hasil-Analyzing Genre of Character-Describing Cards in 'Clash Royale' Android Game

by Hafiz Kurniawan Muhammad

Analyzing Genre of Character-Describing Cards in 'Clash Royale' Android Game

Muhammad Hafiz Kurniawan
English Literature Department
Universitas Ahmad Dahlan
Indonesia
muhammad.kurniawan@enlitera.uad.ac.id

Article Info	ABSTRACT
	Playing games is the most enjoyable activity for some teenagers. However, playing games nowadays can be considered both a wasting time activity because by playing games some of teenagers spend much time playing it and an addicting activity making the players anti-social persons because they tend to isolate them from their surroundings while playing. However, some android games can offer the good example as the learning materials for Discourse Analysis course. One of those is the game from Supercell 'Clash Royale' which is considered the famous games which game players mostly have ever played. The unique way of describing the game characters through the cards is the object of this analysis. The method of collecting the data of these games is by capturing the pictures of the Clash Royale games and other similar games using the screenshot feature which is available in smartphone. After capturing the pictures, they are transcribed into text and analyze them by comparing the way in describing the characters in the cards. The pictures are used to compare the structure of cards which are used to describe the game characters. The use of bending and blending genre which appear in describing the characters is used to arouse the humorous feeling among the game players without breaking the conventional structure of the genre.

I. INTRODUCTION

The features in smartphone offer so many different varieties of entertainments which can be in form of social media, games, and other applications which provide new experience, response from other people and acknowledgement from their environment [1] by using particular social media, especially Facebook, to communicate, to share the information and to get updated information[2]. Moreover, the social media users are also empowered to publish the contents to generate social support [3]. It is noted that the use of smartphone for social media 88%, chat 88%, listening to music and watching videos 71%, phone call 59%, checking mail 61% and playing games 59% by age 18-25, an age range which is commonly identified as teenagers and university students [4]; in addition, these teenagers are addicted to the smartphone according to five aspects such as smartphone overuse, dimension of technology, psychology and social, and health [5]. The enjoyment in using the applications can affect the teenagers' academic life and frequently the culprits which make the teenagers addicted are social media and games [6]. The addictive effect of using smartphone makes them forget their assignment, lose their focus in the class, and also exposed to inappropriate content [7]. Although there are bad effects caused by games, in this case, games on mobile phone can result on positive outcome.

Several mobile games can offer physical health when playing it. Sunwoo et al [8] has discussed two mobile games which emphasizes on the elderly healthcare, Pollak et al [9] has a point on promoting healthy eating for children in the game which make them understand what the healthy food is by feeding their pets in the game and Buolos and Yang [10] who discussed about the GPS mobile games that elaborate the games that make the players healthy. Although those writers have discussed the benefits of playing games for the players' physical health, the games which provide benefits to the players are not so abundant.

To find the positive value and effect on the existing games is not an easy task for the teachers or researchers because they have to know about the famous games and their system and play. Because of that, this paper will offer one of this proposed ways to find the positive impact of the game to linguistic research. Therefore, the aims of this research are 1) to define the genre of Clash Royale game by comparing the structure between Clash Royale and other similar games, 2) to explain the structure used by Clash Royale and other similar games, and 3) to elaborate the uniqueness of the Clash Royale game compared to others.

Researchers have been discussing about games and genres. Apperley [11] considered the four popular video games genre such as simulation, strategy, action, and role-playing by viewing the ergodic – the process of creating cybertext – of the video games (p. 8) because games are built for satisfying players not watchers (p.7). Clearwater [12] describes how the concept of genre differs from game to narrative especially in film studies (p. 30) by considering the most important feature, i.e. the active participation of the audience in games which make them different from other popular culture products although in some cases they share similarities such as providing experimental, documentary and narrative-based forms (p. 38). Clarke et al [13] in their paper, try to explain the broad and vague varieties of games genres might greatly impact many elements such as developer (p. 4), users (especially gamers) (p. 6), marketing (p. 8-9), and education (p. 10-11). They, then, offer the way to define the genre by considering the prototype and family resemblances of the games, facet structures, and appeal factors as the alternative approaches to define the genres of game (p. 12-14). Heintz [14] describes the games into six chapters the fourth of which about games genre map. In doing her research, she observed a large group of gamers to refine the game classification based on the classification of games commonly found in the market (p. 53), and in the result of this paper, the map of games based on their classification were described in different color and some arrows to show the enhancement the games applied (p. 66).

Clash Royale game itself is categorized a strategy game by the developer [15]. However, the categorization made by the developer is too general because there are so many games categorized as strategy games. It also will be so problematic because games with that category are abundant and they are

varied in term of genre. Therefore, redefining the genre of the game Clash Royale should be heavily considered. In doing so, analyzing the genre of the game 'Clash Royale' should consider the games which have similar playing system because finding the conventions of the games because it is included in the three important aspects in determining the genre which are more completely defined as events, constraints, and creativity [16]. With regard to game as the communicative events, games are created to make the players able to play the games as easier and comfortable as possible. This has a strong relation to what Martin via Jones says about genre. Genres are about how something to be done and the language is the medium to accomplish (p. 8)[16]. Meanwhile, relating games to conventions and constrains is the more basic things to do because games are basically built with the same type as what have been published earlier. The conventions and constrains in the games will be useful to lead communicative events between the game builder and games players more applicable and effective (p. 9).

Games and video games builders are forced to offer the varieties of games they build and innovations in their games [11]because the more creative the games are, the more the players will play. The creativity which was made in Clash Royale Android game is (1) the game type, (2) the game mode and (3) the way of describing the characters in the cards describing characters. Moreover, the third innovation made by the game builders of the game is that the characters in the game are explained in the unique way in which it includes the pun which raises the humorous feelings [17]. Pun is defined as the implied meaning of text which has two different meanings with can be either related or not (Ibid, p. 95). The use of pun in the games apply the incompatibility and ambiguity in meaning and in structure so the theory of pun will be taken from what Aarons proposed which are classified into three types namely (1) the phonological-semantic pun which focus on ambiguity of lexical meaning because of the difference meaning of words, (2) the phonological-morphological-syntactic pun which emphasizes on the series of sound which are considered as two words but it is only one words, (3) phonological-

semantic-syntactic pun which is about the ambiguity between the class of part of speech [18].

II. METHODOLOGY

The data of this research were obtained by using the feature of screenshot in Android mobile. Photo, picture, or film is one of the types of the data [19] and th4 research uses picture as its primary data because it is related to defining the genre of the game and in Discourse Analysis, picture is considered as text [20]; therefore, this research data are pictures and descriptions existing in the pictures. After capturing the pictures, the sentences used to describe the characters were noted in a computer. This technique might be similar to noting technique proposed by Sudaryanto [21].

In this paper, the method of classifying the genres of Clash Royale game used the proposed approaches by Apperley [11] which are not only considering the appearance of the games or the aesthetic sides but also the ergodic because enjoying the games need to be fully-involved in the development of the story (the gameplay) – whether the story fail [22]. In other words, the consumers of the narrative texts are the spectators while the consumers of the games are the player (p. 4)[22]. Moreover, after analyzing the game system which has function to find the other games that are similar to Clash Royale game, this research analyzed the card-describing characters in each game and to identify the moves in the card-describing characters.

III. RESULT AND DISCUSSION

This discussion part presents the analysis of the card-playing games in mobile platform and lists the conventions and constraints among those games and also to find the moves and the prototypical moves of the games (p. 45) [16] both the system and the cards used to describe the characters.
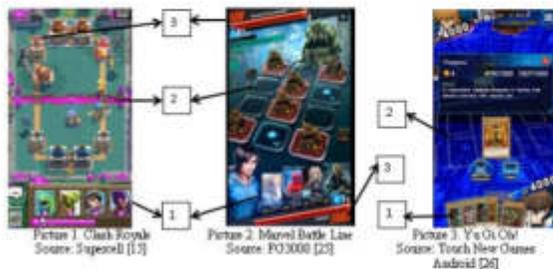
a. Clash Royale Is CCG (Card Combat Game)

The game entitled 'Clash Royale' is one of the famous games among teenagers which emphasizes on reviving heroes and items cards on the fighting arena. With its rate until 4.6 in scale of 5.0 which is determined by stars, this game is downloaded by 100 million gamers [23]. The action card games might be popular since 1996, when a movie series from Japan

entitled Yu Gi Oh appeared. This game seems to be the reference for the entire action card games appear afterwards. Those card playing games with reviving character in the arena as if the characters are real are basically from the card games such as poker because it has decks to be used.

The pictures in picture 1, 2, and 3 are the appearance of the games which can be categorized into card games because they provide the decks [24] for card chosen for the battle so that they can also be included as combat games (p. 265). They have the same characteristics because basically the Card Combat Games have at least 5 moves structure [16] such as 1) it has decks to place the cards chosen by the players for combat, 2) it has an arena to begin the battle, 3) each player has HP (hitpoints) or LP (Life points) as the player's life in combat, 4) it tends to use turn-taking games and, 5) the cards used for combat have particular points such as attacking, defending, and life points. The "move 4" is in the game and move 5 is in the next discussion.

Picture 1. Clash Royale
Source: Supercell [13]

Picture 2. Marvel Battle Line
Source: FO3000 [25]

Picture 3. Yu Gi Oh!
Source: Touch New Games Android [26]
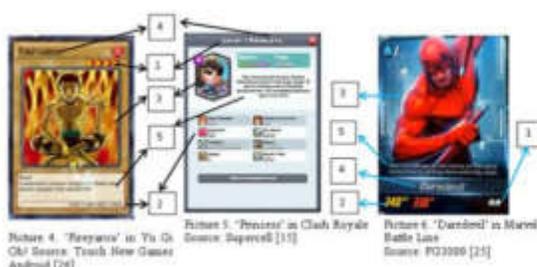
b. The Ergodicity of Clash Royale

Clash Royale is different from other games built by Supercell. There are at least four games which have been published by Supercell, they are Clash of Clans, Boom Beach, Hayday, and Clash Royale [27] with their own special characteristics. Clash of Clans and Boom Beach have the same characteristics with games with special feature to upgrade the buildings and the armies the players build and have. Meanwhile, Hayday is the game of farming and harvesting games. Although Clash Royale is different from Clash of Clans, the characters in it are mostly taken from Clash of Clans game and sometimes the characters from Clash Royale are taken to Clash of Clans as the new characters.

The system of Clash Royale is rather the same as Clash of Clans and Boom Beach. The similarity lies on the on-line and off-line states of engagement proposed by Newman [28]. Those characters provided in the games have their own characteristics. For example, the characters which are called 'Giant' in Clash of Clans are interested in attacking the buildings and this character has the same nature as the 'Giant' in Clash Royale.

The off-line state is when the players are deploying or using their characters they chose while the game is starting. The players are out of control of the characters [28] they chose because they are only following their characteristics or nature. It means that if the characters the players chose are 'Archers', for example, it can attack both ground and air units/armies but not building until they are close enough to the building. This is different from 'Giant' who only attacks buildings whether it is close or not and who ignore the enemy armies attacking him. The state of on-line and off-line are also the same as the other card-playing games combine with action such as Yugi-Oh, Marvel Battle Lines, Hearthstone, Pathfinder Adventures. The other creativity of the games is about game mode which means that the game players are able to play the game whether in single- or multi-player [11]. In this game, the game mode is divided into multi-player versus battle – playing with human players is for tournament and playing with computer player is for practicing stage. Moreover, the tournament can be played both one-on-one and two-on-two battle with different achievements for the winners. Moreover, the tournament can be played both one-on-one and two-on-two battle with different achievements for the winners. The winners are determined by how many buildings the players can destroy with the chosen cards in limited time and this only can be achieved by outwitting the enemy [24].

c. The Creativity of Card-Describing Characters

The other creativities of Clash Royale are the unusual way of describing their character in their cards. The moves of the card-describing characters are creatively different from the other card-describing characters in other games because of the use of pun in describing the characters and also the details of characters' ability applied in the battle arena.

Picture 4. 'Reeyanss' in Yu Gi Oh! Source: Touch New Games Android [26]

Picture 5. 'Princess' in Clash Royale Source: Supercell [15]

Picture 6. 'Daredevil' in Marvel Battle Line Source: FG3000 [25]

Description of the card-describing characters

Yu Gi Oh	Clash Royale	Marvel Battle Line
"A malevolent creatures wrapped in flames that attacks enemies with intense fire"	"This stunning Princess shoots flaming arrows from long range. If you're feeling warm feelings towards her, it's probably because you're on fire"	"Deal 120 damage to one enemy on the same vertical line by striking them with billy clubs"

Table 1. The example of how the cards describe the characters

The moves of the cards in Card Combat Games (CCG) (showed in form of arrows next to the card pictures above) describes at least 1) level of characters in the card, 2) number or points in attacking and defense, 3) the picture of the characters, 4) the name of the characters and 5) the description of the characters. If there is some additional information such as area damage, damage per second, hit points, hit speed, targets, speed, range, and deploy time under the characters' description in Clash Royale games cards, it is the form of blending between Clash Royale and Clash of Clans. While the bending of the genre [16] in the cards lies on the description of the character which uses pun to arouse the humorous feelings. In the Princess card the phonological-semantic pun is used because it employs the double meaning of warm. The meanings of warm which can be 'temperature which is close to hot or high temperature' and 'friendly and loving' are made ambiguous because the opening of the description it uses the phrase 'the stunning Princess' and 'flaming arrows' which can arouse the feeling of warm because of the beauty of the Princess or her flaming arrows.

IV. CONCLUSION

Android Games such as Clash Royale, Yu Gi Oh!, Marvel Battle Line and other similar games are included as Card Combat Games (CCG), a categorization based on Wolf [24] because they at least have five moves namely 1) it has decks to place the cards chosen by the players for combat, 2) it has an arena to begin the battle, 3) each player has HP (hitpoints) or LP (Life points) as the player's life in combat, 4) it tends to use turn-taking games and, 5) the cards used for combat have particular points such as attacking, defending, and life points. The design of Clash Royale in combat allows the characters in the cards to walk, fly, throw, and attack is the part of blending between CCG and SCG (Strategy Combat Games) like Clash of Clans and Boom Beach.

The cards in CCG also have at least five moves such as 1) level of characters in the card, 2) number or points in attacking and defense, 3) the picture of the characters, 4) the name of the characters and 5) the description of the characters. The creativity in Clash Royale which is including other information is also the form of blending between the CCG and the SCG, while the pun used in the way of describing characters is the bending of the genre.

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