CHAPTER I

INTRODUCTION

In this chapter, the researcher present the beginning part of this thesis. It is concerned with background of study, research problems, research objectives, assumption, hypothesis, significance of study, scope and limitation, definition of key terms.

A. Background Of Study

Game as one of media entertainment has a positive effect on language learning. In 2017, Newzoo reports in their article that Indonesia had 43.7 million gamers, and spent \$880 million. It indicates that games can act as language learning tools, helping language learners develop competence through digital gaming, especially the ability of language skill of English because most online games are currently using English.[1]

To communicate well, students must have a large vocabulary. Wilkins in Thornbury stated that without grammar very little can be conveyed, without vocabulary nothing can be conveyed.[2] Because vocabulary is a vital aspect of language, it appears in every skill of language listening, speaking, reading and writing skill. Mastering vocabulary is very important for the students who learn English as a foreign language, Because students need vocabulary to master four skills in English. The proof is the mastery of vocabulary can support them in speaking when they are communicating to

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[1] Yohanna Augustina Anne Luckyta, *TheEffect Of Playing Online Games MOBA Genre Toward Reading Skill Of Young Adults,* Page. 1

[2] Scott,Thornbury, *How to Teach Vocabulary* (London: Longman, 2004), Page. 13

people, then people or students can write and translate the meaning of words when they definite English, and then they can be easy to listen other people because they have many vocabulary. If they do not know the meaning of words, they won't be able to speak, write, listen and translate anything English. The students can be said get progress in English, vocabulary mastery.

Learning vocabulary through games has been getting a lot of attentions. Donmus believed that, "The value of educational games has been increased in language education because they help to make language education entertaining."[3] "According to the findings of Kudzu and Ural when games and education are combined, it can be educative and an educational environments can be entertaining. The learners who learn by using games acquire positive attitudes and can be more motivated while learning."[4] This is a review of the influence of mobile legends games on vocabulary learning in Vocabulary Mastery. Vocabulary in English is mostly taught out of context as isolated words, the main criticism of this way of teaching is that vocabulary cannot be learned in isolation. Activities that involve students in thinking about words, such as using games allow students to remember the target words more easily. Learning vocabulary is a hard work, so it takes efffort to understand, produce and manipulate the target words. Games help and encourage many learners to learn the target language more easily. They also help teachers to create contexts in which

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[3] Donmus, *The Use of Social Network in Educational Computer Game based Foreign Language Learning* (Social and Behavioral Sciences, Vol 9, 2010) page 1497
[4] Ibid, page 1503

target words are useful, and meaningful; they also bring fun to students, thus helping them learn and retain new words faster . In other words, game-based learning can create a meaningful context for the language learning process. After learning and practicing new vocabulary through games, students have the opportunity to use language in a non-stressful way.[5]

Games are useful, and effective in learning vocabulary. They are motivating because they usually involve friendly competition and create cooperative learning environment, so students have the opportunity to work together. They improve students' communicative skills, and they have athe opportunity to use the target language . Therefore, vocabulary games bring real world context into the classroom, and improve students' use of English in a flexible, and communicative way.

Mobile Legend game (MLBB) is an online multiplayer game batlle arena (MOBA) with fight 5versus 5 against enemy teams. This game has 3 lines (lines) are strength end with the same goal tower that is to destroy the main tower the enemy with the hero we use. MLBB online game currently booming in the public, the demand is in discriminate ranging from children to adults including students. [6]

In the Death Note Group, all members are mobile legends game players, which consist of 14 members. One of the members of the death note group said that " by playing Mobile Legends game I felt happy, and

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[5]Elham Davoodi Khatir, "The Effect Of Using Games On English Vocabulary Learning" 2, No. 3 (2015): 40.

[6] Devita Rani, *Dampak Game Online MobileLegends:Bang BangTerhadap Mahasiswa DiFakultas Ilmu Sosial Dan IlmuPolitikUniversitas Medan Area* (Quantitatif, Medan, Universitas Medan Area, 2018) Page 16

could also know new vocabulary". He knows English vocabulary since he played Mobile Legends, because the language used by the heroes is english. So, Mobile Legend have an effect on adding new vocabulary.

In the previous study, there are two researchers that have already searched about online game in vocabulary mastery. The first previous study that was conducted by Elham Davoodi Khatir entitled "The Effect Of Using Games On Vocabulary Learning."[7] The second previous study that had been conducted by Luckyta, Yohanna Augustina Anne. He observed "The Effect of Playing Online Games Moba Genre Toward Reading Skill of Young Adults."[8] Considering of previous study, the research made a different side. In this research, the research focuses on The Effect of Mobile Legends toward student vocabulary Mastery of Death Note group in Pamekasan. While in the previous study they focus to playing games Moba genre toward reading skill and, using game on vocabulary learning.

The researcher wanna conduct this research because the majority of my classmates majority play Mobile Legend games, and researchers think this is interesting because the voices of mobile legends heroes use English, my friends also often use English like the voices of mobile legendd heroes.

From the reseach above, The researcher decided to analyze which found in Mobile legend player. The researcher employs analysis of this research Effect of Mobile legend. Therefore the researcher will conduct a

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[7] Elham Davoodi Khotir, *The Effect of Using Games on English Vocabulary Learning,* Vol. 2, 2015, ISN. 2376-760X.

research about "The Effect of Mobile Legends Game toward Students' Vocabulary Mastery Of Death Note Group In Pamekasan" in order to find the truth about it.

A. Research Problems

Research problem are educational issues, controversies, or concerns that guide the need for conducting a study.[9]

1. Is there the effect of mobile legends game toward students' vocabulary mastery of death note group in Pamekasan?

2. How significant is the effect of mobile legends game toward student's vocabulary mastery of death note group in Pamekasan?

B. Research Objective

Research objective is the same with purpose of research or the goal of research and how to find the problem solving of research. According to creswell research objective is a statement of intern for study that declare specific gowls that the investigator plans to achieve in a study. [10]

1. To test The Effect of Mobile Legends Game Toward Students' Vocabulary Mastery of Death Note Group in Pamekasan .

2. To know how significant The Effect of Mobile Legends Game Toward Student's Vocabulary Mastery of Death Note Group in Pamekasan .

C. Assumption

The assumption according to Suharsimi Arikunto can be said that the basic assumption should be based on the truth that has been believed by

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[9]John.W Creswell, Educational Research, 4th Ed. (Boston: Pearson Education, 2012), 59.
[10]John W. Creswell, *Educational Research* (United State: Person Education, 2012), P. 627

the researchers.[11] It means that assumption is what the researcher believe based on the truth. The researcher believes that mobile legends game gives effect to player mobile legend game on vocabulary mastery.

D. Hypothesis

Hypothesis are statement in quantitative research in which investigator makes a prediction or a conjecture about the outcome of relationship among attributor or characteristic. [12] There are two types of hypothesis In this study . The first is Null Hypothesis (Ho) state there is is no effect of mobile legends game toward students vocabulary mastery of death note group in Pamekasan , and the second one is alternative hypothesis (Ha) state that there is effect of mobile legends game toward students vocabulary mastery of death note group in Pamekasan. They're as below:

Ho : There is no effect of mobile legends game toward students' vocabulary mastery of death note group in Pamekasan .

Ha : There is effect of mobile legends game toward students' vocabulary mastery of death note group in Pamekasan.

E. Significant of Study

The Significant of the study is the important of the research for the scientific benefit or social benefit.[13]. This research has two significances of the study, they are:

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[11] Suharsimi Arikunto, *Prosedur Penelitian Suatu Pendekatan Praktik*(Jakarta:PT.Rineka Cipta,2013),P.104
[12]John W. Creswell, *Educational Research* (United State: Person Education, 2012), P. 111
[13]Tim Penulis, *Pedoman Penulisan Karya Ilmiah*, (Pamekasan: Stain Pamkesan Press,2011), 19

1. Theoretically, this study is provide more information about the effect of Mobile Legend totward Student's Vocabulary Mastery.

2. Practically, expected to give contribution to the effect of Mobile Legend toward Student's Vocabulary Mastery, both of the respondent and the researcher. Also, the result is to help other researchers who want to do further in the same subject deeply.

F. Scope and Limitation of study

Scope focus the thing which intended to search by researcher, where as limitation is a potential weakness or problem with the study that identified by the research.[14] In order to make this research manageable, it is necessary to scope and limit the study. In conducting this research, the scope only focusses on The effect of Mobile Legend and the limitation is Death Note group in Pamekasan.

G. Definition Of Key terms

In definition of keyterm explain the term that are used in order to avoid the ambiguity. The terms that related to the essential concepts of this research.[15] In order to avoid Misi deretan dong and misinterpretation between researcher and reader. The definition of key terms is a very important point to make it be clear in this study. So that the researcher should explain more about the terms that are used in this study.

Therefore, definition use in this study :

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[14]John W. Creswell, *Educational Research Planning Conducting, And Evaluating Quantitative And Qualitative Research*, 199

[15]Creswell, *Educational Research Planning Conducting, And Evaluating Quantitative And Qualitative* Research, 199.

1. Vocabulary Mastery

   Vocabulary mastery is one of the factors to master english as foreign language. The researcher here wants to know a new vocabulary that the player mobile legend get.

2. Game is an activity which is entertaining and engaging, often challenging, and an activity in which the learners play and usually interact with others.

3. Mobile legend

   Mobile legends game is multi player online battle arena (MOBA) for IOS and android device developed and published by Shanghai Moonton technology.

4. Death Note Group

   Death Note Group is a group whose members are Mobile Legend game Players.