

CHAPTER I

INTRODUCTION

A. Background of the Research

Language is one of the important things in human's life. With language, people can communicate with other people. As human lives we must learn about language in order to be able to communicate, express the feeling, ideas and convey information. English as international language has been taught in all countries around the world. There are four skills in learning language, listening, speaking, reading and writing skill.

There are the numbers of component of language, namely vocabulary, spelling, grammar, and pronunciation. According to Richard and Renandya (2002:255) vocabulary is a core component of language and the basis for how well learners speak, listen, read, and write. It means vocabulary is the important component and the first thing that applied in language as communication tool.

Learning a language can be started by learning vocabulary first, because it is the core element of language. Without having sufficient vocabulary, students cannot make communication, convey information, and express their ideas and feeling in written or spoken form. Therefore, introducing the students towards vocabulary is important.

In school, students learn about grammar and texts which need vocabulary mastery to help them in writing and understanding the text. In

fact, they found difficulties in enriching vocabulary. A strategy is needed to help them in facing the difficulties of mastering vocabulary. Enriching vocabulary not only from teachers' explanation, students can explore their curiosity for mastering vocabulary.

There are two kinds of strategy in learning vocabulary, conventional and visual strategy. Conventional strategy is learning vocabulary by teacher explanation in introducing a new vocabulary to the students. Visual strategy is refers to the media that can be accessed by the students, such us books, dictionary, video, online game etc. (Diana Thomas in Syafi'I, 2013).

Learning process does not always take place in classroom, it can be conducted everywhere. In learning vocabulary, students can explore their curiosity in many references, not only from teacher. Playing online game can give positive effect in learning English, for example in Clash of Clans and Mobile Legends game which is booming now. Those two examples of online game provide new vocabulary though. Most students are not aware that they learn about it.

The habit in playing online game can help students in mastering vocabulary, for example in the command, stuff or things that is used in that game. Of course, students must have certain schedules to play the online game. Students will not only get new vocabularies but also find a new expression or grammar. It also can make students curious about the strange words which can add their knowledge about vocabulary.

Based on the explanation above the writer is interested to conduct the research entitled "The Correlation Study between Students' Habit in Playing Mobile Legends Game and Their Vocabulary Mastery"

B. Reason of Choosing the Topic

Mobile Legends is one kind of games that provide English as language setting. By playing this game using English for their language setting students could gain new knowledge, for example vocabularies. Seeing students utilize the internet in school for playing the online game in their spare time, means that students could create a new environment as their place to get many things apart from the teacher.

For this reason the writer wants to know whether there is correlation between students' habit in playing Mobile Legends game and their vocabulary mastery.

C. Problem of the Research

From the statement above, the writer need to answer the question “is there any significant correlation between students' habit in playing Mobile Legends game and their vocabulary mastery?”

D. The Aim of the Research

The aim of this research was to know whether there is a correlation between students' habit in playing Mobile Legends game and their vocabulary mastery.

E. Clarification of Key Terms

In order to avoid misunderstanding and give a clear concept about the variable from this title should be defined:

1. The correlation

Correlation study refers to a study which is involving data collection to determine whether there is a relation between two or more variables (Sukardi, 2003:166)

2. Habit

In Syafi'i (2013) state that habit is an activity which is done frequently, automatically, and difficult to stop.

3. Online game

Online game is a game based on electronic and visual also connected on the internet (Angela, 2013). Online game has various kinds, such as First Person Shooter (FPS), Real-Time Strategy, Cross-Platform Online, Browser Games, and Massive Multiplayer Online Games Role Playing Game (MMOGRPG). (Lindsay Grace in Wiwi, 2017).

4. Vocabulary

Vocabulary is the sum of words that are used by and understood by students (Pikulski & Templeton, 2004).

5. Mastery

According to Mosher (2007) state that mastery is simply reaching a certain level of understanding of particular content.

F. Contribution of the Research

This research is useful for:

1. The teacher

The writer hopes teacher can use online game on learning process.

2. The student

The writer hopes that online game can be their alternative way in learning English especially for adding their vocabulary.