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# The repercussions of game multiplayer online battle arena

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## Abstract

In this digital era, games become one of entertainment that knows no age. For students, the game can have a positive impact, namely increasing cognitive and motoric abilities. This research seeks to see the experience of students in Jakarta after playing the DOTA 2 game. DOTA 2 is one of the famous games and one of the games that once recorded a record of making an event with the biggest prize in the world of E-Sport. The research method used is neuroresearch. Data is obtained through questionnaires with user experience indicators. The results of the study show that the graphics and game style are the determinants of user experience where gameplay and the purpose of play are the main indicators of the user experience of this game. © 2019 IEEE.

## Author keywords

Game;  Student;  User Experience

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