A. Perception

1. The Nature of Perception

Perception is a process that involves senses, senses as receptor agent continues what we call “stimulus” to the brain, causing someone to experience a perception, just like what Walgito (2010) said that perception begin from our five senses, the hearing, smelling, tasting, touching, and seeing or vision. While Slameto (2010) explains that “Perception is a process related to the move of message or information into human’s brain”.

Perception can be in form of information, sign or cues, object, condition, and situation. Perception is related with opinion from individual being towards stimulus, causing the individual to make a conclusion about what they experienced. It is in line with Schiffman & Kanuk in Astuti (2016) stated that “Perception is described as the process by which an individual select, organizes, and translates into a coherent sense of stimulation with all the happening in the world. Perception can be described as how we see the world around us”.

Students’ Perception of Online Game…, Adil Dananjaya, FKIP UMP, 2019
Perception is different from one person to another. It is affected by factors that make a difference in people’s perception toward something, it will be explained later.

2. Factors Affecting Perception

A perception from a person can be different to another, because there are factors that affect human perception.

One is from Walgito (2010:101) wrote that there are 3 factors that affect human perception:

1. Object
   Object can form an external stimulus that identified by human sensory device.

2. Receptors / senses / central nervous systems
   Receptors are devices to receive stimulus. There are also sensory nerves to continue the stimuli received to the brain.

3. Attention
   To have a perception, one should give an attention and focus to a specific object. By going into a focus state, one will be easier to have a perception.
Another one comes from Slameto (2010) who stated that there are 2 factors affecting a perception:

a. Internal Factors

Internal factors are the factors which influence the forming process of perception and it comes from the individual. The internal factors are including: learning process, attitude, personality, feelings, personality, individual, desire or hope, prejudice, attention (focus), physical condition, mental disorders, value and need, along with interest and individual motivation.

b. External Factors

The external factors are the opposite of internal factors, where the factors that affect a perception comes from outside of the individual. These kinds of factors include: intensity, size, resistance, repetition, family background, information gotten, intelligence, and surrounding culture.

From the two experts before, it can be concluded that in forming process of perception there are factors that taking a part, called the internal and external factor, also it is influenced not only by one stimulus, but various stimulus caused by environment.
3. **Kinds of Perception**

Based on the explanation above, that perception is different from one to another, so there are two kinds of perceptions by Irwanto (2002) in Grafiyana (2015) as follows:

a. Positive Perception

Positive perception means that this perception describes all knowledge and the response that is in line with the object being perceived.

b. Negative Perception

Negative perception is a perception that describes all knowledge and the response that is not in line with the object being perceived.

The forming process of those perception are hardly depends on how one’s thinking, as Irwanto (2002) in Grafiyana (2015) stated that it depends on how individual describes all their knowledge about the perceived object. While Robbins (2002) in Wirawan (2015) stated that one’s negative perception caused by individual dissatisfaction, individual ignorance, and lack of experience to the perceived object; while the positive one is vice versa.

B. **Vocabulary**

1. **Definition of Vocabulary**

When someone wants to speak with the other, he or she should communicate it in a good and proper way, otherwise other people could not understand what one wanted to say, in the other word, the use of
correct vocabulary and proper grammar will ease the communication process. It is the same with Averil (2006) in Lubis (2017) stated that “…the more vocabularies students know well and can use, the more meaning they can communicate in a wide variety of circumstances”.

Even though the grammar used is not really precise, but has a good vocabulary utility, then the information still can be conveyed to other people. It is in line with David Wilkins cited by Alqahtani (2015) where a communication without a right grammar, the conveyed information is very little, but a communication without vocabulary, then nothing can be conveyed. It is why vocabulary is the most important part in a language, because it related to the four language skills, the listening, writing, speaking, and reading skill, Averil (2006) in Lubis (2017) also stated that vocabulary is a central part of language.

So basically, vocabulary can be identified as words, but it is more complex than just words, like what Ur (1998) in Alqahtani (2015) said that “Vocabulary can be defined, roughly, as the words we teach in the foreign language. However, a new item of vocabulary may be more than just a single word…”.

2. Aspects of Vocabulary

In learning vocabulary, there are aspects that the learners should take a note, according to Lado (1972) in Firlist (2015) there are 5 aspects of vocabulary:
a. Meaning

Every word may have another different meanings, depends on the context. In meaning discovering process, it is recommended for the teacher to involve the students; it will be easy for the students to remember the word and its meaning.

b. Spelling

Spelling is important when one is learning vocabularies. Some of vocabulary which has same meaning and pronunciation may have a different written form; it is because it belongs to different varieties as happens with many British or American English term.

c. Pronunciation

Pronunciation is the act in which a particular word is spoken. It is in line with Hornby (2006) in Romadhon (2018) that pronunciation is the way of a person pronounces the words of a language. Pronouncing a word in appropriate way will ease other people to communicate.

d. Word Classes

Word classes cannot be separated when one is learning vocabulary. It is the category of word. Nouns, verbs, adjectives, adverbs, pronouns, prepositions, conjunctions, and interjections should be practiced fluently because the classification of these word classes depends on their function in communication.
e. Word Use

Word use is how a word, phrases, or concept is used in a language. Word use may also involve grammar and thus be the subject of profound analysis.

3. Vocabulary Learning

In the purpose of mastering vocabulary, one must choose on how he or she acquires new vocabularies. According to Tarigan (1984) in Putra (2019) there are 6 ways to master vocabularies, as follows:

a. Dictionary

Dictionary contains millions of foreign words along with its meanings, it is the source of new vocabularies, which is necessary to have if one is having problem in interpreting the meaning.

b. Notebook

Notebook can be used as physical medium to contain new vocabularies by writing down the new met vocabulary immediately, so the learner can remembers it.

c. Guessing

In occasion when one met difficult vocabulary and don’t want to immediately looking up the meaning via dictionary, they must try to guess the meaning first based on the context of the sentence.
d. Translation

Students in this kind of ways of learning vocabulary tend to use translation in the whole ways. They will find some words which is familiar to them such as inside, holy, and etc. After that the students will find the meaning in Indonesian.

e. Game

With this way, one who have this preference will feels very comfortable in learning vocabulary. Due to the vast amount of words within video games, one might find several new vocabulary, both low frequency and strange words with the same meaning with the vocabularies they have already know.

f. Word Association

In learning vocabulary, one will use the words which world-connecting such as blackboard, chalk, table, and etc. for the word “classroom”.

C. Online Game

1. Definition

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.
2. Effects of Online Game on Players

According to Reinders and Wattana (2011) in Wijiarti (2016) explained that the effects of online game on outclass language acquisition are negative and positive. Where the negative effect is because the players are exposed to the out of context words and profanities used by other foreign players, while the positive effect is related to the English learning, emphasized on the increase of vocabulary and grammar use as the impact of interacting with foreign players.

D. Mobile Legends as MOBA

Mobile Legends is an online game developed by Moonton, this MOBA-type game (Multiplayer Online Battle Arena) released on 11th of July 2016 in global scale, based on official Shanghai Moonton Technology Co. Ltd profile, (visit it in https://www.linkedin.com/company/shanghai-moonton-technology-co-ld/about/). This MOBA game requires players to form a team of 5 players against the other team, and each player has to control one character or hero (Drachen, et al.). To attain victory in this game is to destroy enemy’s towers and then their base, this type of game needs communication between player and strategy in beating the opponent’s team. It is in line with Drachen et al. (2014) stated that “In order to win, each team must coordinate its (hero) actions and react to the actions of the opposing team as efficient as possible...Tactics and strategy are key components in the game, and communication between team member is very important.”
(The main lobby, to chat, to find teammates, and to access other services)

(Heroes’ story contains new vocabularies. Example: vicious, cauldron)

(Heroes’ skill description contains verbs. Example: dash, howl, and decimate etc.)

(Items’ description contains new vocabularies. Example: divine, rapid, and swift etc.)
E. Previous Studies

1. Impact of Online Game Towards English Learning (Della Nur Wijiarti, 2016)

   This study involved 11 students of Universitas Sam Ratulangi, Manado. The author wanted to investigate the students’ perception on online game to increase English skills (learning strategies according to Cohen’s theory) and metacognitive, cognitive, affective, and social function of English (learning strategies according to Chamot’s theory).

   The aims of this study are to identify the impacts of using online game for English learning based on students’ perception and to analyze on how online game affects students’ English learning strategies. Through interview techniques on 11 students, the study found that there is negative and positive impact of using online game, where the negative impact is related to profanity, while the positive is related to the increased analyzing technique, problem solving, creativity, and increasing in English skills.

2. Phenomenon of Online Game Defense of The Ancients 2 (DOTA 2) on Malang’s College Students’ Academic Achievements (Kukuh Azhari Ismail, 2016)

   This study involved 10 students who are DOTA 2 players in Malang city, the samples taken by visiting cafes that frequently visited by
DOTA players. The author uses interview and observation as the data
collecting techniques, and purposive sampling as the sampling technique.

The aim of this study is to know and analyze the phenomenon of
DOTA 2 on Malang’s college students’ academic achievements. By
interviewed and observed 10 DOTA players, the result are some of the
respondents experienced a declining in academic performance, and some
of them got an increasing English proficiency because the game is using
English language, and interacted with native speakers.

3. Phenomenon of Online Game Mobile Legends on North Sumatera’s
College Students (Albima Rama Sudharto, 2018)

The researcher involved 4 college students as the informants for his
study. The researcher uses purposive sampling to decide the sample, and
in-depth interview and observation as the data collecting techniques.

The purposes of the study are to discover the communication
pattern of the players in the environment and to know the players’
dependency in playing Mobile Legends. The result of this research is the
declining of both communication in their environment and Grade Point
Average, but aside of it, the informants claimed to have an increase in
English proficiency.
4. The Acquisition of English Through Playing DOTA (Rizky Nurafidha, 2018)

The researcher uses purposive sampling in his research and took 3 active DoTA 2 players as informants, the researcher also uses interview to collect the data.

The aim of the study is to describe and interpret the influence of DoTA 2 in players’ English skills and English components, eventually the research proved that the game affects both players’ English skills and emotion in a positive way.

F. Basic Assumption

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, it is according to Tarigan (1984) in Putra (2019) who stated that game as one of the ways to acquire new vocabularies and it is proved by previous researches. McFarlane et al. (2002) in Setiyoko (2015) who also stated that by using game, the students experienced, fun and a relaxing atmosphere while learning. There are vast amount of English words found in every online game including Mobile Legends and it allows the players from entire word communicate via game’s chat box, thus opens new chance to be exposed with English as a result of interacting with native speakers.