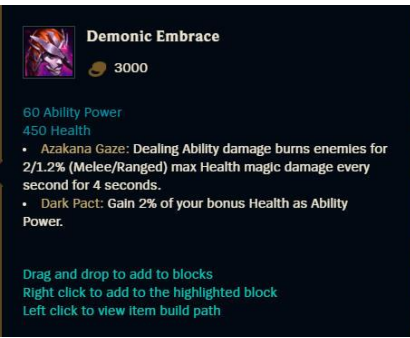

8.	 <p>Sorcerer's Shoes 1100</p> <p>18 Magic Penetration 45 Move Speed</p> <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	8/Eff/Lvl0/Graph /N-D/Act/MP/Res/Sing/Sorcerer's Shoes	This item effecting champion on moving speed and power buff. There will be no visual and sound effect if this item is in use and player are free to choose and use this item.	V
9.	 <p>Zhonya's Hourglass 2600</p> <p>65 Ability Power 45 Armor 10 Ability Haste</p> <p>Active - Stasis: You become Invulnerable and Untargetable for 2.5 seconds, but are prevented from taking any other actions during this time (120s cooldown).</p>	9/Eff/Lvl0/Phon and Graph /N-D/Phon and Graph /Act/MP/Res /Sing and Plu / Zhonaya's Hourglass	This item has effect on champion. Player can understand what this item does if revealing the information of this item but player can also understand without revealing it. This item provide player with visual and sound effect. Player are given free option when to use it.	V
10.	 <p>Void Staff 2800</p> <p>65 Ability Power 45% Magic Penetration</p> <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	10/Eff/Lvl0/Graph /N-D/Act/MP/Res/Sing/Void Staff	This item effecting champion power but this item doesn't make any changes in visual and sound effect. Revealing the information of this item is not a must but can be helpful if revealed. Gamer is given free option to use or choose this item.	V

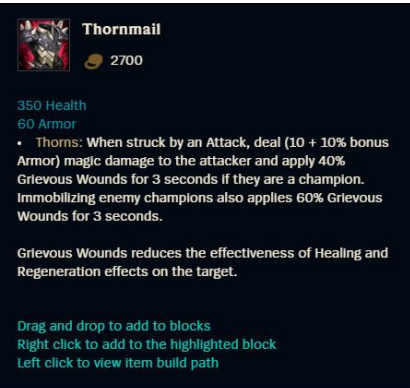

<p>11.</p>	 <p>Morellonomicon 2500</p> <p>80 Ability Power 250 Health</p> <ul style="list-style-type: none"> Affliction: Dealing magic damage applies 40% Grievous Wounds to enemy champions for 3 seconds. If the target is below 50% Health, this effect is increased to 60% Grievous Wounds. <p>Grievous Wounds reduces the effectiveness of Healing and Regeneration effects on the target.</p> <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	<p>11/Eff/Lvl0/ Graph /N- D/Act/MP/R es/ Sing/ Morellonom icon</p>	<p>This item has effect on champion power. Revealing the function is not a most but will be beneficial. This item is not providing any visual and sound. Gamer are free to use and choose the item.</p>	<p>V</p>
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<p>12. Mordekaiser Abilities (Fighter/Tank) (Top Lane)</p>		<p>12/Eff/Lvl0/ Phon and Graph/N- D/Act/MP/R es/Sing/Dark ness Rise</p>	<p>This passive ability has effect on champion if activated automatically. Gamer can understand what the ability does by just looking at it but revealing the description will make it easier to use strategically. Gamer are given free option to use it. This ability. This ability provide visual and sound effect while in use</p>	<p>V</p>
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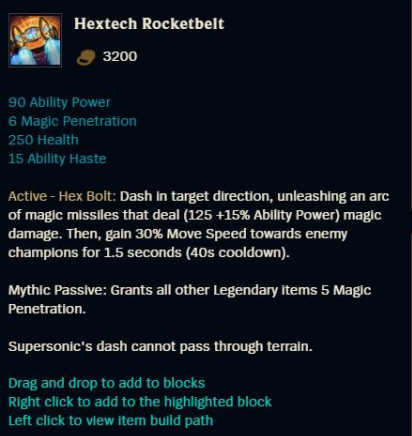
<p>13.</p>		<p>13/Eff/Lvl0/ Phon and Graph/N-D /Act/MP/Res /Plu / Obliterate</p>	<p>This ability effecting the champion. Gamer can understand what this ability does in first try but understanding the hidden description of this ability will give gamer information to improve the effectiveness. Gamer are in control for when to use this ability. When in use it shows visual and audio effect.</p>	<p>V</p>
<p>14.</p>		<p>14/Eff/Lvl0/ Phon and Graph/N-D /Act/MP/Res /Plu/ Indestructible</p>	<p>This ability effecting player by giving shield or additional health for champion. Once in use gamer will understand what it does but if gamer reveal the information of this ability, they can use this ability perfectly. When in use this ability will show visual and sound effect.</p>	<p>V</p>



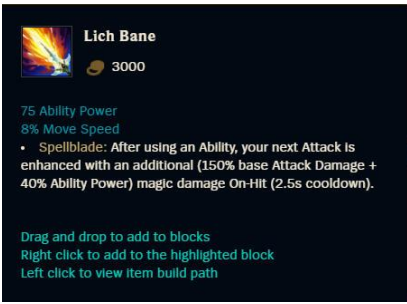

15.		15/Eff/Lvl0/ Phon and Graph/N-D /Act/MP/Res /Plu/ Death's Grasp	This ability effecting champion by grabbing enemy in desired direction. Revealing the function will be beneficial even this is not a must. When in use it will shows visual and audio effect. Gamer are free to configure this ability	V
16.		16/Eff/Lvl0/ Phon and Graph/N-D /Act/MP/Res /Plu/ Realm of Death	This ability is effecting the champion by kidnapping enemy in death realm for duel. Gamer can understand the use of it by looking what it does but revealing the information will make this ability to be more effective. Gamer will see visual and sound effect when in use. Gamer are free to use this at any enemy	V

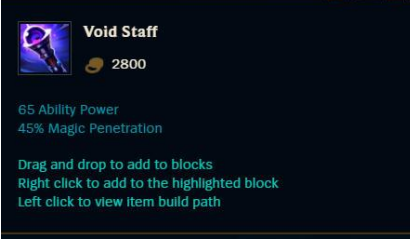



17.	<p>Mordekaiser Items</p>  <p>Riftmaker 3200</p> <p>80 Ability Power 300 Health 15 Ability Haste 8% Omnivamp</p> <ul style="list-style-type: none"> Void Corruption: For each second damaging enemy champions, deal 3% bonus damage (max 9%). At maximum strength, the bonus damage is dealt as true damage instead. <p>Mythic Passive: Grants all other Legendary Items 2% Omnivamp and 8 Ability Power.</p> <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	17/Eff/Lvl0/ Graph /N- D/Act/MP/R es/ Sing/Riftma ker	This item is effecting champion by giving it more power. This item is don't need to reveal the information but will be beneficial. This item is not showing any visual and sound effect while in use. Gamers are free to use this item to fit their own playstyle and strategy.	V
18.	 <p>Sorcerer's Shoes 1100</p> <p>18 Magic Penetration 45 Move Speed</p> <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	18/Eff/Lvl0/ Graph /N- D/Act/MP/ Res/Sing/So rcerer'sShoe s	This item effecting champion by adding more movement speed and power. Revealing the information behind this item is not a must but will give gamer huge benefit of information. This item is not displaying any visual or sound effect. Gamer are given free choice and use of this item.	V
19.	 <p>Demonic Embrace 3000</p> <p>60 Ability Power 450 Health</p> <ul style="list-style-type: none"> Azakana Gaze: Dealing Ability damage burns enemies for 2/1.2% (Melee/Ranged) max Health magic damage every second for 4 seconds. Dark Pact: Gain 2% of your bonus Health as Ability Power. <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	19/Eff/Lvl0/ Graph /N- D/Act/MP/ Res/Sing/ Demonic Embrace	This item effecting champion by adding more health and power to the champion. Revealing the information of this item will be benefit for gamer even that is not a must to reveal. Gamer are free to chose and when to use this item	V
20.	 <p>Zhonya's Hourglass 2600</p> <p>65 Ability Power 45 Armor 10 Ability Haste</p> <p>Active - Stasis: You become Invulnerable and Untargetable for 2.5 seconds, but are prevented from taking any other actions during this time (120s cooldown).</p>	20/Eff/Lvl0/ Phon and Graph/N-D/ Phon and Graph /Act/MP/Res /Sing and Plu / Zhonaya's Hourglass	This item is effecting champion by making the champion to stay in place un-targetable for few seconds. Revealing the information of this item will be an advancement for gamer. Gamer are free to shoes or use this item without any force	V



21.	 <p>Thornmail 2700</p> <p>350 Health 60 Armor</p> <ul style="list-style-type: none"> Thorns: When struck by an Attack, deal (10 + 10% bonus Armor) magic damage to the attacker and apply 40% Grievous Wounds for 3 seconds if they are a champion. Immobilizing enemy champions also applies 60% Grievous Wounds for 3 seconds. <p>Grievous Wounds reduces the effectiveness of Healing and Regeneration effects on the target.</p> <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	21/Eff/Lvl0/ Graph /N- D/Act/MP/ Res/Sing/Th ornail	This item is effecting the champion by giving more health and armor. Revealing it will provide gamer more useful information although its not a must. This item is not provided with visual and sound effect. Gamer are free to choose and use the item.	V
22.	 <p>Spirit Visage 2900</p> <p>450 Health 40 Magic Resist 10 Ability Haste 100% Base Health Regen</p> <ul style="list-style-type: none"> Boundless Vitality: Increases all Healing and Shielding effectiveness on you by 25%. <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	22/Eff/Lvl0/ Graph /N- D/Act/MP/ Res/Sing/Spi rit Visage	This item is effecting the champion by giving more health and armor and other additional protection. Revealing it will provide gamer more useful information for strategies although it's not a must. This item is not equipped with visual and sound effect. Gamer are free to choose when to use and use the item.	V
23.		23/Eff/Lvl0/ Phon and Graph/N- D/Act/MP/R es/Sing/Z- Drive Resonance	This passive ability affecting champion by giving it a buff attack damage when activated. This ability is shown in game with visual and sound effect. Gamer are free to choose to use the passive or not using it when activated. Revealing is not a must but if gamer reveal the hidden information this passive will be more benefit for gameplay strategies.	V
24.		24/Eff/Lvl0/ Phon and Graph/N- D/Act/MP/R es/Plu /Timewinder	This ability is effecting the champion with time distortion grenade that damage everything in path of the grenade. Revealing the hidden information of this will	V

			give gamer a lot of benefit but revealing it is not a must. This ability is showing visual and sound effect when in use. Gamer are free to use this ability without following the description of the ability	
25.		25/Eff/Lvl10/ Phon and Graph/N- D/Act/MP/R es/Plu /Parallel Convergen e	This ability is effecting champion by slowing sown enemy inside of this ability and giving champion additional armor. Revealing the hidden information will make the gamer easier to configure the ability but it's not a must. While in use this ability produces visual and sound effect.	V
26.		26/Eff/Lvl12/ Phon and Graph/M- D/Act/MP/R es/Plu /Phase Dive	This ability is effecting the champion by giving it ability do dash to the enemy target and doing extra damage while dashing to the enemy. Revealing it is not a must but if gamer revealed the hidden information in the ability, they can understand the strategy of gameplay using this ability. When in use the ability will shown in visual and sound effect. Gamer are free to choose when to use this ability	V



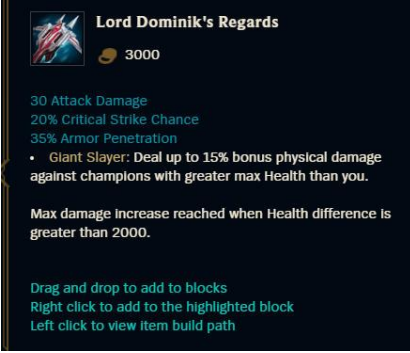

<p>27.</p>		<p>27/Eff/Lvl0/ Phon and Graph/N-D/ Act/MP/Res/ Plu /Chronobrea k</p>	<p>This ultimate ability is effecting champion by giving it ability to rewind the time. This ability when in use is assisted with visual and audio effect to help gamer recognize the ability. This ability has hidden information about the usage of it, if gamer reveal it will be more useful for them although it is not a must. Gamer are given free option to use the ability.</p>	<p>V</p>
<p>28.</p>	<p>Ekko Items</p> 	<p>28/Eff/Lvl0/ Phon and Graph/N- D/Act /MP/Res/Sin g and Plu/Hextech Rocketbelt</p>	<p>This item is effecting player with power buff and make the champion able to dash while launching rocketbelt. Revealing the hidden information will be a perfect benefit even revealing it is not a must. While in use this ability will show visual and sound effect. Gamer are given free choice to use this item.</p>	<p>V</p>




29.	 <p>Sorcerer's Shoes 1100</p> <p>18 Magic Penetration 45 Move Speed</p> <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	29/Eff/Lv10/ Graph /N- D/Act/MP/R es/ Sing/Sorcere r's Shoes	This item effecting champion by adding more movement speed and power. Revealing the information behind this item is not a must but will give gamer huge benefit of information. This item is not displaying any visual or sound effect. Gamer are given free choice and use of this item.	V
30.	 <p>Zhonya's Hourglass 2600</p> <p>65 Ability Power 45 Armor 10 Ability Haste</p> <p>Active - Stasis: You become Invulnerable and Untargetable for 2.5 seconds, but are prevented from taking any other actions during this time (120s cooldown).</p>	30/Eff/Lv10/ Phon and Graph/N- D/Act /MP/Res/Sin g and Plu/Zhonaya 's Hourglass	This item is effecting champion by making the champion to stay in place un-targetable for few seconds. Revealing the information of this item will be an advancement for gamer. Gamer are free to shoes or use this item without any force	V
31.	 <p>Lich Bane 3000</p> <p>75 Ability Power 8% Move Speed</p> <ul style="list-style-type: none"> Spellblade: After using an Ability, your next Attack is enhanced with an additional (150% base Attack Damage + 40% Ability Power) magic damage On-Hit (2.5s cooldown). <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	31/Eff/Lv10/ Graph /N- D/Act/MP/R es/ Sing/Lich Bane	This item is effecting the champion with additional power. Revealing the hidden information is not necessary but it will add advantage for gamer if revealed. This item has no changes in visual and sound effect while in use. Game are free to choose when to use this	V
32.	 <p>Shadowflame 3000</p> <p>100 Ability Power 200 Health</p> <ul style="list-style-type: none"> Cinderbloom: Damage to champions benefits from 10 to 20 additional Magic Penetration based on their current Health (max benefit when the target has 1000 or less Health). If the target was recently affected by Shields, gain the maximum benefit against that target (20 bonus Magic Penetration). <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	32/Eff/Lv10/ Graph /N- D/Act/MP/R es/ Sing/Shado wflame	Every item has effect on champion, revealing is not necessarily but will give gamer a lot of information to work with if the gamer knows what this item does. There is no visual or audio effect of this item while in use. Player are free when to use this item.	V


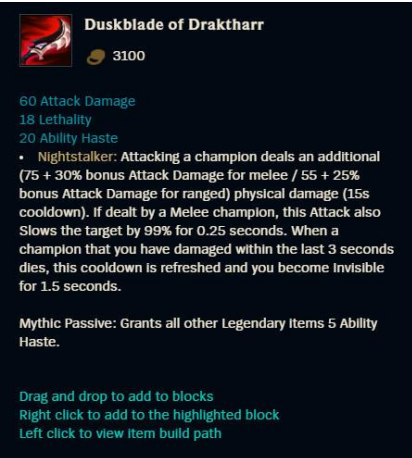

33.	 <p>Void Staff 2800</p> <p>65 Ability Power 45% Magic Penetration</p> <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	33/Eff/Lvl0/ Graph /N- D/Act/MP/R es/ Sing/Void Staff	This item effecting champion power but this item doesn't make any changes in visual and sound effect. Revealing the information of this item is not a must but can be helpful if revealed. Gamer is given free option to use or choose this item.	V
34.	Jhin (Attack Damage Carry) Marksmen 	34/Eff/Lvl0/ Phon and Graph/N- D/Act/MP/R es/Sing/Whi sper	This passive ability affecting champion by giving it a buff attack damage when activated. This ability is shown in game with visual and sound effect. Gamer are free to choose to use the passive or not using it when activated. Revealing is not a must but if gamer reveal the hidden information this passive will be more benefit for gameplay strategies.	V
35.		35/Eff/Lvl0/ Phon and Graph/N- D/Act/MP/R es/Plu /Dancing Grenade	This ability is effecting champion by letting it to use dancing grenade to fight enemy. Revealing the hidden information will be benefit although that is not a must. While in use this ability produces visual and sound effect. Player are free to configure using this ability	V
36.		36/Eff/Lvl0/ Phon and Graph/N- D/Act/MP/R es/Plu /Deadly Flourish	This ability effecting champion by giving it ability to stun enemies. This ability is tricky so revealing the hidden information will helps gamer using this ability in effective way although revealing it is not a must.	V


37.		37/Eff/Lvl0/ Phon and Graph/N- D/Act/MP/R es/Plu /Captive Audience	This ability is effecting the champion because this ability is able to slow enemy movement speed. Gamer will understand what this ability does by looking at it, but if they reveal the hidden information it will be more beneficial. When in use this ability will shown with visual and sound effect. Gamer are free using this ability without following any command.	V
38.		38/Eff/Lvl0/ Phon and Graph/N- D/Act/MP/R es/Plu /Curtain Call	This ultimate ability is effecting champion by giving it ability to shot bullet to enemy four time with very far range. This ability when in use is assisted with visual and audio effect to help gamer recognize the ability. This ability has hidden information about the usage of it, if gamer reveal it will be more useful for them although it is not a must. Gamer are given free option to use the ability.	V

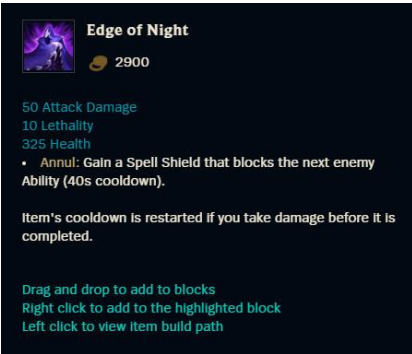

<p>39.</p>	<p>Jhin Items</p>  <p>Galeforce 3400</p> <p>60 Attack Damage 20% Attack Speed 20% Critical Strike Chance</p> <p>Active - Cloudburst: Dash in target direction, firing three missiles at the lowest Health enemy near your destination (prioritizing champions). Deals a total of (180 - 220 (based on level) + 45% bonus Attack Damage) magic damage, increased against low Health targets by up to 50% (90s cooldown).</p> <p>Mythic Passive: Grants all other Legendary Items 2% Move Speed</p> <p>Maximum missile damage dealt when enemy Health is below 30%. Cloudburst's dash cannot pass through terrain.</p> <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	<p>39/Eff/Lvl0/ Phon and Graph/N- D/Act/MP/R es/Sing and Plu /Galeoforce</p>	<p>This ability is effecting the champion because this ability add buff to the champion and make it able to dash. When in use this ability uses visual and sound effect. Revealing the hidden information will be benefit for gamer although it's not necessary. Gamer are given free option on how to use it and when to use it</p>	<p>V</p>
<p>40.</p>	 <p>Boots of Swiftness 900</p> <p>60 Move Speed</p> <ul style="list-style-type: none"> The strength of movement slowing effects is reduced by 25%. <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	<p>40/Eff/Lvl0/ Graph /N- D/Act/MP/R es/ Sing/Boots of Swiftness</p>	<p>This item effecting champion by adding more movement speed. Revealing the information behind this item is not a must but will give gamer huge benefit of information. This item is not displaying any visual or sound effect. Gamer are given free choice and use of this item.</p>	<p>V</p>
<p>41.</p>	 <p>Rapid Firecannon 2500</p> <p>35% Attack Speed 20% Critical Strike Chance 7% Move Speed</p> <ul style="list-style-type: none"> Energized: Moving and Attacking will generate an Energized Attack. Sharpshooter: Your Energized Attack applies 120 bonus magic damage. In addition, Energized attacks gain up to 35% bonus Attack Range. <p>Attack Range cannot increase more than 150 units.</p> <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	<p>41/Eff/Lvl0/ Graph /N- D/Act/MP/R es/ Sing/Rapid Firecannon</p>	<p>This ability is effecting the champion because this ability add buff to the champion and make it able to shot a bit further with auto attack and deals more damage. When in use this ability uses visual and sound effect. Revealing the hidden information will be benefit for gamer although it's not necessary. Gamer are given free option on how to use it and when to use it</p>	<p>V</p>



42.	 <p>Mortal Reminder 2500</p> <p>25 Attack Damage 25% Attack Speed 20% Critical Strike Chance 7% Move Speed</p> <ul style="list-style-type: none"> Sepsis: Dealing physical damage applies 40% Grievous Wounds to enemy champions for 3 seconds. Dealing 3 consecutive Attacks to an enemy champion enhances this effect to 60% Grievous Wounds against them until the effect is allowed to elapse. <p>Grievous Wounds reduces the effectiveness of Healing and Regeneration effects on the target.</p> <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	42/Eff/Lvl0/ Graph /N- D/Act/MP/R es/ Sing/ Mortal Reminder	This item effecting champion power but this item doesn't make any changes in visual and sound effect. Revealing the information of this item is not a must but can be helpful if revealed. Gamer is given free option to use or choose this item.	V
43.	 <p>The Collector 3000</p> <p>55 Attack Damage 20% Critical Strike Chance 12 Lethality</p> <ul style="list-style-type: none"> Death and Taxes: Dealing damage that would leave an enemy champion below 5% Health executes them. Champion kills grant an additional 25 gold. <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	43/Eff/Lvl0/ Graph /N- D/Act/MP/R es/ Sing/The Collector	Every item has effect on champion, revealing is not necessarily but will give gamer a lot of information to work with if the gamer knows what this item does. There is no visual or audio effect of this item while in use. Player are free when to use this item.	V
44.	 <p>Lord Dominik's Regards 3000</p> <p>30 Attack Damage 20% Critical Strike Chance 35% Armor Penetration</p> <ul style="list-style-type: none"> Giant Slayer: Deal up to 15% bonus physical damage against champions with greater max Health than you. <p>Max damage increase reached when Health difference is greater than 2000.</p> <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	44/Eff/Lvl0/ Graph /N- D/Act/MP/R es/ Sing/Lord Dominik's Regards	This item doesn't need to be revealed the function but revealing it will help gamer to choose matched item for various kind of enemies. This item doesn't show any visual or sound effect. This item will automatically active when gamer attack enemies.	V
45.	<p>Pyke (Support) (Bottom Lane)</p> 	45/Eff/Lvl0/ Phon and Graph/N- D/Act/MP/R es/Sing/ Gift of the Drowned Ones	This passive ability is effecting champion by giving it ability to heal. Revealing the hidden information will be beneficial although it is not a necessary. When in use this ability doesn't produces visual and sound aid. This ability is automatically active and in use, gamer cannot change it	V



46.		46/Eff/Lvl0/ Phon and Graph/N- D/Act/MP/R es/Plu /Bone Skewer	This ability is effecting champion by giving it ability to pull enemy with this ability. Revealing the information will result in a benefit although it's not necessary. While in use this ability produces sound and visual effect. Gamer are free to configure when and how to use it.	V
47.		47/Eff/Lvl0/ Phon and Graph/N- D/Act/MP/R es/Plu /Ghostwater Dive	This ability is effecting champion by giving it ability to dashed in direction and stun enemy. Revealing the hidden information will help gamer to use this ability in effective way, although revealing it is not a necessary because gamer can understand by looking at what the ability does in game. while in use this ability produces sound and visual effect. Gamer given free option when and how to use them.	V
48.		48/Eff/Lvl0/ Phon and Graph/N- D/Act/MP/R es/Plu /Phantom Undertow	This ability is effecting champion by giving it ability to be invisible for couple of seconds. Revealing the hidden information will help gamer to use this ability in effective way, although revealing it is not a necessary because gamer can understand by looking at what the ability does in game. while in use this ability produces sound and visual effect. Gamer given free option when and how to use them.	V

<p>49.</p>		<p>49/Eff/Lvl0/ Phon and Graph/N- D/Act/MP/R es/Plu /Death From Below</p>	<p>This ability is effecting champion by giving it ability to killing enemy instantly with low health. Revealing the hidden information will help gamer to use this ability in effective way, although revealing it is not a necessary because gamer can understand by looking at what the ability does in game. while in use this ability produces sound and visual effect. Gamer given free option when and how to use them.</p>	<p>V</p>
<p>50.</p>	<p>Pyke Items</p> 	<p>50/Eff/Lvl0/ Graph /N- D/Act/MP/R es/ Sing/Duskbl ade of Drakthar</p>	<p>This item is effecting the champion with additional power. Revealing the hidden information is not necessary but it will add advantage for gamer if revealed. This item has no changes in visual and sound effect while in use. Game are free to choose when to use this</p>	<p>V</p>
<p>51.</p>		<p>51/Eff/Lvl0/ Graph /N- D/Act/MP/R es/ Sing/Mobilit y Boots</p>	<p>This item effecting champion by adding more movement speed. Revealing the information behind this item is not a must but will give gamer huge benefit of information. This item is not displaying any visual or sound effect. Gamer are given free choice and use of this item.</p>	<p>V</p>

52.	 <p>Umbral Glaive 2400</p> <p>50 Attack Damage 10 Lethality 15 Ability Haste</p> <ul style="list-style-type: none"> • Blackout: When spotted by an enemy Ward, reveal traps and disable Wards around you for 8 seconds (45s cooldown). Your Attacks instantly kill revealed traps and do triple damage to Wards. <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	52/Eff/Lvl0/ Graph /N- D/Act/MP/R es/ Sing/Umbral Glaive	Every item has effect on champion, revealing is not necessarily but will give gamer a lot of information to work with if the gamer knows what this item does. There is no visual or audio effect of this item while in use. Player are free when to use this item.	V
53.	 <p>Axiom Arc 3000</p> <p>55 Attack Damage 10 Lethality 25 Ability Haste</p> <ul style="list-style-type: none"> • Flux: Whenever a Champion dies within 3 seconds of having damaged them, refund 20% of your Ultimate Ability's total cooldown. <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	53/Eff/Lvl0/ Graph /N- D/Act/MP/R es/ Sing/Axiom Arc	This item is effecting champion by giving it more power. This item is don't need to reveal the information but will be beneficial. This item is not showing any visual and sound effect while in use. Gamers are free to use this item to fit their own playstyle and strategy.	V
54.	 <p>Guardian Angel 2800</p> <p>40 Attack Damage 40 Armor</p> <ul style="list-style-type: none"> • Saving Grace: Upon taking lethal damage, restores 50% base Health and 30% max Mana after 4 seconds of stasis (300s cooldown). <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	54/Eff/Lvl0/ Graph and Phon /N- D/Act/MP/R es/ Sing/Guardi an Angel	This item is effecting the champion by able to revive champion when it dies. Revealing the function will be helpful for gamer. This item while activated and used produces visual and sound effect. Player are free to choose how to use this item.	V

<p>55.</p>	 <p>Edge of Night 2900</p> <p>50 Attack Damage 10 Lethality 325 Health</p> <ul style="list-style-type: none"> • Annul: Gain a Spell Shield that blocks the next enemy Ability (40s cooldown). <p>Item's cooldown is restarted if you take damage before it is completed.</p> <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	<p>55/Eff/Lvl0/ Graph /N- D/Act/MP/R es/ Sing/Edge of Night</p>	<p>Every item has effect on champion, revealing is not necessarily but will give gamer a lot of information to work with if the gamer knows what this item does. There is no visual or audio effect of this item while in use. Player are free when to use this item.</p>	<p>V</p>
<p>56.</p>	<p>Universal Items</p>  <p>Stealth Ward 0</p> <p>Active - Trinket: Place a Stealth Ward on the ground that lasts between 90 - 120 seconds, is invisible to enemies but grants your team vision of the surrounding area. Stores up to 2 Stealth Wards, generating a new Ward every 240 - 120 seconds.</p> <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	<p>56/Eff/Lvl0/ Phon and Graph/N- D/Act/MP/R es/Plu/ Stealth Ward</p>	<p>This item is effecting on gameplay because it provides vision inside bush or other side of the map, this item will goes stealth for couple minutes until it gone. It aided with visual and sound effect while in use. Gamer are free on how to use and where to place. Revealing the hidden information will be beneficial for the strategy of gameplay</p>	<p>V</p>

57.		57/Eff/Lvl0/ Phon and Graph/N-D/ Act/MP/Res/ Plu /Farsight Alteration	This item effecting like stealth ward, but gamer can place this ward with further range of placement, but this ward doesn't go stealth and this ward only has one hitpoint. Gamer are free on how to use and where to place. Revealing the hidden information will be beneficial for the strategy of gameplay	V
58.		58/Eff/Lvl0/ Phon and Graph/N- D/Act/MP/R es/Plu/ Oracle Lens	This item is effecting because this item can be used to spot enemies nearby and also can detect ward inside the bush and stealth ward. Revealing the hidden information will be beneficial although it is not a must. While in use it will produces visual and sound effect. Gamer are given free choice on how on use them.	V

<p>59.</p>	 <p>Control Ward 75</p> <p>Active - Consume: Places a powerful Control Ward that grants vision of the surrounding area. This device will also reveal invisible traps, reveal Camouflaged enemies, and reveal (and disable) enemy Stealth Wards.</p> <p>You may carry up to 2 Control Wards. Control Wards do not disable other Control Wards.</p> <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	<p>59/Eff/Lvl0/ Phon and Graph/N-D/ Act/MP/Res/ Plu/ Control Ward</p>	<p>Control ward is effecting because it works like stealth grenade but it can also detect stealth ward and enemy that goes invincible, this ward will not goes invincible. While in use it will produces visual and sound effect. Gamer are given free choice on how on use them.</p>	<p>V</p>
<p>60.</p>	 <p>Health Potion 50</p> <p>Active - Consume: Drink the potion to restore 150 Health over 15 seconds.</p> <p>You may carry up to 5 Health Potions.</p> <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	<p>60/Eff/Lvl0/ Phon and Graph/N-D/ Act/MP/Res/ Plu /Health Potion</p>	<p>This item effecting because it gives champion additional health regeneration. Revealing the hidden meaning will provide additional information although revealing it is not necessary. While in use it produces visual and sound effect.</p>	<p>V</p>
<p>61.</p>	 <p>Refillable Potion 150</p> <p>Active - Consume: Consumes a charge to restore 125 Health over 12 seconds. Holds up to 2 charges and refills upon visiting the shop.</p> <p>Drag and drop to add to blocks Right click to add to the highlighted block Left click to view item build path</p>	<p>61/Eff/Lvl0/ Phon and Graph/N- D/Act/MP/R es/Plu /Refillable Potion</p>	<p>This item effecting because it gives champion additional health regeneration, the different from ordinary health potion is that this potion will refill itself after recalling. Revealing the hidden meaning will provide additional information although revealing it is not necessary. While in use it produces visual and sound effect.</p>	<p>V</p>

Coding:

3 : datum number

Eff : effecting, Kernel analysis

Lvl 0 : level 0, This explains the level of intended meaning level of the wordplay

N-D : Non-diegetic, this is how the wordplay is delivered to the player through interface

Act : action, this is how the wordplay is conveyed to the player in terms of indexical storytelling. The study has two categories which are abbreviated as Act (action) and Act and Eve (action and event), and the researcher uses these codes to classify them.

Eve : event, this is how the wordplay is conveyed to the player in terms of indexical storytelling. The study has two categories which are abbreviated as Act (action) and Act and Eve (action and event), and the researcher uses these codes to classify them.

MP : metamorphic principle. This is the way in which wordplay affects the game mechanics. The study categorizes this into three categories, which are abbreviated as MP-AP (metamorphic principle and anamorphic principle), MP (metamorphic principle), and AP (anamorphic principle).

- AP : anamorphic principle. This is the way in which wordplay affects the game mechanics. The study categorizes this into three categories, which are abbreviated as MP-AP (metamorphic principle and anamorphic principle), MP (metamorphic principle), and AP (anamorphic principle).
- Res : resistible. Gamer are given free option to solve the problem they encountered without following the wordplay
- Com : Compulsive. Gamer are not given free option to solve the problem they encountered and need to following the wordplay in order to solve it
- Sing : Singular. Identification refers to the cognitive process which gamers make mechanical modification such as by pressing button, adjusting setting on difficulty, or game configuration as a reaction and response in a physical form. Because adjustment in mechanical is required it means that the adjustment is not only singular method but plural.
- Plu : plural. Identification refers to the cognitive process which gamers make mechanical modification such as by pressing button, adjusting setting on difficulty,

or game configuration as a reaction and response in a physical form. Because adjustment in mechanical is required it means that the adjustment is not only singular method but plural.

Phon : Phonic and graphic. This are wordplay transmission trough visual effect and sound effect.

Graph : graphic. This are wordplay transmission trough visual effect and sound effect.