

The Influence of Online Game Mobile Legends in Students' Vocabulary Mastery at Eleventh Grade of Vocational High School Number 1 Jambi City

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ABSTRACT

The objectives of this research is to find out what is the influence of online game Mobile Legends in students' vocabulary mastery at eleventh grade of Vocational High School Number 1 Kota Jambi. This research has done this research while Covid-19 Pandemic and did this research face to face with students. This research used quantitative method with a survey design. In this research, population of this research is students of Eleventh Grade at Vocational High School Kota Jambi and sample of the research is XI TKJ 3 class. This research used a questionnaire as a collecting data consists of 16 questions divided into positive influence, negative influence and related vocabulary mastery. This research used descriptive analysis as the analyzing data. The results of this research showed that positive influence has a higher score 654 (44,18%) than negative influence has a lower score 416 (28,07%). And, in related vocabulary mastery got score 413 (27,86%). It could be concluded that Mobile Legends have greater positive influence than negative influence in learning English, especially in mastering English vocabulary such as the students can add new English vocabulary by playing the game and they can also practice other English skills like listening, writing, reading, and speaking.

Keywords: *Online Game, Mobile Legends, Vocabulary Mastery*

INTRODUCTION

English is one of the international languages. English is the language of communication in the international world, so there are almost no countries that do not use English as the language of communication in their society. Therefore, it is necessary to understand and be able to communicate using English. As an international communication tool, English must be learned by people who live in countries that use English as foreign language, such as Indonesia. In Indonesia, English as a foreign language is only a compulsory subject for students from junior high school to high school and university.

In addition, English has four skills: speaking, reading, listening, and writing and vocabulary as a component can be tool to increase all English skills. One of basic things that are important to understand in learning English is

vocabulary. According to Richards and Renandya (2002) vocabulary is a core of language competence and provides the foundation of learners' speaking, reading, and listening skills. Heibert and Kamil (2005) vocabulary is collection of words that know their meaning when we speak or read orally and a collection of words that person can use in writing. It means that vocabulary is an important component that always be used both oral and written form.

One of thing by the emergence of a growing phenomenon, vocabulary learning can be done through audio-visual games or better known as online games. Online games is a technology which can be connected to multiplayer. Based on Yelia and Efriza (2021) online games are games that can be played through an internet connection or other available network devices. Online games are ubiquitous on modern gaming platforms,

including PCs, consoles, and mobile devices (smartphone). Moreover, online games are a simple way to increase vocabulary and are currently very popular in society.

Online games are loved by many people, among which men, women, children, and students are the most online game users. That is because playing online games is so fun and interesting that everyone can enjoy it. Based on Ashraf (2014: p.290) players become more interested in online gaming and want better result. Students more interactive, motivating, and effective in vocabulary. It means that by using online games, it can help students to increase their interest and motivation to enrich students' vocabulary.

In this case, many students had problems at school, such as lack of vocabulary. Based on this research's experience when teaching English at Vocational High School Number 1 Kota Jambi, most of them do not know the context of word usage, can not compose their writing task successfully, and get difficulty to communicate effectively in English. It means that they will not able to speak, to write, to read even to listen in English. Currently, there are many people playing online games, from all walks of life, from children to adult, including students. Moreover, online games are very popular with most of students at Vocational High School Number 1 Kota Jambi and most of students at school playing online games especially Mobile Legends.

Mobile Legends is a MOBA (Multiplayer Online Battle Arena) game designed for android or smartphone. Especially, in Mobile Legends game has a feature voice chat with other player throughout world so that students can interact with other players directly using English and can increase their skills in using English while practicing in conversation with other players (Diantoro, Mulyati, & Halim, 2021). So, by playing Mobile Legends students can be motivated to learn English, get to know

new words in English, make students increase their vocabulary by interacting with foreigners, and students can add new vocabulary when they playing Mobile Legends.

REVIEW OF RELATED LITERATURE Vocabulary

Vocabulary is collection of several words that combined, so that they have meaning. According to Hornby (1984), vocabulary can not be separated from the four skills in language, writing, reading, listening, and speaking. Vocabulary is a very important component that can even be called the key in learning English, because the wealth of person's vocabulary also determines the quality of that person's language skills. Thornbury (2002) states that a vocabulary is a collection of a large number of items. He added that learning vocabulary is important because it enriches one knowledge. Without sufficient vocabulary knowledge, students can not read, write, and speak English fluently. Learning vocabulary means not only memorizing the form of the word, but also understanding the meaning.

Moreover, Thornbury (2002) states that a vocabulary is a collection of a large number of items. He added that learning vocabulary is important because it enriches one's knowledge. In terms of reading comprehension, students should master a range of vocabulary for better comprehension when reading English text. When students write, it enables them to elaborate on their ideas in accordance with the chosen topic sentence. When someone speaks, they can grasp and comprehend what they are saying. Vocabulary helps learners convey their thoughts aloud and improves their speaking ability.

According to Coady and Huckin (1997: 5), vocabulary is crucial to the normal language student. It turns vocabulary into the fundamental building block for mastering the four language abilities of speaking, listening, reading, and writing. Vocabulary is considered the

most important part of learning a language. Without sufficient vocabulary knowledge, students cannot read, write, and speak English fluently. Learning a new vocabulary means not only memorizing the form of the word, but also understanding the meaning. Therefore, vocabulary is important to learn because students cannot only know the vocabulary but can also improve their own English skills.

In sum, vocabulary is the most important component in language that students must have in all aspects of English skills. Without knowing a lot of vocabulary, students will not be able to convey their idea. Moreover, vocabulary is a key which the students understand all about English subject such as the students can speak English fluently and have good skills in writing, in reading, and in listening. Without having adequate vocabulary, a language learner will not be able to master language skills. That is why vocabulary is very important in learning English.

Online Games

Online games are a type of computer game that utilizes a computer network. The network that usually used the internet network and always uses current technology, such as modems and cable connections. Rolling and Adams (2006), online games are video games played partly or primarily over the internet or any other available computer network. Online games can be called as a part of social activity because players can interact with each other virtually and often create virtual communities.

Mobile Legends

Mobile Legends is a game developer from Moonton and released on Android in China, Indonesia, Malaysia, on July, 2016, and iOS released on November 9, 2016. Mobile Legends game is an online game with many fans. The game attempts to introduce a MOBA (Massive Online Battle Arena) base with two types, Real Time strategy (RTS) and

Role Playing Game (RPG), where the player takes on another role and aims to destroy opponent. According to Diantoro, Mulyati, and Halim (2021), Mobile Legends has an impact and can take advantages of Mobile Legends games as a mean of learning English. By playing Mobile Legends players can get that positive impact such as they can collect some new vocabularies about English, and also they can interact with other players all around the world which is, they can practicing conversation using English with other players to improve their skills and vocabularies.

RESEARCH METHODOLOGY

This research chose quantitative research as a research design. According to Babbie (2010), quantitative research methods emphasize objective measurements and statistical, mathematical, or numerical analysis of data collected through polls, questionnaire, and opinion polls, or through the use of computer technology to manipulate pre-existing statistical data. This research was designed with a survey design. Survey design is the process of gathering data from a sample of people using their replies to questions (Check & Schutt, 2012).

The population research was the students at eleventh grade of Vocational High School Number 1 Kota Jambi. The total of the students at eleventh grade is 710 which consist of five majors and divided into several classes consisting of 2 to 6 classes in each major. The sample of this research is students from XI TKJ 3. This research determines the sample by using purposive sampling.

This research used the questionnaire as research instruments to collect the data. This research uses questionnaire consists of 16 questions related to the topic with students at school. The questions themselves consist of positive, negative influences, and related vocabulary mastery.

After the data collection is complete, this research analyzed the data

found. This reseach uses close-ended questionnaire in form of likert scale. There were four ranges of likert scale to find out about the influence of online games Mobile Legends in vocabulary mastery studrnrs which covers four diffrent categories. The category itself consists of four choices, namely (1) Absolutely Agree, (2) Agree, (3) Disagree, and (4) Absolutely Disagree. After that, this research uses the percentile to analyze questionnaire data. Then, the data were intepreted based on the frequency of students' answers. The percentile formula is formulated as follows:

$$P = \frac{F}{N} \times 100\%$$

P: Percentage

F: Frequency of Students Answers

N: Total Number of Respondents

FINDINGS AND DISCUSSIONS

After this research analyzed the data from the questionnaire, in this research there are three main topic about positive influence, negative influence, and related vocabulary mastery in Mobile Legends. It shows the positive influence got a total score 654 with percentage of 44,18%, the negative influence got a total score 416 with percentage 28,07%, and related vocabulary mastery got a total score 413 with percentage of 27,86

Table 1
The Results of Questionnaire

N o	Questionnair e	Total Scor e	Percentag e (%)
1	Positive Influence	654	44,18%
2	Negative Influence	416	28,07%

3	Related Vocabulary Mastery	413	27,86%
Total		1.482	99,99%

The discussions are made based on the result of data analysis in order to strengthen the value of this research. In this research, there are 3 points questionnaire such as positive influence of Mobile Legends, negative influence of Mobile Legends and related vocabulary mastery in Mobile Legends. In the finding all the data have been describe as the results.

The positive influence of Mobile Legends has a total answer score of 654 with a percentage of 44,18% which there are 2 statements that get 95% of the answers agree through statement no.1 and no.2 with the statements “I enjoy playing Mobile Legends” and “I learn something new when I play Mobile Legends”. With both statements, they agree that they really enjoy playing Mobile Legends and they can learn new things such as setting strategies in the game and learning new English vocabulary through the game. Then, in the statement number 3 get a total score of 85% agree with the statement “Playing Mobile Legends is one of fun way of learning English”, with this statement stating that they agree that the Mobile Legends game is a fun way to learn English. Furthermore, in statement number 6 got a total score 71% with statement “Mobile Legends makes me interested to learn English” they agreed that by playing Mobile Legends makes students interested to learn especially in English understand the difficult vocabulary in the game.

Then, the negative influence of Mobile Legends has a total answer score of 416 with a percentage of 28,07% of which there is a statement of 94% which gives an answer that disagree with statement number 9 as follows “Mobile Legends makes me lazy to study English at school”. In this statement, there are 32 out of 34 respondents who chose disagree that

Mobile Legends gave them the influenced to be lazy to study English at school. Furthermore, in statement no. 16 gets a total score of 90% which gives a disagree answer through the following statement "Playing Mobile Legends did not help me increase my English vocabulary". In this statement there are 30 out of 34 students who chose disagree with the statement that playing Mobile Legends did not help them to improve their vocabulary but they agreed that mobile legend was very helpful in increasing their English vocabulary.

In related vocabulary mastery has a total answer score of 413 with a percentage of 27,86% which there is a statement of 94% which gives an answer that agree with statement number 4 as follows "I can find new words in English when I play Mobile Legends". In this statement, there is 20 out of 34 students chose agree that by playing Mobile Legends they can find new English words that they have never seen and heard before. Furthermore, in statement number 10 got a total score of 88% where 26 out of 34 students answered agree with the statement "Playing Mobile Legends can add my new vocabulary in English", with this statement they agree that Mobile Legends can add new English vocabulary for them.

CONCLUSIONS

After this research conducted and analyzed data using the selected instrument to the students in class XI TKJ 3 Vocational High School Number 1 Kota Jambi. Based on the findings and discussions in the previous chapter, it can be concluded as follow:

It is know that the influence of Mobile Legends as one of online games to vocabulary mastery of eleventh grade students in Vocational High School Number 1 Kota Jambi is come from positive influence where got a total score of 654 with percentage of 44,18% the students can add new vocabulary when they are playing Mobile Legends, Mobile Legends makes them understand easily about some hard words in Mobile Legends

and by playing Mobile legends the students not only learn about vocabulary but they can also practice their listening skills.

While, the negative influence in Mobile Legends got a total score of 416 with percentage 28,07% which almost of the students disagree about negative influence in that game. And, in related vocabulary mastery in Mobile Legends got total score of 413 with percentage of 27,86%. This shows that Mobile Legends has a good impact in vocabulary mastery for high school students.

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