

## CHAPTER II

### THEORETICAL REVIEW

#### A. The Online Game

##### 1) The Nature of Online Game

Technological development is one of the things that can influence humans' behavior in social life. The existence of internet also takes a role of it. People are well in utilizing their electronic tools which is connected on internet. They can communicate with friends using media social, they can enjoy such TV program through television which needs signal in order to get more channels. Besides that, people also can use their smartphone for refreshing by playing online game.

According to Angela (2013), online game are electronic and visual based games that are connected to the internet network. Another definition according to Eddy Liem as the director of Indonesian Gamer, said that online game itself is a game which is played by connecting to the internet, it can use a PC (Personal Computer) or consul game like play station.

Based on the definition above, conclude that online game is an electronic and visual based games, it can be played by connecting to the internet. Playing online game can use both PC and smartphone.

## 2) Kinds of Online Games

Almost everyone likes to play games, whether it online or offline game. Currently, many kinds of online game which can be downloaded in smartphone or PC and some of them are free. By playing online game, it requires the player to play games with internet connection. This type of game is very popular among gamers. According to Grace (2005) there are five kinds of online games:

- a. First Person Shooter (FPS) is a firing shoot game which is using first point of view of the players, as we are in that game. In this game, the players often take setting in awar and using weapon. The examples of this game are Call of Duty, Counter Strike, Far Cry 3, Duke Nukem 3D, Halo, Perfect Dark, system Shock, and GoldenEye 007.
- b. Real-Time Strategy, this game is turn based game or can be played simultaneously. Identically with playing against human intelegent (human vs. human), Real-Time Strategy is a game which is emphasize with the strategy skill of the players, it can be played with many characters. The examples of this game are StarCraft, Civilization, Warcraft and Age of Empires.
- c. Cross-Platform Online is a game which can be played online that allows the players using different hardware simultaneously. For example, Need for Speed Undercover can be played online from PC or Xbox 360 (is a hardware that have connectivity to the internet).

- d. Browser Games is a game which played over the internet using a web browser such as Firefox, Opera, and IE. Browser games can be played single-player or multiplayers and the browser must already support by javascript, php, or flash.
- e. Massive Multiplayer Online Games Role Playing Game (MMOGRPG) is a game which the players play the game with a huge scale (>100 players) and the players can interact each other. Some examples for this game are World of Warcraft, The Lord of the Rings Online, DOTTA, Final Fantasy, and Ragnarok.

### 3. Mobile Legends

Mobile legends is one of online games that is popular today. Mobile legends is a game with MOBA (Massive Online Battle Arena) genre, which is played on a team basis with gameplay 5 vs. 5. Many people are played this game, from adults to adolescents, from an employee to student they are played this game.

In a personal blog, someone state several reasons why people like to play Mobile Legends: Bang Bang. First reason is this application is free to download, second is this game be able played in smartphone even though the smartphone has low specification, the last but not least is many of their friends are playing this game. It possible for them to make a squad to play Mobile Legends.

#### 4. The Effects of Playing Online Games

Online game is one of the tools for entertaining. For gamers they can get new spirit by playing game. Nevertheless, it can cause some effects for the players. According to Sara Prot (2014) online games can cause positive and negative effects, they are:

##### a. Positive effects

##### 1) Visual-Spatial skills

Playing video game has been associated with performance superiority and improvement on many visual and spatial tasks. Specific visual-spatial skills and tasks that incorporate those skills can be improved through games that require the player to practice extracting spatial information from the screen.

##### 2) Prosocial Video games

Prosocial video games are centered on helping other game characters, distinct from hero-centered violent video games in which the player's character kills (or helps another character kill) enemies. In the laboratory, prosocial video game play has been shown to reduce aggressive thoughts, feelings, and the behavior while increasing prosocial thoughts, empathy, and helping behavior (Narvaez, Mattan, MacMichael, & Squillace, 2008; Sestir & Bartholow, 2010; Anderson et al. 2012).

### 3) Educational Video Games

Educational video games have been found to be effective teaching aids in a wide range of domains. Video games reinforce the student's behavior often, are engaging enough for student to play the games on multiple occasions, provide clear objectives, and require active involvement (Gentile and Gentile, 2008).

### 4) Exergames

Exergames can be classified as interactive video games that require some type of exercise to play. Klein and Simmers (2009) found that even those with a low motivation to exercise were still willing to engage in an exergame. Video games do more than contribute to physical fitness; they contribute to psychological health as well.

#### b. Negative effects

##### 1) School performance

A number of studies have documented a significant negative association between the amount of time spent with screen-based media (television, movies, and video games) and school performance (e.g., Anderson & Dill, 2000; Chan & Rabinowitz, 2006; Cordes & Miller, 2000; Gentile, 2009; Sharif & Sargent, 2006). Electronic media can negatively influence school performance by displacing time that would have been spent in other educational activity (such as reading and homework; Gentile

et al., 2004). For example, adolescent video games have been found to spend 30% less time reading and 34% less time doing homework than nongamers (Cummings & Vandewater, 2007).

## 2) Video game addiction

Playing video games starts as a form of entertainment. It becomes pathological for some people when video game start producing negative life consequences (Sim, Gentile, Bricolo, Serpelloni, & Gulamoydeen, 2012). Regarding the prevalence, one national study conducted in the United States with a sample of 1100 youth found that 8.5% of youth gamers could be classified as pathological (Gentile, 2009). Similar percentages are found in several other countries, including 8.7% in Singapore (Choo et al., 2010), 10.3% Peng & Li, 2009), and 10.8% (Lam, Peng, Mai, & Jing, 2009) in China, 8.0% in Australia (Porter, Starcevic, Berle, & Fenech, 2010), 11.9% in Germany (Grusser, Thalemann, & Griffiths, 2007), and 7.5% in Taiwan (Ko, Yen, Yen, Lin, & Yang, 2007).

## B. Habit

Narramore state in Ogbodo (2010) that habit as a pattern of activity which, through repetition, has been learned to be point that it has become automatic and can be carried on with a minimum of conscious effect. Habit also defines by Covey in Syafi'i (2013:19) that habit is something that not conducted drastically but it happened slowly, repeatedly, and continuously.

Ogbodo (2010:231) state that habit has typology, she classified the typology of habit into some groups, namely; Hobbial, Recreational, and Concentration. Hobbial refers to an activity one does because some joy and satisfaction in doing it, Recreational refers to an activity for recreation or relaxation, Concentration refers to an activity that provides the desired outcome. From these definition, can be concluded that habit is an activity which is done repeatedly and continuously. A habit has typology, as hobby means that someone does an activity because they fell joy in doing that.

This research discuss the students' habit in playing Mobile Legends game. Habit in this research refers to the subject of the research do in their spare time or out of school activity. However, sometimes some students play online game in their break at school. They play with their team, it usually takes around 15-25 minutes to finish the game. As the definition of habit and playing online game, the writer conclude that habit of playing online game is the activity of playing online game that done by the subject in their spare time repeatedly and have duration in doing that.

### **C. Vocabulary**

#### **1. The Nature of vocabulary**

In learning English, there are four skills; reading, writing, speaking and listening that should be mastered by the students. However, as the basic learning English, students should master the vocabulary first. Vocabulary is as a vital elements for second language learners, because if the learners have lack vocabulary it make communication unsuccessful.

According to Richard (2002), vocabulary is the core component of a language and provides the basis for how well the learners speak, listen, read, and write. Barcroft, Sunderman, & Schmitt (2011:571) vocabulary refers to all the words in a language the entire vocabulary of a language, means that vocabulary are the words of a language, including single items and phrases which have meaning. The same definition by Nunan (1999), vocabulary is a list of target language words. Wilkins in Alqahtani (2015:22) states that while without grammar very little can be conveyed, without vocabulary nothing can be conveyed. It means that even the speakers does not know about grammar it still can communicate with other, but if speakers does not have vocabulary means he got nothing.

From the definition above, it can be concluded that vocabulary is a core component and the basis of a language. Vocabulary is essential for successful second language use, because without vocabulary we cannot use the structures and functions for communication.

Some expert have classified the groups of vocabulary. Harmer (1991) distinguishes two groups of vocabulary, receptive and productive vocabulary. The receptive vocabulary also called passive process, because the learner only receives thought from other. Later, the productive vocabulary is defined as the words used when the learner speaks and writes. Hatch and Brown in Alqahtani (2015:25) indicate two groups of vocabulary, they are:

a. Receptive Vocabulary

Receptive vocabulary is words that the learners recognize and understand when they heard or read, but they cannot produce correctly. For example. Although a young child may not yet be able to speak and write, she or he may be able to follow a simple command. This types of vocabulary also called as passive process, because the learners only receive the thought from other.

b. Productive Vocabulary

Productive vocabulary, therefore generally refers to words that can be produced within an appropriate context. In this case, the learners understand and can pronounce correctly and can constructively in speaking and writing.

2. Aspects of Vocabulary

The concept of a word can be defined in various ways, but three significant aspects that teachers need to be aware of and focus on are word meaning, use, and grammar (Harmer, 2001). Word meaning involves synonym, antonym, connotation, and denotation. Extending word use involves idioms and collocation, and the grammar of words are noun, verb, adjective, and adverb.

a. Synonym

Words with the same or nearly the same meaning (Macounova, 2005:12), for examples *small* have nearly meaning with *little*, *nice* has the same meaning with *good*, *get* with *gain*.

b. Antonym

Words with opposite meanings (Macounova, 2005:12), for examples, *small* opposite with *big*, *short* has opposite meaning with *long*, young opposite with *old*.

c. Connotation

Oxford University Press cited in Yuliani (2015:21) state that connotation is an idea suggested by a word in addition to its main meaning. Connotation is word with the same meaning but it can have different shade of meaning. For example, "Grey" is negative, gloom, sadness, or old age.

d. Denotation

Denotation is the opponent of connotation. Denotation is actual meaning of the word. For example "Grey" is color of any shade between the colors of black and white.

e. Idioms

According to Schmitt (2000:1) an idiom is string of words which taken together has a different meaning than the individual component word. For example *fade away* has the same meaning with *disappear*, *make sure* has the same meaning with *convincing*.

f. Collocation

Collocation can be defined as words that often occur together, for examples *by the way*, *hurry up*, and *too much* (Harmer, 2001:48).

## g. Noun

Noun is a word refers to a person, a place, a thing or activity. Nouns can be used as the subject or object of verb (Harmer, 2001:37). Noun can be divided into countable and uncountable noun. For examples *book, chair, Devon*.

## h. Verb

Verb is a word which is used in describing in action, experience or state (Harmer, 2001:37). For examples *run, walk, cry, jump*.

## i. Adjective

Adjective is a word that gives more information about noun or pronoun (Harmer, 2001:37). For examples *better, beautiful, sweet*.

## j. Adverb

Adverb is word that used to modify verbs and adjective, and to express time of frequency. For examples *carefully, at home, beautifully*.

## 3. Vocabulary Mastery

In order to understand the language, vocabulary is important to be mastered by the learners. Hornby (1995) defines mastery as complete knowledge or complete skill. Mastery defines as comprehensive knowledge or skill in particular subject or activity (Oxford English Dictionary). In other words, mastery is a result that cannot be observed directly but it can be concluded by doing some items or tasks which is

related to a particular concept, skill, or subject. From these definitions, it comes to the conclusion that mastery means complete knowledge or great skill that make someone a master in a certain subject.

Mastering vocabulary is always be a significant part in learning English. Lewis and Hill (1990) state that vocabulary mastery is important for the students. Before constructing a sentence with a correct grammar, students must know about vocabulary as the basis of language. Hastuti state in Rukmana (2016:21) that mastering vocabulary is important, in order to the students be able to understand the words; both of receptive and productive vocabulary, and be able to use it in speaking, reading, listening and writing.

As the conclusion, vocabulary mastery is a person skill in using words of language. Vocabulary mastery takes important role in the four language skill. When students have mastering the vocabulary they are expected being able to produce and apply it in those four skill in language.

#### **D. Previous Research**

The previous research which was related with this research was a research conducted by Khairani Harahap and Dra. Inon Beydha, M.Si., Ph., D with the tittle “Game Online dan Prestasi Belajar”. In Harahap and Beydha’s research shows that online game can affect the students’ achievement.

The aim of this research was to find out how much influence the online game on students’ achievement. The subject of study was the second grade in SMP Nurul Hasanah, the total population were 185 students. The technique of

collecting data were purposive technique sampling and disproportional sampling.

The result of this research shows significance, means that there is a significant influence between online games on student achievement.

### **E. Basic Assumption**

To students, playing online game is some interesting activity. By playing online game they can get a new atmosphere, spirit and they can interact with other friends who have the same interests with him. Besides that, playing online game that use English can adds their knowledge about English itself. In Mobile Legends game provides some items or command that use English. From that, expected that students can improve their vocabulary in games.

Mastering vocabulary is the important role to learn a language. By mastering vocabulary, students easily understand the meaning and the use of words in sentence or text. Vocabulary mastery involves the understanding and being able to use the vocabulary itself.

From the explanation above, it assume that playing Mobile Legends game, students will find new vocabulary. It can helps them in mastering vocabulary. If the students can master the vocabulary as the basis elements of a language, it will influence the students in mastering those four skills.

### **F. Hypothesis**

Technically, hypotesis is the question of the state of the population that to be verified through the data obtained from the research sample (Margono,

2010). In this research, bases on the assumption above the writer has two hypothesis (Sugiyono, 2015).

$H_a$  : The alternative hypothesis is there is a significant correlation between students' habit in playing Mobile Legends game and their vocabulary mastery.

$H_0$  : The null hypothesis is there is no significant correlation between students' habit in playing Mobile Legends game and their vocabulary mastery.

