

# **CHAPTER I**

## **INTRODUCTION**

This chapter discusses some important point that related to the topic of this study. Which is background of the study, research question, research objective of this study, significance of the study and key terms.

### **1.1 Background of The Study**

Globalization has had a significant positive impact on the field of education in our country. Knowledge from school can be obtained by taking notes given by the teacher or by reading books. However, in this era of globalization, it is required students to learn to use technology. Complemented by the internet, the internet plays a major role in all fields, especially in the field of education. Technology can disseminate information throughout the world, such as political news, education, natural disasters, and the culture of a region. Mandasari & Aminatun (2019) technology plays a role in the English language learning process. This is a method of learning English that includes both software and hardware.

As is well known, English is the most widely spoken language internationally. Learning English is very easy, if we learn from an early age by memorizing basic vocabulary. Vocabulary is the basis of any language to be learned. Vocabulary is very important when learning a language. Before students can listen, speak, read, and write, they must be able to master all the vocabulary. If students are able to master vocabulary, they can communicate well, whether it's through writing or

orally. How to get vocabulary we can read books, listen to western songs, watch movies with subtitles or without subtitles, we can also learn from an online game.

As today, online games are very popular among young children. According to Warschauer and Healey as cited in (1998, Sørensen & Meyer, 2007) games have often been used to increase motivation and real communicative practice, as they have been considered a fun factor in language learning. In my environment, girls and boys play the same games, such as PUBG, Mobile Legend, Free Fire, Roblox, etc. This game is about war between teams. This game also sets its first language, which is using English. In this game there are a lot of new vocabulary that they don't know.

Learning vocabulary is important, we often know that students learning English at school only learn through books and explanations from the teacher on the blackboard but studying at school really makes students feel bored. Besides we study at school, we also have to be able to get vocabulary from outside or students can get new vocabulary from other tools such as games. Understanding vocabulary does need several processes, remembering is one of the processes that is included in the understanding stage. According to Kurniawan & Noni (2022), people need to be able to memorize words easily and happily, especially students.

The rise in popularity of online games has motivated the author to investigate the role that playing video games plays in students' acquisition of English vocabulary. Online games have significantly changed education in this day of globalization especially in mobile legend games that are loved by many teenagers.

According to Apriliani & Widodo (2021) Mobile Legend on the App Store and Play Store ranked first with the highest number of downloads among its two competitors at 4.4, while Free Fire got 3.9 and PUBGM got a rating of 4.3, which is why the author choosing it as the subject of her study.

The reason why the author uses vocabulary as the subject of this study is that vocabulary as a fundamental tool for communication and acquiring knowledge. According to Nurfitri & Abdul Haris Sunubi (2018) because being able to communicate is the ultimate aim of learning for the vast majority of language learners, vocabulary is one of the language components that plays a significant part in the development of language abilities.

For the sample of this study, the author chose students from private schools. This private school located in the city of Surabaya, East Java. The school was established in 1985, this school has been around for more than 30 years. The author chose the school, because the school holds e-sport competitions twice a year. With student participants from the school itself and divided into several teams.

Now, most parents and teachers think that games have a bad influence on children or students. They think that online games make the next generation lazy to learn because they are too focused on playing. From this research the author wants to know if online games are very helpful for the process of learning English. Because many children play online games, they can understand and know new vocabulary starting from online games.

## **1.2 Research Question**

- 1) Do students learn English vocabularies when playing Mobile Legends?
- 2) What strategies do students use to learn vocabularies they encounter while playing Mobile Legend?

## **1.3 Research Objective**

- 1) To find out whether the students learn English vocabularies when playing Mobile Legends.
- 2) To find out what strategies do students use to learn new vocabularies from playing Mobile Legends.

## **1.4 Theoretical Framework**

### **1. Online Games**

Chen (2014) online games are games that involve multiple players connected through the internet network. Purpose of online games can develop students' communicative skills and they have the opportunity to use the target language. According to Sorayaie-Azar (2012, in Derakhshan & Davoodi Khatir, 2015)

### **2. Vocabulary Acquisition**

Chi & City (2023) Vocabulary acquisition is an important component of English language learning, and more and more people are interested in using vocabulary notebooks as a tool to support this process.

### **3. Vocabulary**

Goldman et al. (2010) vocabulary is broadly defined as the collection of words and word meanings. There are two kinds of vocabulary, which are active and passive Hatch and Brown (1991, ALQAHTANI, 2015).

#### **1.5 The Significance of the Study**

The development of technology in this era is increasing rapidly. We can get all the learning process through the internet. This study is in the field of linguistics, this study is important because it can help to describe how students get new vocabulary from playing Mobile Legends. Of course, this learning process with media games follows the development of today's era. They can also learn and play.

#### **1.6 Scope and Limitation of the Study**

This study was limited to the analysis of students' vocabulary using learning media online games. The object of this study are people especially young learners or students from Private Senior High School.

#### **1.7 Definition of Key Terms**

##### **1. Online games**

An online game is one in which players can interact with one another. Online games can be played through an internet connection that connects to other users in a wide area and allows for player interaction. AS Julian (2022)

## 2. Mobile Legend

Mobile Legends is a type of game that belongs to the multiplayer online battle arena (MOBA) designed, published, and released in 2016 by Shanghai Moonton Technology, based in Kuala Lumpur, Malaysia. Allan Penamora (2021)

## 3. Vocabulary

Vocabulary is seen as the primary means of learning a new language according to Carter 2001, (as cited in Ghanbaran & Ketabi, 2014).

## 4. Vocabulary Acquisition

defines vocabulary acquisition through communicative activities communicative activities that focus on meaning, such as interaction, reading, or listening. Huckin and Coady (1999, as cited in Ghanbaran & Ketabi, 2014).