CHAPTER I

INTRODUCTION

This chapter dicuss about the reason why the researcher is interested in this topic, What question that the researcher is eager to discover, The essential of this thesis and some definition relate to this thesis. This chapter consist of six part. They are research context, research focus, reserach objective, research significance, definition of the key terms and previous study.

A. Research Context

In our daily life, as social humans, we are used to communication between people. Language is actually a communication tool that we use to convey and express what we feel. Communication in everyday life is very important for humans. because without communication between humans in this world will not know each other. In addition to getting to know each other, communication is also used to get information from one person to another person. Types of communication oral communication (face-to-face), oral communication (distance), written communication, non-verbal type of communication, grapevine communication, feedback communication, visual communication and active listening.[1] May types of communication to use in daily life.

communication itself there are also tools to communicate that are spoken in the language. language is also done orally and text. in general humans use language in spoken or oral form. in the pronunciation or writing of words, language does not escape the mastery of the language which is very important. one of them is the use of vocabulary. in the pronunciation or writing of words,

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[1] Radhika Kapur, *The Types of Communication*, University of Delhi,(Vol.01, 08:2020)

language does not escape the mastery of the language which is very important. one of them is the use of vocabulary.

Generically, vocabularyis the the knowledge of meanings of word. It means that Vocabulary is the basic knowledge to express someone ideas in writing or speaking. Without Vocabulary someone have difficulties to express language. Every language has similar phonetic simbol its transcription. This symbol is called by Vocabulary.

Vocabulary Is part of language's elements besides grammar and pronountiation.[2] vocab when combined will become a sentence where the sentence contains information between each other.

In the use of these words, many new languages must appear. In today's era there must be a lot of rapid developments in the use of language. especially English. especially among teenagers, because their scope is very broad with the existence of electronic devices that are growing rapidly.

Currently, young people are very fond of online games where these games can be accessed by all people, from young people to teenagers. one of them is a mobile legend game that is very popular with students. This game is known among students since 1 year ago until now. in the mobile legend game the language setting used is English, where in the game students can play and learn new languages with the help of the game.

In daily life we found a lot of students palying Mobile Legend Game, including my own brother is always playing Mobile Legend Game. In every day my own brother and friends connected to playing Mobile Legend Game. Event

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[2] Elfrida H. Hibert Michael L. Kamil, *The Teaching and Learning of Vocabbulary* (New Jersey: Lawrence Elbaum Associates, 2005) P. 3

my own brother and friens playing Mobile Legend Game alawas repead the characteristics and hear the sentence. The most sentence my own brother and friend hear is *"the enemy had been slame"*. There is the most sentence and it is the characteris of Mobile Legend Game. Another vocabulary in Mobile Legend Game that my own brother found there is *"Savage"* it means, one of members in that Games are killing or die.

At this time there are many young people who like to play mobile legend games. sometimes almost half of the time can be spent playing mobile legend games. in the mobile legend game itself, there are a lot of new languages, especially in English. In playing the mobile lend game, you can find a lot of new vocabulary that you can meet, therefore researchers want to research and to know the opinion of students about the game, whether it is beneficial if it is used continuously, especially in adding English language and vocabulary. Based on this problem, the researcher wants to do research with the title **"The Student Perception Using Game Mobile Legend To Enrich Vocabulary Mastery In SMPN 5 Pamekasan"**

B. Research Focus

According to Creswell that the research focus needs to stand on its own and be recognized as a distinc step because it represents the problem addressed in study[3]. That statements mean in research focus here is as a way to find out what researchers wants to determine the topics to be written to be more specific and find out the solution. Based on Phenomena in this research context, the researcher question as follow:

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[3] John W.Creswell, *Education Research* (Bostom: Pearson Education, 2012) pg.59

1. What are Students Perceptions Playing Mobile Legend Game in English Vocabbulary Mastery at the student of SMPN 5 Pamekasan?

2. What kind of vocabbulary mastery that can find in Mobile Legend Game?

C. Research Objective

Another terms of resesearch are research objective. According to Creswell, research objective is a statement of intent used in qualitative research that specifies goals that the investigator plans to a chive in a Study.[4] It wants to know the object the research and what the goal of this research. The research objective of this research are:

1. To Describe the Students Perceptions on Playing Game Mobile Legend Game in English Vocabbulary Mastery at the student of SMPN 5 Pamekasan.

2. To find out the kind of vocabbulary mastery that can found in Mobile Legend Game.

D. Research Significance

This section expalin the usefulness or importance of research, both scientific uses and social use. Scientific use in the developent of science, whilw social use is directed and effort and stages in solving social problem[5]. The result of thsi research has significant such as:

1. Theoritical Significant

The important things in theoritical significance are to know the development of science and technology in this advanced era. at the same

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[4] Ibid. 111

[5] *Pedoman Penulisan Karya Ilmiah Edisi Revisi , Sekolah Tinggi Agama Islam Negeri* (Pamekasan: STAIN PMK Press, 2015), pg.18

time to monitor the development of students in terms of adding vocabulary in learning, especially in learning English. In addition to learning activities, students can also learn new vocabulary in electronic games.

2. Practical Significant

a. For Researcher

The purpose of this study was to determine students' perceptions of Using Game Mobile Legend To Enrich Vocabbulary Mastery. The experience will be reference on next research.

b. For Student

This research will help students who have difficulty in memorizing vocabulary using other methods. one of them uses electronic games such as Mobile Legend

c. For Teacher

This will help the teacher to creative in teaching and learning activities in class activities. also to know the character of students.

E. **Definition of The Key Terms**

This section describe the terms used so that there are similarities in interpration and avoids the obscurity of meaning. [6]Explaning of the definition of terms as bellow :

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[6] Oxford University Press, *Oxford Learner's Pocked Dictionary*, Fourth Edition (UK: Oxford University Press,2008). Pg.393

1. Vocabulary is basic knowledge in learning second language acquisition. Another sides, Vocabulary is large collection of words. Vocabulary plays important role in language teaching and learning.

2. Game is as structure frim of play, usually undertaken for entertaiment or fun and sometimes used as an education too.

3. Mobile Legend (*Bang Bang)* is a multiplayer online battle arena (MOBA) game designed for mobile phones. The game is free-to-play and is only monetized through in-game purchases like characters and skins.

F. Previous Study

The previous study on this research is there are three references. The first thesis entitle "Using Mobile Legend Media In Procedure Text To Increase Students Writing Skills Among The Eleventh Graders At Man 1 East Lampung" [7], the study is proposed by Ria Seprina Rahayu. Her study focus on student writing skills using Mobile Legend in procedur text.

Second is journal entitle "The impact of the Mobile Legend game in creating virtual reality", the study is proposed by Khefti Al Mawalia[8]. . This study aims to explore technological developments that people are interested in, namely the phenomenon of the emergence of the online game Mobile Legend. Mobile Legend has succeeded in making Indonesians interested because of its avatar, message feature, and buying and selling of online characters in one application.

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[7] Ria Seprina Rahayu, "Using Mobile Legend Media In Procedure Text To Increase Students Writing Skills Among The Eleventh Graders At Man 1 East Lampung " (Tarbiyah And Teacher Training Faculty English Education Department 2020)

[8] Khefti Al Mawalia, *"The impact of the Mobile Legend game in creating virtual reality"* (Indonesian Journal of Social Sciences Volume 12 No. 02, July - December 2020) page 49-61

Third is Journal entitle "Analyze The Student's Behaviour, Addicted to Mobile Legend Online Game (MOBA)", the study is proposed by Irmayani and Muhammad Anas[9]. This research is qualitative with the type of case study research. The research subjects were two students who complained about the legendary mobile online game

Those above different with this ressearch. This research focus on student perceptions at the SMP Negeri 5 Pamekasan as object this study. This research has some purpose that are 1. To know Student Perseptions Using Game Mobile Legend To Enrich Vocabbulary Mastery In SMPN 5 Pamekasan. 2. To find out the kind of vocabbulary mastery that can found in Game Mobile Legend

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[9] Irmayani and Muhammad Anas, *"Analyze The Student's Behaviour, Addicted to Mobile Legend Online Game (MOBA)",* (Jurnal Psikologi Pendidikan & Konseling: Jurnal Kajian Psikologi Pendidikan dan Bimbingan Konseling Vol.06 Nomor 2 Desember 2020)Hal 68-76