

# CHAPTER I

## INTRODUCTION

### A. Background of The Study

In English language learning, there are several problems that students may face when they have difficulty in mastering English vocabulary. *First*, in reading activities, students usually do not know the vocabulary used in the text, so this problem affects their reading comprehension. *Secondly*, in speaking activities, they have difficulty in expressing their ideas orally because they lack vocabulary, although it is a simple problem, but this problem is very influential. *Third*, students will have difficulty in constructing their ideas in written communication as they will usually get stuck not knowing what to write. Last but not least, in listening students usually find it difficult to understand and even don't understand words or sentences spoken in English. That's because they lack vocabulary and have trouble using the vocabulary correctly. However, in today's modern era, mastering vocabulary should not be a problem because technology can make it easier for English Learners to improve their vocabulary, such as using the internet, watching movies, social media, or playing video games.

Vocabulary mastery is very important for students in language learning and teaching activities, meaning that if students try to write automatically they need to know the meaning of these words. Therefore, mastery of vocabulary is needed to compose sentences that contain messages to interact in the target language, both written and oral communication. In addition, vocabulary mastery is one of the indicators that affect students' skills in listening, reading, speaking, and writing.

Nowadays, games, especially online games, can be a good medium for learning English<sup>1</sup>. Based on the researcher's observation about online games, game players can learn English through games, especially in learning vocabulary. For example, Mobile Legends. Mobile Legends is a game developed and published by the developer Moonton. The game is available on Android and iOS mobile platforms. This MOBA game has successfully captured the attention of Indonesian players since 2016. This game is played with 10 people divided into two teams.

The game begins with each player choosing a hero from a list of available champions. Available heroes are sale stores, or the system is offered free of charge to players. Of course, not all heroes will can play immediately. The game duration is about 15 minutes for 1 round. In this game, there are several commands that use English such as quick chat, missions that must be completed, and items that must be purchased to make the hero stronger. Through the game, players can add to their English vocabulary as most of the language used in the game is English.

Until now, mobile legends users have more than 100 million people. Not only mobile legends, but many other online games such as PUBG, AOV, ROS, and other games have quite a lot of users. PUBG is an abbreviation for PlayerUnknown's Battlegrounds, a highly popular video game in the battle royale genre. In this game, players parachute from a plane onto a large island and fight to the death to be the last one standing. The game demands strategy, shooting skills, and survival expertise.

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<sup>1</sup> Lina, Hisham. A Literature Review on the Impact of Games on Learning English Vocabulary to Children. *International Journal of Language Literary Studies*. Vol 1. Issue 1 (2019).

PUBG has become a global phenomenon and has a very large player community worldwide. AOV stands for Arena of Valor, a multiplayer online battle arena (MOBA) video game developed by Tencent Games. In this game, players join teams to battle against opposing teams on expansive battlegrounds, with the goal of destroying enemy towers and achieving victory. AOV features a variety of heroes with different abilities and roles, as well as various game modes such as 5v5, 3v3, and 1v1 battles. The game enjoys significant popularity, particularly in Asia, and regularly hosts e-sports tournaments. From this, it can be seen that gaming has become a daily activity for all groups. As a result of the large number of game users, there are several positive and negative impacts.<sup>2</sup>

The phenomenon of games, games are an alternative means of entertainment for humans, especially teenagers. Apart from playing, games are usually used by teenagers to connect with their friends. Teenagers, most of whom are also students, usually feel stressed and bored after studying. They usually use games as a means to relieve the stress or depression they experience after a day of studying.

Games can be a good medium to learn vocabulary for students because in games they can usually find some new vocabulary that they have never encountered before, and it will make their vocabulary increase. In addition, they will definitely be more interested when playing games than when studying. Hasram et al, also supported that the

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<sup>2</sup> Muhammad Yusuf, 'The Correlation between Students' Interest of Playing Games and Their English Vocabulary Mastery at English Department of Islamic University of Riau Thesis', 2021.

utilize of online diversions in lexicon learning has achieved much consideration, where diverse ponders from numerous analysts universally have given information that online diversions are able to pick up consideration and intrigued in lexicon learning. The expanding rise of intrigued in online diversions in learning is due to its conceptualization as an agreeable calculate in dialect learning.<sup>3</sup>

In addition, the researcher found that many students enjoy playing games and spend most of their time playing games and Vocabulary certainly plays an important role in the activities of an English language education study program student, especially at SMAN 8 Kota Serang so that they can carry out activities as students. they are good at conveying ideas and ideas, communicating well, or even understanding what they read and listen to.

Based on the observations of researchers at the SMAN 8 Kota Serang, it was found that many students like to play ML, especially in the English Education Department, therefore, this is in accordance with the problem of researchers to research the correlation between their vocabulary skills and the game, in this case, in line with what Arik Diantoro said (The Effect of Mobile Legend Game on Vocabulary Mastery of the Tenth Grade Student of SMAN 1 Cluring) in his research that online games are applications that provide vocabulary improvement services.<sup>4</sup>

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<sup>3</sup> Hasram et al, “*Online Games for Primary School Vocabulary Teaching and Learning: A Literature Review*”, Scientific Research Publishing, Vol. 11, NO. 11, (November, 2020), P 2330.

<sup>4</sup> Abdul Halim Arik Diantoro, Tri Mulyati, ‘The Effect of Mobile Legend Game on Vocabulary Mastery of the Tenth Grade Student of SMAN 1 Cluring Arik’, *Languange and Art*, 4.1 (2020), 128–33.

The second review related to this study and the title is “The Influence of Online Game Mobile Legends in Students’ Vocabulary Mastery At Eleventh Grade Of Vocational High School Number 1 Kota Jambi”. The student of Batanghari University, Jambi. The analyst utilized quantitative strategy with a study plan. The analyst utilized a survey as a collecting information comprises of 16 questions partitioned into positive impact, negative impact and related lexicon authority. The analyst utilized graphic investigation as an analyzing information. Concurring to him, that Portable Legends have more prominent positive impact than negative impact in learning English, particularly in acing English lexicon such as the students’ can include modern English lexicon by playing the diversion and they can moreover hone other English abilities writing, listening, speaking, and reading.<sup>5</sup>

The last review related to this study and the title is “Increasing Students' Vocabulary Mastery through “Mobile Legends” Game Online Application at SMA Negeri 4 Makassar”. The student of Bosowa University. This research is pre-experimental inquire about strategy. The populace of this inquire about were the understudies of the second-grade of SMA Negeri 4 Makassar in 2022/2023 academic year, with were 30 students.

From the research above, that Mobile Legends game online application could increase the students' vocabulary mastery in learning English at SMA Negeri 4 Makassar.<sup>6</sup>

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<sup>5</sup> Adha, Rhodiwa M, “*The Influence of Online Game Mobile Legends in Students Vocabulary Mastery at Eleventh Grade of Vocational High School Number 1 Kota Jambi*”, (Batanghari University, 2022).

<sup>6</sup> Rachman, Khairunnisa, “Increasing Students' Vocabulary Mastery through “Mobile Legends” Game Online Application at SMA Negeri 4 Makassar”, (Bosowa University, 2022).

The most prominent mobile legend game is currently available in English. That is, you can take advantage of mobile legend games as a means of learning English. Therefore, the researcher took this statement in this study. So, in this case, the researcher is interested in conducting research to study **“The Relationship Between Students’ Interest In Playing Mobile Legend Games And Their English Vocabulary Mastery”**.

### **B. Identification of the Problem**

Based on the background of the study, the researcher identified that the problems:

1. There is a tendency to often play mobile legend.
2. Students often say the English vocabulary in the mobile legend game in their daily lives.
3. There is connection of the game in the frequency of students using English vocabulary

### **C. Limitation of the Research**

Because several types of vocabulary learned by Eleventh Grade of SMAN 8 Kota Serang are so numerous and general. Furthermore, researchers need to limit this research to analyzing students' vocabulary mastery of nouns, verbs, and adjectives used based on the context of communication and in the context of the mobile legends game itself.

### **D. Formulation of the Problem**

Based on the explanations of the above research, the following problems can be identified:

1. How is students’ interest in playing mobile legend games at the eleventh grade of SMAN 8 Kota Serang?

2. How is students' English vocabulary mastery at eleventh grade of SMAN 8 Kota Serang?
3. How is the relationship between students' interest in playing mobile legends and their mastery of English vocabulary at the eleventh grade of SMAN 8 Kota Serang?

#### **E. Objective of The Study**

Based on the problems mentioned, the objectives that the researcher intends to achieve in this study are as follows:

1. To find out students' interest in playing mobile legends games at the eleventh grade of SMAN 8 Kota Serang.
2. To determine the students' mastery of English vocabulary at the eleventh grade of SMAN 8 Kota Serang.
3. To examine whether any significant relationship between students' interest in playing mobile legends and students' mastery of English vocabulary at the eleventh grade of SMAN 8 Kota Serang.

#### **F. The Significances of The Research**

The researcher expect that the result of this research gives contribution to some parties which are explained as follow:

##### **a. For Researcher**

This research will serve to improve research in the educational field of vocabulary, and being a problem solver to be able to know that in this study not all things from games only have a negative impact from one point of view but there are still positive sides from another point of view.

##### **b. For Learner**

The purpose of this study is to improve students' English vocabulary, and can be a learning method that can be liked by

students, in addition to playing games they enjoy but can also increase interest in learning English through game media

**c. For other researcher**

It can be used as a reference for further study on vocabulary, and can be used as a reference for further research on correlation research between games and students' vocabulary skills, and hopefully it can be useful for science to further develop

**G. Organization Of Study**

There are five chapters in this article and each chapter explains several key points.

*Chapter I* Introduction, consisting of Background of the Study, Identification of Problems, Limitations of The Research, Research Question, The Objective of The Study, and Significances of The Study.

*Chapter II* Basic Theory, consisting of Mobile Legends Game, Vocabulary.

*Chapter III* Research Methodology, consisting of Research Methodology, Research Design, Data Collection, Data Analysis and Instrumental research.

*Chapter IV* Research Findings and Discussion.

*Chapter V* Conclusions and Suggestions.