Decision Support System for Character Selection in the Game League of Legend: Wild Rift Using the Weighted Product Method

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ABSTRACT

League of Legend: Wild Rift is a third-person 3D game in the multiplayer online battle arena (MOBA) genre, developed and released by Riot Games on October 27, 2020. One of the common problems faced by players, especially beginners, is the difficulty in selecting a suitable character to use in the game. To address this issue, this study aims to develop a Decision Support System (DSS) for character selection using the Weighted Product (WP) method. The WP method was chosen due to its effectiveness in calculating alternatives based on the weighting of character attributes such as magic resistance, armor, movement speed, max hp, hp regeneration, mana/energi, mana/energi regeneration, ability power, attack damage, critical damage, dan attack speed. The results of the study showed that the developed system achieved a satisfaction rate of 80% from 15 users, with 12 respondents stating "strongly agree" and 3 respondents stating "agree" regarding the effectiveness of the system. These findings indicate that the developed DSS meets user needs in assisting character selection in League of Legend: Wild Rift.

Keywords: Game, Game Character, Character Recommendation, Weighted Product