Designing Information System Recruitment Professional Gamers Web-Based

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Abstract. The purpose of this research is to find developing professional gamers in the world of eSport. The background of this research is because e-sport in the world is proliferating in all corners of the world, but there is not yet a place to accommodate these professional gamers to be seen by eSport management in the world. This application has good potential to be implemented because it can produce a new high-quality player. The method used in this study is descriptive method to present a complete picture of the situation related to several variables of the situation being examined. The results of this study are to design information systems web-based recruitment of professional gamers that can be used to assist and facilitate the process of professional gamer’s recruitment.

1. Introduction

Video game machines are well known in many types of electronic video game machines have been developed. This machine is microprocessor-based in terms of the winning combination of games that can be seen. Electronic video media very easy to use to provide some games simulation for some games. Although multiple gameplay can be arranged simultaneously for all types of games, electronic video game machines provide absolute satisfaction for players [1]. The internet is an information medium used by almost all institutions, organisations, businesses and individuals in introducing or promoting products or services [2].

Every day many people interact with each other in an accessible online environment called Massively-Multiplayer Online Role-Playing Games (MMORPGs). The MMORPG player, who is 26 years old, usually spends 22 hours a week in this neighbourhood [3], MMORPG may be appealing to most players because they can meet various kinds of style of play. It should be recognized that in the past few years, the video game industry has overgrown into a very profitable business. Because of the spread of internet networks at home and the use of smartphones, the development of business models like that depends on the opportunities that already exist by online gaming has grown from what is now known as eSports. It is essential to mention that eSport business has experienced tremendous success [4]. Electronic sports, or eSport, organises video game competitions commonly known as cybersport, virtual sports, and competitive games [5]. eSport has become a part of gamer culture and as a new competitive spectacle. Digital games have proven to be a popular cultural activity among teens, and also has become a centre of marketing and promotion of the industry now. One method of evaluating records in a company using interview-based competency methods. The interview-based competency method is a structured interview technique, which is used to explore information in depth about one's abilities and competencies. One of the techniques used in interview-based competency methods is to
use a star technique, which consists of four parameters including situations, tasks, actions, and results [6].

Professional gamers are often recruited to test the game used to play tournaments like the PlayStation game to be released and tournaments are often used by game developers as a measure of how balanced the fight game is in a high level in the game. eSports is also essential as a study topic because the models adopted from sports and games are transacted through digital technology [7]. eSports represents the level of interactive video game tournaments, described by UK eSports as the highest level of video games in terms of skills and professionalisation [8]. eSports generally refers to professional and amateur video games that are often coordinated by different leagues where players become team members or "sports" organisations sponsored by various business organisations. According to Hamari, J., and Sjöblom, M. in recent years, eSports has become one of the fastest-growing new forms of media-driven by increasingly widespread online and online broadcasting and it can be estimated that more than 70 million people watched eSports since 2013 [9,10].

This research aims to design information systems web-based recruitment of professional gamers that can be used to assist and facilitate the process of professional gamer’s recruitment. The method used in the study was descriptive with data methodology and software development methodology.

2. Method

The research methodology used in Designing Information System Recruitment Professional Gamers Web-Based is descriptive analysis methodology. The descriptive analysis methodology is a method that describes facts and information in the present situation or event systematically, factually and accurately [10]. In research Designing Information System Recruitment Professional Web-Based Gamers consist of two methods. The first method used the collecting data methodology and the second method used software development methodology.

- Collecting data methodology
  The technique used in data collection was the descriptive research method. The descriptive research method was a research method that gives an objective picture of an existing problem [10]. The data collection method used in the designing information system recruitment professional web-based gamers research consists of Interview, literature study and observation.

- Software development methodology
  Software development methods in this study used the waterfall model. The waterfall model offers a systematic approach and sequential in software development [11]. The stages in the waterfall model consist of requirements definition, system and software design, implementation and unit testing, integration and system testing, operation and maintenance [12].

3. Results and Discussion

3.1. Analysis of recruitment procedures for professional recruitment of gamers

The recruitment procedure is an activity in human resource management carried out by applicants to fulfill certain conditions. Analysis of recruitment procedures for professional recruitment of gamers can be seen in Figure 1.
3. Analysis of recruitment procedures for professional recruitment of gamers

| Applicants | System | Management |
|------------|--------|------------|
| Personal Data | Fill personal data | |
| | appropriate | No |
| | Yes | |
| Showing Data | Storing Data | |
| | Fill Email and Password | |
| | appropriate | No |
| | Yes | |
| | Add CV | Show CV |

**Figure 1.** Analysis of recruitment procedures for professional recruitment of gamers

The following is an explanation of Figure 1 about Analysis of recruitment procedures for professional recruitment of gamers, including:

a. Applicants register by filling their data
b. Applicants enter the system by filling an email and password
c. Applicants add CV to the system
d. Management sees CV information from applicants

3.2. Use Case Diagram for Requirements for Information System Recruitment Professional Gamers Web-Based

In the proposed use case diagram, there are three actors, namely player, eSport management and system administrator. The player can access register page, Login, add CV, contract. While eSport management can access the register page, Log in, add a player, contract, while the system administrator can access the contract. A use case diagram for requirements for information system recruitment professional gamers can be seen in Figure 2.
3.3. Hardware Design Requirements for Information System Recruitment Professional Gamers Web-Based

The hardware requirements needed for the recruitment information system of professional gamers are divided into two, including hardware for servers and hardware for clients.

- **Server Hardware Requirements**
  a. Processor: XEON QUAD CORE
  b. Manufacturer: IBM SYSTEM X3250M2
  c. Brand: IBM
  d. MEMORY 4 GB
  e. HDD 250 GB SATA

- **Client Hardware Requirements**
  a. Processor: Dual Core 1.0 GHz
  b. Ram 1 GB

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**Figure 2.** A use case diagram for requirements for information system recruitment professional gamers
3.4. Software Design Requirements for Information System Recruitment Professional Gamers Web-Based

The software requirements needed for the recruitment Information system of professional gamers are divided into two, including hardware for servers and hardware for clients.

- Server Software Requirements
  a. Operating System: Linux/Free BSD
  b. Web Server: Lamp
  c. Database Server: MySQL
- Client Software Requirements
  a. Operating System: Windows 10 or Android Operating System
  b. Browser: Google Chrome or Firefox

4. Conclusion

Based on the results of the design and evaluation of the system that has been submitted, it can be concluded that the professional recruitment web of gamers will make it easier for players to get a team and vice versa for eSport management, it will be easy to get new players for the team.

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