ABSTRACT

The development of digital technology is very fast after the presence of the internet, and internet users continue to increase from year to year. 6% of the main reasons for using the internet are to play games. Consumers no longer rely solely on PCs or consoles to play games. They are also used to using smartphones or tablets to play games. With the development of games, e-sports emerged. E-sports are competitive video games where players are usually in a team or organization that competes against each other in a league or tournament. In Indonesia, e-sports has developed quite a bit, this is evidenced by the recognition of the Indonesia e-sports Association as an Indonesian e-sports organization by the Ministry of Youth and Sports in 2014. One of the most enjoyed games in Indonesia is mobile legends. Mobile legends is one of the games competed at the 2019 Sea Games with a peak online audience of 280 thousand. The use of information and communication technology contributes significantly to growth and development, therefore the need for the importance of information about e-sports, especially on mobile legends games is the background of this research. The design of this application will use the prototyping method. The results of this research are in the form of a website application that can help provide information about e-sports on mobile legends games such as information on player data, teams, matches, tournaments, and news.

Keywords: Website, Prototyping, E-Sport