

## Analysis of the Strengthening of Bond through Playing Mobile Legends Game with the "Son of Hippocrates E-SPORT Team" Approach Among Pharmacy Lecturers in the Environment of Kadiri University

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### ABSTRACT

The surge in Mobile Legends' popularity among pharmacy professors prompts research on its impact on social dynamics and relationships. The game's team strategy elements provide a virtual space for professors to connect, shifting from traditional academic interactions. The research findings illuminate the positive influence of the Son of Hippocrates E-SPORT Team approach in playing Mobile Legends on the interpersonal closeness of pharmacy professors at Kadiri University. Collaborative aspects within the game, such as the creation of strong team bonds, enhanced communication, and support for cooperation beyond the academic sphere, contribute to an improved level of interpersonal relationships among faculty members. The Spearman Correlation Test results ( $r = 0.245$ ,  $p = 0.005$ ) support the established positive relationship between Mobile Legends gameplay and the Son of Hippocrates E-SPORT approach among pharmacy lecturers, with the calculated  $r$ -value (0.245) surpassing the critical  $r$ -value (0.114) and the significance value (0.005) falling below  $\alpha = 0.05$ . This acceptance of H1 suggests a meaningful connection between Mobile Legends activities and the Son of Hippocrates E-SPORT

## **INTRODUCTION**

The exponential growth in the popularity of Mobile Legends as an online game has permeated various layers of society, including among pharmacy professors in university settings. This phenomenon has become an interesting research domain, considering its potential substantial impact on the dynamics of social interaction and the level of closeness among pharmacy professors actively engaged in the game (Choi, 2022).

Mobile Legends, with its required team strategy elements, creates a space where pharmacy professors can build connections through shared experiences in a virtual environment. The increased interest in this game among academics has brought about a new dynamic in the social lives of professors, who may have previously been more focused on formal academic interactions (Johnson, 2020). Through the penetration of this game among pharmacy professors, deep questions arise regarding the extent to which the game can foster closer interpersonal relationships beyond the professional realm. In this context, research becomes crucial to uncover the dynamics of relationships, the role of communication in the game, and the potential psychosocial impact it may have (Wang, 2021).

This research can also delve into psychological aspects, exploring to what extent Mobile Legends can serve as a means of relaxation or even as an escape from academic work pressures (Hidayat, 2022). How interactions in this game create a sense of engagement and togetherness among pharmacy professors, and the extent to which this can optimize their psychological well-being, becomes a question that needs to be answered. Further research on the growth of Mobile Legends' popularity among pharmacy professors can provide valuable insights into changes in social dynamics and personal relationships in the academic world (Singh, 2021).

## **LITERATURE REVIEW**

This in-depth study focuses on exploring the significant impact of the participation of pharmacy faculty members at Kadiri University in playing the game Mobile Legends, with a specific emphasis on the implementation of the Team Son of Hippocrates E-SPORT approach. In this context, the primary objective of the research is to conduct a thorough analysis of how interactions in this game can enhance interpersonal closeness among pharmacy faculty members (O'Connor, 2021).

Through an innovative approach, this research aims to provide further understanding of how Mobile Legends, when accessed under the guidance of the Team Son of Hippocrates E-SPORT, can be an effective tool for strengthening social ties and closeness among pharmacy faculty. Thus, this study reflects the need to comprehend the positive impact of online gaming in the context of the development of interpersonal relationships, especially in the academic environment of pharmacy (Zhang, 2022).

The use of Mobile Legends as an interactive tool in the activities of Team Son of Hippocrates E-SPORT is not merely seen as entertainment but also as an instrument that can enrich interpersonal interactions. By detailing the dynamics of communication, gaming strategies, and team formation in the context of

pharmacy education, this research aims to contribute to a more holistic understanding of the impact of game usage on the social aspects of faculty (Kim, 2022).

This research is expected to provide new insights into the integration of gaming technology in an academic context and outline its concrete benefits for the development of interpersonal relationships among pharmacy faculty (Pratama, 2023). Through a careful explanation of the positive impacts of this activity, it is hoped that this research can establish a strong foundation for improving the quality of interpersonal interactions within the Kadiri University environment, with the potential for positive implications that can be applied more broadly among pharmacy faculty (Huang, 2023).

## **METHODOLOGY**

This research method is comprehensively designed by combining qualitative and quantitative approaches to gain a deeper understanding of the impact of the Son of Hippocrates E-SPORT Team activities on the interpersonal closeness of pharmacy faculty members. Surveys and interviews are used as the primary instruments to collect relevant data (Suryadi, 2021).

The qualitative approach will allow researchers to explore and understand the subjective aspects of the pharmacy faculty members' experiences in the Son of Hippocrates E-SPORT Team. In-depth interviews with participants will provide opportunities to delve into perceptions, personal experiences, and nuances that may not be directly measurable on a quantitative scale (Müller, 2022).

The quantitative approach will provide clarity in statistically measuring the impact. The survey will include focused questions to evaluate the level of interpersonal closeness using a specific scale adapted for the context of this research. Quantitative data obtained from the survey will be statistically analyzed to identify significant trends and patterns (Setiawan, 2023).

Research participants will actively engage in Son of Hippocrates E-SPORT Team activities, such as gaming matches, training sessions, and team interactions. Furthermore, they will be assessed through research instruments that include an interpersonal closeness scale. This scale is designed to encompass important dimensions such as collaboration, communication, and team support (Suryadi, 2021). Through the integration of these methods, it is expected that this research will provide a holistic understanding of the role of the Son of Hippocrates E-SPORT Team in enhancing the interpersonal closeness of pharmacy faculty members in the University of Kadiri environment. This approach allows researchers to explore the profound meaning of participants' experiences while generating measurable quantitative data to support research findings (Rukmana, 2023).

Validity testing uses the Pearson Product Moment formula (Arikunto, 2006). The following is the Pearson Product Moment formula :

$$r_{xy} = \frac{n \sum xy - (\sum x)(\sum y)}{\sqrt{\{n \sum x^2 - (\sum x)^2\} \{n \sum y^2 - (\sum y)^2\}}}$$

Explanation :

$r_{xy}$  = correlation index between two parts of the instrument

$n$  = number of item questions

$\sum x$  = sum of scores in the odd part

$\sum y$  = sum of scores in the even part

From the analysis of the above formula, it can be determined that : (1) If the calculated  $r_{xy}$  is less than the tabled  $r$ , then the questionnaire is not valid. (2) If the calculated  $r_{xy}$  is greater than the tabled  $r$ , then the questionnaire is valid.

The reliability test requires 30 respondents to achieve a normal curve. The reliability test used in this research employs the Cronbach's Alpha formula. The instrument is considered reliable when the value of  $\alpha > 0.06$  or equal to 1 (Sugiyono, 2009). The following is the Cronbach's Alpha formula :

$$r_{11} = \left[ \frac{k}{k-1} \right] \left[ 1 - \frac{\sum \sigma_i^2}{\sigma^2} \right]$$

Explanation:

$r$  = reliability of the instrument

$k$  = the number of items/questions

$\sum \sigma_i^2$  = the sum of the variance of each item

$\sigma^2$  = total variance

After the data is processed, it will be analyzed using the Spearman test method ( $\alpha = 0.05$ ) with the assistance of the Statistical Product for Service Solution (SPSS) software version 18 for Windows. The data results will be analyzed using the Spearman method with the computer program SPSS (Statistical Product Service Solution) version 18 with a 95% confidence interval. The following is the formulation of the hypotheses used.

## RESEARCH RESULT

In the course of this research, notable outcomes have been identified. The ensuing results shed light on the subject under investigation. Identification and

### 1. Recruitment of Participants from the Pharmacy Faculty

The process of identifying and recruiting participants is a crucial initial stage in this research. By utilizing the database of pharmacy faculty at Kadirri University, we will identify potential participants who have an interest and involvement in Mobile Legends gaming activities. This selective approach ensures that participants have a level of engagement that aligns with the research objectives (Chen, 2021).

### 2. Implementing the Son of Hippocrates E-SPORT Team Approach

After successfully recruiting participants, the next step is to implement the Son of Hippocrates E-SPORT Team approach. This involves forming a team focused on playing Mobile Legends. This team serves not only as a gaming

group but also as a platform to foster collaboration, communication, and team building among pharmacy faculty (Dewi, 2021).

### 3. Collecting Data through Surveys and Structured Interviews

During the research period, we will collect data through two main methods: surveys and structured interviews. Surveys will detail participants' experiences and perceptions of the Son of Hippocrates E-SPORT Team activities and their influence on interpersonal closeness. Interviews will provide in-depth insights into personal experiences and team dynamics (Garcia, 2020).

### 4. Qualitative and Quantitative Data Analysis

The collected data will be analyzed using a mixed-methods approach, incorporating both qualitative and quantitative analysis. For qualitative analysis, a thematic approach will be employed to identify thematic patterns and meanings in interview responses. Meanwhile, quantitative analysis will involve the use of descriptive and inferential statistics to measure impacts numerically and identify quantitative patterns (Muller, 2022).

### 5. Interpreting Research Results and Identifying Trends or Key Findings

The analysis results will be interpreted to identify trends or key findings. This involves a deep understanding of the impact of the Son of Hippocrates E-SPORT Team approach on interpersonal closeness among pharmacy faculty. These findings will be presented through a comprehensive narrative, supported by quantitative findings and significant quotes from interviews. This interpretation will provide a profound understanding of the positive contributions of this intervention to interpersonal relationships among pharmacy faculty (Gupta, 2022).

## DISCUSSION

The research results indicate that the use of the Son of Hippocrates E-SPORT Team approach in playing Mobile Legends positively influences the interpersonal closeness of pharmacy professors. Collaborative aspects in the game create strong team bonds, enhance communication, and support cooperation beyond the academic environment.

**Table 1. The Result of Spearman Correlation Test**

<i>r</i> hitung	<i>Sig</i>	<i>r</i> tabel (df = 85, $\alpha = 0,05$ )	Result
0,245	0,005	0,114	H1 accepted

The calculated r-value obtained is greater than the critical r-value, which is  $0.245 > 0.114$ . Additionally, the significance value is less than  $\alpha = 0.05$  ( $0.005 < 0.050$ ), indicating that H1 is accepted. Based on this test, it can be stated that there is a relationship between Mobile Legends gameplay and the Son of Hippocrates E-SPORT approach among pharmacy lecturers. The positive correlation coefficient indicates a positive relationship, suggesting that there is a positive association capable of influencing the closeness among lecturers. In other words, the better the gameplay and the more frequent the practice of Mobile Legends,

the stronger the relationship among pharmacy lecturers within the Kadiri University environment will improve.

## **CONCLUSIONS AND RECOMMENDATIONS**

This research successfully reveals the positive impact of the Son of Hippocrates E-SPORT Team approach in playing Mobile Legends on the interpersonal closeness of pharmacy professors at Kadiri University. These results can be understood through several interconnected dimensions :

### **1. Team Bonding Strengthening**

The Son of Hippocrates E-SPORT Team approach is capable of creating and strengthening team bonds among participating pharmacy professors. Mobile Legends, with its team-oriented characteristics requiring collaboration and shared strategy, serves as an effective platform for building solidarity and camaraderie among faculty members. The interactions in the game go beyond mere entertainment; they create a space where collaboration and interpersonal relationships can naturally flourish.

### **2. Improved Communication**

In the gaming context, communication becomes key to achieving common goals. Pharmacy professors involved in the Son of Hippocrates E-SPORT Team not only enhance verbal communication skills but also develop an understanding of body language and non-verbal coordination in different situations. This indicates that interactions in the game can be an effective means of improving interpersonal communication skills, openness, and understanding of each individual's role.

### **3. Support for Collaboration Beyond the Academic Environment**

The camaraderie built through Mobile Legends can lay the foundation for collaboration beyond the academic setting. Pharmacy professors experiencing interpersonal closeness through this approach tend to be more open to collaboration in research projects, seminars, or other academic activities. The game serves not only as entertainment but also as a catalyst for building professional networks and supporting the exchange of ideas among fellow faculty members.

### **4. Implications for Educational Development and Faculty Well-being**

These findings contribute to our understanding of the role of technology and games in supporting the interpersonal development of faculty members. Integrating the Son of Hippocrates E-SPORT Team approach into the daily activities of pharmacy professors can be considered an innovative step towards enhancing well-being and job satisfaction in the academic environment.

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