# THE VISUAL REPRESENTATION OF STRENGTH OF FEMALE HERO IN DOTA2

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**Abstract**: DoTA2, a Multiplayer Online Battle Arena (MOBA) video games**,** is a power struggle game involving two teams using heroes as their avatars. DoTA2 shows limitation in the role of female heroes, but they are more widely used and have a high level of victory. This study is conducted to determine the portrayal of female hero in DoTA2 to identifiy the visual elements that show power features. Qualitative research through structure and semiotics analysis used to identify the content of visual features of female heroes. The result shows a strength female character displayed through skill and agility that serves to survive and win the game rather than showed physical strength attributes.The study provides references for further research in character design improvements as well as a visual recommendations in female design characters in video games.

**Keywords:** online game, visual design, character design, visualization, representation.

## 1. Introduction

DoTA2, a Multiplayer Online Battle Arena (MOBA) video games, released by Valve Corporation in 2012. There are 718.867 DoTA2 active players worldwide. High participation of players and sponsors, make DoTA2 as a successful game tournament with the largest award in the world in June 2014 [1]. Player use avatar as a representative in game called "Hero". There are 107 heroes in game, 17 of them are female heroes. Data from dotabuff.com shows the average win rate if DoTA2 heroes are 48.90%, but the female hero have 49.97%, higher than the average win rate. In addition, female heroes are also more played with average means 43 million games, compared with all heores are just 38 million games [2].It means, the player showed interest to entrust the victory towards female heroes, while the high level of victory shows the female hero capable to shown the strength.

However, previous studies shown that the female characters in video game are very unhelpful with provocative sexual content compared with male characters, strong and aggressive. Male characters are powerful with the relevant action and female characters are hyper-sexual [3]. In addition, the behaviours and/or personality characteristics assigned to female characters in digital games usually render them subordinate to male characters [4].

It is interesting to study because the players have considerations to choose a hero in the game, especially female hero who have the strength features. The purpose of this study to determine the visualization of strength and what elements of visual that make up the strength of the female hero in DoTA2.

## 2. Objects and methods

This study used qualitative methods with structures analysis from Maldonado and Hayes Roth's [5] and the semiotics of Roland Barthes to interpret the meaning and myths from female hero in DoTA2 [6]. First of all 80 questionnaires distributed online to get ranked of female hero who