

The Political Power in Clash of Clans Vis-à-vis the Philippine Concept of Political Power

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ABSTRAK

Penelitian ini fokus pada konsep kekuatan politik yang dilihat melalui dunia maya dan dunianya nyata dengan menggunakan strategi simulasi. Penelitian ini bertujuan untuk mengidentifikasi konsep kekuatan politik pada permainan *Clash of Clans (CoC)* yang dapat mensimulasikan konsep yang dikorelasikan dengan kekuatan politik seperti sumber daya dan manifestasi, pemegang kekuasaan, akuisisi, cakupan dan keamanan pemegang kekuasaan. Untuk menjustifikasi simulasi ini, konsep kekuasaan didalam COC dibandingkan dengan konsep politik yang diterapkan oleh pemerintah Filipina. Bersamaan dengan simulasi, data primer dan sekunder dikumpulkan. Dengan keterbatasan sumber, data primer dikumpulkan melalui observasi langsung pada permainan COC. Data sekunder diambil melalui *literature review*. Penelitian ini menemukan adanya kekuatan politik yang mirip dalam permainan COC. Meskipun konsep yang ditemukan dalam permainan ini dan konsep yang diterapkan oleh Pemerintah Filipina memiliki perbedaan konseptualisasi, kehadiran kekuatan politik pada permainan ini merupakan suatu hal yang nyata. Hal ini mampu membuat permainan COC sebagai alat edukasi politik yang mampu mensimulasikan konsep-konsep politik dan kekuasaan. Sebagai generasi baru yang terhubung dalam permainan video, para pemain dapat melatih kemampuan kepemimpinannya secara positif.

Kata kunci: Kekuatan Politik, Simulasi, Permainan Video, *Clash Of Clans*, Pemerintah Filipina.

ABSTRACT

The study was focused primarily on the concept of political power which was viewed through the virtual and actual world using the strategy of simulation. It was aimed to identify the concept of political power present in the game Clash of Clans (COC) as to how it simulates the concepts correlated with political power such as its sources and manifestations, power-holder, acquisition, scope/coverage and the security of the power-holder. In order to justify such simulations, the

concepts manifested in COC were compared to the already established political concepts found in the current political power structure of the Philippine Government to determine its similarities and differences. Along with simulation, primary and secondary data were used. With the limited sources, data were gathered mainly on direct observation on the game COC. Secondary data were taken on the literature reviews pertaining to the field of study including books, articles and mostly from internet sources. The study found out the existing political power being rooted in COC. Though, the concepts found in the game and in the Philippine government gave different conceptualizations, the presence of political power in the game is pervasive. As political power was identified to be simulated in COC, it generated new avenue for video games being used as an educational tool rather than just purely for entertainment. It aimed to make video games, by the use of simulation, become a stable political space or trend not just in studying power structure or of a political system but also all other political concepts. As the new generations are so hooked up in video games, they can use it as a field for practicing and enhancing their leadership skills which is a positive form of escapism.

Keywords: *Political Power, Simulation, Video Games, Clash of Clans, Philippine Government*

INTRODUCTION

Despite the various researches about the structure of power, the very definition of power remains a matter of controversy. Whereas, power and politics are two different concepts yet can-not be separated with each other. Political power, just like power politics is believed to be redundant by some theoreticians. For them, all politics involves power and vice versa. But for the purpose of this study, the term political power is used to emphasize its very definition which is distinct yet interdependent from the definitions of politics and power. As Way puts it:

“Political power is the ability to shape and control the political behavior of others and to lead and guide their behavior in the direction desired by the person, group, or institution wielding the political power. Political power is the capacity to influence, condition, mold, and control human behavior for the accomplishment of political objectives.”

To better understand the concept of power which is political by every means is by studying its structure within a political system. Power structure research is an approach to study power as to where it is based or resides within a political system. With these, the research study was focused primarily on the concept of power specifically on its structure or the location of the power in a political system. The strategy video game COC was used as a

lens in viewing a political system vis-à-vis the actual and current political system of the Philippines. It will be highly dependent on the COCs' game system that limits or sets the actions of the players.

Under the concept of power, it will try to describe its sources, the holders, acquisition of power, scope/coverage and the security of the power holder and in a way, comparing the virtual and the reality in regards to these concepts. Using the technology specifically a video game just like COC, it will surely provide valuable information in a new and fun way of presenting political concepts.

OBJECTIVES OF THE STUDY

The research study has the following objectives:

1. To identify the concept of political power in Clash of Clans (COC) in terms of:
 - a. Sources of political power
 - b. Manifestations of political power
2. To describe the power structure in COC in terms of:
 - a. Power-holder
 - b. Acquiring political power
 - c. Scope/Coverage of political power
 - d. Security of the power holder
3. To compare the COC's concept of political power to the Philippine concept of political power in terms of:
 - a. Sources of political power
 - b. Holders of political power
 - c. Acquisition of political power
 - d. Scope/Coverage of political power
 - e. Security of the power holder

SIGNIFICANCE OF THE STUDY

The findings of the study will contribute to the existing knowledge of political systems. The study generated helpful information concerning the usage of video games not just for entertain-

ment but also for educational purposes. By the use of the video game COC as a simulation of a political system vis-à-vis the real-world politics, specifically the actual and current political system in the Philippines, it would bring a better understanding about how a political system works in an interesting yet very informative way of presenting political concepts. With these, this study will help simulation become a stable political space or trend in studying power structure, and ultimately opens up a haven for knowledge not just for the field of Political Science but also, the other fields of study.

SCOPE AND DELIMITATION

The research study was focused primarily on the strategy video game COC being used as a lens in studying a political system. It will only revolve around the concept of political power specifically on its structure or location within a political system specifically on the concepts that can be correlated with political power such as its structure, sources, acquisition, and scope/coverage. It only compared the top ranks in COC, namely: Leader, Co-Leader and the Elder vis-à-vis the grand powers of the Philippine Government, namely: Executive, Legislative and the Judiciary. The study was highly dependent on the Clans of Clans' (COC) system of the game that limits or sets the actions of the players. Though, the players were limited by the game system, some of its aspects were mainly player-dependent which gave variation on the data. It was also limited on the game update of COC in the month of July of the year 2015.

RESULTS AND DISCUSSION

The major focus of this study revolved around the concept of political power as to how it is being structured in a certain political system in terms of its sources, manifestations, holder, acquisition, scope/coverage and security of the power holder.

SOURCES AND MANIFESTATIONS OF POLITICAL POWER IN COC

In 1959, social psychologists John R. P. French and Bertram H. Raven identified five sources or forms of power which are now known as French and Raven’s Five Sources of Power, namely: Referent Power, Legitimate Power, Expert Power, Coercive Power and the Reward Power ([Belen, 2008](#)).

The following tables show how each source is being manifested in the game COC:

TABLE 1. REFERENT POWER

SOURCES OF POWER THEORY	MANIFESTATION IN COC
Referent Power – The ability of leaders to develop followers from the strength of their own personalities (Belen, 2008).	usually observed in clans which are mostly composed of real-life buddies. (Saltin, 2014).

This kind of power is usually observed in newbie clans in COC that is yet to build their own identity. The leader is followed by the members because of how he or she deals with the situations in the clan and provided that the members already knew the personality of the leader in real-life. The next table shows how legitimate power is manifested in COC:

TABLE 2. LEGITIMATE POWER

Sources of Power Theory	Manifestation in COC
Legitimate power – stems from an authority’s legitimate right to require and demand compliance (Belen, 2008).	The player’s position as a leader gave him the power to decide most of the clan’s actions and set the clan’s settings (Supercell, 2015).

TABLE 3. EXPERT POWER

Sources of Power Theory	Manifestation in COC
Expert power – It is the ability to control another’s behavior because of the possession knowledge, experience, or judgment that the other person does not have but needs (Belen, 2008).	A leader must lead by his examples. It is advised that a clan should be created when the player already reached Town Hall 7-8 or much better, Town Hall 9-10 and has higher level of troops and defenses than the members (Jeepyurongfo, 2015).

As manifested in Clash of Clans (COC), the games system provided a number of administrative powers in each rank. The members follow the Leader's rules because of his or her position being the highest rank.

The next source of power which is the expert power is shown in the following table as to how it was manifested in COC:

One rule of thumb is that a clan should be created at Town Hall level 7 or 8.

Another source of power which is the coercive power is shown in the table below:

TABLE 4. COERCIVE POWER

Sources of Power Theory	Manifestation in COC
Coercive power – The extents to which a manager can deny desired rewards or administer punishment to control other people (Belen, 2008).	Those members who kept on violating the rules will be punished by the superiors (Neggs, 2013).

Coercive power uses fear as a motivator. As manifested in Clash of Clans COC, the game system provided a power to the Leader and Co-leader/s to demote or kick members in the Clan ([Saltin, 2014](#)). The next table will show how reward power was manifested in COC:

TABLE 5. REWARD POWER

Sources of Power Theory	Manifestation in COC
Reward power – This power enables the leader to provide additional facilities, increase in pay, promotion of the subordinates, etc. The reward power also enables the leader to recognize the services of the subordinate through appreciation (Belen, 2008).	One thing that a leader should do is to appreciate the performance of his or her members during their successful outcome of their attacks or when the member had donated sufficient amount of troops during wars or even in looting (Benjen, 2014).

The same with the power to demote and kick a member, the Leader and the Co-leader/s were also provided the power to promote a Clan member by the game's system.

Tables 1-5 show how sources of political power is being simulated and manifested in Clash of Clans (COC). It goes to show that the concept of political power is being embedded in the game as sources were identified and manifested just as from the presence of the different ranks alone, each having their own sphere of political power, which justifies such presence.

Let us now discuss the second main objective of this study which is to describe how political power is structured in the game in terms of its power-holder, acquisition of the political power, scope/coverage of political power and security of the power holder.

POWER STRUCTURE IN COC

COC creates a kind of hierarchical organization with the presence of different ranks, namely: Leader, Co-leader, and the Elder whose powers vary in each rank. This manifestation is indeed suitable for power structure research which is shown in the table below ([Supercell, 2015](#)).

POWER HOLDER

TABLE 6. POWER-HOLDER/S IN CLASH OF CLANS (COC)

Leader – Clan leaders are the ones who have the big responsibility of managing their Clan. In order to create a brand-new Clan, it costs an additional 40,000 gold , whereupon the player will immediately become the first member and leader of the new Clan (Soagsi, 2014).
Co-leader – Co-leader is the rank next to a leader. You can have as many co-leaders in a Clan at one time as the leader wishes. (Control Yours, 2015).
Elder – Elder is the title for the Clan members with a higher reputation and level of respect than regular Clan members. (Donate Society, 2013).

With the presence of political power, it follows that power-holders were also simulated in the game. Power-holders vary sig-

nificantly among political systems, electoral systems, and administrative structures ([Balalaeva, 2015](#)). What can be found in COC is in the form of hierarchical organization. Wherein, members are ranked at various levels within the organization, each level is one above the other (Hierarchical Organisation, n.d.). Next to power-holder would be the ways political power was acquired by the identified power-holders in Clash of Clans (COC).

ACQUISITION OF POWER IN COC

Theoretically, Belen identified some tactics for a person to gain political power which will be used as a guide, namely: Social Exchange, Alliances, Identification with Higher Authority, Se-lective Service, Power and Status Symbol, Power Plays, and Net-works ([Belen, 2008](#)). The following tables show how each of these tactics are being simulated or manifested in the game Clash of Clans (COC):

TABLE 7. SOCIAL EXCHANGE

Tactics in Gaining Political Power	Manifestation in COC
Social Exchange – relies on the powerful norm of reciprocity in society, where two people in a continuing relationship feel a strong obligation to repay their social “debts” to each other (Belen, 2008).	One of the options of a member in a clan in order to be recognized by his/her superiors and be promoted is to focus on the donation of troops to the other members (Neggs, 2013).

TABLE 8. ALLIANCES

Tactics in Gaining Political Power	Manifestation in COC
Alliances – two or more persons join in a longer-term power group to get benefits that they usually desire (Belen, 2008).	A member can be promoted by staying in the clan for a significant number of months and not just hopping (Control Yours, 2015).

In COC, this tactic is usually observed in most Clans which require members to donate a significant amount of troops and in return, they will be given strong troops from the superiors and the extent of being promoted into a certain rank. Another tactic identified was the concept of alliances being manifested in COC which is shown in the table 8:

Alliances are usually observed in the Clans that already established a strong relationship with each other having members that have stayed in the Clan for a long time already. Thus, a person can acquire political power by forming alliances with other persons within a certain political community as observed in the presence of political parties in the real sense. Another tactic identified is the identification with higher authority which is shown in the following table:

TABLE 9. IDENTIFICATION WITH HIGHER AUTHORITY

Tactics in Gaining Political Power	Manifestation in COC
Identification with Higher Authority – gaining special privileges by becoming identified with a powerful figure in the organization (Belen, 2008).	If the superiors recognized the member, which is usually in person, he/she will have the edge over other members in terms of promotion (Saltin, 2014).

In Clash of Clans (COC), members can get special privilege in a Clan which is usually observed in Clans consisting of a group of friends in real-life. After all, promotion of the members in COC is entirely based on trust ([Saltin, 2014](#)). The next table shows how selective service as a tactic to acquire political power was manifested in COC:

TABLE 10. SELECTIVE SERVICE

Tactics in Gaining Political Power	Manifestation in COC
Selective Service – giving service selectively to gain support, often by bending the rules (Belen, 2008).	This kind of tactic is observed on those members that only donate troops on their superior's requests in order to gain recognition (Indian Royals, n.d.).

TABLE 11. POWER AND STATUS SYMBOL

Tactics in Gaining Political Power	Manifestation in COC
Power and Status Symbol –	When some players who had already established their village having high experience level, high level of troops and defenses join a clan, it is most likely that person in the firm (Belen, 2008).
	they can automatically acquire ranks (Saltin, 2014).

In COC, this tactic is observed on those members not really contributing to the clan as a whole. They are labeled as "hoppers". ([Indian Royals, n.d.](#)). Next tactic that will be shown in the

following table 11 the power and status symbol:

In COC, players with already high level of troops and defenses usually get promotions in a Clan especially those newbie Clans who are in need of war donors. The next table shows how power play was manifested in COC:

TABLE 12. POWER PLAY

Tactics in Gaining Political Power	Manifestation in COC
Power Play – aggressive tactic involving grabbing of power from others (Belen, 2008).	A member can take over on other's rank by outperforming others in terms of their troops' donations, consistency in achieving 2-3 stars in wars, etc (Control Yours, 2015).

As manifested in Clash of Clans (COC), the rules for promotion vary in every clan, so every member tries to compete in order to get a promotion. The last identified tactic is the concept of networks which was also found to be manifested in COC as shown in the following table:

TABLE 13. NETWORKS

Tactics in Gaining Political Power	Manifestation in COC
Networks – joining or forming interest groups that have a common objective. The group operates on the basis of friendships and personal contacts (Belen, 2008).	This kind of tactic is common in Clans which were entirely built for the purpose of fun. Wherein, the leader gives out free promotions to his or her friends (Saltin, 2014).

In COC, this tactic is usually observed in newbie Clans that are yet to build their own identity as a Clan. The friends of the Leader acquire any of the ranks without performing any actions to justify such promotions being given out freely. Tables 7-13 show some of the options that a member should do in order to acquire any of the ranks. Though the requirements in acquiring the ranks vary in every clan, the main criteria there is trustworthiness and loyalty in the clan ([Saltin, 2014](#)). With these manifestations, acquisition of political power is definitely simulated in COC in the form of trust-based promotions. It is in acquiring the ranks wherein a member also acquires political power.

SCOPE/COVERAGE OF POLITICAL POWER IN COC

The next specific objective is to identify the scope/coverage of political power attached in each rank as shown in the follow-ing table below:

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TABLE 14. SCOPE/COVERAGE OF POLITICAL POWER IN COC

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1. Leader – Leaders can: (1) Invite players to join the clan; (2) Accept and decline requests to join the clan; (3) Promote members to Eldership; (4) Promote and demote clan Elders; (5) Demote themselves as Leader and give leadership to a Co-leader; (6) Update the settings of the Clan; (7) Start Clan War; & (8) Send messages to the whole clan.
 2. Co-leader – Co-leaders can: (1) Invite players to the clan; (2) Accept players into the clan; (3) Promote and demote clan Elders; (4) Promote new Co-Leaders; (5) Kick out clan Members and Elders; (6) Update the settings of the Clan; (7) Start Clan war; & (8) Send messages to the whole clan.
 3. Elder – Elders can: (1) Invite players to join the clan; (2) Accept players into the clan; & (3) Kick out clan Members (once every 20 minutes) (Supercell, 2015).
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TABLE 15. SECURITY OF THE POWER HOLDER

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1. Leader – It is only the leader that can give up his or her position by promoting a co-leader into becoming a leader and in a way, demoting himself/herself into a co-leader.
 2. Co-leader – The co-leader cannot be demoted by the other co-leaders, elders and the members.
 3. Elder – The elder cannot be demoted by his/her fellow elders and members.
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As already mentioned, each of the ranks identified, namely: Leader, Co-leader, and the Elder, has its own attached sphere of political power following a hierarchical form of organization. Though, the most responsibilities lie in the hands of a Leader, other ranks also performs a vital role in the overall progress of the clan.

SECURITY OF THE POWER-HOLDER IN COC

The security of power in each rank is shown in the table 15. The power-holders in Clash of Clans (CoC) don't have absolute security in their rank except the leader. After all, it is all based on the leader's decision vis-à-vis the performance of the clan mem-bers (Saltin, 2014). With political power identified to be simu-lated in COC, it follows that the concepts correlated into it such as the sources and manifestations of political power, power-holder,

acquisition of political power, scope/coverage of political power and the security of the power holder were also simulated in the game. Just as from the presence of the different ranks up to the scope and security of the power-holder proves the prevalence of political power in the game, making it a potential tool to present and study political concepts. Let us now proceed to the third main objective of this study which is to compare the concept of political power that were found in COC with the concept of political power in the Philippines through its current government in terms of the sources of political power, the power holder, acquisition of political power, scope/coverage of power and the security of the power holder.

TABLE 16. SOURCES OF POLITICAL POWER: VIRTUAL V. REALITY

Clash of Clans (Virtual)	Philippines (Reality)
Having no fixed system provided as to the clear source of power, the French and Raven Five Sources of Power was used as a guide. Some sources of power identified to be present in COC were Referent, Legitimate, Expert, Coercive and Reward Power.	The Philippines being a democratic and republican state provided an electoral system in choosing its government officials (Teehankee, n.d.).

COC'S CONCEPT OF POLITICAL POWER VIS-À-VIS THE PHILIPPINE CONCEPT OF POLITICAL POWER

The concepts correlated with political power that was identified to be found in COC were compared to its closest representation that can also be found in the Philippine Government. Basically, the top ranks in COC vis-à-vis the grand powers of the Philippine Government. As ranks in COC, which actually holds political power, were divided into Leader, Co-Leader and the Elder, the Philippine Government on the other hand, has the presence of its three branches of government, namely: Executive, Legislative and the Judiciary being the Leader v. Executive, Co-leader v. Legislative, and Elder v. Judiciary. The following tables below would compare and in a way, contrast both worlds, the virtual and reality.

Clash of Clans (COC) did not provide a fixed system that

would identify a clear source of power in the ranks especially the leader. It is all player-dependent which put most of the responsibilities to the leader ([Saltin, 2014](#)). Though, the used five sources of power guide was still manifested in the game. On the other hand, the Philippine Government practices the concept of election. Ideally, elections serve as a major source of political recruitment. With this, election is believed to be one of the factors that make government authorities legitimate.

Let's now start with the concept of power-holder which is shown in the following tables:

TABLE 17. POWER-HOLDER: LEADER V. EXECUTIVE

Clash of Clans (Virtual)	Philippines (Reality)
Leader – Clan leaders are the ones who have the big responsibility of managing their Clan. In order to create a brand-new Clan, it costs an additional 40,000 <u>gold</u> , whereupon the player will immediately become the first member and leader of the new Clan (Supercell, 2015).	Executive - The executive branch is headed by the President, who is elected by a direct vote of the people. As head of the Executive Department, the President is the Chief Executive (Magz, n.d.).

The Leader as the first member of the clan has the most responsibilities in making his or her clan successful. The Executive Department on the other hand as headed by the President do not own the most responsibilities in the Philippine government as the Legislative and the Judiciary also perform their own sphere of powers showing co-equality of the branches. The table below will compare the power-holders, Co-leader in COC and the Legislative Department of the Philippine government:

TABLE 18. POWER-HOLDER: CO-LEADER V. LEGISLATIVE

Clash of Clans (Virtual)	Philippines (Reality)
Co-leader – Co-leader is the rank next to a leader.. Co-leaders are highly experienced and exceptionally active players within the clan (Control Yours, 2015).	Legislative – The legislative branch, which has the authority to make, alter or repeal laws, is the Congress. Under a bicameral system, the Congress is composed of the Senate and the House of Representatives (Magz, n.d.).

Co-leaders have almost the same administrative powers with the Leader. ([Control Yours, 2015](#)). On the other hand, the Legis-lative Department of the Philippine government is not directly under the supervision of the Executive Department or the Presi-dent. Legislative, together with other branches have the concept of co-equality, wherein, they have same sphere of power in the government.

TABLE 19. POWER-HOLDER: ELDER V. JUDICIARY

Clash of Clans (Virtual)	Philippines (Reality)
Elder – Elder is the title for the Clan members with a higher reputation and level of respect than regular Clan members (Control Yours, 2015).	Judiciary – <u>Judicial power</u> is vested in the Supreme Court and in such lower courts as may be established by law. The Supreme Court is composed of a Chief Justice and fourteen Associate Justices (Magz, n.d.).

TABLE 20. ACQUISITION OF POWER: LEADER V. EXECUTIVE (PRESIDENT)

Clash of Clans (Virtual)	Philippines (Reality)
Leader – The creator of the Clan will automatically become its first member and at the same time, the Leader. It is by system’s default (Supercell, 2015).	Executive – Qualifications: (1) Natural born citizen of the Philippines; (2) Registered voter; (3) Able to read and write; (4) At least 40 years of age on the day of election; & (5) Resident of the Philippines for at least 10 year immediately preceding the election. He shall be elected by direct vote of the people (Magz, n.d.).

Elders in Clash of Clans (COC), though under the supervi-sions of the Leader and the Co-leaders, still perform a vital role in the overall progress of a Clan as they are given trust by the superiors. Judicial Department on the other hand, the same with the Executive and the Legislative, has the same sphere of powers which are also vital for the overall progress of the Philippine Government.The Philippine Government on the other hand, has a complex power structure which in contrast with how power is structured in COC which is just linear hierarchical organiza-tion in which the main power only resides on the leader. The Philippine government being divided into three branches of gov-ernment alongside with the concepts of separation of power and checks and balances principle which prevents one branch to domi-

nate the others allowing co-equality in all of its branches ([Pamaos, 2008](#)). Let us now compare and discuss the forms of acquiring the political power shown at Table 20.

As already discussed, any player can just create his or her own Clan castle, and in way, creating a brand new Clan. By the game system's default, the creator of the clan automatically becomes the first member and at the same time, the leader of the clan. The Philippine government on the other hand, any person can-not just create his or her own government. Before a person can become a President of the Philippines, he or she must be voted upon by the direct vote of the people and must possess certain qualifications to get through the process of election.

Let us now compare and discuss as to how acquisition of power is portrayed in Clash of Clans (COC) and in the Philippine Government by the power-holders, Co-leader and Legislative, specifically, the Senate:

TABLE 21. ACQUISITION OF POWER: CO-LEADER V. LEGISLATIVE (SENATE)

Clash of Clans (Virtual)	Philippines (Reality)
Co-leader – Promotion of the Co-leader will only be given out if the superior feels another leader is needed, and only to mature, loyal players whose judgment they feel they can trust (Death Elevator, n.d.).	Legislative – Qualifications: (1) Natural-born citizen; (2) At least 35 years old on the day of election; (3) Able to read and write; (4) A registered voter; and (5) Philippine resident for at least 2 years immediately preceding the day of the election. The qualifications of both Senators and Members of the House are limited to those provided by the Constitution. The Senate together with the District-Representatives shall be elected by direct vote of the people (Magz, n.d.).

The Leader is the only one in the Clan who can give out positions such as Co-leader. It is all on the prerogative of Leader based on the trustworthiness of the members. The Legislative Department on the other hand must possess certain qualifica-tions in order to join the election and be voted upon by the direct vote of the people.

The same with the Co-leaders, promoting Elder is all based on the personal decisions of the Leader. The Judicial Depart-

ment, specifically the Supreme Court, is not elective contrary to the President of the Executive and the Legislative.

TABLE 22. ACQUISITION OF POWER: ELDER V. JUDICIARY

Clash of Clans (Virtual)	Philippines (Reality)
Elder – To become an elder in a clan, a player should at least have done the following: (1) Must have been a Member for at least two months; (2) Must consistently donate and take part in clan wars; (3) Must be a high level (Control Yours, 2015).	Judiciary (Supreme Court) – The power to appoint by the President includes appointment of the members of the Supreme Court. Following are the qualifications to become a member of the Supreme Court: (1) Natural-born citizen of the Philippines; (2) at least 40 years of age; (3) a judge in a court of record for at least 15 years or engaged in the practice of law in the Philippines for the same period; and (4) a person of proven competence, integrity, probity and independence (Magz, n.d.).

TABLE 23. SCOPE/COVERAGE OF POLITICAL POWER: LEADER V. EXECUTIVE (PRESIDENT)

Clash of Clans (Virtual)	Philippines (Reality)
Leader – Leaders can: (1) Invite players to join the clan; (2) Accept and decline requests to join the clan; (3) Promote members to Eldership; (4) Promote and demote clan Elders; (5) Demote themselves as Leader and give leadership to a Co-leader; (6) Update the settings of the Clan; (7) Start Clan War; & (6) Send messages to the whole clan (Supercell, 2015).	Executive – The power of the President includes: (1) Executive power; (2) Power of appointment; (3) Power of removal; (4) Power of control; (5) Military powers; (6) Executive Clemency; (7) Borrowing power; (8) Diplomatic power; (9) Budgetary power; (10) Informing power; & (11) Residual or Other Powers (Magz, n.d.).

The power to appoint by the President includes appointment of the members of the Supreme Court. In COC, wherein there is no fixed system that will put players on a certain rank by achieving a certain requirement, acquiring the ranks vary in every clan which are all player-dependent especially the leader's personal decisions. Promotion is all based on the player's dedication and ultimately, trustworthiness ([Saltin, 2014](#)). However, in the Philippine Government, there is a Constitution that stipulates all of the requirements in acquiring such positions from becoming a President down to the local officials which made both worlds very different when it comes to this aspect. It is through the process called election that the Philippine officials are able to acquire certain positions ([Teehankee, n.d.](#)). Let us now proceed

on the comparison of both worlds in terms of the scope/cover-age of political power.

The game system of Clash of Clans (COC) provided a fixed sphere of powers that a Leader can perform, in which the Leader based his or her prerogative powers which are crucial in maintaining the pace of the clan and its overall progress. The President on the other hand, which is the head of the Executive Department was identified to have possessed many forms of power taken out from his executive power. The comparison of the Co-leader and the Legislative's Scope/Coverage of political power:

TABLE 24. SCOPE/COVERAGE OF POLITICAL POWER: CO-LEADER V. LEGISLATIVE

Clash of Clans (Virtual)	Philippines (Reality)
Co-leader – Co-leaders can: (1) Invite players to the clan; (2) Accept players into the clan; (3) Promote and demote clan Elders; (4) Promote new Co-Leaders; (5) Kick out clan Members and Elders; (6) Update the settings of the Clan; (7) Start Clan war; & (8) Send messages to the whole clan (Supercell, 2015).	Legislative – Legislative Power is the authority to make laws and to alter or repeal them. There are 4 Classifications of legislative power: (1) Original; (2) Delegated; (3) Constituent; & (4) Ordinary. There are also limits on the legislative power of Congress: (1) Substantive; & (2) Procedural (Magz, n.d.).

TABLE 25. SCOPE/COVERAGE OF POLITICAL POWER: ELDER V. JUDICIARY

Clash of Clans (Virtual)	Philippines (Reality)
Elder – Elders can: (1) Invite players to join the clan; (2) Accept players into the clan; & (3) Kick out clan Members (once every 20 minutes) (Supercell, 2015).	Judiciary – Judicial power includes: (1) The duty of the courts to settle actual controversies involving rights which are legally demandable and enforceable; and (2) to determine whether or not there has been a grave abuse of discretion amounting to lack or excess of jurisdiction on the part of any branch or instrumentality of the government (Magz, n.d.).

Co-leaders were also given a fixed sphere of power that they can perform which is very crucial to the Clan. The Legislative Department on the other hand, the same with the Executive, has set of powers under it.

The next table shows the scope/coverage of political power of both Elders and the Judiciary present in Clash of Clans (COC) and in the Philippine Government respectively.

As discussed already, the scope of political power in COC especially in each of the ranks follows a hierarchical pattern. Wherein, the leader holds the most responsibilities in the clan followed by the co-leader/s, elders and members respectively. The Leader and the Co-leader/s have almost the same administrative powers except that the Leader is the only one that could kick Co-leader/s whenever they are starting to abuse their power ([Saltin, 2014](#)).

The Philippine Government on the other hand, does not cross powers. Each of its branches has its own specific powers essential for the overall process of the government. They are of co-equal status because of the principles, separation of power and the checks and balances. Basically, the Executive headed by the President are assigned to execute or administer laws, the Legislative on making Laws, and the Judiciary on interpreting these laws ([Pamaos, 2008](#)). In whatever way, even with the great difference on the concept of the scope/coverage of political power present in both worlds which is the virtual and the reality, political power is prevalent.

Let us now compare and discuss the security of the power holder simulated in Clash of Clans (COC) and the ones established in the current Philippine Government which is shown in the following tables:

TABLE 26. SECURITY OF THE POWER-HOLDER: LEADER V. EXECUTIVE (PRESIDENT)

Clash of Clans (Virtual)	Philippines (Reality)
Leader – The game system provided that there are no other ranks that can remove a leader on his position by ways of demoting or the extent, kicking out a leader. It is only the leader that can give up his or her position by promoting a co-leader into becoming a leader and in a way, demoting himself/herself into a co-leader (Supercell, 2015).	Executive (President) – President – Term of Office: (1) 6 years beginning at noon on 30 June immediately following the election and ending at noon on the same day 6 years later; (2) Term limitation: Single term only; not eligible for any reelection; & (3) Any person who has succeeded as President, and served as such for more than 4 years shall not be qualified for election to the same office at any time (Magz, n.d.).

In COC, the Leader was vested with the most powers than the other ranks, allowing the Leader to enjoy absolute security in his rank. However, the President of the Philippines does not enjoy that much security as the Philippines Constitution limit such concept. The next table shows how security of the power-holder is being conceptualized in both the Co-leader of Clash of Clans (COC) and the Legislative branch of the President:

TABLE 27. SECURITY OF THE POWER HOLDER: CO-LEADER V. LEGISLATIVE (SENATE)

Clash of Clans (Virtual)	Philippines (Reality)
Co-leader – The co-leader also enjoys some security in his/her power by not being demoted by the other co-leaders, elders and the members. It is only the leader that can promote, demote or kick a co-leader (Supercell, 2015).	Legislative (Senate) – (1) Term of Office: 6 years, commences (unless otherwise provided by law) at noon, 30 June next following their election. (2) Term Limitations: No Senator shall serve for more than 2 consecutive terms. (Magz. n.d.).

TABLE 28. SECURITY OF THE POWER-HOLDER: ELDER V. JUDICIARY

Clash of Clans (Virtual)	Philippines (Reality)
Elder – The game system provided that there are no other ranks that can remove a leader on his position by ways of demotion or the extent, kicking out a leader. It is only the leader that can give up his or her position by promoting a co-leader into becoming a leader and in a way, demoting himself/herself into a co-leader (Supercell, 2015).	Judiciary (Supreme Court) – Tenure/Disciplinary Power of Supreme Court: (1) Members of the SC and judges of the lower courts hold office during good behavior until: (a) The age of 70 years old; or (b) They become incapacitated to discharge their duties; (2) Removal of SC Justices: (a) Only by IMPEACHMENT; (b) Cannot be disbarred while they hold office (Magz. n.d.).

The rank of a player being a Co-leader is entirely dependent to the hands of a Leader, giving the Co-leader no assurance to stay on the rank. However, being next to the Leader, the Co-leader cannot be demoted or kicked by an Elder or a Member. On the other hand, The Legislative department of the Philip-pine government, which is co-equal to the Executive department when it comes to the sphere of power, is also limited by the Phil-ippines Constitution. The table below shows how security of the power-holder in Clash of Clans' Elder and Philippines' Judiciary was conceptualized.

The Elder in COC, being the lowest rank with an administrative power over the members in the Clan, does not have an absolute security on his or her rank as an Elder is subject to the Co-leader, and especially, the Leader's actions. However, the Judicial department of the Philippine government has a certain security in its office. Being co-equal in power with the Executive and the Legislative, the Philippine Constitution also provided its limitations.

CONCLUSION

Based on the findings of the study, the game Clash of Clans (COC) simulates an active political system wherein there is the presence political structure where political power resides. With all the results and comparisons made between the game COC and the Philippine Government, it can be determined that both worlds differ in many aspects. Though, COC and the Philippine Government both possess the concept of political power and the aspects correlated with it such as the source and its manifestations, power-holder, acquisition of the political power, scope/coverage of the political power, and security of the power holder. Despite these similarities, they greatly differ on the structure of political power.

COC was designed to be simple so that everybody could easily understand and enjoy the game without ever thinking its political aspects. Though, it may not be that obvious, political power surely resides in the game. After all, it is a game and not designed to be political in every means. It can then be determined that the use of video games is not just purely entertainment but can also offer a political arena that one could study and learn into. One can play simulation games and in the process learn from it politically in the sense that, it could shape one's political beliefs, attitudes toward a political system and develop one's sense of political efficacy. It can be a training ground for players to develop and improve their leadership or managing skills and experience being in a group where political power is pervasive. It

also serves as an outlet for someone who wanted to experience holding some sort of power which is a positive form of escapism.

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