WEBSITE-BASED PLAYER RECRUITMENT DECISION SUPPORT SYSTEM FOR THE JEMBER MOBILE LEGENDS DIVISION E-SPORTS TEAM USING THE SIMPLE ADDITIVE WEIGHTING METHOD

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ABSTRACT

E-Sports Jember Mobile Legends Division is a Jember community to develop the talents of Mobile Legends players which is coordinated by ESI Jember. ESI itself is an abbreviation of Esports Indonesia, which has a vision of developing and promoting a stable esports ecosystem that can lead Indonesia to become an esports leader in the Asian region, while ESI's mission is to encourage the growth of esports in Indonesia by making Indonesia the center of esports in Asia. most active and interesting. Therefore, a Decision Support System was built which was used to find players in the Mobile Legends Jember division esports team who met the criteria and weight of records in the team. The method used is the Simple Additive Weighting method, because this method is a weighted calculation. Apart from that, this method also provides certain weighted criteria, so that each value of the sum of the calculations with the weight of the results obtained will be the final decision. This system can help the Mobile Legends Jember division esports team to get players in the team who have very good quality skills in the game, according to the criteria and weights. The results of system testing with black box testing were 100% while UAT was 92.5%. It can be concluded that the system can run well and can be accepted by users and is easy to understand.

Keywords **:** *Decision Support System, Mobile Legends Player, Simple Additive Weighting*