JUNIOR HIGH STUDENTS' PERCEPTIONS ON THE EFFECT OF PLAYING ONLINE GAMES ON THEIR VOCABULARY MASTERY

A THESIS

By:

JASON DANIEL PURWANTO

1213017046

ENGLISH EDUCATION STUDY PROGRAM FACULTY OF TEACHER TRAINING AND EDUCATION WIDYA MANDALA CATHOLIC UNIVERSITY SURABAYA

2023

JUNIOR HIGH STUDENTS' PERCEPTIONS ON THE EFFECT OF PLAYING ONLINE GAMES ON THEIR VOCABULARY MASTERY

A THESIS

Presented to the Faculty of Teacher Education
Widya Mandala Catholic University

By:

JASON DANIEL PURWANTO

1213017046

ENGLISH EDUCATION STUDY PROGRAM FACULTY OF TEACHER TRAINING AND EDUCATION WIDYA MANDALA CATHOLIC UNIVERSITY SURABAYA

2023

Approval Sheet (I)

This thesis entitled **Junior High Students Perception On The Effect Of Playing Online Games On Their Vocabulary Mastery** prepared and submitted by Jason Daniel Purwanto 1213017046 has been approved to be examined by the Thesis Board of Examiners.

Yohanes Nugroho Widiyanto, Ph.D.

Mateus Yumarnamto, Ph.D.

Maria Josephine Kriesye S., M.Pd

Approval Sheet (II)

This thesis **entitled Junior High Students Perception On The Effect Of Playing Online Games On Their Vocabulary Mastery** prepared and submitted by Jason Daniel Purwanto 1213017046 has been approved to be examined by the board of Examiners.

Mateus Yumarnamto, Ph.D.
Chair

Yohanes Nugroho Widiyanto, Ph.D
Secretary

Maria Josephine Kriesye S., M.Pd
Member

Dr. V. Lilik Prihambodo, M.Pd
Dean of the Faculty of Teacher Training and Education

Maria Josephine Kriesye S., M.Pd
Head of the English Education Study Program

SURAT PERNYATAAN
Jalur Skripsi

Bersama ini saya:

Nama	:	Jason Daniel Purwanto
Nomor Pokok	:	1213017046
Program Studi	:	Pendidikan Bahasa Inggris
Jurusan	:	Pendidikan Bahasa dan Seni
Fakultas	:	Fakultas Keguruan Dan Ilmu Pendidikan

Menyatakan dengan sesungguhnya bahwa skripsi saya yang berjudul:
JUNIOR HIGH STUDENT'S PERCEPTIONS ON THE EFFECT OF PLAYING ONLINE GAMES TOWARDS THEIR VOCABULARY MASTERY

benar-benar merupakan hasil karya saya sendiri. Apabila Skripsi ini ternyata merupakan hasil *plagiarisme*, maka saya bersedia menerima sanksi berupa pembatalan kelulusan dan/ataunpencabutan gelar yang telah saya peroleh.

Demikian surat pernnyataan ini saya buat dengan sesungguhnya dan dengan penuh kesadaran.

Surabaya, 7 Juli 2023
Yang membuat pernyataan,

Jason Daniel Purwanto

Mengetahui,
Dosen Pembimbing I,

Y. Nugroho W. Ph.D.
NIK: 121 99 0373

Dosen Pembimbing II,

NIK:

SURAT PERNYAATAAN
PERSETUJUAN PUBLIKASI KARYA ILMIAH

Demi perkembangan Ilmu Pengetahuan, saya sebagai mahasiswa Universitas Katolik Widya Mandala Surabaya:

Nama Mahasiswa	:	JASON DANIEL PURWANTO
Nomor Pokok	:	1213017046
Program Studi Pendidikan	:	Pendidikan Bahasa Inggris
Jurusan	:	Pendidikan Bahasa dan Seni
Fakultas	:	FKIP
Tanggal Lulus	:	13 Juli 2023

Dengan ini SETUJU/~~TIDAK SETUJU~~*) Skripsi atau Karya Ilmiah saya.

Judul:
JUNIOR HIGH STUDENTS' PERCEPTIONS ON THE EFFECT OF PLAYING ONLINE GAMES TOWARDS THEIR VOCABULARY MASTERY

Untuk dipublikasikan/ditampilkan di Internet atau media lain (Digital Library Perpustakan Universitas Katolik Widya Mandala Surabaya) untuk kepentingan akademik sebatas sesuai undang-undang Hak Cipta yang berlaku.

Demikian surat pernyataan SETUJU/~~TIDAK SETUJU~~*) publikasi Karya Ilmiah ini saya buat dengan sebenarnya.

Surabaya, 17 Juli 2023
Yang membuat pernyataan,

Jason Daniel Purwanto

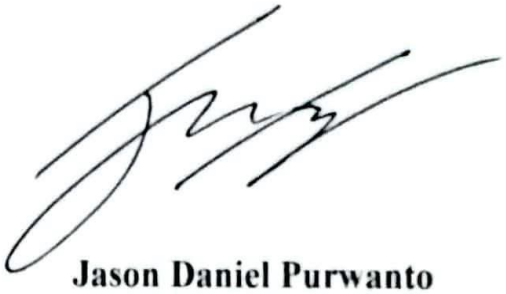
NRP: 1213017046

*) *coret salah satu*

STATEMENT OF AUTHENTICITY

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

Surabaya, 7 Juli 2023



Jason Daniel Purwanto
1213017046

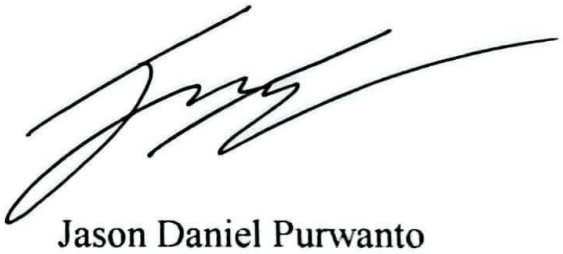
ACKNOWLEDGEMENT

I want to send my gratitude to Almighty God, who has given His blessing so I can finish writing my thesis. Additionally, I want to express my gratitude to everyone who genuinely encouraged, advised, and supported me while writing this thesis.

1. Almighty God
2. Maria Josephine Kriesye S., m.Pd as the Head of the English Education Study Program.
3. Yohanes Nugroho Widiyanto, Ph.D. as my advisor
4. All the lecturers of the English Language Education Department in UKWMS.
5. My Beloved Family
6. My Friends.

The preparation of this thesis is far from perfect. Therefore, I apologize for the mistakes made in this thesis. I hope to get suggestions and constructive criticism to make this thesis better in the future. Hopefully, readers will find this thesis helpful.

Surabaya, 7 Juli 2023



Jason Daniel Purwanto

ABSTRACT

Jason Daniel Purwanto (2023), "JUNIOR HIGH STUDENTS' PERCEPTIONS ON THE EFFECT OF PLAYING ONLINE GAMES TOWARDS THEIR VOCABULARY MASTERY". S-1 Thesis. English Language Education Program, the Faculty of Teacher Training and Education, Widya Mandala Surabaya Catholic University.

Every learner has to master vocabulary during language learning as it is one of the basic requirements for being able to communicate in spoken or written form. With the development of digital technology, researchers and language teachers are becoming aware of its potentials for vocabulary mastery. This present study aimed at describing junior high school students' perceptions of the effect of playing online games in improving their vocabulary mastery. Survey research was employed the methodology by distributing a questionnaire to 38 students of Filadelfia School Surabaya. The study found out that most of the students (59%) have positive perception of learning English from playing online games. Twenty nine percent (29%) students under study perceive it as neutral. Eleven percent (11%) students perceive it as disagree and two percent (2%) students perceive as strongly disagree playing online games as ineffective for developing vocabulary. Experimental research is suggested to give strong evidence to this perception.

Key Words: *Perception, Online games, Vocabulary Mastery, Junior High Students*

TABLE OF CONTENT

COVER i
HALAMAN JUDUL ii
APPROVAL SHEET 1 iii
APPROVAL SHEET 2 iv
SURAT PERNYATAAN v
SURAT PERNYATAAN IJIN PUBLIKASI vi
STATEMENT OF AUTHENTICITY vii
ACKONWLEDGEMENT viii
ABSTRACT ix
TABLE OF CONTENT x

CHAPTER 1 INTRODUCTION 1

1.1 Background of the Study 2
1.2 Research Problem 4
1.3 Objective of the Study 4
1.4 Theoretical Framework 4
1.5 Limitation and Scope 5
1.6 Significance of the Study 5
1.7 Definition of Key Terms 6
1.8 Organization of the Proposal 6

CHAPTER 2 REVIEW OF RELATED LITERATURE 8

2.1 SLA (Second Language Acquisition) 8
2.2 Online game and language learning 10
2.3 Vocabulary Mastery 12
2.4 Previous Study 15

CHAPTER 3 RESEARCH METHODOLOGY 18

3.1 Research Method 18
3.2 Population and Sample 19
3.3 Instrument 20
3.4 Procedure of Collecting Data 24
3.5 Technique of Data Analysis 24

CHAPTER 4 RESULTS AND DISCUSSIONS 25

4.1 Introduction 25
4.2 Findings of the Questionnaire Analysis 25
4.3 Discussion 37

CHAPTER 5 CONCLUSIONS AND SUGGESTIONS 38

5.1 Conclusion 38

5.2 Suggestions …….. 39
References ……. 41
Appendices …… 43