

CHAPTER 1: INTRODUCTION

In countries where English is used as a first language or as a second language (ESL), it is normal for the students to communicate in English likewise reading and writing. However, for countries that use English as a foreign language (EFL), mastering English must be done by studying it intensively. One of the most important aspects to master is vocabulary. The more the students' master vocabulary better they can perform their language proficiency either oral or in written form.

Alexander (2009) argues that vocabulary is very important when children or adolescents want to learn second language whether their purpose is for academic or simply social interaction. Every learner has to master vocabulary during language learning as it is one of the basic requirements for being able to communicate in spoken or written form. Learning English vocabulary is not easy especially for beginner learners because sometimes they should find the meaning of difficult words when they found it. It might be difficult for beginner because they have to memorize unfamiliar words and its spelling (Jannah & Kuswari, 2019).

Due to the recent advancement of digital technologies which has affected modern communication and language learning contexts, teachers need to understand the implication of this (Thorne & Reinhardt, 2008) Digital games, for example, are now increasingly being examined by language learning researchers and language teachers are becoming aware of the potential as well as the complexities of learning in digital-game contexts. World of Warcraft (WOW), PUBG, DOTA2 and Mobile Legend are popular massively multiplayer online role-playing games (MMORPG). In 2020 Finances Online – Newzoo, announced that there were 2.68

billion video game players worldwide in 2020. This popularity and development must be directed to more positive activities for youngsters despite its potential for wasting their time.

1.1 Background of The Study

Literature in Second language acquisition believe that acquisition differs from learning in the way that learning a second language in formal situation is not the only way of mastering a new language. Even, it is argued that the acquisition happens subconsciously via real activities. (Ellis, 2008) stated that through verbal and conversation, one's structure mastery might be developed. Long (cited, from Ellis, 2008) also suggest that new linguistic form will increase through interactive input. This gives light to the accidental acquisition of a second language via online game. S Many young people in this digital age can already speak English. They can speak English mostly from playing games. Many games are available in this digital age. What young people like today are: Online Games. The online games that are popular today are: DOTA 2, PUBG, Mobile Legend, WOW for playing on computers and other gadgets. Those online games are Multiplayer Online Battle Arena game, because it has good tactics and strategy, which is one of the most important things in this game. Since those games are played by people of all genders, ages, and countries, English is required for instruction and communication.

Many of EFL learners need or choose to use any other alternatives material as other option. Learning English as a foreign language can be done in informal education, through playing game as an example. When people who are playing game, even it is online game/offline game or traditional game, they use all of their sense to gather information they need or important for themselves. As stated by (Silalahi, 2019), playing is a valuable school for children, so that intellectual development is optimal. As a result, learning English through playing an online game

is intended to improve students' cognitive abilities and using game as the alternative or optional choice, learner is hoped to enjoy their time to gain some experiences in learning English.

The reason is that the players of these online games have to interact with their playing partners to develop strategies. English is the only language they use to interact. Plus, the players always play with players from other countries. Considering that the players interaction a lot using English, it makes them unconsciously learn the vocabulary mastery.

Playing online games is actually also directly related to our ability to read and understand all the instructions and rules that are presented on the screen. The features contained in the game application must also be understood before playing. All of this, of course, is in English. The theories used in this study are,

- 1.) Learning English in vocabulary mastery through playing online games.
- 2.) Vocabulary mastery theory is the most important thing in SLA progress.

Researcher chooses the online games as the main material for the research because people around the world get connected in this game and most of the player use English as the main language to communicate with each other. In playing DOTA 2 for instance, people can learn how to use English even though they are unaware when they play the game. Based on the researcher's experiences in learning languages, people who learn languages must get in touch with other people and practice the language in real life situation. By doing these kind practices the learning process will become easier and very effective.

There are studies on the use of online games for developing vocabulary in different contexts of countries such as in Indonesia, Senior High School Students' Perception on Playing DOTA 2 (Mochammad Ikhbal Alchamdhani, English Language Education Department

Language Education Faculty Universitas Muhammadiyah Yogyakarta, 2019) towards their English Learning.

1.2 Research Question

As stated before, the online game that involves interaction most of the time because they need it for negotiating their strategy during playing this game. So, the researcher's assumption is that these players who have played these games for many and long times might unconsciously acquire English. This study focuses on vocabulary mastery through playing Online games.

The research question is formulated as follows:

How did the students perceive of the effect of playing online games in improving their vocabulary mastery?

1.3 Objective of The Study

Research objective is to describe how online games affect the players' English vocabulary development as perceived by the participants. This research will also try to reveal how online game players' vocabulary mastery influence their emotions in playing these games whether they will be more confident or not in playing if they have good vocabulary mastery.

1.4 Theoretical Framework

This study employed Krashen's theory of language acquisition and Vygotsky's theory of learning.

Krashen's theory is centered into five hypotheses, namely the Acquisition-Learning hypothesis; the Monitor hypothesis; the Input hypothesis; the Affective Filter hypothesis; and the Natural Order hypothesis. However, the discussion will focus on relevant hypotheses which can be connected with the use of online games for developing vocabulary mastery.

Vygotsky's theory is about study of child development. Language can be learned from many ways. Beside learning from class, language also can be learned from fun way. That called playing online games. Vygotsky's theory gives the result that children can learn language faster from fun way beside learn in classroom.

1.5 Limitation of the Study

This study does not intend to generalize the findings to the whole population of junior high schoolers in Indonesia. As it is a case study, it is aimed at exploring student's perception of a private school in Surabaya.

1.6 Significance of the Study

Even though this study is limited to a certain private school, it can be reference for English teachers in Indonesia in countering the problems of online game addiction among youngsters. As the main purpose of this research is to find out how online games can be used as a learning material in developing English skill, it can be reflected on the types of materials are very important for the learners to enhance their vocabulary mastery. In addition, this research might give information about the difficulties and strategy in mastering vocabulary mastery which might be useful also for English learners.

1.7 Definition of Key Terms

Playing games: Playing games is a fun thing to entertain us and refresh a bored mind. Playing games can also be interpreted as a waste of fatigue in life. By playing games, it can also train player's English indirectly.

Online games: games that are played over some form of computer network, most often the Internet. Online games can range from simple text-based games to games incorporating complex graphics and virtual worlds populated by many players simultaneously.

Vocabulary Mastery: One of the factors to master English as foreign language. It means that the students have the ability in understanding and using the word and meaning. The larger vocabulary the students master, the better they perform their language.

1.8 Organization of the Thesis

Chapter one is about Introduction. It consists of background of the problem, research problem, objectives of the study, theoretical framework, limitation and scope, definition of key terms, and organizational of the study.

Chapter two is about SLA (Second Language Acquisition), Online Games and Learning, Vocabulary Mastery, and Previous Study.

Chapter three is about research method, population and sample, Instrument, Technique of Data Analysis, Procedure of Collecting Data, Data Analysis Presentation, References.

Chapter four is about Introduction, Findings of the Questionnaire Analysis, Discussion.

Chapter five is about Conclusion and Suggestion.