CHAPTER I

INTRODUCTION

This chapter explains the introduction of this research. The introduction contains title, research context, research focus, research objectives, significance of study, definition of key term, and previous study. This is so important to explain the reasons for the research and to explain the focus to be studied in the research process.

A. Research Context

English has been widely taught in schools starting from kindergarten, likewise with the English Vocabulary. Vocabulary is one of the components that is important in teaching English as a foreign language to increase English ability, besides the other components like grammar and pronunciation.[1] Vocabulary is basic element of language which is an important part of language. So, learning English vocabulary is very necessary in improving English ability. This is supported by statement of Jeremy Harmer in Hana, when the grammar or the structure of one language plays a role to build up the skeleton of language, then it is vocabulary be the component that provides the vital organs and the flesh.[2] From this statement, vocabulary is one of the most important vital components in constructing a sentence framework good in writing, listening or speaking. Because without a good mastering

[1]Rita Jayanti, 'The Influence of Using Ball Game towards Students' Vocabulary Masteryat The First Semester of The Seventh Grade of MTS Miftahul Ulum Kotabary Padang Ratu Central Lampung in the Acadmic Year of 2016/2017', 2017 <https://journal.unnes.ac.id/sju/index.php/elt/article/download/2418/2219>. 1.

[2]Hana Suchankova, 'Effective and Enjoyable Foreign Language Teaching', *Procedia - Social and Behavioral Sciences*, 171.2007 (2015), 56–59 <https://doi.org/10.1016/j.sbspro.2015.01.088>. 56

vocabulary, it will be difficult to compose a perfect and understandable sentence or interpret a sentence spoken by someone.

As explained above, knowing kinds of vocabulary is not enough. It is necessary to have an understanding of vocabulary to be fluent in English. Meanwhile, mastering vocabulary is not an easy thing. This is related according to Becker in Rita Jayanti, identifying poor vocabulary knowledge is a major cause of academic failure of disadvantaged students.[3] It is mean that vocabulary mastery requires more ability than just memorizing vocabulary and vocabulary mastery also becomes very important in order to be fluent in writing, reading, speaking, or listening of students.

However, mastering vocabulary if only use a dictionary in the end will only become boring. Because of that, some people become lazy for their English vocabulary mastery. At this time for the use of online games is very capable attract someone's interest and not infrequently many people prefer to linger in front of a gadget or computer instead of studying. Therefore, to face progress, technology such as online games can be used as learning media to develop vocabulary mastery. So, one of the interesting ways for English vocabulary mastery is by playing online games. This is related with research result by Jonathan deHaan, W. Michael Reed and Katsuko Kuwada, their research results show that online games are a potential source for foreign language improvement.[4] This is also related with statement of Sahar Ameer

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[3]Jayanti. 1

[4]Jonathan DeHaan, W. M. Michael Reed, and Katsuko Kuwada, 'The Effect of Interactivity with a Music Video Game on Second Language Vocabulary Recall', *Language Learning and Technology*, 14.2 (2010), 74.

Bakhsh that online games are important in increasing vocabulary because sometimes there are words in the game to achieve game goals.[5] It is mean that players game will remember the vocabulary in game and try to master it in order to reach the game finish.

One of the games that is currently popular is the Genshin Impact game. Genshin Impact game is an online game based on RPG (Role Playing Game) which was released in September 2020 and developed by MiHoYo.[6] The researcher chose Game Genshin Impact in this study to see whether online games have enhancement potential for the players' English vocabulary mastery because in the game there is a chat feature that helps players communicate with each other in English. The players use English in game chat because the average Genshin Impact Game players come from all over the world. Players with each other will communicate with each other to reach the goal or finish of the Genshin Impact game, to reach that finish, they must understand what their partner wrote. So, Genshin Impact game players strive to understand their playmates' vocabulary, they will find out what the meaning of the vocabulary is.

The researcher realized that the media for study can also from online game. Commonly people just know that online game just an application to play and make fun. So far, Many online games use English as the language in the game which can make vocabulary mastery of the players better than before.

5Sahar Ameer Bakhsh, 'Using Games as a Tool in Teaching Vocabulary to Young Learners', *English Language Teaching*, 9.7 (2016), 120 <https://doi.org/10.5539/elt.v9n7p120>. 123.

6Ryo Kusnadi and others, 'Analisis Sentimen Terhadap Game Genshin Impact Menggunakan Bert', *Rabit : Jurnal Teknologi Dan Sistem Informasi Univrab*, 6.2 (2021), <https://doi.org/10.36341/rabit.v6i2.1765>. 122.

This can be obtained from in-game commands or chatting with fellow players because in online games, especially the Genshin Impact game, there are features that support vocabulary learning, namely a chat feature for players to communicate with each other. The researcher chose Genshin Impact game because the players use English in game chat because the average Genshin Impact game players are from all over the world and also because this game is in great demand and not left behind. Based on the phenomenon above, the researcher interest to research about the use of chat feature in Genshin Impact game for English vocabulary mastery.

A. Research Focus

Research focus are the educational issues, controversies, or concerns that guide the need for conducting a study.[7] Based on research context as described above, this research is focused on the formulation of the problem as follow:

1. How is the use of chat feature in the Genshin Impact game for the players' vocabulary mastery?

2. What are advantages and disadvantages of chat feature in the Genshin Impact game for players' vocabulary mastery?

B. Research objective

John W. Creswell state in his book that a purpose is the major intent or objective of the study used to address the problem.[8] Research objectives are usually short statements to indicate the purpose of a study.

7John W. Creswell, *Conducting and Evaluating Quantitative and Qualitative Research*, 4th edn (Boston: Pearson, 2012). 59

8 Creswell, 60.

Based on the research problem above, researcher have the following objectives to be achieved:

1. To know how the use of chat feature in the Genshin Impact game for the vocabulary mastery of the players.

2. To know the advantages and disadvantages of chat feature in the Genshin Impact game for players' vocabulary mastery.

C. Significant of study

Significance of study is describing the usefulness or urgency of the research, either scientific use (theoretical) as well as social use (practical).[9] So significance of study is an explanation that explain the benefits of research, especially the benefit for education, parents, students and researcher itself. The researcher establish significances of study which consist of the aspects as follows:

A. Theoretically

The results of this study will help provide information to education, especially in the field of vocabulary mastery. It will also be an alternative reference for English vocabulary mastery without having to memorize dictionaries, but through fun things like playing games.

B. Practically

   a. For the Players

To find out the use of chat feature for English vocabulary mastery of game players.

9Kosim Mohammad, *Pedoman Karya Tulis Ilmiah*, *Institut Agama Islam Negeri Madura* (Pamekasan: IAIN Madura, 2020). 19

b. For the Researcher

To find out how to make vocabulary mastery without memorizing dictionaries.

c. For the Future Research

To find out a different and fun way of mastering English vocabulary for students when they in home.

D. Definition of Key Term

Definition of key terms are required for avoiding confussness for readers. Clarifying about the key term, the researcher want to provide an explanation of the term, as follow:

1. Genshin Impact

Genshin Impact game is an online game based on RPG (Role Playing Game) which was released in September 2020 and developed by MiHoYo.[10]

2. Chat Feature

Chat feature is one of the features in the Genshin Impact game which is useful as a communication tool between players.

3. Vocabulary mastery

Vocabulary mastery is a person's ability to understand the meaning of a vocabulary and understand the meaning of the word.

4. Role-Playing Game (RPG)

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10 Ryo Kusnadi, Yusuf, Andriantony, Richard Ardian Yaputra, Melna Caintan, "Analisis Sentimen Terhadap Game Genshin Impact Menggunakan BERT", *Rabit*, volume 6, no. 2, (July, 2021): 122, http://jurnal.univrab.ac.id/index.php/rabit/article/view/1765/1023.

Role-Playing Game (RPG) is a type of game that the players will play a role in one character and follow the storyline in the game. Usually players will be faced with certain missions that must be completed.

E. Previous Study

The researcher found the study written by Rita Jayanti entitled " The Influence of Using Ball Game Toward Students' Vocabulary Mastery at the First Semester of the Seventh Grade of MTs Miftahul Ulum Kotabaru Padang Ratu Central Lampung in the Academic Year of 2016/2017".[11] This research told about the use of ball games in increasing students' vocabulary mastery. She said in the thesis that game is an activity with rules, a goal and an element of fun. It means that game is fun activity. Playing game is a vital and natural part of growing up and learning. It means that indirectly we can learn something naturally by playing game. The similarity of this research with the research is about how for English vocabulary mastery through playing games. While the different between this research with research of researcher is the kind of a game. This research use ball game that offline game, while the kind of game in research of researcher is an online game. so this research has differences with previous research.

The researcher also found the study written by Indah Muzdalifah entitled "Rising English Vocabulary Mastery: Crosswords Puzzle Games for

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[11]Jayanti. 4.

Computer Science Students".[12] This research told about the use of ball games in increasing computer students' vocabulary mastery. She told in the research that by using Crossword Puzzle in learning strategy can improve Vocabulary first semester student faculty of the Computer Science University of Lancang Kuning. It was identified by student interest of the first-semester faculty of Computer Science University Lancang Kuning in learning English. The similarity of this research with the research is about how for English vocabulary mastery through playing games. While the different between this research with research of researcher is the kind of a game.

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[12]Indah Muzdalifah, 'Rising English Vocabulary Mastery: Crosswords Puzzle Games for Computer Science Students', *IOP Conference Series: Earth and Environmental Science*, 175.1 (2018) <https://doi.org/10.1088/1755-1315/175/1/012075>. 5.