ESPORT GAME DEVELOPMENT FOR CHARACTER BUILDING AND SPORTS CULTURE

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ABSTRACT

E-Sport game is a form of game that is done without doing physical activity as a whole. The research objective is to develop e-Sport games that can provide recommendations in instilling character values ??and cultivating sports.

This study uses product-oriented research and development. The design of development research in the first stage used a descriptive research type carried out using a survey method. Quantitative data collection using questionnaires and qualitative data triangulation. The research population is students, lecturers and e-Sport practitioners at FIK UNY. The selection of a sample of 35 students was carried out based on a convenience sampling technique while lecturers and e-Sport practitioners used a purposive sampling technique with a total of 5 people. The quantitative research instrument uses a modified Likert scale questionnaire and the qualitative research instrument is the researcher himself assisted by a list of themes. Quantitative data analysis techniques with descriptive percentages and qualitative analysis techniques from Miles and Humberman.

The results showed that the identification of the types of e-Sport games that were often played consisted of sports and fighting. The results of the impact of e-Sport games on the formation of positive positive characters are in the very good category, the highest factor is the honesty factor of 100%, for the negative impact in the moderate category, the highest factor is the depression factor of 52.5%. While the influence of e-Sport games on sports culture is in the very good category, the highest effect is on the hard work factor of 95%. The specifications for the e-Sport game being developed are in the form of a badminton game which consists of four modes including exhibition mode, multiplayer, tournament, and training mode.

Kata Kunci: *e-Sport, character, sports culture*