
The Influence of Mobile Legends: Bang Bang Playing Intensity on Community Religiosity in Indrapuri District

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Abstract

This study aims to analyze the influence of the intensity of playing the online game *Mobile Legends: Bang Bang* on the religiosity of people in Indrapuri District, Aceh Besar Regency. The rapid development of digital technology has made online gaming one of the most popular forms of entertainment across various social groups. On the one hand, online games provide several benefits, including the enhancement of strategic thinking, teamwork, communication skills, and social interaction. On the other hand, excessive gaming intensity may affect individuals' religious lives, particularly in terms of worship practices and the internalization of religious values. This research employed a descriptive qualitative approach. Data were collected through observation, semi-structured interviews, and documentation. Informants were selected using purposive sampling and included active *Mobile Legends* players, parents, religious leaders, and community leaders. Data were analyzed through the stages of data condensation, data display, and conclusion drawing and verification. The findings reveal that *Mobile Legends* playing behavior encompasses teamwork, competitiveness, strategic thinking, social interaction, supportive attitudes, as well as negative behaviors such as toxic communication and addictive tendencies. The game contributes positively to the development of cognitive abilities, communication skills, teamwork, and recreational well-being. However, excessive gaming intensity may lead to physical health problems, sleep disturbances, weakened social relationships, and reduced participation in religious activities. Furthermore, the use of inappropriate language and aggressive behavior within the game environment may conflict with religious values that emphasize politeness, self-control, and respect for others. The study concludes that there is a significant influence of *Mobile Legends: Bang Bang* playing intensity on the religiosity of the community in Indrapuri District. Therefore, effective time management and proportional use of online games are necessary to ensure that the benefits of gaming do not diminish individuals' religious commitment and spiritual well-being.

Keywords: *Mobile Legends Bang Bang, Gaming Intensity, Religiosity, Online Games, Indrapuri Community*

A. Introduction

The development of digital technology has significantly transformed patterns of social interaction, communication, and entertainment within society.

Advances in internet technology and the widespread use of smartphones have enabled people to access various forms of digital entertainment with greater ease. One form of entertainment that has experienced rapid growth is online gaming, which has become an integral part of modern lifestyles. Online games not only serve as a means of recreation but also function as a medium of social interaction, connecting users from different regions and backgrounds. In Indonesia, including in Indrapuri District, online gaming activities have become increasingly popular among various age groups, ranging from children and adolescents to adults (Maharani, 2024).

One of the most popular online games is *Mobile Legends: Bang Bang* (MLBB). This game belongs to the Multiplayer Online Battle Arena (MOBA) genre and is played online by two teams, each consisting of five players. The popularity of *Mobile Legends* is supported by its accessibility through smartphones, competitive gameplay features, and social interaction mechanisms that allow players to communicate and collaborate with others in real time. This phenomenon indicates that *Mobile Legends* has evolved into a component of digital culture that influences individuals' time management, social interactions, and daily activities (Ahmad Farid Fanani, 2025).

Despite its benefits as a source of entertainment and a platform for building social relationships, excessive engagement in online gaming may lead to various negative consequences. Several studies have shown that excessive online gaming can affect psychological well-being, physical health, academic performance, and social relationships. Furthermore, a high intensity of gaming is often associated with reduced attention to religious activities and other obligations. Individuals who spend excessive amounts of time playing online games tend to exhibit lower levels of discipline in carrying out more important activities, including worship and participation in religious and social activities (Prasetya et al., 2020).

From an Islamic perspective, entertainment activities are permissible as long as they do not contradict Islamic teachings and do not cause individuals to neglect their religious obligations. Religiosity is not merely understood as the performance of religious rituals but also encompasses dimensions of belief, religious experience, knowledge, spiritual appreciation, and the application of religious values in daily life. Therefore, when gaming activities begin to consume a substantial amount of an individual's time and attention, there is a possibility of changes in religiosity, reflected in decreased worship practices, reduced participation in religious activities, and weakened commitment to moral and spiritual values (Munthe et al., 2025).

In addition to concerns regarding worship and religious practices, another phenomenon frequently observed in *Mobile Legends* is toxic behavior, often

referred to as the *Toxic Online Disinhibition Effect*. This phenomenon describes the tendency of individuals to exhibit aggressive, offensive, insulting, or norm-violating behavior when interacting in online environments. Such behavior potentially conflicts with religious values that emphasize politeness, self-control, and respect for others (Ahmad Farid Fanani, 2025). If repeatedly practiced, these behaviors may influence the development of players' character and morality, particularly among adolescents who are still undergoing personality formation and social development (Munthe et al., 2025).

The phenomenon of high-intensity *Mobile Legends* gameplay in Indrapuri District is particularly interesting to examine because the area is known for its relatively strong social and religious life. On the one hand, digital technological advancements have introduced various forms of modern entertainment that are increasingly favored by the community. On the other hand, religious values continue to play a central role in the social life of the local population. This situation raises questions regarding the extent to which the intensity of playing *Mobile Legends* influences the religiosity of people in Indrapuri District. To date, studies specifically examining the relationship between *Mobile Legends* gaming intensity and religiosity at the local community level remain limited, particularly within the context of Acehnese society, which possesses distinctive socio-religious characteristics (Ahmad Farid Fanani, 2025).

This study is important because it seeks to analyze the influence of *Mobile Legends: Bang Bang* gaming intensity on the religiosity of the community in Indrapuri District. The findings are expected to provide empirical evidence regarding the relationship between online gaming activities and levels of religiosity, while also enriching academic discussions on the impact of digital technological developments on religious life. Furthermore, the results may serve as valuable considerations for parents, educators, religious leaders, and local governments in developing strategies to strengthen religious values amidst the rapid expansion of digital culture.

B. Method

This study employed a descriptive qualitative research method. A qualitative approach was chosen because it enables researchers to gain an in-depth understanding of individuals' experiences, perspectives, and meanings regarding a social phenomenon within their life contexts. Through this approach, the researcher was able to explore how the intensity of playing the online game *Mobile Legends: Bang Bang* influences the religiosity of community members in Indrapuri District, including aspects of religious beliefs, worship practices, and daily socio-religious behavior (Creswell & Poth, 2018).

The research was conducted in Indrapuri District, Aceh Besar Regency. This location was selected due to the high level of interest in *Mobile Legends: Bang Bang* among community members, particularly adolescents and young adults, as well as the strong religious values embedded in the local social life. The study focused on gaming intensity, including the frequency, duration, and level of engagement in the game, and its impact on religious activities and the internalization of religious values in everyday life (Yee, 2006).

Research participants were selected using a purposive sampling technique, whereby informants were intentionally chosen based on their relevant experiences and knowledge related to the phenomenon under investigation. The primary informants consisted of active *Mobile Legends: Bang Bang* players from both adolescent and adult groups. Supporting informants included parents, religious leaders (*Tengku Imam*), *Tuha Peut* members, and community leaders who were considered capable of providing information regarding changes in the religious behavior of players within their social environment. Purposive sampling is widely employed in qualitative research because it allows researchers to obtain rich and in-depth data that align with the objectives of the study (Palinkas et al., 2015).

The study utilized both primary and secondary data sources. Primary data were collected through participant observation and semi-structured interviews. Observation was conducted to directly examine participants' gaming activities and religious behavior, while interviews were used to explore informants' experiences, perceptions, and views regarding the influence of gaming intensity on their religiosity. Secondary data were obtained from various written sources, including books, scholarly journals, previous research findings, official documents, and relevant online resources related to the research topic (Merriam & Tisdell, 2015).

To ensure the trustworthiness of the data, the study applied both source triangulation and method triangulation. Source triangulation was conducted by comparing information obtained from game players, parents, and community leaders, while method triangulation involved comparing findings from observations, interviews, and documentation. The use of triangulation aimed to enhance the credibility and validity of the research findings, ensuring that the collected data could be scientifically justified (Lincoln & Guba, 1985).

Data analysis was conducted interactively following the model proposed by Miles, Huberman, and Saldaña, which consists of three stages: data condensation, data display, and conclusion drawing and verification. During the data condensation stage, the researcher selected, focused, and simplified the data collected from the field. The data were then presented in the form of descriptive narratives to facilitate understanding and analysis. In the final stage, patterns, themes, and relationships among categories were identified to develop a comprehensive understanding of the

influence of *Mobile Legends: Bang Bang* playing intensity on the religiosity of the community in Indrapuri District (Miles, Huberman, & Saldaña, 2015).

C. Result and Discussion

1. Types of Online Gaming Behavior

Online gaming behavior refers to the actions, attitudes, and interaction patterns displayed by players while participating in digital games. In Multiplayer Online Battle Arena (MOBA) games such as *Mobile Legends: Bang Bang*, player behavior is influenced not only by individual skills but also by game situations, team communication, and social interactions that occur during matches. Based on the interviews conducted by the researcher, players demonstrated diverse playing styles, ranging from cautious and strategic approaches to highly competitive behaviors, as well as using the game as a medium for building social relationships. These findings indicate that online gaming behavior cannot be viewed as a simple activity; rather, it represents a combination of strategy, teamwork, communication, and personal characteristics. This finding is consistent with previous research, which explains that MOBA games require coordination, communication, and adaptability among team members to achieve victory (Ar Rahim & Prasastiningtyas, 2024).

The interview with Informant A revealed that he preferred to play cautiously and emphasized strategic considerations before making decisions during gameplay. He explained that every action should be adjusted to the match conditions and team movements. However, when favorable opportunities arise, he does not hesitate to take aggressive actions to gain advantages for his team.

This statement reflects a balanced gaming behavior characterized by both caution and the willingness to take risks. Such a playing style demonstrates the player's ability to assess game situations, regulate emotions, and adapt strategies according to changing conditions, thereby increasing the team's chances of winning. Furthermore, teamwork emerged as one of the most dominant aspects of online gaming behavior.

The interview with Informant F indicated that a team's success is determined not only by individual player skills but also by the quality of coordination and communication among team members. According to the informant, teams that collaborate effectively have a greater chance of winning, even when facing stronger opponents.

These findings suggest that teamwork serves as a fundamental element in *Mobile Legends*, as each player performs complementary roles. Previous studies have similarly shown that effective group communication and coordination

positively influence player performance and team success (David & Tobing, 2024). Competitive behavior was also evident among the participants.

The interview with Informant K revealed that he consistently strives to deliver his best performance during matches while recognizing that victory is a collective achievement resulting from the efforts of all team members.

Therefore, he attempts to support and motivate his teammates to remain focused and enthusiastic throughout the game. This attitude demonstrates that competitive behavior is not always centered on individual achievement but can also be expressed through positive contributions to team success. In the context of online gaming, healthy competition can encourage players to improve their skills while fostering a sense of responsibility toward the team (Gani & Purnama Sari, 2024). In addition, strategic behavior was identified as another important aspect of online gaming.

The interview with Informant Z revealed that the strategies employed during gameplay were flexible and continuously adjusted according to the evolving circumstances of the match. He explained that teams must be capable of adapting quickly to changing conditions, including identifying and exploiting opponents' weaknesses to gain advantages.

This statement highlights the importance of strategic thinking in determining team success. In *Mobile Legends*, strategy involves not only initial planning but also the ability to evaluate situations and make rapid adjustments in response to the dynamics of the game. Research on team communication in *Mobile Legends* has similarly demonstrated that strategic planning and shared objectives among players contribute significantly to achieving victory (Leonardo & Pandrianto, 2024). On the other hand, online games also serve a strong social function.

The interview with Informant J indicated that gaming provides opportunities to interact with friends as well as new players from various regions. Through communication during gameplay, players can establish friendships and expand their social networks.

These findings suggest that online games function not only as entertainment media but also as social spaces that facilitate interpersonal relationships among players. Previous studies have shown that virtual communication within *Mobile Legends* communities plays an important role in fostering cooperation, solidarity, and positive social relationships among players (Yuditha Emmanuel & Savitri Setyo Utami, 2024). Nevertheless, the online gaming environment is not free from negative behaviors, particularly toxic behavior (Shen et al., 2020).

The interview with Informant E revealed that behaviors such as insulting, mocking, blaming teammates, or using offensive language can disrupt the gaming experience and reduce other players' motivation. According to the

informant, players should maintain respectful attitudes toward one another to create a healthy and enjoyable gaming environment.

These findings are consistent with previous studies indicating that toxic behavior in online games can damage team communication, create conflicts, and diminish the overall quality of the gaming experience (Abie & Rosmilawati, 2023). Toxic behavior often emerges as a result of uncontrolled emotions, competitive pressure, or dissatisfaction with game outcomes.

In addition to these behaviors, some players exhibited tendencies toward excessive gaming that led them to neglect other activities, potentially indicating addictive behavior. Furthermore, players often express their identities through character selection, usernames, hero skins, and distinctive playing styles. Many players also demonstrate supportive behaviors by assisting teammates, providing guidance, sharing experiences, and offering encouragement when the team faces difficulties. Such supportive behaviors contribute to a more positive gaming atmosphere and strengthen solidarity among players.

Based on the analysis of the interview data, it can be concluded that online gaming behavior encompasses multiple dimensions, including teamwork, competitiveness, strategic behavior, social interaction, toxic behavior, addictive tendencies, self-expression, and supportive attitudes. Each of these behaviors emerges as a response to gameplay situations and the social interactions that occur during gaming activities. Therefore, online gaming behavior is not merely a form of entertainment but also reflects players' communication skills, decision-making abilities, emotional regulation, and social interactions that develop within virtual environments.

2. Benefits of Online Gaming and Mobile Legends: Bang Bang

The development of information and communication technology has made online gaming one of the most popular forms of digital entertainment among various segments of society. Online games not only serve as a means of recreation but also provide numerous benefits that can influence players' cognitive, social, and emotional abilities. Along with the increasing accessibility of the internet and mobile devices, online gaming has become an integral part of daily life, particularly among younger generations. Various studies indicate that moderate and balanced gaming can positively contribute to critical thinking, communication skills, and the development of social competencies (Scott, 2022).

Playing online games can help improve players' cognitive skills. In many games, players are required to make quick decisions, develop strategies, solve problems, and adapt to dynamically changing situations. These activities contribute to the enhancement of critical thinking, problem-solving, and decision-making

abilities. Furthermore, strategy-based games encourage players to engage in both short-term and long-term planning in order to achieve specific objectives within the game (Kowert, 2014).

In addition to enhancing cognitive abilities, online games can also improve hand-eye coordination. Players must respond quickly and accurately to various visual stimuli, thereby improving fine motor skills and movement precision. In competitive games, reaction speed is one of the key factors determining a player's success. Therefore, gaming activities can indirectly enhance sensorimotor coordination and concentration (Bavelier & Green, 2025).

Online games also serve an important social function. Multiplayer games enable individuals to interact with other players through text and voice communication features. These interactions foster teamwork, communication skills, and social relationships among players. In games that emphasize cooperation, each team member is expected to fulfill specific roles to achieve shared goals. Such conditions help develop collaboration skills, leadership qualities, and the ability to resolve conflicts within a group (Cole & Griffiths, 2007).

Moreover, gaming is often used as a means of stress relief and entertainment. Playing games provides individuals with an opportunity to take a break from daily routines and enjoy engaging experiences. Successfully completing challenges or winning matches can create feelings of satisfaction and improve players' moods. Consequently, games are often regarded as recreational media that can promote relaxation when played in a balanced and moderate manner (Johannes et al., 2021).

Interviews conducted by the researcher with Informant A revealed that he views gaming as a form of entertainment that provides enjoyment after completing various daily activities. According to him, playing games serves as a way to spend leisure time while reducing boredom resulting from work and other routine activities.

This experience indicates that games function not only as entertainment but also as a means of relaxation for some players.

Meanwhile, an interview with Informant I demonstrated that online games possess significant social value. He explained that through online gaming, he is able to communicate and establish relationships with many people, both from his local environment and from different regions and countries. According to him, interactions during gameplay allow players to exchange experiences, engage in discussions, and collaborate to achieve common objectives within the game.

These findings suggest that online games can serve as virtual social spaces that expand players' networks of friendship and communication. One of the most popular online games today is *Mobile Legends: Bang Bang* (MLBB), a multiplayer online battle arena (MOBA) game developed by Moonton. In this game, two teams

compete to destroy the opposing team's base by utilizing heroes with unique abilities. Each player is assigned a specific role, making team success highly dependent on coordination, strategy, and cooperation among team members. The popularity of Mobile Legends is largely attributed to its accessibility, as it can be played on smartphones with relatively affordable specifications (Moonton, 2024).

An interview with Informant S revealed that his interest in Mobile Legends stems from the game's diverse challenges and the strong teamwork required among players. He explained that every match presents different situations, requiring players to develop appropriate strategies based on the conditions of the game. In addition, the convenience of playing through a smartphone allows him to enjoy the game whenever he has free time.

This statement indicates that the primary appeal of Mobile Legends lies in its combination of competition, teamwork, and flexibility. Based on the author's analysis, it can be concluded that online games, particularly *Mobile Legends: Bang Bang*, serve not only as a source of entertainment but also provide benefits in enhancing strategic thinking, communication skills, teamwork, and social interaction. However, these benefits can be optimally achieved only when gaming activities are carried out responsibly, in moderation, and without interfering with players' primary obligations in daily life.

3. Communication Behavior in Online Gaming

Communication behavior in online gaming refers to the ways players interact, exchange information, and build social relationships through the various communication features available within games. In modern online games, communication is a crucial element because it enables players to convey strategies, provide instructions, share information, and establish teamwork to achieve specific objectives. Commonly used communication features include text chat, voice chat, and external platforms such as Discord, which facilitate more effective coordination. Effective communication can enhance team performance and strengthen social relationships among players. According to research conducted by Kowert and Domahidi (2014), social interaction in online games plays an important role in fostering a sense of belonging, cooperation, and social connectedness among players (Kowert et al., 2014).

In practice, communication in online games is not solely used for gameplay purposes but also serves as a means of building social relationships. Many players use games as a platform to meet new people, expand their social networks, and maintain relationships with existing friends. Communication may involve discussions about game strategies, sharing experiences, or engaging in casual conversations beyond the context of the game itself. Through repeated interactions, players can develop a strong sense of solidarity and group identity within gaming

communities. This phenomenon demonstrates that online games function not only as entertainment media but also as virtual social spaces that facilitate meaningful interpersonal interactions (Šporčić & Glavak-Tkalić, 2023).

An interview with informant AH revealed that communication is an inseparable part of online gaming activities. AH explained: “When playing Mobile Legends, I often use voice chat to communicate with my teammates. Usually, we share information about enemy positions, discuss strategies, and warn each other when there is danger.”

This statement indicates that communication plays a strategic role in supporting coordination and teamwork during gameplay. The success of a team in online games is often determined by the ability of its members to exchange information quickly and accurately.

On the other hand, communication in online games is also influenced by players’ emotional states. Competitive gaming situations frequently generate various emotional responses, such as excitement, tension, frustration, and anger. When a team experiences defeat or makes mistakes during gameplay, communication may become more aggressive and emotionally charged. Conversely, achieving victory often encourages positive and supportive communication. Research conducted by Cook et al. (2023) found that emotional regulation is significantly associated with the quality of social interactions and communication behavior in online gaming environments. Therefore, the ability to manage emotions is an important factor in maintaining healthy communication while playing online games (Zsila & Demetrovics, 2025).

An interview with informant A also demonstrated the influence of emotions on players’ communication patterns. A stated: “When the match is going well, players usually support each other, and communication feels comfortable. However, when the team starts falling behind, some players become emotional and speak in a harsh tone, making the gaming atmosphere less enjoyable.”

This statement illustrates that communication dynamics in online games are strongly influenced by gameplay situations and the psychological conditions of players.

In addition to its positive aspects, communication in online games also has the potential to generate negative behaviors commonly referred to as toxic behavior. Such behavior may include insults, ridicule, hate speech, verbal harassment, and excessive blaming of other players. Toxic behavior often emerges in competitive gaming environments and can reduce both comfort and the overall quality of the gaming experience. According to a report by the Anti-Defamation League (ADL) Center for Technology and Society (2023), a majority of online gamers have experienced or witnessed forms of verbal harassment and

inappropriate behavior while playing online games. This condition highlights the importance of monitoring and educating players regarding communication ethics within gaming communities.

To reduce negative behavior, game developers generally implement communication policies and moderation systems designed to maintain a safe and supportive gaming environment. Various features, such as player reporting systems, account blocking, communication restrictions, and permanent sanctions, are applied to players who violate community guidelines. Furthermore, gaming communities often develop informal social norms and ethical standards, such as respecting fellow players, maintaining sportsmanship, and avoiding offensive language. The existence of both formal regulations and social norms plays an important role in shaping positive communication cultures within online gaming environments (Hilvert-Bruce & Neill, 2020).

An interview with informant RM demonstrated players' awareness of the importance of communication ethics in gaming. RM stated: "Playing games is not only about winning or losing but also about respecting teammates and opponents. If someone makes a mistake, it is better to provide constructive feedback rather than insulting or blaming them."

This statement suggests that some players understand the importance of maintaining polite and sportsmanlike communication in order to create a more enjoyable gaming experience for all members of the community.

Communication in online games is also characterized by the use of specialized language and terminology developed within gaming communities. Terms such as *ganking*, *push*, *roaming*, *buff*, *carry*, *GG* (*good game*), and *AFK* (*away from keyboard*) are commonly used to facilitate rapid information exchange during gameplay. The use of such terminology helps players communicate more efficiently while simultaneously contributing to the formation of social identity within gaming communities. The ability to understand the language and symbols used within gaming communities is an essential aspect of players' adaptation to the online gaming environment (Paaßen et al., 2017).

Communication behavior in online gaming is a complex and multidimensional social phenomenon. Communication functions not only as a means of coordination during gameplay but also as a medium for building social relationships, group identity, and community culture. At the same time, communication may also generate conflicts and negative behaviors if not managed effectively. Therefore, the ability to communicate effectively, respect community norms, and regulate emotions is essential for creating a positive, inclusive, and enjoyable online gaming environment for all players.

4. Positive and Negative Impacts of Playing Online Games

a. Positive Impacts

Playing online games does not always have a negative influence on players. When engaged in wisely and within reasonable time limits, online games can provide various benefits for an individual's cognitive and psychological development. Numerous studies have shown that digital games can enhance thinking skills, improve concentration, and help players develop problem-solving and decision-making abilities. Games that involve strategy, teamwork, and mission completion require players to analyze situations quickly and make appropriate decisions within a limited time. These activities can indirectly improve cognitive abilities, visual attention, and executive brain functions.

Based on an interview with informant AS, playing games provides experiences that help develop critical thinking and focus. AS explained that when facing different challenges in games, he is required to formulate strategies and make accurate decisions in order to achieve desired objectives. According to him, this process has made him more careful, patient, and accustomed to handling situations that require rapid problem-solving. In addition, successfully completing missions or winning matches provides a sense of satisfaction that can enhance motivation and self-confidence.

Besides improving cognitive abilities, online gaming can also serve as a means of recreation and stress management. Playing games allows individuals to temporarily escape from pressures related to work, academic responsibilities, or personal problems. Under certain circumstances, digital games can help create a better mood and provide relaxation after exhausting daily activities. Research indicates that moderate use of games can contribute positively to players' psychological well-being and emotional condition.

An interview with informant MA revealed that he frequently uses games as a form of entertainment after a busy day. He stated that playing games helps him relax and reduce the tension arising from daily activities. Games provide an opportunity to take a short break from various pressures, thereby improving his mood. However, he also recognizes that gaming should be balanced with other activities such as exercising, interacting with family members, and participating in social activities to ensure that its benefits remain optimal.

b. Negative Impacts

Despite the various benefits they offer, online games can also have negative consequences when played excessively and without proper self-control. One of the most common negative effects is physical health problems. Playing games for extended periods often causes individuals to remain seated in the same position for hours, potentially leading to back pain, muscle tension, poor posture, and eye strain

due to prolonged screen exposure. A lack of physical activity may also increase the risk of other health problems associated with a sedentary lifestyle.

Based on an interview with informant K, he had experienced back pain and eye fatigue after playing games for prolonged periods. According to him, these symptoms usually occurred when he became too focused on gaming and forgot to take breaks. K explained that his body became stiff from sitting too long, while his eyes felt sore from continuously staring at the screen. This experience highlights the importance of managing gaming time and taking regular breaks to maintain physical well-being.

In addition to physical health issues, excessive gaming can also affect sleep quality. Playing games late into the night keeps the brain active and makes it difficult to enter a restful state. Exposure to blue light emitted from electronic screens is known to disrupt the body's circadian rhythm, delaying the onset of sleepiness. As a result, individuals may experience difficulty falling asleep, poor sleep quality, or frequent awakenings during the night.

An interview with informant AA indicated that he had experienced sleep disturbances after playing games late at night. He explained that even after finishing a gaming session, his mind remained engaged with the game, making it difficult to fall asleep immediately. According to him, this reduced his rest time and left him feeling less refreshed the following day. Therefore, he attempts to limit his gaming time, especially as bedtime approaches.

Another negative impact is the disruption of mental health and social relationships when gaming activities become difficult to control. Individuals who spend excessive amounts of time playing games may neglect academic responsibilities, work obligations, and interactions with family members and their social environment. In more serious cases, excessive gaming behavior can develop into gaming disorder, characterized by a loss of control over gaming activities and the continuation of gaming despite its negative consequences in daily life.

Based on an interview with informant A, gaming addiction can lead individuals to spend more time in virtual environments than interacting with the real world. According to him, some players use games as an escape from the problems they face, causing them to neglect their responsibilities and social relationships. A believes that such conditions can make individuals more socially withdrawn, less capable of managing their time, and psychologically distressed when they are unable to play. Therefore, he emphasized the importance of maintaining a balance between gaming activities and other aspects of daily life.

5. Communication Behavior and the Influence of Mobile Legends on the Religiosity of the Community in Indrapuri District

Mobile Legends is one of the most popular online games based on the Multiplayer Online Battle Arena (MOBA) genre, which requires cooperation among

players to achieve victory. In this game, communication plays a crucial role because each team member has different responsibilities and functions. Through features such as voice chat, text chat, quick chat, and in-game symbols, players can coordinate strategies, share information, and respond to situations that arise during gameplay. These features make Mobile Legends not only a source of entertainment but also a virtual social interaction platform that enables intensive communication among players. Research has shown that virtual communication in Mobile Legends plays a significant role in fostering team coordination and enhancing gameplay effectiveness (Hafis & Sjani, 2025).

Interviews with informant AH revealed that the attraction to playing Mobile Legends is not solely based on entertainment but also on the necessity of collaborating with other players. AH explained that every match requires effective coordination to ensure that planned strategies can be successfully implemented. According to AH, victory is determined not only by individual skills but also by the quality of communication among team members.

Furthermore, the constantly changing dynamics of the game require players to think quickly, make accurate decisions, and adapt strategies according to the conditions of the match. The interview findings indicate that Mobile Legends can serve as an indirect learning medium for developing communication skills, teamwork, and decision-making abilities. In practice, various forms of communication emerge within the game. Players use verbal communication through text and voice chats to provide instructions and share information with teammates. In addition, nonverbal communication is carried out through icons, emoticons, and map markers. These forms of communication create unique interaction patterns and generate specific terminologies that are only understood by the Mobile Legends community. This phenomenon demonstrates that online gaming has fostered a distinct virtual communication culture that develops independently among its players (Ananda et al., 2022).

However, communication in online games is not always positive. Some players frequently display negative behaviors such as the use of offensive language, insults, provocations, and actions commonly referred to as toxic behavior or trash talking. Such behaviors often occur when players experience defeat, strategic mistakes, or conflicts among team members. Unhealthy communication practices can reduce gaming enjoyment and potentially cause psychological distress to other players. Therefore, game developers continuously implement monitoring systems and moderation policies to create a safer and more supportive gaming environment (Ananda et al., 2022).

On the other hand, the intensity of playing Mobile Legends may also influence the religious life of community members. For some players, the amount of time devoted to gaming can be substantial, reducing opportunities to engage in religious

activities such as worship, religious study groups, and faith-based social activities. When individuals spend more time playing games than fulfilling their spiritual obligations, there is a possibility of a decline in the practice of religious values in everyday life. This situation is a matter of concern because uncontrolled use of digital technology may shift individual priorities from religious activities toward entertainment-oriented pursuits.

In addition to time-related factors, social interactions occurring within Mobile Legends may also influence players' moral understanding and ethical behavior. Intense competition, the use of impolite language, and aggressive behavior that sometimes emerge during gameplay can shape habits if repeatedly practiced over time. From the perspective of religiosity, such behaviors may conflict with religious teachings that emphasize politeness, self-control, and respect for others. Therefore, players need the ability to critically evaluate and filter various forms of interaction encountered in the game so that they do not negatively influence their behavior in real-life situations (Solihin, 2024).

Nevertheless, the influence of Mobile Legends on religiosity is not exclusively negative. The game can also serve as a medium for expanding social networks and building positive communities. In some cases, social relationships established through the game develop into platforms for discussions about life values, ethics, and even religious teachings. With proper time management and appropriate guidance, players can continue to fulfill their religious obligations while enjoying their preferred recreational activities. Therefore, the impact of Mobile Legends on religiosity largely depends on how individuals manage their time, understand religious values, and position gaming as a balanced form of entertainment.

As one of the most popular games in Indonesia, Mobile Legends possesses a strong appeal because it successfully combines entertainment, competition, communication, and social interaction within a single platform. Its presence has significantly influenced behavioral patterns within society, including aspects of communication and religiosity. Consequently, it is essential for players to develop awareness and use the game responsibly so that its benefits outweigh its potential negative consequences. In this way, Mobile Legends can function as an entertainment medium that supports the development of social skills without neglecting the religious values upheld by the community.

D. Conclusion

Based on the findings of this study, it can be concluded that Mobile Legends: Bang Bang is an online multiplayer online battle arena (MOBA) game that requires teamwork, strategic thinking, and interaction among players through various available features, such as voice chat, hero selection with diverse roles, and multiple

game modes. The competitive and engaging characteristics of the game encourage players to spend a considerable amount of time playing, thereby increasing their level of involvement and engagement in the game.

A high intensity of playing Mobile Legends: Bang Bang has an influence on the level of religiosity among the community in Indrapuri District. The higher the intensity of gameplay, the greater the likelihood that individuals will allocate less time to religious activities, such as congregational prayers, Qur'an recitation, attending religious gatherings, and other forms of worship. Furthermore, excessive involvement in the game may divert individuals' attention from spiritual values and reduce their awareness and consistency in fulfilling religious obligations.

In addition, interactions within the game are often characterized by intense competition, the use of inappropriate language, and behaviors that are not always in accordance with religious norms and ethical values. Excessive gaming intensity may also lead to other negative impacts, including physical health problems, fatigue, eye strain, reduced social interaction in real-life environments, and disruptions in maintaining a balance between personal, social, and religious life. Therefore, this study demonstrates that there is an influence of the intensity of playing the online game Mobile Legends: Bang Bang on the religiosity of the community in Indrapuri District. Consequently, effective time management and greater awareness are needed to ensure that gaming activities are carried out in a balanced and proportionate manner so that they do not interfere with religious practices and spiritual life. In this way, the entertainment gained from playing games can still be enjoyed without diminishing the quality of an individual's religiosity.

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