

TABLE CONTENT

COVER.....	i
APPROVAL SHEET.....	iii
CERTIFICATION'S SHEET	iv
ABSTRACT	v
ABSTARCT (Bahasa Indonesia)	vi
ACKNOWLEDGEMENT	vii
TABLE OF CONTENTS	x
LIST OF APPENDIXES	xii
CHAPTER I: INTRODUCTION	
A. Research context	1
B. Research focus.....	6
C. Research Objective.....	6
D. Significance of Study	7
E. Definition of Key Term.....	8
F. Previous Study.....	9
CHAPTER II: REVIEW OF RELATED LITERATURE	
A. Vocabulary	12
1. Definition of Vocabulary	12
2. Types of Vocabulary	13
B. Game	15
1. Definition of Game	15
2. The Types of Game Platforms	17
3. The Types of Game Genres.....	18
C. Mobile Legends.....	22
1. Definition of Mobile Legends.....	22

2. Features of Mobile Legends	23
-------------------------------------	----

CHAPTER III: RESEARCH METHOD

A. Research Approach and Kind of Research.....	36
B. Attendance of Researcher.....	37
C. Research Setting	37
D. Data Source	37
E. Data Collection Procedure	38
F. Data Analysis	43
G. Checking of Data Validity.....	45
H. The Steps of Research	48

CHAPTER IV: FINDING AND DISCUSSION

A. Result.....	51
B. Discussion	70

CHAPTER V: CONCLUSION AND SUGGESTION

A. Conclusion.....	90
B. Suggestion	91

BIBLIOGRAPHY	92
---------------------------	-----------

DECLARATION OF AUTHORSHIP	95
--	-----------

APPENDIXES	96
-------------------------	-----------

CURRICULUM VITAE	104
-------------------------------	------------