

# **CHAPTER 1**

## **INTRODUCTION**

The chapter presents seven topics related to the research. Those are the background of the study, research question, the objective of the research, significance of research, hypothesis, scope, and limitation of research, and definition of key term.

### **A. Background of Study**

Language is important in human life since it is the primary means of communication. Language is essential for individuals to communicate and interact with one another. Humans use language to express their thoughts, feelings, opinions, and so on because they communicate through listening and talking to one another. Because English is an international language, many Indonesians study it. Even if English has been taught to pupils since elementary school, it might be argued that Indonesians struggle to integrate their English skills. A person needs to have four skills to attain linguistic proficiency in language teaching: listening, speaking, reading, and writing, supported by (Zaim, 2016), there are four language skills that a learner must master: speaking skills, listening skills, reading skills, and writing skills.

Listening is the earliest ability of which language there is a process of hearing and capturing the intent of the speaker so that listeners can understand the process. Listening skill is the earliest skill of which language there is a process of hearing and capturing the intent of the speaker so that

there is an understanding process carried out by listeners. According to (Howwat & Dakin, 1974) listening is one half of the communication process; it requires a willingness and capacity to understand what is stated. Listening is an aspect of the communication process, which indicates that the listener has the desire and ability to comprehend what is being said. This means that listening skill is a two-way communication process in which the listener fully focuses on what he is listening to to grasp what the source of the listening occurs.

Listening is becoming a compulsory task for teachers when their students are studying in class. In pre observation, researcher found many students still regard listening as unimportant, and they ignore it when the teacher explains it because they find it difficult to understand what their teacher is saying. One of the reasons students ignore the teacher is that they are bored and they less interesting in teaching and learning process. The teacher can't give the lesson as a creative. So, students will lose concentration and shift their focus elsewhere. As a result, learning is ineffective, students can't understand what the teacher said, and students are unable to fully comprehend what the teacher is attempting to communicate.

The students can do many things to develop their listening skills. One of way is by implementing habit in develop their listening skills. Nowadays, many students have a habit of playing games that they unknowingly have learned in these games. The game is an online Mobile Legends game where there are lots of instructions and there are voice quotes

from heroes spoken in English. They have habit in listening some instruction and quotes by the announcer, so they will feel unfamiliar of the new words they hear because they probably ever listen to the word while playing Mobile Legend because students have memory ties that they have caught repeatedly. Hornby (1987) stated habit is usual behavior that deals with doing an activity related to a hobby, talent, favorite activity or personal preference continuously, though it is done unconsciously. From the definition above, it can be drawn a brief inference that habit is a repetitive action or repetition activity that to bring an inclination to do it automatically, regularly and unconsciously. Mendelsohn et al. (2009), stated if students are directed to listen to English all day, they will develop their listening ability with the experience. Afterward, finally becomes a pattern of behavior as a result of repetition activity. So students can take some opportunities to learn English while having a habit of playing Mobile Legends game, especially improving listening skills.

There are some studies that related with Mobile Legends game in English Learning. The first conducted by Amir Rasyid (2018) thesis entitled “The Correlation Between Habit in Playing Mobile Legends Game and Student’s Listening Proficiency of MTsN 2 Tapin” with the results that there was a very low positive correlation between the habit of playing the Mobile Legends game and students' listening abilities. The second is a entitled “The Correlation Between Intensity of Playing Mobile legends Game and Vocabulary Mastery of the English Departement Students of IAIN

Palangkaraya” by Winata Sandy's (2021). This research concluded that there is a low correlation between the intensity of playing the Mobile Legends game and their vocabulary mastery. The third previous study by (Dananjaya & Kusumastuti, 2018) which entitled “Student Perception on Online Game Mobile Legends for Vocabulary Development”. The result was Mobile Legends could increase Vocabulary of students. The fourth previous study by (Diantoro et al, 2020) which entitled “The Effect of Mobile Legends Game on Vocabulary Mastery of the Tenth Grade Student of SMAN 1 Cluring”. This research showed that there is significant effect of Mobile Legends game on the vocabulary mastery on tenth grade students of SMAN 1 Cluring, English teacher could use Mobile Legends game as an alternative teaching media to make students vocabulary mastery.

Based on several previous research findings, the researcher concluded that this research has similarity in that all of the research use Mobile Legends Game as a variable and the most variable used was vocabulary skills. The researcher only found one study from Amir Rasyid (2018) that is the same with this research but the subject, location and the time is difference because in 2018 the Mobile Legends is not as popular and the features is not upgraded as currently. In addition, this research has not been carried out in the Tulungagung area, especially at MTs Aswaja Tunggangri. Therefore, researcher want to examine more deeply the correlation between students' habits in playing the Mobile Legends game and their listening abilities in MTs Aswaja Tunggangri.

**B. Research Question**

Is there any significant correlation between student's habit in playing Mobile Legends game and their listening ability?

**C. The Objective of The Research**

To know the degree of correlation between student's habit in playing Mobile Legends game and their listening ability.

**D. Hypothesis**

- a.  $H_a$  : There is a correlation between students' habit in playing Mobile Legends game and their listening ability.
- b.  $H_0$  : There is no correlation between students' habit in playing Mobile Legends Game and their listening ability.

**E. Significance of Research**

The results of this research are expected to have the following positive impacts.

1. For students

This can be useful for students to know their listening abilities and motivate them to improve their listening skills

2. For teachers

The researcher expects that after carrying out this research, the results will be beneficial for improving the quality of English learning, particularly in finding alternate educational media for students' listening so that students can achieve better scores.

### 3. Researchers

Researchers will gain experience and new information after completing the research that will be helpful in the future.

## **F. Scope and Limitation of Research**

The scope of the research was limited and focused on eight grade MTs Aswaja Tunggangri who have playing Mobile Legends game and analyzing the relationship between students' habits in playing Mobile Legends Game and their listening ability.

## **G. Definition of Key Term**

The following definitions have been offered to clarify the variables that are involved in this study :

### 1. Habit

Hornby (1987) stated habit is usual behavior that deals with doing an activity related to a hobby, talent, favorite activity or personal preference continuously, though it is done unconsciously . In this research reffered by habit to playing Mobile Legends game.

### 2. Mobile Legends game

Mobile Legends Bang Bang, a mobile multiplayer online battle arena (MOBA) game developed and published by Moonton, a subsidiary of BytDance, is tailored for mobile devices. Within the game, various English phrases such as "first blood," "the enemy has been slain," "double kill," "triple kill," and more are uttered as

instructions. Each hero possesses unique abilities, passives, and dialogue, reflecting the game's lore in the Land of Dawn. These quotes range from wise and motivating to somber, typically spoken when a hero is selected or idling in the game world.

### 3. Listening ability

Listening ability is a person's skill to digest or understand words or sentences taught by the interlocutor or certain media. According to Tarigan (1985), listening involves attentively engaging with verbal symbols to comprehend, appreciate, and interpret information conveyed by a speaker through speech or spoken language, with the aim of capturing content and understanding the underlying message. In this research listening referred to listening instruction and hero's voice quotes by the announcer.