THE UNDERLYING LINGUISTIC FACTORS AFFECTING GAMERS TO PLAY MOBILE LEGEND

THESIS

BY
NAME: MOH. NUR FAIQ SHABRY
NPM: 21902073056

UNIVERSITY OF ISLAM MALANG
POST GRADUATE PROGRAM
ENGLISH LANGUAGE TEACHING
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ABSTRACT


Keywords: Online Game, Mobile Legend, Gamers, Student. Vocabulary Skills, Habitual Activity

This study aims to determine the daily activities of a student who likes to play games, the frequency, and the impact of playing these games in enriching the English vocabulary skills of students and general students. The effects of playing games may be seen in negative terms, such as saying dirty words when they experience defeat, or there is an error in teamwork in the game so that it can cause adverse effects on students. However, this study tries to uncover other impacts that are helpful in learning for students to understand English, especially in enriching their vocabulary skills.

With this, researchers make observations to determine what essential things are needed to examine a gamer who spends a lot of their daily activities playing games. Researchers also try to do activities that players do to get the same feel as felt by players. After making observations, the researchers conducted interviews.

Based on the research results collected and processed, the results of this study indicate that students need curiosity to encourage them to enrich their English vocabulary collection. And the results showed that they experienced a slight increase in vocabulary after playing Mobile Legend.
ABSTRAK


Kata Kunci: Online Game, Mobile Legend, Gamers, Student. Vocabulary Skills, Habitual Activity

Penelitian ini bertujuan untuk mengetahui aktivitas sehari-hari siswa yang gemar bermain game, frekuensi, dan dampak bermain game tersebut dalam memperkaya kemampuan kosakata bahasa Inggris pelajar jurusan bahasa inggris dan pelajar umum. Efek dari bermain game dapat dilihat dari segi negatif, seperti mengucapkan kata-kata kotor ketika mengalami kekalahan, atau adanya kesalahan kerjasama tim dalam game sehingga dapat menimbulkan efek yang merugikan bagi pelajar. Namun, penelitian ini mencoba mengungkap dampak lain yang bermanfaat dalam pembelajaran bagi pelajar untuk memahami bahasa Inggris, terutama dalam memperkaya keterampilan kosa kata mereka.

Dengan hal tersebut, peneliti melakukan observasi untuk menentukan hal-hal esensial apa saja yang dibutuhkan untuk meneliti seorang gamer yang menghabiskan banyak aktivitas sehari-harinya dengan bermain game. Peneliti juga mencoba melakukan aktivitas yang dilakukan pemain untuk mendapatkan perasaan yang sama seperti yang dirasakan oleh pemain. Setelah melakukan observasi, peneliti melakukan wawancara.

Berdasarkan hasil penelitian yang dikumpulkan dan diolah, hasil penelitian ini menunjukkan bahwa siswa membutuhkan rasa ingin tahu untuk mendorong mereka memperkaya koleksi kosakata bahasa Inggris mereka. Dan hasilnya menunjukkan bahwa mereka mengalami sedikit peningkatan perbendaharaan kata setelah bermain Mobile Legend.
CHAPTER I

INTRODUCTION

This chapter provides information about the background of this research, which relates to the subject matter to obtain more information for analysis. It gives an understanding of the reason the primary researcher researches the subject matter and the research objectives.

1.1 Background Of The Study

Humans are social beings who have a mind and the ability to interact individually and socially, and basically, humans are unable to live alone in this world, either alone in a physical or social context. According to Kusumawardhi (2015), the beginning of the development of science and technology began with electronic media, the emergence of the internet as an electronic media which functions as an intermediary tool in interacting with one another among humans such as social media, entertainment support applications, and so on.

One of the features that are quite developed and even provides entertainment benefits in the internet world is the online games Ameliya (2008). Online gaming has become a fun activity in recent years, mainly due to the rapid development of the internet and the large number of people participating in online gameplay, which involves cooperation and competition.

According to Tridhonanto (2011), playing online games can have a positive impact, including improving the motor system, for example, teenagers who play online games can improve their playing strategy and language skills, while the negative impact is that it is easy to forget the priority scale in their daily activities, for example, it can create feeling laziness and addiction, as stated by Cooper (2000) that addiction is a form of behaviour that is driven by a
high sense of dependence on things that are liked so that someone can be said to be addicted if they do the same activity repeatedly, even more than five-time.

In this era of globalization, developments in the field of communication are very fast and sophisticated; everything is easily obtained. For example, mobile phone communication tools are easily available with guaranteed quality and at very affordable prices. Technology and information in Indonesia are increasingly developing over time. The use of internet media is gradually increasing. It is even supported by a mobile phone or usually called a smartphone.

This technological development does not only occur in big cities, but now it has developed in small cities and has even reached the countryside. With the internet, we can easily interact and communicate. The form of the internet is the existence of various kinds of social networks such as Facebook, Twitter, Instagram, Path, online Games. The development of this online game is quite rapid both in big cities and in small towns or villages.

An online game is a type of game that accesses it using the Internet network and involves a lot of WhatsApp, Line, online games, and others. During the last ten years, the social network has had many users, namely players and at the same time, interacting between players, children, teenagers, and even adults. Online games can make players lose track of time, and this happens because the average player does their activities excessively because gamers claim that online games are fun and can get rid of boredom. Nowadays, online games can not only be enjoyed by urban communities, but rural communities can access these online games because these games can be played online and are starting to be considered addictive.

The players are able to sit for a long time playing the game and survive in a place without any interference from anyone who can break their concentration in playing the online game.
There have been several cases recorded; there are some gamers who are addicted to online games that waste their time in vain just playing online games and forgetting everything such as forgetting to eat, showering, tasks that have fulfilled their obligations, and even leaving their work just for the sake of online games. Because in the minds of gamers, there is only playing, playing and playing and thinking of strategies that make them win in an online game.

Education is a human effort to change the attitude and behaviour of a person or group of people in an effort to mature people through teaching and training efforts. Changes in attitudes and behaviour can be reflected in one's learning achievement. The younger generation, in this case, students, are "agents of change" because students have a very important role in determining the fate of a nation. Students are expected to be able to bring about a change for their nation with the insight and social skills they have.

Nowadays, online games are on the rise in society, the enthusiasts are indiscriminate, from children to adults. In playing it, sometimes students do not know the time so that students often forget about the time. Online games have mushroomed from a long time ago in Indonesia.

Problems always arise when something is done excessively. In this case, the excess can be assumed as bad time management of students. Many students are addicted to this and forget about learning. This should be given more attention because if it is not adjusted to the study time, the learning achievement continue to decline. However, this is also intended for students to be able to manage their study time properly so that it is more effective and efficient. Something extravagant never ends well. Arranging something to be well organized to form someone who is responsible.
Games are currently growing and interesting to play. Apart from being a means of communication among users, games are also useful for relieving fatigue and boredom after activities. The game's increasingly good features and graphics are the reason many people play it. Moreover, nowadays, games are no longer only played with a single-player option, but now games can be played online.

The increase in online game players can lead to addiction to an online game. The player's condition when experiencing addiction is a situation where the player feel pleasure and difficulty breaking away from the Game. This phenomenon can result in players being negligent in their obligations or responsibilities as social beings. Students who play online games get positive and negative impacts from this hobby. According to research by Hong and Liu (2003), online games can improve players' concentration power, analytical skills, and strategic planning. Apart from having a positive impact, online games also have a negative impact on the players. Online games spend the player's time playing. Online games are games that never stop, do not have a game deadline, or are temporarily suspended, which causes players to never finish the game completely.

The phenomenon of online games, which until now has not been widely discussed in Indonesia, is a danger to teenagers, especially students. Students who generally live in this area are more vulnerable to the dangers of addiction to this game. In addition, most of the students were far from the whereabouts of their closest relatives. Indeed, students who have entered their late teens have more freedom in determining activities in daily life. There are many reasons why teenagers want to sit around holding cell phones for a long time, preferring to live their lives in their virtual world rather than the real world itself.
Now it's the same time. Online games are a type of social network that is in great demand from mobile phones. Apart from being fun and getting rid of boredom, it turns out that games are a lot of parents who have started to worry if their children know about online games, even though there is a positive impact from online games, namely teaching children to play strategies, interact with others even though not directly. Currently, there are many online games that provide 'online community' features, which make online games a social activity. Games like this are currently in great demand than single-player games because gamers can feel challenged to beat other people, and there is their own inner satisfaction.

Online games are computer games or mobile games that can be played by multiplayer using a computer network (LAN or Internet) as the medium. But now playing online games is not only possible in internet cafes but at home as well, especially if you have a computer or mobile and internet that supports users as well as through gadgets.

There are many types of online games, ranging from those that use simple graphics to forming very good virtual worlds that can be played by many people in one game that makes the user forget the time. Online games that are in demand these days such as; Clash of Clan, Mobile Legend, PUBG, Free Fire, and many more.

Online games have a lot of negative impacts that can be caused by many human factors that require them to seek entertainment to relieve stress, and as a way out, they play online games. But online games not only cause bad effects but also produce a lot of skills in English; in this case, the author bring the good impact of online games in developing adult's vocabulary skills, which can help or increase the Student's vocabulary skill English.
The success of learning English is reflected in the ability to convey ideas both orally and in writing. This means that students who learn English are essentially learning to use it in oral and written communication actively and effectively. Vocabulary has an essential role in mastering foreign languages, especially English. Without mastering an adequate vocabulary, students not only have difficulty communicating and even cannot communicate at all. Not mastering English grammar at all is still possible to be able to communicate if you have enough Vocabulary. The series of words that are not grammatical can still be understood by the audience by understanding the meaning of the Vocabulary.

Vocabulary can be interpreted as syllables owned by individuals in understanding the meaning of language. In another, more general, or broader sense, vocabulary cannot be defined as syllables to understand the meaning but to better proper sentence arrangement: how to use and collect vocabulary and their way of knowing the connectivity of a word with other words, phrases, etc. The explanation explains that vocabulary is not just words but has deep meaning to understand a language or sentence.

The process of learning English vocabulary determines how much and how well the level of mastery of Vocabulary in the foreign language is. Strategy learning, then, becomes a necessity to carry out the learning process effectively. Learning is not produce maximum learning outcomes without the selection of effective learning strategies. Learning strategies are interpreted as steps taken by learners to achieve what they learn. In this case, Oxford says, 'language learning strategies are specific actions, behaviour or techniques that students employ, often consciously, to improve their own progress in internalizing, storing, retrieving and using the target language.'
In the context of learning English vocabulary, the choice of vocabulary learning strategies undertaken by students in order to master and practice the Vocabulary they are learning determine the success of their English vocabulary mastery which in the end has a lot of impact on increasing their communication skills.

Learning performance in previous research on the first case of science learning "Department Go" by Liu and Chen (2013). The main objective of this research is to help elementary school students learn science concepts by participating in an educational card game called Conveyance Go. Next, we assessed students' perceptions of integrating games into scientific learning and related games to learning benefits. Eighteen fifth-grade students from an elementary school in northern Taiwan used a cluster of pre-test and post-test designs. Students have shown positive attitudes towards the use of educational card games in science learning. Our results also show the effectiveness of the proposed educational card game in increasing students' scientific knowledge of transport and energy.

In a second previous study by Eskasasmanda (2017), this magazine article used traditional games that were previously known to be supported by newer games, such as online video games. This article describes the causes and playing of online video games in junior high and high school students in Malang City. According to this survey, students play online video games because of peer pressure and prefer online video games because they are considered more modern, practical, realistic, and diverse. At first, students play video games online to relieve the tiredness of studying at school, but then get addicted and find it difficult to stop playing.

The third previous study by Muezzin (2015). The purpose of this study was to compare online game addiction in high school students with computer and online gaming habits — the
sample was selected through the criterion sampling method. "Online Game Addiction Scale" developed by Kaya and Başol (2013), and a demographic biographical information form developed by the researcher as a data collection instrument.

The fourth previous study Uiphanit (2020), this journal article discusses that social skills are very important. Social skills help students to participate and interact with others. This post introduces research and development of mobile games to improve students' social skills. The sample group consisted of 120 students, and the means of this survey was satisfaction with the game questionnaire. Statistical data analysis used in this study is the mean, percentage, and standard deviation.

The fifth previous study by Dzulfikri (2016), this research is explaining about the use of application-based crossword puzzles, which focuses on the player's perception of the game, the way, use, and the impact of the game on the player, and focus on vocabulary retention after playing the game. This research focuses on two points as the main researching, and the researcher uses crossword puzzles as research media. This research also uses two methods where each method is used to answer the research question of this study.

The difference between this previous study and this research is in the term of media used, even though the media are both in the form of a game. In which the game used in this previous study is a kind of educational game that focuses on Vocabulary. But the researchers of this thesis use an Online Game as the media which are currently being played by young people during this covid 19 pandemic. The result of this research may not bring much change to young people's vocabulary skills, but playing this game continuously can lead to very good vocabulary retention.
The previous study above has a contribution to this research in analysing online games used in developing adult life that can facilitate the researcher in collecting data of online games in adult's life.

The difference between all previous studies and this research is the object or aspect of the research that examines the impacts of online games, but in this study, the researcher examines the impact of online games on young learners in the aspect of English learning skills, namely Vocabulary, which explain the significant impact on using online games in improving young learner's vocabulary skills. Because if we see all online games use English in their operation and that is what can provide new insights about English in writing and in speaking, they remember it well because they play the game continuously which players in the game never feel bored in playing it. And also, it can find another way for adults to use online games where this phenomenon became the only way for an adult to do it as a hobby during this pandemic of Covid-19.

1.2. Research Problem

Based on the background that has been described above, the authors formulate the following problems in this study to realize their desires. As follows:

1) How did the student’s perceive the relation of online games and vocabulary skill?

2) How does a student's Vocabulary improve through online games?

1.3. Objectives Of The Study

The objectives of this study are:

1) To explain the student’s perceive the relation of online games and vocabulary skill.
2) To explain and analyse how is the catching process of teenagers in collecting vocab in online games.

1.4. Scope And Limitation

This research focuses on an online game called "Mobile Legend," a game played by most of the Indonesian population. And it's located at the OASE Café. This research focuses on the development of students' vocabulary skills obtained from playing mobile legends. This study does not provide specific criteria for the object of research, but special requirements for the object of research are students who like and like to play mobile legends in their daily habit.

1.5. Definition Of Key Terms

By having the definition of key terms, the researcher tries to avoid the reader's understanding of this research. The researcher proposed some definitions of key term that apply in the study as follow:

1) An online game is a game application on a smartphone that functions as a stress relief tool.

2) Vocabularies are one of English skill of mastering the English language.
CHAPTER V

DISCUSSION OF THE FINDING

The result of analysis and hypothesis testing has been presented in the previous chapter. This chapter discusses the research finding and discussion of the finding.

5.1. Discussion

Based on the analysis that researchers found in the field, it can be concluded. Many factors encourage students in the city of Malang in accessing online games, among others: feeling bored and bored due to monotonous day-to-day activities, finding hobbies to do so they feel bored and finally playing online games, the influence of environment because they see most of their friends are playing online games and it makes someone curious to try the online game which eventually become addicted, the impact of covid 19 also become another aspect that force students to stay at home, so they try to have some activity that they like such a game.

This phenomenon is correlated with previous research in this journal from Eskasasnanda (2017). This study also explains why students are addicted to playing online games. Addiction also happen in adult period when they like to do some activity, they are attracted by the thrill, excitement, and audio-visual display of online video games.

Addiction effect of a thing related to human's interference of their defending reins of something and continue doing it in daily. In this case, playing online games become an addict of Student who has low defending emotion to not playing the online game. In psychology, the brain has a system called dopamine, and this dopamine is responsible for human pleasure. When we find something that makes us happy, it produces dopamine. Excess dopamine can damage the
reward system in us because the reward no longer comes within us and a series of times but is obtained every time it is needed with the touch of a finger and playing games.

The impact of online games on the intelligence and memory of students in the English language majority aspect has a significant effect due to their addiction to the game and forcing them to interact with the game continuously so that they remember and every Vocabulary produced in the game. It becomes their daily language because of the Vocabulary they use daily.

The Student may be able to have a new vocabulary in accessing the online game, but this cannot prevent the negative impacts caused by their frequent playing online game, which may have an effect on their health such as lack of rest hours, lack of sports activities, and allows them to prioritize the game over other essential activities such as eating, bathing, etc.

This study focuses on the impact of playing online games that affect students' English development, especially in vocabulary skills, compared to the previous research from Liu and Chen (2013). The objects and research materials have in common only, differ from the media that are studied, from that research it can demonstrate the effectiveness of the proposed educational card in game in improving Student's scientific knowledge of transport and energy, and also if it is related to another previous study from Eskasasnanda (2017). This research explains about the addiction that a student gets, Eskasasnanda uses a kind of video game where the results of the study explain that students can have addictions to video games, this is very similar to However, the difference is that this research focuses on the positive results they get after playing the game, especially in terms of student vocabulary. The results of this study explain that students are very vulnerable to addiction, especially with games, and is also supported by the current phenomenon that requires everything to be online. The previous study
from Uiphanit (2020) is also similar to this research, Uiphanit (2020) examines positive results when playing online games, especially in terms of socializing, the thing that distinguishes the research from Uiphanit (2020) and this research is in terms of the expected results after playing online games, which research from Uiphanit (2020) looks for student social matters which in its research requires a lot of respondents and a lot of data to be taken. And also Dzulfikri's previous study (2016) examined students' perceptions and vocabulary retention of a game called Crossword Puzzle and found that this game really helps students in exploring English, especially in enriching vocabulary. This study also explains the vocabulary retention of students in playing games, but the difference lies in the game media used, the game used in this study is a game themed have fun so that the results of the vocabulary retention are not as good as research from Dzulfikri which uses lesson-themed games. Very helpful for students. In this study, only students from the English department who got a lot of additional vocabulary or synonyms from a word they had, but for students from the general department they were also able to know English even though the results were not as good as the others,, from all previous studies there are many similarities in terms of the object of research and also the media, namely games, only in this case the difference is only in terms of the media or we can call the differences in the games used, the young people studied, especially students, the majority have a preference for fun so that they can make them feel addicted to games.

The reason is that during playing games, the brain is required to work hard to regulate cognitive functions (e.g., strategic planning), which is accompanied by the work of complex motor functions (for example, while looking at the screen, we also have to move our hands to press buttons). So if this hobby is not controlled, it can develop into an addiction. A doctor or mental health professional can diagnose gaming disorder from game addiction's behavioural
symptoms and signs. Excessive amounts of dopamine disrupt the work of the hypothalamus, the part of the brain responsible for regulating emotions and moods, making us feel very happy, unnaturally excited, and overconfident, a sign of euphoria to feel 'high.' This happy effect makes the body automatically addicted and craving to feel it again. Ultimately, this effect makes us continue to use the opiate repeatedly with a higher frequency and duration to satisfy that need for extreme happiness. If this continues for a long time, it damages the brain's motivational and reward receptor systems and circuits, causing addiction. Psychologically, students have similar criteria and characteristics regarding their liking for playing games which can indirectly lead to improvements in science and other general knowledge.

Students from majors other than English get a little help from the game's Vocabulary in terms of writing or pronunciation; they can learn a little while playing the online game. The Student who unrecognizes the whole English language understand a little and make them curious about a new vocabulary they get in online games.

This study resulted in another impact from online games that seemed to damage the human brain, especially students who are required to study hard. After conducting this research by observing, interviewing, these students experienced a slight increase in adding to their vocabulary collection. They also arouse their curiosity about the meaning of vocab they do not know in the game. They automatically remember every vocab they find in the game.

5.2. Conclusion

Mobile Legend has a major influence on young people, especially among students. On the other hand, this game has a bad impact on student politeness which incidentally we are required to be polite, by playing mobile legend too often as a game that requires us to
communicate with other players so that when players are at a losing moment, they intentionally say dirty things, but mobile legend also has a positive impact in terms of developing English, especially in vocabulary skills, for students who are new to English they get and know a little English from the game because games are their habit so that apart from knowing them, they also memorize English vocabulary automatically.

In playing the online games, some students who study English definitely find new Vocabulary, and after they find a new Vocabulary, they search the meaning and synonyms of the Vocabulary so that it can enrich students’ Vocabulary because this study only involved six players, there are generalization and reliability problems, the researcher recommends that other researchers conduct similar studies by multiplying participants to get better and more defensible findings.

5.3. Suggestion

Online games may help students a little in getting and enriching their Vocabulary, but this cannot be used as a reference to always play online games, other negative impacts take more roles in the game, it is advisable to be able to share and place online games it's as good as possible.

It is hoped that all students remind each other of your friends so that they can divide their time, in fact, this must be held by their respective parents, but because this cannot be done because of the condition of students who are far from their parents, this obligation is given to their friends.
Adding some positive activity or having good hobbies like doing sport is also a good way to avoid online games addiction. Dependency of a thing also becomes the main problem of online games addicts.
REFERENCES


