

CHAPTER IV

RESEARCH FINDING AND DISCUSSION

This chapter will discuss the finding of the research. The finding presents about what the researcher got during the study, based on the instruments used are test and documentation. The items that will be presented are research findings and discussion.

A. Presentation of Data

In this research, the researcher presents some data based on the research instruments used to collect the data. After the researcher collects the required data, the next step is presentation of data into form of the research result. The data is collected by researcher during the research process of Death Note Group in Pamekasan.

1. Data Presentation of the Test

The Test is the main instrument in this research. There are two kinds of tests namely pre-test and post-test. The researcher conducting the pre-test on 17rd January 2021 and then, take documentation .Test is used to measure the member of Death Note Group vocabulary Mastery that the data will be analyzed by statistical method.

a. Presentation of Pre-test

Researcher conducted a Pre-test to measure member of Death Note Group Vocabulary Mastery before playing mobile legend game. The researcher gave

the pre-test on 17rd January 2021. The result of pre-test as the following:

Table 1
The Score of Pre-test

NO	Name	Pretest Score
1	Muhammad Rizkiyan Amin	60
2	Ach. Mustaghfir	70
3	Faqis Ferdiansyah	40
4	Ifam Antrakusuma Baladewa	40
5	Andika Bagas Iman	40
6	Kusuma Hadi S	50
7	Aldi Supriyanto	40
8	Moh. Suhairiyanto	30
9	Ferdi Setiawan	80
10	Raffi Alfarisi	90
11	Moh. Sunardi Yanto	60
12	Yuda Sastiomilva Frasiski	70
13	Samsul Arifin	40
14	Moh. Faris Iqbali	60

	Sum	770
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Based on the table above, it is known that there are fourteen members. The first column is the number of students, the second column is the name of student and the third column is the table of pre-test score. It was found that the total pre-test score is 770 scores before being given treatment.

From the table above, there are many different scores. The Students who get the lowest score is 30 which is one of the member. The highest score of the pre-test wa 90 where there was one member who got a score.

b. Presentation of Post-test

The reseacher conducted a post-test to measure the Vocabulary mastery of death note group after playing mobile legend game. The researcher gave post-test on 20 may 2021. The result of post-test as following:

Table 2
The Score of Post-test

NO	Name	Post-test Score
1	Muhammad Rizkiyan Amin	70
2	Ach. Mustaghfir	100
3	Faqis Ferdiansyah	60
4	Ifam Antrakusuma Baladewa	60
5	Andika Bagas Iman	60
6	Kusuma Hadi S	90
7	Aldi Supriyanto	60
8	Moh. Suhairiyanto	100
9	Ferdi Setiawan	100
10	Raffi Alfarisi	100
11	Moh. Sunardi Yanto	100
12	Yuda Sastiomilva Frasiski	100
13	Samsul Arifin	70
14	Moh. Faris Iqbali	90

	Sum	1060
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Based on the table above, it can be seen that the post-test score given to the death note group in Pamekasan on 20 May 2021 where the lowest post-test score was 60 that is there were 4 member who could get the score. The highest score of the post-test was 100 where there were six members who got the score.

2. Data Presentation of Documentation

The data were gotten from documentation, as follow:

- a. The member of death note group consists of fourteen member name list.
- b. Members score
- c. The photos and vidios for getting the treatment.
- d. The foto of the test.

After researcher counted the score of pre-test and post-test, the researcher compared the mean of pre-test and post-test through data analysis.

3. Data analysis

The research must analyze the scores to obtain statistical form in the pre-test and post-test of this research. Then, before testing the hypothesis, the researcher wanted to analyze the data to get the result of this research. The research uses a dependent t-test to analyze the data which includes two result of test

instrument, namely pre-test and post-test. The calculation of dependent t-test is formed by considering the table as follow:

Table III. The calculation of paired sample t-test (post-test – pre-test)

No.	Names of correspondents	Students' listening skill		D	D^2
		Pre-test	Post-test	$(x_2 - x_1)$	
1.	Adelia Husna Mufida	60	70	10	100
2.	Atifatul Ummah	70	100	30	900
3.	Ayu Rohmatun	40	60	20	400
4.	El- Fatimah Nur	40	60	20	400
5.	Elisha Nur Amalia Fatma	40	60	20	400
6.	Firda Riskia Ramadhani	50	90	40	1600
7.	Firda Uzi M	40	60	20	400
8.	Inayatul Bilqis	30	100	70	4900
9.	Inayatul Wulandari	80	100	20	400
10	Khofifah Indar Parawansa	90	100	10	100
11.	Latifa Iza	60	100	40	800

12.	Lina Dahlia	70	100	30	900
13.	Maulidia Rohmah	40	70	30	900
14.	Maulidatul Isnaniyah	60	90	30	900
	N = 14	$\sum X_1$ = 770	$\sum X_2$ = 1060	$\sum D =$ 390	$\sum D^2$ = 13100

Based on the table above, the computation of dependent t-test is administrated as follow:

$$N = 14$$

$$\sum D = 390$$

$$\sum D^2 = 13100$$

The counting steps t-test are, as follow:

- a. Looking for D (difference) between score of pre-test and post-

test, the calculation is $(x_2 - x_1)$. *See table III*

- b. Summing D (Difference) until $\sum D = 580$ it is obtain by adding all core D. *See table III*

- c. Looking for mean of difference, by formula :

$$M_D = \frac{\sum D}{N}$$

$$M_D = \frac{390}{14} = 27,85^1$$

- a. Square all of D scores. And add all of square D scores.
- b. Determining standart deviation from D by formula:

$$SD_D = \sqrt{\frac{\sum D^2}{N} - \left(\frac{\sum D}{N}\right)^2}$$

$$SD_D = \sqrt{\frac{13100}{14} - \left(\frac{390}{14}\right)^2}$$

$$\sqrt{935,71 - (27,85)^2}$$

$$\sqrt{935,71 - 775,62}$$

$$\sqrt{160,09}$$

$$= 12,65$$

- c. Determining standard error of mean of D by formula:

$$SE_{MD} = \frac{SD_D}{\sqrt{N-1}}$$

$$= \frac{12,65}{\sqrt{14-1}}$$

$$= \frac{12,65}{\sqrt{13}}$$

$$= \frac{12,65}{3,6} = 3,51$$

¹ Anas Sudijono. *Pengantar Statistik Pendidikan*, (Jakarta : PT.Raja Grafindo Persada,2014). P 305

² Ibid. p 306

a. Determining t_o by the formula :

$$t_o = \frac{M_D}{SE_{MD}}$$

$$= \frac{27,85}{3,51}$$

$$= 7,93$$

Based on the calculation of the dependent t-test, the researcher found $t_o = 7,93$. So, to find out whether the Alternative hypothesis (H_a) is rejected or not, the researcher must carry out a hypothesis testing process.

B. Hypothesis Testing

Based on the result of t_o , that it is 7,93. It must be consulted with t-table by using significant level 5% to know whether H_o is rejected or not. This is called hypothesis testing. Hypothesis testing is an important test in quantitative research. In chapter III, the researcher writes if t_o is equal or higher value than t-table, it means that H_o is rejected and H_a is accepted. On the other hand, if t_o is less than t-table, H_o is accepted and H_a is rejected. The researcher uses alpha significance level 5% as it is usually used in educational research. Then to prove alternative hypothesis or null hypothesis are accepted or rejected, the researcher consults t_o of this research to t-table.

To refer t_o of this research to t-table, the researcher must determine df (Degree of freedom) with the formula $df = N - nr$. As discussed above

the number of cases ($N=14$). So the degree of freedom is calculated as follow:

$$df = N - nr$$

$$df = 14 - 2 = 12$$

Based on the df score above, it is consulted with the t-value on the level of significance 5%. Obviously, in $df = 12$, t-value that can be obtained in t-table in the level significance 5% is 0,532.

After $t_o = 7,93$ then compared with t-value in t-table of 0,532, the researcher stated that null hypothesis was rejected and the alternative hypothesis (H_a) is accepted because $t_o > t\text{-table}$ ($7,93 > 0,532$).

Finally, alternative hypothesis is accepted, the researcher concludes that there is an influence of Mobile Legend Game toward students' vocabulary mastery of Death Note Group in Pamekasan.

C. Validity and Reliability of the Instrument

1. Validity of the Instrument

In this section, the validity is the most important thing in developing, measuring, and evaluating instrument in using a test. To check the validity of the test, the researcher identified the test that the researcher used. The researcher identifies whether the test is appropriate for the students or not.

The next step were looking for the proof of validity. The researcher used content validity to measure vocabulary mastery of the member death note group. Before conducting the test, the researcher explains clearly to member about the instruction of test. As stated by

Donald Ary that the content validity like to look at the material covered the wording of the question and the adequacy of the sample of items to measure the achievement in question.³ The researcher makes a test appropriate for the sound of Hero Mobile legend. So, the test the researcher given to the students is valid.

2. Reliability of the Instrument

After, the validity of the test is provable, the researcher determining the reliability. The reliability uses Chronbach Alpha formula, because it is suitable to measure the reliability of the performance of students in testing such as measure the understanding of students.

In this case, the researcher presents the reliability testing. The reliability consists of pre-test and post-test:

Case Processing Summary

	N	%
Valid	14	100.0
Cases Excluded ^a	0	.0
Total	14	100.0

a. Listwise deletion based on all variables in the procedure.

³Donald Ary, Lucy Cheser Jacobs, and Chris Sorensen, *Introduction to Research in Education*, eighth (Wadsworth Cengage Learning, 2010), 226.

Reliability Statistics

Cronbach's Alpha	N of Items
.630	10

Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Cronbach's Alpha if Item Deleted
VAR00001	72.8571	329.670	.000	.638
VAR00002	73.5714	317.033	.058	.643
VAR00003	74.2857	272.527	.367	.590
VAR00004	74.2857	272.527	.367	.590
VAR00005	75.0000	288.462	.160	.639
VAR00006	75.0000	273.077	.273	.611
VAR00007	74.2857	287.912	.232	.618
VAR00008	76.4286	193.956	.801	.440
VAR00009	75.7143	226.374	.576	.524

VAR0001	74.2857	318.681	-.017	.667
0				

To find out whether the instrument is reliable or not, the researcher compares the values of r_o and r_{table} . To find out r_o , the researcher looks for the degrees of freedom with the formula:

$$df = N - nr = 14 - 2 = 12$$

df : degrees of freedom

N : Number of cases

nr : total correlated variables. nr = 2.

From the result of the analysis above, it is known that the reliability of the instrument is 0,630. The score will be compared with r_{table} of significance where N is 12 and the significance level is 5%. The value on the r_{table} is 0,532. Because r value is higher than r table ($0,630 > 0,532$), the test is reliable.

a. Discussion of Finding

The aim of this research is to find the research problems the research wants to research. Those are:

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

Based on the data gotten, the finding of this research from statistical analysis present that there is the effect mobile legend game toward students' vocabulary

mastery of death note group in Pamekasan. It is proved by consulting t_o and t-table that t_o is 7,93 and t-table is 0,532. So, the result is that null hypothesis is rejected and alternative hypothesis (H_a) is accepted because $t_o >$ t-table ($7,93 > 0,532$). It means that there is the effect of mobile legend game toward students' vocabulary mastery of death note group in Pamekasan. So the researcher conclude the mobile legend game have effect toward students' vocabulary mastery of death note group in Pamekasan.

2. How significance's the mobile legend game toward students' vocabulary mastery of death note group in Pamekasan ?

In this research, there is the effect mobile legend game toward students' vocabulary mastery of death note group in Pamekasan. It is provide based the researcher consulting is t_o 7.93 and t-table is 0,532. The result of analyzing the data presents that t-value is higher than t-table. The negative impact is wasting time and the economy is useless, becoming addicted in terms of when playing can't remember the time because playing excessively continuously even when playing games does not care about interaction and social relationships (ignorant) with the people around them, as for feelings

in express disappointment when losing each has their own style of expressing it for example, being able to say rudely, knocking down opponents or friends, some forgetting time so that they neglect their real life, for example in terms of worship, parental advice, interacting with friends from the real world, besides that there are also several sources who stated that their sleep disturbances were much longer than people who don't play those online games.