CHAPTER I

INTRODUCTION

A. Background of the Research

Word or can be called as vocabulary is one of the important parts when it comes in learning a language, because word and language can’t be separated each other, it is in line with Lin et al. (2013) as cited in Patahuddin (2017) stated that “vocabulary is an integrated part of a language”. While Harmon, Wood, and Keser (2009) in Alqahtani (2015) stated that vocabulary development is an important aspect of language learning. In learning English, vocabulary has an important role to convey what the speaker wants to say, as stated by David Wilkins cited by Alqahtani (2015) “…while without grammar very little can be conveyed, without vocabulary nothing can be conveyed”.

Vocabulary learning is really needed if one wants to understand foreign language, therefore there are many ways to learn vocabulary, for example it can be learnt from game, and it is proved by some researches that will be stated later. Game as one of the technologies that develop rapidly in this era can make it easier for students to learn and game can deliver it in interesting way. It is in line with McFarlane et al. (2002) in Setiyoko (2015) that by using game, the students experienced, fun and a relaxing atmosphere while learning.
As we know, everyone likes game. Game is interesting, the report from newzoo.com in 2018, there are 2.8 billion active gamers in the world. Nowadays, many of the games are online-based, where it requires internet connection in order to operate, including Mobile Legends. The main purpose of game, both online and offline is only for entertainment, or at least that is what most people’s perception about it. It is the same as Ahmadi & Munawar (2005) in Ismail (2016) who stated that the purposes of playing game are to get fun and entertainment. According to Nugroho (2003) as cited in Astuti (2016), he said that the definition of perception is a process of receiving stimulus from human’s five senses, and then sent to the brain causing someone to understand what is sensed. Through game, EFL learners can possibly feel interested, fun, meet other words that they never know before, and decreasing in their anxiety level. It is the same as Young & Wang’s (2013) research result as cited in Nurafidha (2018), where game can reduce students’ anxiety in learning English. Therefore, vocabulary learning will become easier and the EFL learners will be motivated.

The previous researches about game that are related to learning English are: First, “Phenomenon of Online Game Mobile Legends on North Sumatera’s College Students” by Albima Rama Sudharto in 2018 that took 4 college students as the informants and resulted in positive response that the respondents gained ability to use foreign language; Second research was conducted in Malang by Kukuh Azhari Ismail in
2016, with a title “Phenomenon of Online Game Defense of The Ancients (DoTA 2) on Malang College Students’ Academic Achievements” and resulted on the respondents claimed that they were experiencing the development in their English proficiency; Third research done by Rizky Nurafidha with a title “The Acquisition of English Through Playing DoTA” in 2018 and resulted in positive response about vocabulary development; and the fourth research is by Della Nur Wijiarti in 2016 with a title “Impact of Online Game Towards English Learning” resulted on the claim by the respondents about their increased ability to use English both written and spoken after playing the game.

Based on that, the researcher wants to examine about UMP English Education Department students’ perception on Mobile Legends for vocabulary learning.

B. **Reason for Choosing the Topic**

Some reasons for choosing the topic are:

A. vocabulary as vital part of language.

B. most online game players has their academic achievement decreasing.

C. the researcher is interested about the students’ perception about online game Mobile Legends in vocabulary development.

D. the online game Mobile Legends is one of products of this advanced era is played by many corners of community.
C. **Research Question**

From the background, the researcher has question about what is the perception of Universitas Muhammadiyah Purwokerto students from English Education Department on Mobile Legends for vocabulary development.

D. **Objective of The Research**

This research’s objective is to know the students’ perceptions on Mobile Legends for vocabulary development.

E. **Significance of the Research**

This research wants to know the students’ perception on online game Mobile Legends in their vocabulary development outside the class.

This research is expected to discover a new possibility of vocabulary learning activity for English learners.

1. For EFL teachers, the researcher hopes that the result of this research will inspire them to improve their teaching strategy using games.

2. For researchers, this research is hoped as a reference in their research in the future.

F. **Clarification of the Key Terms**

In understanding this thesis, the researcher needs to explain the terms related to the title of this thesis as follows:
1. Perception

Perception is a process occurred when a human receives a stimulus from their senses and interpreted by their brains, then causing them to experience a perception. This is the same with Sugihartono (2007) in Lubis (2014), he stated that perception is a process when brain interpreting stimulus that received by human senses.

2. Online Game

Online game is game that requires an internet connection in order to operate and it can connect one player to another even in distant places. This is in line with Adams & Rollings (2007) in Ismail (2016) stated that online game is a game that can be accessed by many players, where the machine parts are connected to the internet.

3. Mobile Legends

Mobile Legends is an online game developed by Moonton, this MOBA-type game (Multiplayer Online Battle Arena) released on 11st of July 2016 in global scale. This game requires players to form a team of 5 players against the other team, because this game is a global game so the language used is English.
4. Vocabulary Learning

In learning vocabulary, one should in the effective condition of acquiring vocabulary. Thornbury (2002) in Nunik (2012) stated that the condition should help learners to acquire a critical mass of words to use in both understanding and producing language.