

INTISARI

Turnamen e-sport, khususnya Mobile Legends: Bang Bang (MLBB), semakin populer di kalangan komunitas gaming di Indonesia. Salah satu fase krusial dalam pertandingan adalah draft pick, yang menentukan strategi tim melalui pemilihan dan pelarangan hero. Namun, pada turnamen tingkat komunitas, penyajian draft pick masih dilakukan secara manual dan statis sehingga kurang menarik dan sulit dipahami oleh penonton awam. Penelitian ini bertujuan untuk mengembangkan sistem Draft Pick Animation Overlay berbasis web yang mampu menyajikan proses draft pick secara animatif, interaktif, dan real-time, guna mendukung kualitas siaran turnamen. Penelitian ini menggunakan metode Extreme Programming (XP) sebagai pendekatan pengembangan perangkat lunak, dengan prinsip user-centered design yang melibatkan caster, observer, dan panitia turnamen dalam setiap iterasi pengembangan. Pengumpulan data dilakukan melalui observasi siaran terdahulu, wawancara semi-terstruktur, serta kuesioner evaluasi prototipe. Sistem dikembangkan menggunakan HTML, CSS, dan JavaScript, serta diuji secara internal menggunakan OBS Studio di Ampu Studio Universitas Amikom Purwokerto. Hasil pengujian menunjukkan bahwa sistem overlay mampu meningkatkan kejelasan strategi tim, memperkuat narasi caster, dan meningkatkan keterlibatan penonton. Kesimpulan dari penelitian ini menunjukkan bahwa sistem Draft Pick Animation Overlay yang dikembangkan berhasil memenuhi kebutuhan komunitas E-Sport Arena, serta berpotensi diterapkan pada turnamen lain di masa mendatang. Penelitian ini diharapkan dapat menjadi referensi dalam pengembangan teknologi siaran e-sport dan memperluas literatur di bidang rekayasa perangkat lunak berbasis hiburan digital.

Kata Kunci: Mobile Legends, Draft Pick, Overlay Animasi, Extreme Programming, E-Sport

ABSTRACT

The popularity of e-sports tournaments, particularly Mobile Legends: Bang Bang (MLBB), continues to rise among gaming communities in Indonesia. One crucial phase in these competitions is the draft pick, where teams determine their strategies through hero selection and banning. However, at the community level, draft pick presentations are still manually executed using static visuals, making them less attractive and harder to understand for general audiences. This study aims to develop a web-based Draft Pick Animation Overlay system that presents the draft pick process in an animated, interactive, and real-time manner to enhance the quality of tournament broadcasts. This research adopts the Extreme Programming (XP) method as its software development approach, incorporating user-centered design principles involving casters, observers, and tournament organizers in each development iteration. Data collection was carried out through broadcast documentation analysis, semi-structured interviews, and prototype evaluation questionnaires. The system was developed using HTML, CSS, and JavaScript and was internally tested using OBS Studio at Ampu Studio, Universitas Amikom Purwokerto. Test results indicate that the overlay system successfully improves strategy clarity, strengthens caster narration, and increases viewer engagement. The results of this study demonstrate that the developed Draft Pick Animation Overlay system meets the needs of the E-Sport Arena Community and has potential for future implementation in other tournaments. This research is expected to serve as a reference for developing e-sport broadcasting technologies and contribute to the literature on software engineering for digital entertainment.

Keywords: Mobile Legends, Draft Pick, Animation Overlay, Extreme Programming, E-Sport