ABSTRACT

STRATEGIES TO COUNTER HERO SELECTION IN MOBILE LEGENDS USING THE NAIVE BAYES METHOD

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Mobile Legends is one of the most popular mobile games in Indonesia, and character selection is a key factor in this game. MOBA (Multiplayer Online Battle Arena) is a type of cooperative-oriented game that involves two teams competing against each other. Each team consists of five players each and must destroy each other's forts to win the match. However, in actual matches, of course, there are many problems faced by novice players, one of which is defeating the opponent's chosen hero. Therefore, we need an application that could determine the hero that will be chosen in a match against the opponent's hero. The method used was the Naive Bayes algorithm. The Naive Bayes algorithm was a method used to classify data in the form of training data and test data. Bayesian methods often use conditional probability as a basis. By testing the Naive Bayes method with 560 training data and 240 test data, the model succeeded in achieving an accuracy level of 60%. The calculations carried out in the Naive Bayes algorithm are by calculating the probability of a class for each existing attribute, and by determining which class was the most optimal to produce a hypothesis. therefore, it needed to be watched with caution due to the variability in playing styles and competitive dynamics. Further research is needed to test and validate this strategy in a broader and more diverse context.

Keywords: Mobile Legend, Android, Naive Bayes.