

A THESIS
Exploring the Use of Mobile Legend on Student's Vocabulary



By:
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English Education Study Program
Faculty of Teacher Education
Widya Mandala Surabaya Catholic University

2023

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Exploring the Use of Mobile Legend on Student's Vocabulary

Presented to the Faculty of Teacher Education Widya Mandala Surabaya Catholic
University in partial fulfilment of the requirement for the Degree of Sarjana
Pendidikan in English Language Education



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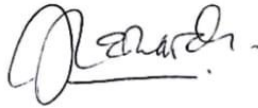
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Thesis Advisor



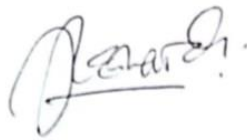
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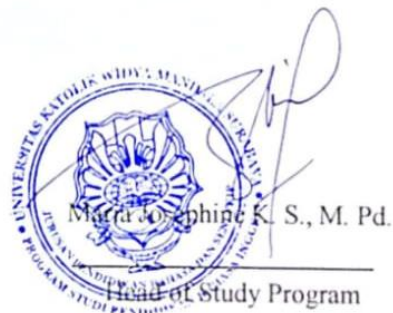
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I declare that this thesis is my own writing, and it is true and correct that I did not dishonestly take any scholarly ideas or work from others. All the cited works were quoted in accordance with the ethical code of academic writing. I will take all the consequence if plagiarism is found in this thesis.

Surabaya, 18 July 2023



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ABSTRACT

Prabawati, Renviel. (2023). 1213019042. Exploring the Use of Mobile Legend on Students' Vocabulary. Thesis. English Language Education Study Program, Faculty of Teacher Education, Widya Mandala Catholic University, 2023.

Advisor: Dr. Davy Budiono, M.Hum.

Keywords: Online Games, Mobile Legend, Vocabulary, Vocabulary Acquisition.

This study is exploring the use of Mobile Legends on students' vocabulary. The purpose of this study is to find out whether the students learn English vocabularies when playing Mobile Legends and to find out what strategies do students use to learn new vocabularies from playing Mobile Legends. This research was conducted by applying the descriptive qualitative method. The instruments used to collect data are questionnaires and interviews. The author chose class 11, with a total of 35 students, to participate in data collection. It can be concluded that online games such as Mobile Legend are able to improve vocabulary acquisition with the strategies they use.

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