

Imbalance Identity in E-Sports News Intersectionality on Covid-19 Pandemic Situation

Ketimpangan Identitas dalam Intereksionalitas Berita E-Sport pada Situasi Pandemi Covid-19

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Abstract

The COVID-19 situation is a moment that homogenizes everyone's efforts to reduce outdoor activities, so a space of self-actualization is required to trigger creative skills and sportsmanship. The most qualified alternative to answer these needs for everyone in the digital age is the E-sport. Trying to take advantage of this opportunity, Bubu Gaming, as an Indonesian digital sports games marketer, initiated "LiveStream Aid 2020" with the theme "PlayFromHome, Stay Safe, Donate." Tirto.id and Kompas.com covered the two-day event. However, researchers interrogate those two news frames and discover different perspectives. Guided by Entman Framing Analysis with the theory of intersectionality, the results obtained indicate the imbalance of identity in those news frames. Tirto.id viewed from the category of structural intersectionality and built the reader's opinion that the government, through Sandiaga Uno, supports these activities. On the other hand, Kompas.com put the name of Pevita Pearce without adequate narrative so that it can be categorized as representational intersectionality.

Keywords: COVID-19; Entman Framing; E-Sports New; Imbalance Identity; Intersectionality

Abstrak

Situasi COVID-19 menjadi momen yang menyeragamkan upaya setiap orang mengurangi aktifitas di luar rumah, sehingga perlu lahan aktualisasi diri guna memicu daya asah kreatif sekaligus memacu sportifitas. Alternatif yang paling mumpuni untuk menjawab kebutuhan tersebut bagi seluruh kalangan masyarakat di era digital ini adalah e-sport. Menangkap peluang tersebut, Bubu Gaming selaku pemasar permainan olahraga digital di Indonesia menginisiasi "LiveStream Aid 2020" dengan tema "PlayFromHome, Stay Safe Donate, Tirto.id dan Kompas.com meliput kegiatan dua hari tersebut dalam pemberitaannya, namun peneliti menelisik kedua bingkai berita tersebut dan diperoleh perbedaan sudut pandang. Dipandu dengan Analisis Framing Entman yang dipadu dengan teori interseksionalitas, maka diperoleh hasil analisis yang memperlihatkan adanya ketimpangan identitas di dalamnya. Tirto.id ditinjau dari kategori interseksionalitas struktural, berupaya membangun opini khalayak pembaca bahwa pemerintah melalui Sandiaga Uno bertindak mendukung kegiatan tersebut. Di sisi lain, Kompas.com justru berada pada kanal interseksionalitas representasional dengan pencantuman nama Pevita Pearce tanpa didukung narasi yang memadai.

Kata Kunci: COVID-19; Berita E-Sports; Framing Entman; Interseksionalitas; Ketimpangan Identitas

Introduction

Early 2020 saw the outbreak of a new strain of Coronavirus, with the disease named Coronavirus Disease 2019 (COVID-19). The origin of this virus comes from Wuhan, China (Nascimento et al., 2020:2). The spread of this virus is first known at the end of December 2019. At the time of writing, there have been 65 countries that have been infected by COVID-19 (Yuliana, 2020:187-188). The World Health Organization (WHO) explains that Coronaviruses (CoV) is a virus that infects the respiratory system. This viral infection is called COVID-19. Coronavirus causes common cold to more severe illnesses such as Middle East Respiratory Syndrome (MERS-CoV) and Severe Acute Respiratory Syndrome (SARS-CoV) (Hanoatubun, 2020:46). Common signs and symptoms of COVID-19 infection include symptoms of acute respiratory disorders such as fever, coughing, and shortness of breath. The average incubation period is 5-6 days, with the most prolonged incubation period of 14 days. (Tosepu et al., 2020:2). Indonesia is one of the countries impacted by this new disease COVID-19, with the first two confirmed cases reported on March 2, 2020. Data on March 31, 2020, showed that there were 1,528 confirmed cases and 136 fatal cases (Susilo et al., 2020:46). Since the first positive confirmed cases, the government has always been actively taking preventive measures to counter the increasing number of confirmed cases in the community. At the end of March 2020, the Indonesian Task Force for COVID-19, named Task Force for the Acceleration on Handling COVID-19, issued Guidelines for Medical Rapid Response and Public Health Aspects of COVID-19 in Indonesia. This guide targets medical personnel and the general public to inform ways to reduce impacts and mortality rates (Djalante et al., 2020:3).

Anticipatory movements to reduce the number of coronavirus sufferers in Indonesia have been carried out in all regions. In West Jakarta, Governor Anies Baswedan suspended the Car Free Day that usually takes place every Saturday and Sunday, when the provincial government of West Java was laying off students and stopping mass activities. In Surabaya, the local government continued to conduct direct socialization to places of worship and appealed to clean the worship carpets. The regent of North Tapanuli, together with the Regional Training Center in Silangkitang, made several sinks filled with sanitizers and distributed to several vital nodes in the city and the centers of the crowds. Besides, there are many calls for doing activities at home (Zahrotunnimah, 2020:251-254). This has become a government policy based on considerations that have been optimally analyzed. Therefore, amid the outbreak of the COVID-19 virus, many parties have come up with creative ideas and programs to keep the community at home.

One way to hone creativity is through E-Sports, which attracts a variety of people. E-Sports is a type of sport that is open to anyone because it is a branch of the game that can be played by people of all ages, genders, and even types of abilities. The basic word 'sport' comes from 'dis-ports' from Old French, meaning 'to amuse yourself' or 'to please yourself.' Activities to entertain yourself is also a concept of sport, which is to play. (Kurniawan, 2019:64). The definition of E-Sports, according to Britishsport.org, is a video gaming competition where people play against each other online; alternatively in front of an audience in a particular arena with a large winning prize. Indonesia responded to the development of E-Sports by officially recognizing the national E-Sports organization in 2014 and inaugurating the Indonesia E-Sports Association (IeSPA) under the auspices of the Indonesian Community Recreational Sports Federation (FORMI) (Apriani & Yuono, 2019:204-205). Thus, E-Sports is now chosen

as one of the activities carried out to entertain themselves during the period of COVID-19 pandemic.

Bubu Gaming is a digital marketing agent for E-Sports and gaming in Indonesia. It also participated in suggested activities to support government policy on preventive actions during the COVID-19 pandemic. The program carried by Bubu Gaming, namely "LiveStream Aid 2020", also collaborates with the Ministry of Youth and Sports. The activity, which was held for two days, carried the theme "PlayFromHome. Stay safe. Donate." LiveStream Aid 2020 is a fundraising activity by conducting LiveStreaming E-Sports games, which its collected donation will be channeled to several hospitals. This activity also has a purpose as a gratitude to the medical teams who have fought on behalf of the Indonesian people. Besides, the activities also aim to invite people to stay at home and carry out positive activities such as donations. LiveStream Aid 2020 is enlivened by famous Indonesian stars, starting from E-Sports influencers and content creators such as Giring Ganesha, Reza Arap, Arief Muhammad, Edho Zell, InYourDream, Supernayr, Donna Visca, Audrey FF, and Pevita Pearce. This event was also responded positively by Sandiaga Uno, as the Board of Trustees of the Indonesian eSports Managing Committee.

The news about Bubu Gaming activities that held LiveStream Aid 2020 has spread on various online news portals. The two of Indonesia's most prominent news portals, Tirto.id and Kompas.com, reported on the activity. Both news portals mentioned guest stars who would be present as the performer of the event's activities. Both news portals also mentioned Sandiaga Uno in their reporting. Sandiaga Uno, apart from acting as the Board of Trustees of Indonesian eSports Managing Committee from 2020 to 2024, has also been well-known in Indonesia's political sphere.

E-Sports is not always synonymous with the male gender. As mentioned by both news portals of Tirto.id and Kompas.com, the event also invites female guest stars such as Donna Visca and Pevita Pearce. However, Kompas.com does not significantly highlight the Pevita Pearce appearance in its news content. Generally, they underline the commentary from Sandiaga Uno and only written the name of Pevita Pearce in the title and column of the program. This results in framing from the news' point of view and also assumed to be related to intersectionality that occurs at the news forum. The interest group decides to be defined as "a group of persons who share a common cause, which puts them into political competition with other groups of interests" (Maiwan, 2016:76).

Based on the previously-described background, this research aims to analyze texts in the Tirto.id and Kompas.com news portals and explore the content through framing analysis methods elaborated with the theory of intersectionality that affects equality and political interests. Intersectionality studies are related to intersections between forms of oppression, domination, or discrimination that have different levels of power determined by the intersection system of society, such as race, ethnicity, social class, and others (Ferre, 2018:132). The social class itself can be determined by employment, education, status, wealth, and ownership so that women, whose lower classes are rich in wealth, status, education, and so on, are more differentiated by higher classes (Rosida & Rejeki, 2017:129). Mansour Fakih in Analysis of Gender and Social Transformation explains that the concept of gender is understood as an inherent trait of men and women, which socially and culturally constructed (Mahmudah, 2019:1229). According to Basyir in Emerging Trends in Psychology, Law, Communication Studies, Culture, Religion, and Literature in the Global Digital Revolution, the diversity of ideological views,

customs, or religions that crystallize the majority and minority relations should not be a reason for humans not to respect the power of society. This is because it is not the humans themselves that determine it, but the community (Basyir et al., 2020:60-62). This study aims to describe certain aspects of a reality framed by Tirto.id and Kompas.com in a story which later becomes the reality of the news media about the commodity news E-Sport in the COVID-19 situation that promoted identity imbalance.

Method

The methods used in this research were literature review and online browsing using a critical paradigm. The subjects in this study were the online news portals of Tirto.id and Kompas.com. The object in this study was a news article about the Bubu Gaming E-Sports Community conducting LiveStreaming Aid 2020 event as a form of social care amid the COVID-19 pandemic.

This study utilized Robert N. Entman's framing analysis method. Framing analysis is a category of text analysis methods included in a qualitative approach. Entman's ideas about framing emphasize the communication text that the text creator displayed and considered important. The word "prominent" itself has the meaning of loading information more clearly, more meaningfully, or more easily remembered by the public. The form of prominent can vary, namely how to place one aspect of information more prominently than another, by the repetition of information. Thus the social construction towards the message's content is translated in the form of recognition (legitimacy) and disputes (delegitimation) (Rizkimawati & Kusumawardhana, 2019: 148-149).

In conducting research, the unit of analysis of the text was a news forum of Tirto.id with the headline "Community of e-Sports Fights COVID-19 through LiveStream Aid 2020" uploaded on April 18, 2020, and was then compared with a news forum from Kompas.com.

Komunitas e-Sports Lawan COVID-19 Lewat LiveStream Aid 2020

LIVE STREAM AID 2020
19 & 20 APRIL 2020

#PlayFromHome. Stay Safe. Donate.

kitabisa.com/campaign/livestreamaid2020

STREAM ON **BUBU GAMING**

Diklat: Iwara N Raditya - 18 April 2020

Dibaca Normal 2 menit

Komunitas esports dengan dukungan BUBU Gaming dan Kemenpora akan menggelar aksi galang dana bertajuk LiveStream Aid 2020 untuk lawan Corona COVID-19.

tirto.id - BUBU Gaming didukung Kementerian Pemuda dan Olahraga (Kemenpora), KitaBisa.com, serta komunitas e-sports (olahraga elektronik), influencers, dan content creators bakal menggelar aksi galang dana bertajuk LiveStream Aid 2020 dengan tagline "PlayFromHome. Stay Safe. Donate."

Populer

- 1 Persewaan yang Belum Padam Kala Ritma Ingin Koneksi Akhir PSEB
- 2 Rektorat UI Turut Serta Memproduksi Kebenaran Tunggal asal Papua
- 3 Balajar dari Ptu Spanyol: Gakmansing Kalau Pandemi Bisa Lebih Baik

Figure. 1. Bubu Gaming News Display on Tirto.id (source: Raditya & DH, 2020)

The news from Kompas.com is titled "Pevita Pearce and Hamka Hamzah Will Present at the Second Day of LiveStream Aid 2020", which uploaded on April 20, 2020. News forums from Tirto.id and Kompas.com reported the event from a different perspective. This can be traced to the mindset of intersectionality theory, summarized from the thoughts of Collins (2015), Collins and Bilge (2016), Dill and Zambrana (2009), and May (2015) that three central messages emerge simultaneously. The three messages are inequality of relations, the complexity of identity, and social justice formed by power (Duran & Jones, 2019:458). Therefore, Ferre (2018:127) proposes intersectionality to make a contingency to be connected even though it appears to be conflicted.

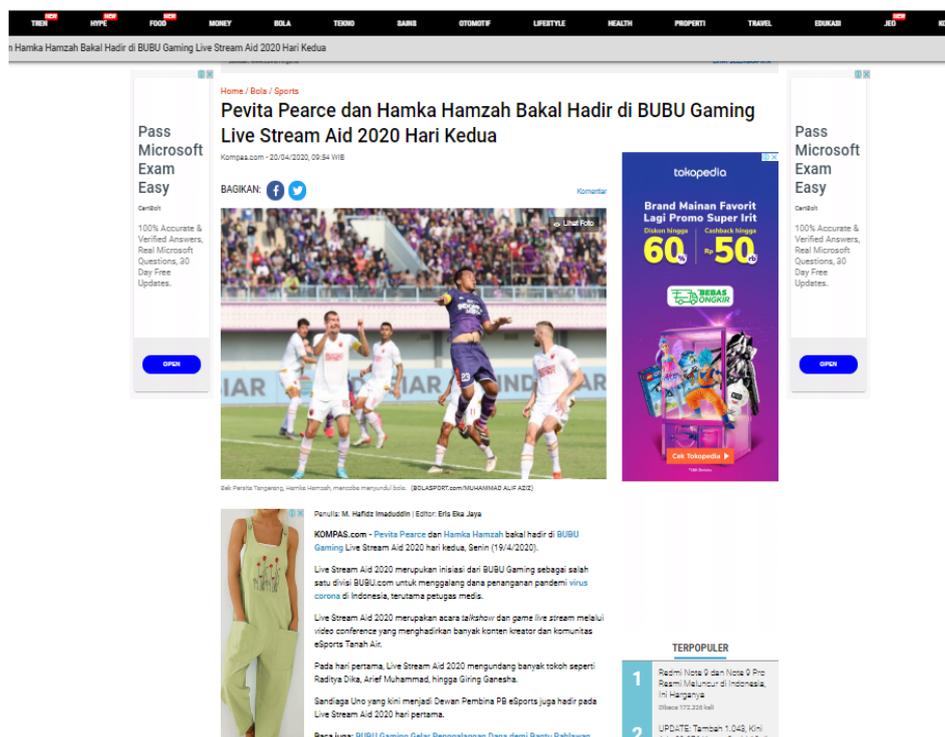


Figure 2. Bubu Gaming News Display on Kompas.com (source: Imaduddin & Jaya, 2020)

Entman used framing to illustrate the media's selection process and the prominence of certain aspects. The "prominence" in this case can be defined as making information more visible, more meaningful, or more easily remembered by the public. Prominent information is likely to be more accepted by the public, more pronounced, and easily stored in memory, compared to other normally-presented information. This prominence can be done by placing one aspect of information more prominent, more striking, repetition of information deemed important or related to cultural aspects that are familiar in the minds of the public (Astuti, 2016:12).

Entman developed a framing analysis that divided four stages of analysis as follows (Mustika, 2017:140-141): First, defining problems is the main element of framing that emphasizes how journalists understand events. The same event can be understood from different perspectives, and different frames will also produce different formed realities. Second, diagnosing causes, which is a framing element to frame the actor or the cause of an event, such as who is considered as the cause of the problem (R.

Santosa, 2016:5) Third, make a moral judgment, is what kind of moral values does the reporter want to present in the news. Elements of argumentation or justification will support the definition and the cause of a problem (Gaio et al., 2015:453). Fourth, treatment recommendations, which is when the mass media offer solutions as an effort to solve a problem related to the occurrence of an event or issue (Primagara & Agustin, 2018:62).

Results and Discussion

To prevent the spread of COVID-19, the government established a stay-home policy indefinitely. Besides obeying the policy, people are also looking for other beneficial activities to keep them stay at home. In supporting government policy, many communities also hold virtual activities to keep the community stays at home. Bubu Gaming is one community that supports government policy by creating an event called LiveStream Aid 2020. This activity carries the theme of playing and donating. People were invited to watch LiveStreaming E-Sports games from renowned talents such as gaming YouTubers, influencers, international pro players, E-Sports shoutcaster, hosts, et cetera for 24 hours. Besides watching the LiveStreaming, which was held for two days, the community was also invited to do other activities such as donating. Proceeds of the fundraising would be later distributed to several hospitals throughout Indonesia.

The event held by Bubu Gaming has spread in various news forums online. Several types of online and owned media are included in the category of online news media and website pages according to Anggraeni (2018:117), such as news sites originating from newspapers, from radio, from television, or not related to the three media, and news index sites that contain links from other online news sites. As for its function, the news forum is part of the mass media which has six perspectives: mass media as a window on events and experiences, as a mirror of events in society and the world, implying a faithful reflection, as a filter or gatekeepers who select various things to be given attention or not, as guides or interpreters who translate and show directions for various uncertainties or alternatives, as a forum to present various information and ideas to the public which enables responses and feedback, and as an interlocutor, which is not only a place for the passing of information but also a communication partner that enables interactive communication (Santosa, 2017:208). Nevertheless, some news forums sometimes drift off from the function and role of the mass media. The media is getting bolder in expressing their opinions and building a social reality outside the authorities' formal sources. Thus, the media can influence public opinion by selecting facts through various perspectives that can be highlighted or removed from a story. This includes online media such as Tirto.id and Kompas.com.

The two online news forums did not escape the series of framing conducted by journalists. Framing activities in selecting news content that want to be highlighted or eliminated, according to Priyowidodo & Indrayani (2012:431), maybe the same as the actual social reality, but the reverse can also occur. That is why media portraits cannot be fully agreed upon as a complete picture of existing social phenomena. Thus, to be able to see how the framing is done in the Tirto.id and Kompas.com news forums, the analysis refers to the concept of framing device depiction from Entman, as follows:

Table 1. Defining Problems in News Snippets of Tirto.id and Kompas.com (source: Raditya & DH, 2020 dan Imaduddin & Jaya, 2020)

Device	Tirto.id News Snippet	Kompas.com News Snippet
<i>Define Problems</i>	Bubu Gaming, supported by the Ministry of Youth and Sports, KitaBisa.com, and the E-Sports (electronic sports) community, influencers, and content creators, will hold a fundraising action titled LiveStream Aid 2020 with the tagline "PlayFromHome. Stay Safe. Donate." The results obtained from the fundraising for LiveStream Aid 2020 will be used to help medical heroes and hospitals as the frontline in the struggle against the Coronavirus pandemic or COVID-19.	Pevita Pearce and Hamka Hamzah will be present on the second day of Bubu Gaming's LiveStream Aid 2020, Monday (4/19/2020). LiveStream Aid 2020 is an initiation from Bubu Gaming as one of the BUBU.com divisions to raise funds for handling the coronavirus pandemic in Indonesia, especially medical staff. LiveStream Aid 2020 is a talk show and live stream game via video conference that presents a lot of creator content and the E-Sports community in the country.

Table 1 describes the main elements of framing that emphasize the way journalists understand an event. The same event in the form of Bubu Gaming's fundraising event to help medical personnel fighting COVID-19 can be perceived differently. It was clear that Tirto.id mentioned that many parties collaborated with Bubu Gaming on the activities carried out during the two days, such as Kemenpora, KitaBisa.com, influencers, content creators, and the E-Sports community. On the other hand, the Kompas.com news did not mention in detail the specific parties or agencies that supported it. Instead, Kompas.com featured a variety of activities enlivened by many content creators such as Pevita Pearce, who is also a pro gamer. Tirto.id's partisanship towards political interests tended to be apparent, while Kompas.com was more based on the variety of performers.

Table 2. Estimated Causes of Problems in News Snippets of Tirto.id and Kompas.com (source: Raditya & DH, 2020 dan Imaduddin & Jaya, 2020)

Device	Tirto.id News Snippet	Kompas.com News Snippet
<i>Diagnose Causes</i>	The LiveStream Aid 2020 fundraising action also includes some well-known E-Sports influencers and content creators in the country, such as Giring Ganesha, Reza Arap, Arief Muhammad, Edho Zell, InYourDream, Supernayr, Donna Visca, Audrey FF, and many more.	LiveStream Aid 2020 is a talk show and live stream game via video conference that presents a lot of creator content and the E-Sports community in the country. On the first day, LiveStream Aid 2020 invited many public figures such as Raditya Dika, Arief Muhammad, and Giring Ganesha.

Table 2 discusses framing elements to frame the actors (who) or causes (what) of an event. Tirto.id explained that various parties also attend the event, from E-Sports influencers to content creators. Besides, there was also Sandiaga Uno, the Indonesian E-sport Board of Trustees participating in the event. On the other hand, Kompas.com explained that artists who were widely known by the public were invited to the event held by Bubu Gaming. Female guest stars also attended the event, but their identities

were not explained further regarding their role in the event.

Table 3. Moral Choices in News Snippets of Tirto.id News and Kompas.com
(source: Raditya & DH, 2020 dan Imaduddin & Jaya, 2020)

Device	Tirto.id News Snippet	Kompas.com News Snippet
<i>Make Moral Judgements</i>	Sandiaga Uno, as the Board of Trustees of PB E-Sports Indonesia, participated in the event.	On the second day of LiveStream Aid 2020, Pevita Pearce and Hamka Hamzah will be invited as guest stars.

Table 3 shows the set of argument giver or justification that support the definition and the cause of a certain problem. Tirto.id explained the public figures who joined the event, one of which was Sandiaga Uno, a member of the Board of Trustees of E-Sports Indonesia. The news was able to spark controversy because Sandiaga was also a politician. This can lead to the view that Sandiaga Uno concealed a hidden purpose in it. In contrast to Kompas.com, the public figures who attended the event were seen from a popularity level among the people. Unfortunately, not with female guest star Pevita Pearce, readers will be confused by the appearance of Pevita Pearce in the news snippet. Not many people know that Pevita Pearce is also a pro gamer. The news did not adequately explain the identity of Pevita Pearce, while Reza Oktovian was announced as a famous gamer. Not only Pevita Pearce, but there were also other female guest stars whose names sound familiar, such as Donna Visca and Berlliana Lovell. Apart from the three women's identities, the presence of performers relating to competence in online games requires to be disclosed so that there is no inequality with other male guest stars.

Table 4. Treatment Recommendation in News Snippets of Tirto.id dan Kompas.com
(source: Raditya & DH, 2020 dan Imaduddin & Jaya, 2020)

Device	Tirto.id News Snippet	Kompas.com News Snippet
<i>Treatment Recommendation</i>	All influencers and content creators involved in LiveStream Aid 2020 will do live streaming alternately from 11.00 to 24.00 every day.	<i>The second day of LiveStream Aid 2020 will be closed by presenting the famous gamers of the country, Reza "Arap" Oktovian.</i>

Table 4 discusses elements that summarize the reporter's solution by looking at the problem's cause, and such an event wants to be seen. In the reporting, it was expected that Tirto.id would prioritize balance and not only focus on one main figure, whereas the event attended by various other figures. Bubu Gaming was trying to change the public's view that E-Sports is a waste of time, and, through this event carried out with the government, Bubu Gaming hoped people change its negative mindset towards E-Sports. News expected to occur at Kompas.com was not to ignore gender equality, where guest stars in an event were important because they were also part of the event. Bubu Gaming was trying to break the view that men are dominant in playing games where women can also be pro gamers, such as Pevita Pearce. Also, there was no further explanation of the identity of the female guest stars who were also attended the event. This is because many people did not know their identities.

Reviewing the results above, the Entman Framing Analysis was also used to look at the discrimination of delivery and presentation criteria of what editors or journalists use in constructing events, framing the news, and then presenting it so that the news

presented becomes more visible, meaningful, and impressed by the reader (Anggraeni, 2018:116). Seeing from the results of the analysis, comparing two online news forums, both from Tirto.id and Kompas.com had similar news themes but different substances. Viewed from the existing news headlines, it gives a perception of the news content that will be different. Tirto.id wrote the title of the event described in general without mentioning any particular party. On the other hand, Kompas.com wrote the title of the event by mentioning public figures that they felt would attract attention. However, the problem with the results of the two reports carried the same content, which is the aim of Bubu Gaming to hold LiveStream Aid 2020 as a form of fundraising for medical teams in Indonesia.

The effort on perspective framing started when both news portals mentioned upcoming program fillers as well as when writing responses from some of the program fillers. Tirto.id mentioned the arrival of Sandiaga Uno as the Board of Trustees of PB E-Sports Indonesia. Although it did not highlight Sandiaga Uno's commentary in its news forum, Tirto.id strongly showed the full support of the government regarding this event. It is different from Kompas.com, which emphasized Pevita Pearce in the headline, but did not show herself in the news content. There were not so many commentaries or even the space to write news about Pevita Pearce in this event. In the news content, Kompas.com clearly showed Sandiaga Uno in its reporting, reviewing the amount of writing space used to write responses from Sandiaga Uno. It can be concluded that the name Pevita Pearce could have been used as the news commodity. The "prominence" that they wanted to show between the part of the news was seen.

Based on analysis from both news portals, reviewing from the reader's perspective, there was a framing effort that was highlighted from the two online news portals. Moreover, there was discrimination in reporting, where the name Pevita Pearce was placed in the title but not fully explained in the news content. Judging from the theory of intersectionality, it focuses on women who experience oppression from all directions of their lives. Intersectionality is also related to the way the social world is constructed based on race and gender. This shows that the environment around women is also a determining aspect of the discrimination factor, such as the environment, people, law, stigma, and policies on a broad or narrow scale. Social construction contributes greatly to women's oppression (Cho et al., 2013:800-801).

According to Mustaqim (2018:73), intersectionality is divided into three: (1) Structural Intersectionality, explaining structural Intersectionality where women face a series of oppression in their lives, ranging from poverty to employment problems. Many women, especially black people, are victims of racial discrimination in social classes and occupations that occur in society. Then, the oppression of women also occurs in the laws issued by the government when women's positions are considered marginal. (2) Political Intersectionality. It occurs when women are conflicting on the political agenda. Race and gender often become conflicts and are fought in the political field so that women continue to be marginalized. (3) Representational Intersectionality, meaning that women are only a minority, and women's issues are not significant. Besides, representational Intersectionality also includes how popular cultural development shapes the image of women in race and gender, which results in the marginalization of women themselves because it ignores their main interests. Intersectionality claims exist when "plaintiffs" accuse discrimination based on two or more descriptive characteristics. Critical racial theorists have argued that since the antidiscrimination law changes demographic characteristics into formal categories of one-dimensional race,

sex, national origin, and so on, legal doctrine often fails to capture the types of discrimination that intersectional subjects suffered (Best et al., 2011:994-995).

Looking at the three forms of intersectionality, the case of framing conducted by Kompas.com showed representational intersectionality, where Pevita Pearce in the reporting became the minority, and the issues reported were not significant. Nevertheless, Kompas.com provided commentaries from Sandiaga Uno, even gave the title of "famous gamers" for Reza Arap. However, citing from other news portals, it is generally known that Pevita Pearce is also an E-Sports athlete with excellent capabilities and competencies. She is one of the artists who are addicted to playing online games, namely PUBG and Mobile Legend. Pevita also holds Happy GO PUBG to help film and stage crews who were economically directly affected by the COVID-19 pandemic (Liputan6.com, 2020). Even though it looks like it enforced gender equality because it proclaimed Pevita Pearce as a female gamer who would attend the LiveStream Aid 2020 event, there was an imbalance in the content of the news with the existing title. If this issue is explored further, the discrimination is quite visible where the name Pevita Pearce was merely used as a news commodity rather than as news value. In understanding and understanding journalism, there was concern that "journalism is eaten by management." The widespread use of the clickbait title is an example of how threats to journalistic principles take place. Clickbait headlines, which have been assessed by the Indonesian Alliance of Independent Journalists (AJI) as something tending to manipulate the reader, is very profitable from the commercial aspect (Satvikadewi et al., 2019:178). However, according to Cable & Mottershead (2018:69), clickbait is very controversial, and there are some minor variations. It is a symptom of the digital news business model and thirst for page viewers.

Tirto.id showed contrast, explaining the guest stars who attended as a whole and included other female gamers such as Donna Visca and Audrey FF. Framing in the news was also not too significant so that this condition caused the news value to no longer be balanced (cover both sides). Instead, it was optimized to meet the information needs of the community. However, efforts to highlight government support, such as the Minister of Youth and Sports and Sandiaga Uno, were a form of political interest. Government support is a commodity that is considered to have news value to its audience, while in this period of the COVID-19 pandemic it becomes a reflective moment for the management of the sports industry not to insert political interests in it and present equality in various aspects that support it (Evans et al., 2020:89-90).

Conclusion

Based on the results of research that has been found, it can be concluded that there was a framing effort in the news carried out by both Tirto.id and Kompas.com, which came from different perspectives despite the similar enthusiasm. The framing carried out by Tirto.id was very visible with the prominence of the political figure Sandiaga Uno and the government's work. In terms of structural intersectionality, Tirto.id was trying to build the opinion of the audience that the government, through Sandiaga Uno, supported these activities. On the other hand, Kompas.com was in the channel of representational intersectionality with the inclusion of the name Pevita Pearce without adequate narrative support. Kompas.com removed value from Pevita Pearce in news content. In the existing framing, there was also discrimination against Pevita Pearce, especially when viewed from the news content that was not under their headline, "Pevita Pearce and Hamka, Hamzah enlivened Bubu Gaming LiveStream Aid 2020."

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