

Analysis of Chinese traditional elements in Chinese e-sports games Application in International Chinese Education

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Abstract: Honor of Kings is one of the games most concerned and loved by modern young people, especially teenagers. The game contains rich traditional Chinese cultural elements, such as the shaping of heroes, the skin of traditional Chinese festivals, etc. When teaching international Chinese, select appropriate content and integrate it into the teaching process, so that traditional Chinese culture can be displayed in front of students in another vivid and interesting way, reproducing the vitality of traditional Chinese culture.

Keywords: international Chinese education, traditional culture, e-sports, Honor of Kings

1. Introduction

Games have been an important way of entertainment for people to relax in their spare time since ancient times, such as Cuju, throwing pots, archery, etc. In today's era of Internet explosion, the emergence of e-sports games has become an important flavoring agent for modern people's daily entertainment, especially for teenagers. At present, one of the most popular e-sports games in China is the Honor of Kings. Since its launch in 2015, it has always been loved and concerned by young people. The reasons for the popularity of this game have not diminished in addition to the vigorous promotion of merchants, but also some of the values contained in the game are in line with Chinese values, and this is a multiplayer team competitive game. Players can only win by uniting and helping each other. Finally, there is the structure of the game characters and the highly infectious story behind each character. It contains strong traditional Chinese elements. Some characters are built using Chinese historical figures, some are selected from Chinese myths, and there are self-created characters, etc., with the characteristics of Chinese style to tell the story line of each character. , and finally connected together, each character is vivid and vivid, which gives players a strong sense of immersion and experience. In this article, the author takes "Honor of Kings" as an example to try to analyze the traditional Chinese elements in the game. If we can extract suitable parts and apply them in international Chinese teaching, I believe it will give students great interest and different feelings.

2. Analysis of Chinese traditional elements in the Honor of Kings

2.1. Character construction

Honor of Kings (hereinafter referred to as "King"), the game characters are collectively referred to as "heroes". As of 2022, there are a total of 108 heroes, including five attributes: assassin, mage, support, shooter, and warrior. In terms of the construction of hero roles, it can be divided into the following points:

From Chinese historical figures, such as Wang Zhaojun, Li Bai, Di Renjie, Zhuge Liang, etc.;

Selected from Chinese myths and stories, such as Pangu, Nuwa, Chang'e, descendants, etc.;

Introduced from overseas, such as Marco Polo, Miyamoto Musashi, Athena, etc.;

Original hero characters, such as Angela, Crazy Iron, etc.

Among all the heroic characters, the characters built by Chinese historical figures account for most

of them. The time span ranges from Pangu and Nuwa in ancient China, to Jiang Ziya in the Shang and Zhou dynasties, to Ying Zheng and Bai Qi of the Qin Dynasty, and the Three Kingdoms. Liu Bei, Zhang Fei, Guan Yu, Xiang Yu and Liu Bang in the Han Dynasty, Wu Zetian and Li Bai in the Tang Dynasty, and Chen Jisihan in the Yuan Dynasty, have a long time span and rich roles. They privately search for the historical deeds of their favorite heroes, and play this game. Isn't it time to be more handy?

2.2. Weapons used by the character

In order to promote traditional culture, the Honor of Kings has launched a number of heroes with national characteristics in the game. They are good at different positions. Each hero has its own characteristics, including piano, chess, sword, dance, etc. Just like Shangguan Wan'er, in Chinese history, Shangguan Wan'er was intelligent since childhood, and was reused by Wu Zetian because of her talent. A male hero originally created by Wang Zhe, his weapon is a chess piece in Chinese Go. He uses chess pieces as a weapon to promote traditional culture and better inherit Chinese culture; Yang Yuhuan is one of the four beauties in ancient China, born in a famous noble family. She can sing and dance, and is proficient in rhythm. The king created this beautiful female mage hero based on Yang Yuhuan, and her weapon is the pipa. The pipa has a history of thousands of years in China. Weapons are also refreshing; "Poem Immortal" Li Bai is a famous poet in the Tang Dynasty in China. The hero created based on him is an assassin-type hero with a free and unrestrained attitude. He holds an ancient sword and fights against the enemy. The group flickered and moved, and the ancient sword in his hand was called Longyuanjian, which was one of the famous ancient swords in the Spring and Autumn Period in my country. The Longyuanjian that appeared in the game has the opportunity to let players know the history of ancient Chinese swords. In this way, the ancient sword culture of our country has been continuously developed.

2.3. Character lines

The heroes of the Honor of Kings are very rich, and their lines are also very distinctive, which fits the hero's character, some are heroic and domineering, some are cute and gentle, some are mature and introverted, and some are also rich in life philosophy. There are also a lot of lines in ancient Chinese poems and poems. Under the careful inspection, I can't help but sigh that the creative group Honor of Kings is full of cultural heritage.

From the point of view of Li Bai as a hero, his lines are the one with the most quotations from scriptures, and most of his lines are poetry, and most of them are from "the deity". For example, "I will drink wine, don't stop drinking." "I hope I will never wake up from long drunkenness" from Li Bai's "Will Enter Wine", "Ten steps to kill a person, a thousand miles without leaving." The brilliant lines and the elegant posture of "Li Bai" as an assassin are deeply loved by countless male players. "Li Bai" not only quoted his own poems, but also quoted other poems, such as "Feng Xi Feng Xi returned to his hometown, traveled around the world to seek his phoenix." Xiangru.

As mentioned above, Shangguan Wan'er has an excellent literary talent, her weapon is a brush, and her lines are also related to stroke writing, such as "no muscles, no bones, what's the use of writing?" The above lines are all from Mrs. Wei's "Pen Array Map" of the Jin Dynasty. "Using the author, the sky is the same; the beautiful person is the earth". Zhong Yao's "Use of Brushwork" during the Three Kingdoms period.

Zhuge Liang is a representative figure of loyal ministers and wise men in traditional Chinese culture. His lines, "The minister is a commoner, works hard in Nanyang, Gouquan lives in troubled times, and does not seek knowledge from the princes" comes from the "Apprenticeship Table" written by Zhuge Liang's deity.

There are also many heroic lines that are based on scriptures and are in line with the background and character of the hero, such as Jia Luo "Why should the Qiang flute complain about the willows, and the spring breeze does not pass the Yumen Pass", Zhen Ji "If the light clouds cover the sun, if the flowing wind returns to the snow", Zhang Fei's "One husband is the one who shuts the door, and ten thousand husbands don't open it" and so on.

2.4. Scene props in the game

In the Honor of Kings game, there is a "blood bag" under each defense tower that defends against

foreign enemies. It can save a life at a critical moment. For the heroes in the game, it is a very good supply. In the early years, when the glory of the king was just put on the shelves, the blood bag was only a green cross, which represented treatment, but with the official optimization of the king, even the small blood bag has been integrated into traditional cultural elements.

Every traditional festival, the blood bag is transformed. For example, during the Qixi Festival, the King's Canyon is filled with the smell of love, and the blood bag turns into a delicate pink flower in this situation, which blooms quietly in the King's Canyon, which is extraordinarily romantic; At that time, the blood buns will meet the players in the shape of zongzi, so that players should not forget to eat zongzi while playing games, and they can also find that the zongzi blood buns seem to be filled with egg yolk; during the Mid-Autumn Festival, the family is reunited, and everyone gathers around to eat moon cakes At that time, the blood bag also turned into a moon cake, which is simple and honest and very cute. On the occasion of the Spring Festival of the Year of the Tiger, the blood bag has turned into a small tiger head. The tiger head and tiger brain are very smart and cute. The walls in the game are also covered with red lanterns, and the floor is covered with red carpets with intricate patterns. Against the background of these details, the atmosphere of each festival is getting warmer and warmer, and we can also feel that the production team of *Glory of Kings* is working hard to pass on traditional culture to many gamers, and we will also pay attention to the process of playing the game. To these small details, so as to deepen the impression of traditional culture and enhance cultural self-confidence.

3. Extraction of cultural content

The traditional Chinese elements contained in the *Honor of Kings* are very rich and interesting, but when selecting the content that can be applied to the international Chinese education classroom, it is not random and aimless, especially when selecting the content from the game, the author thinks The selected content can be started from the following aspects.

3.1. Typical

The selected content must be in line with mainstream Chinese values, such as Li Bai, a well-known poet in China, his poems are romantic and full of heroic momentum, accompanied by the demonstration of the heroic character of Li Bai, as well as his lines. The extraction of Chinese poetry can be done as a theme class of Chinese poetry, specializing in learning Li Bai's poetry and the thoughts and feelings expressed in poetry.

You can also choose to focus on the heroes of the Three Kingdoms in the game and make a series of introductions, such as Cao Cao, Zhou Yu, Zhuge Liang, Liu Bei, Guan Yu, Zhang Fei, etc., then it is inevitable to talk about the "Battle of Chibi" and "Taoyuan Three". These famous historical events in ancient Chinese history are very helpful for understanding the values and integrity of Chinese people since ancient times.

For the dissemination of traditional Chinese festivals, the official website of *Honor of Kings* and the Chinese Folklore Society have launched the *Glory China Festival*, which combines traditional Chinese festivals to launch hero skins. For example, Li Yuanfang's "Flying Kite Exploring Spring" skin on Qingming Festival, Wang Zhaojun's "Begging and Weaving Love" on Qixi Festival, Cai Wenji's "Flowering Dynasty as promised" during Huachao Festival, and Mid-Autumn Festival, Double Ninth Festival, etc., each skin has its own Characteristic, combined with traditional festivals, it is very popular. In the promotion of traditional festivals, such skins have practical significance. In the theme class of international Chinese education about Chinese traditional festivals, these examples can be combined to explain, interesting and vivid, let the traditional Festivals are full of new vitality and have more possibilities. In these festivals, not only Chinese people, but also Chinese learners can see the hope of Qingming, the fate of Qixi Festival, the happiness of Mid-Autumn Festival, the vitality of Hua Dynasty and the longevity of Chongyang.

3.2. Students are interested in

Interest is the best teacher for students. Male students may like handsome and free heroes. You can choose Sun Wukong. Sun Wukong is one of the Chinese mythological characters that is more popular with foreigners in the world. In the game, this character not only looks handsome, but also operates Strong and high damage to the enemy, it is the best choice for assassin players. At the same time, it can also be combined with the skin of Monkey King's marriage to start a Chinese cultural story discussion

class.

Girls may have no resistance to sweet and cute-looking female heroes, such as Da Qiao and Xiao Qiao. They are heroes designed based on the big and small Qiao in the history of the Three Kingdoms. It is a popular hero and is loved by most girls. When focusing on the kings and heroes of the Three Kingdoms period, Da Qiao and Xiao Qiao can also be included.

3.3. Understandability

Try to select the content that students can understand and absorb at this stage.

For example, when seeing Zhou Yu, Chinese people can think of burning Chibi to fight against Cao Cao. When they see a hero based on Zhou Yu, they naturally think of fire. There is no cultural background knowledge about the Three Kingdoms and Zhou Yu. When I see Zhou Yu, I naturally can't think of fire, and I don't understand why his skills are set on fire. At this time, I can use the international version of the glory of the king to explain, and the international version of the glory of the king will use Zhou Yu's name. Replace it with Ignis, Ignis means "fire" in Latin, which allows European and American players to see this name and have associations about "fire", so they will not question the rationality of Zhou Yu's skills as fire. If students are interested, you can also tell the students the history of Zhou Yu's Battle of Chibi.

3.4. Dialectical explanation

Heroes created based on historical figures in Honor of Kings may have certain deviations from real historical figures in terms of image and character, so students must be treated dialectically.

For example, the hero "Cai Wenji", her prototype is a famous talented woman during the Three Kingdoms period in the last year of the Han Dynasty. She is good at literature and proficient in music. She should be a gentle woman, but she was kidnapped by the Xiongnu in her early years. Cai Wenji in the game of kings, who looks like a loli, is an innocent little girl who does not seem to have any troubles, and is widely loved by female players.

Another example is the hero "A Ke". Her prototype is Jing Ke, who assassinated the King of Qin in the Qin Dynasty. She is a famous assassin in Chinese history. A Ke was originally called Jing Ke when it was first launched, but unfortunately the players objected too much, and she was later banned by officials. The media criticized that Jing Ke was a male in history, but he was turned into a female character in the game. This was too misleading for teenagers. Later, the King Studio renamed Jing Ke as A Ke, and the attribute positioning was still the same. Assassin, her elder brother is Jing Ke.

Not only the prototypes of game characters and historical figures need to be treated dialectically, but also the other half of some heroes in the game, such as Li Bai and Wang Zhaojun. The prototypes of the two are the poets of the ancient Chinese Tang Dynasty and the Western Han Dynasty. Famous talented girls, two people who have nothing to do with each other, but King of Glory has launched a couple skin for the two in the game. If you don't know Chinese history, students will really see Li Bai and Wang Zhaojun as a couple in history. trouble. So this also needs to be treated dialectically, to separate historical characters from game characters.

4. Problems that need to be paid attention to when introducing games into the classroom

4.1. Prevent students from indulging in games

The main purpose of the game is to help people relax and pass the time when they are bored. However, if the teacher introduces the game into the classroom with the purpose of promoting traditional Chinese culture, but let the students indulge in the game and waste their studies in the process of experiencing the game, it will not be worth the loss. , we must let students distinguish between primary and secondary, learning and feeling Chinese culture is the main purpose.

4.2. Teachers are required to be familiar with the game

Introducing the game of Honor of Kings into teaching requires teachers to have a certain degree of familiarity with the game, and a certain understanding of the skills and background knowledge of each hero, especially those who are going to focus on Chinese historical figures. The prototype hero.

4.3. High requirements for students' dialectical ability

When encountering heroes who are different from Chinese historical figures, if you do not ask the teacher in time, there will be cognitive biases, which will hinder the longevity of students' input of traditional Chinese cultural knowledge in the later stage. Likewise, this also increases the burden on teachers, each game character and archetype will have a certain deviation, and each character may be asked by students.

4.4. High requirements for students' Chinese proficiency

The lines in the game require a certain cultural foundation for Chinese people to understand and understand. For foreign students, the requirements for Chinese proficiency are even higher. It is not suitable for elementary and intermediate students to introduce hero lines. Teaching, students at the elementary and intermediate level are recommended to introduce the traditional Chinese festivals included in the Chinese Festival of Kings of Glory. Students at the advanced level can try to introduce hero lines. If students are interested, they can also ask students to role-play and play the game they like. Characters, and learn the tone of the hero's lines in the game, and perform emotionally.

5. Conclusion

Games are an important way of people's entertainment, and e-sports is the most popular and popular game nowadays. Among them, the glory of the king is the most, and the glory of the king game contains rich traditional Chinese cultural elements, such as the shaping of heroes. , The historical facts behind the heroes, the unique lines of each hero, and the skins associated with traditional Chinese festivals. When conducting international Chinese teaching, they have been carefully selected and can be properly used in the teaching process. Let the Chinese traditional Culture is presented to students in another vivid and interesting way, reproducing the vitality of traditional Chinese culture. However, there are also some hidden dangers in introducing games into the classroom that must be prevented. There are also certain requirements for teachers and students' Chinese proficiency. Among them, students must be alerted to being misled by the content in the game that is inconsistent with history, so students must be taught to treat games dialectically. characters and historical figures in China. I hope this article can contribute to the development of international Chinese education, and I also hope that I can apply this method to the actual teaching process as soon as possible.

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