# ABSTRACT

The research is entitled **An Analysis of Greek Mythology Character in Dota 2 Game**. It is a research that analyzes a Greek mythology character in Dota 2. The characters of course focused on some characters who represent and telling in Greek mythology. For analysing that character, the writer thinks that he needs the structure theory. Structuralism is the way of thinking of the world especially related to perception and description of structure. Therefore, the structuralism theory is chosen in this research.

The writer thinks that the Greek mythology character in the game as the media is an interesting issue to be analysed because the story of Greek mythology is never ending, there are still a lot of version. It means nowadays, the myth can be delivered with many media. The writer also thinks that Dota 2 is one of the popular in the world, and there was some character who has adapted from Greek mythology.over 600.000 people play this game every day in the world. So the writer think Dota is also something to be interest in order as media for object research.

This research has found 7 heroes characters who has influenced from Greek mythology. There are has some similarity and differences. The similarity and differences was like physical bend, abilities, skill, weapons and background story. The heroes character was adapted from Greek mythology with some improvisation in order for interesting the players.

Conclusion of this research was game is not only to entertain, but also can educate their players. Game as the media can tell indirectly about western literature works. Myth in western culture was reputed as literary works and verbal. In our country, myth still only reputed as oral. So we can promote our culture with literature works and other media.

**Keywords:** *Greek mythology, Dota 2, Characters, Game, Prose*