

TABLE OF CONTENT

COVER	
APPROVAL SHEET	iii
CERTIFICATION'S SHEET	iv
ABSTRACT	v
ABSTRAK	vi
ACKNOWLEDGMENT	vii
TABLE OF CONTENT	xi
CHAPTER I INTRODUCTION	1
A. Background of Study	1
B. Research Problem	5
C. Research Objective	5
D. Assumption	5
E. Hypothesis.....	6
F. Significance.....	6
G. Scope and Limitation	7
H. Definition of Key Term	7
CHAPTER II REVIEW OF RELATED LITERATURE	9
A. Theoretical Study	9
1. Vocabulary	9
a. Definition of Vocabulary	9
b. Types of Vocabulary	12
c. Vocabulary mastery	17
d. The important of Vocabulary Mastery.....	17
2. Game	18
a. Definition of game	18
b. Kinds of game.....	19
c. Characteristic of game.....	21

3. Mobile Legends	22
a. The Definition of Mobile Legends	22
b. Class of Mobile Legends	24
c. Design of Mobile Legends.....	27
d. Advantage and Disadvantage of Mobile Legend.....	28
4. Death Note Group	31
B. Previous study	32
CHAPTER III RESEARCH METHOD	33
A. Research Design.....	33
B. Population and Sampling Procedure	34
C. Research Instrument.....	35
D. Data Collection Procedure	39
E. Data Analysis	40
CHAPTER IV RESEARCH FINDING AND DISCUSSION.....	43
A. Presentation of Data	43
B. Hypothesis Testing.....	51
C. Validity and Reliability of The Instrument	52
CHAPTER V CONCLUSSION AND SUGGESTION.....	62
A. Conclussion.....	62
B. Suggestion.....	63
Bibliography	65
Declaration of Authorship	
Appendix	
Curriculum Vitae	