

STATEMENT OF ORIGINALITY

Herewith I declare that the research paper I wrote is a partial fulfillment of the requirements for the Sarjana degree and submitted to the English Education Department, the Faculty of Education and Letters wholly constitutes my own original scientific writing.

As for the other persons' works whose ideas are quoted in this paper has been referred to appropriately following the prevailing legal and intellectual ethic in the world of scientific writing tradition.

However, if the originality of this paper either partially or wholly is, later on, proved, or it falls under convincing plagiarism, I would be prepared to receive any consequences in the form of any sanction such as losing my related academic degree obtained from the institution as well as other rules prevailing in Indonesia.

Serang, June 4th 2025



Hafizh Prasetyo Wibowo
SRN.181230149

ABSTRACT

Hafizh Prasetyo Wibowo. 181230149. 2025. The Correlation Between Students' Habit of Playing Online Games and English Learning Achievement (A Correlative Study of XI Grade Students At SMAN 13 Kabupaten Tangerang)

This study aims to examine the correlation between students' habit of playing online games and their English learning achievement among the eleventh-grade students at SMAN 13 Kabupaten Tangerang. The background of this research is based on the growing popularity of online games among teenagers and the potential influence of such activities on academic performance, particularly in English learning. This research employs a quantitative method with a correlational approach. Data were collected through questionnaires regarding students' gaming habits and documentation of their English subject scores. The sample consisted of randomly selected eleventh-grade students. The results indicate a significant correlation between the habit of playing online games and English learning achievement. The findings suggest that playing online games, especially those involving English content, can have a positive impact on vocabulary acquisition and language comprehension. However, the correlation is moderate, indicating that online gaming is not the sole factor affecting academic performance. This study recommends that teachers and parents consider the potential of online games as an innovative learning medium when used wisely.

Keywords: Online gaming habit, academic achievement, English learning, correlation, high school students.

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First and foremost, I would like to express my deepest gratitude to Allah SWT for His blessings and guidance that have enabled me to complete this thesis entitled “The Correlation Between Students’ Habit of Playing Online Games and English Learning Achievement (A Correlative Study of XI Grade Students at SMAN 13 Kabupaten Tangerang).”

This thesis would not have been completed without the support and assistance of many individuals. I would like to sincerely thank my first advisor, Mrs. Hj. Eulis Rahmawati, M.Pd., and my second advisor, Mr. Yazid Rukmayadi, M.Pd., for their invaluable guidance, encouragement, and constructive feedback throughout the research and writing process.

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My heartfelt thanks go to my beloved parents and family, who have always supported me emotionally and financially throughout my academic journey. Their endless prayers and motivation have been my source of strength.

Serang, June 4th, 2025



Hafizh Prasetyo Wibowo

SRN. 181230149

THE ADVISERS' APPROVAL

This is certify that the graduate research paper of Hafizh Prasetyo Wibowo, Student number (181230149) entitled “The Correlation Between Students’ Habit of Playing Online Games and English Learning Achievement (A Correlative Study of XI Grade Students At SMAN 13 Kabupaten Tangerang)“.

Serang, June 4th 2025

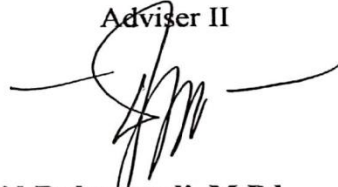
Has been approved by the research paper
advisers for further approval by the board of
Examiners.

Adviser I,



Hj. Eulis Rahmawati, M.Pd
NIP. 197907132003122002

Adviser II



Yazid Rukmayadi, M.Pd
NIP. 198607212020121000

Acknowledge by:

The Head of English Education Department



Dr. Hj. Anita, S.S, M.Pd
NIP. 197704102003122001

**THE CORRELATION BETWEEN STUDENTS' HABIT
OF PLAYING ONLINE GAMES AND ENGLISH
LEARNING ACHIEVEMENT**

(A Correlative Study of XI Grade Students

at SMAN 13 Kabupaten Tangerang)

By

HAFIZH PRASETYO WIBOWO

Student's Number: 181230149

Under the supervision of:

Adviser I,



Hj. Eulis Rahmawati, M.Pd
NIP. 197907132003122002

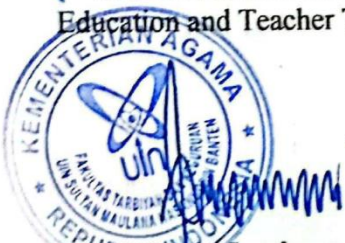
Adviser II



Yazid Rukmayadi, M.Pd
NIP. 198607212020121000

Acknowledge by:

The dean of the Faculty of
Education and Teacher Training



Dr. H. Nana Jumbhana, M.Ag
NIP. 1971110291999031002

The Head of English Department



Dr. Hj. Anita, S.S, M.Pd
NIP. 197704102003122001

THE BOARD OF EXAMINERS' APPROVAL

This is to certify that the undergraduate research paper of Hafizh Prasetyo Wibowo has been approved by the board of examiners as a partial fulfillment of the requirement for the degree of Sarjana in English Education.

Serang, June of 19th 2025

The Board of Examiners:

Dr. Hj. Anita, M.Pd
NIP. 19770410 200312 2 001

Chairman



Cucum Rohmawati, M.Pd
NIP. 19880702 202203 2 001

Secretary



Dr. Moh. Nur Arifin, S.Ag., M.Pd
NIP. 19710221 200212 1 002

Examiner I



Dr. M. Noor Anzali, M.Pd
NIP. 19710828 200003 1 000

Examiner II



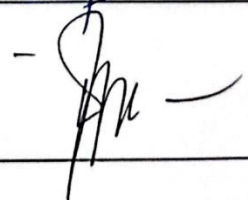
Hj. Eulis Rahmawati, M.Pd
NIP. 19790713 200312 2 002

Adviser I



Yazid Rukmayadi, M.Pd
NIP. 19860721 202012 1 001

Adviser II



DEDICATION

This paper is dedicated by:

My beloved parents and my brother, whose endless love, support, and prayers have been my greatest strength throughout this journey.

My family and friends, who have stood by me with encouragement and understanding during the challenges I faced.

The rector of the state Islamic University Sultan Maulana Hasanuddin Banten, Mr. Prof. Dr. Wawan Wahyuddin, M.Ag

The dean of the faculty of education and teacher training, Mr. Dr. H. Nana Jumhana, M. Ag

My lecturers and academic advisors, whose guidance and knowledge have shaped my academic path and personal growth.

And to everyone who believed in me when I doubted myself — this achievement is as much yours as it is mine.

MOTTO

“Allah SWT. Cannot possibly bring us this far only to fail”

AUTHOR'S BIOGRAPHY

Hafizh Prasetyo Wibowo was born in Tangerang on January 24, 2001. He is the first child of two siblings and has one younger brother. From an early age, Hafizh showed interest in language and technology, which later inspired his academic journey.

He began his formal education at SDN Sindang Sari 2, and continued his secondary education at SMPIT Permata Insani Islamic School, where he developed a strong foundation in both academic and religious studies. For his senior high school, he studied at SMAN 13 Kabupaten Tangerang, where he became more involved in various academic and extracurricular activities.

Hafizh continued his higher education in the English Education Department, Faculty of Education and Teacher Training, State Islamic University Sultan Maulana Hasanuddin Banten. His thesis, titled “The Correlation Between Students’ Habit of Playing Online Games and English Learning Achievement”, reflects his interest in the intersection of youth behavior, digital culture, and education.

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