CHAPTER I
INTRODUCTION

In this chapter, the researcher will discuss the fundamentals of this research. This consists of, problem background, problem identification and limitation, problem formulation, research objectives, research usefulness, research hypotheses, term affirmation, and discussion systematics.

A. Background of the problem

The development of an increasingly modern world makes technology, information, science and various other aspects inevitably have to adjust as not to be left behind. One of the steps in adjust to harmonize the times is learning English. Elaish et al. (2019) has opinion that apart from one's own native language, one might need it at work to interact with English-speaking people coming from different culture and for travelling to other countries. To Harmonize these development, try to move and not just be stuck in the comfort zone. Being able to learn new things that arise to facilitate in various ascpects of life is a must in this era.

Game is an activity which is entertaining and engaging, often challenging, and an activity in which the learners play and usually interact with others. It means that there are interactions between the players when they play the game. In language teaching game is an organized activity that usually has the following properties such as: a particular task or objective, a set of rules, competition between players, and communication between players by spoken or written language. Moreover game can help and encourage the students to sustain their interest and work'. The use of the game can make the process of learning English easily, and also the student can understand the material that is given by the teacher with fun way (Andrew, 2006).

Online games today are played by almost everyone,

especially teenagers. Various groups are affected by the excitement of this online game. Online games can be enjoyed through audio (in-game dialogue), or visuals. Various types of online games that can improve the visual skills of its users (Prot, 2012). In addition, there are several positive impacts of online games in the world of education. The positive impact of online games, players can use them as a medium for language teaching.

English learning consists of four skills that must be learned, namely listening, speaking, reading, and writing. Among the four language skills taught in schools. Writing is the hardest skill to learn. English also has three language components. Namely vocabulary, structure and pronunciation which are also given to students to support these language skills. Special skills are needed that include the ability to express the opinion or thoughts of researchers clearly and efficiently. This ability can be achieved only if the learner masters several techniques for using games for vocabulary mastery (Diantoro, et al, 2020).

Vocabulary is an important part of learning a language, because words and language cannot be separated from each other. Vocabulary is an integrated part of a language. Vocabulary development is an important aspect of language learning. When a person wants to talk to others, let him convey it well and correctly; Otherwise, others will not understand what is said. In other words, the use of correct vocabulary and proper grammar will facilitate the communication process. The more vocabulary that students know well and can use, the more meaning they can communicate in a variety of situations. In English language learning, vocabulary has an important role to convey what the speaker wants to convey (Averil, 2006).

Through games, English learners can feel interested, happy, discover new vocabulary that was not known before.

Especially for students with English study programs, it will be very useful in learning. This is the same as the results of Young & Wang's (2014) research which states that games can reduce students' anxiety in learning English. Therefore, vocabulary learning will become easier and English learners will be motivated. While Reinders and Wattana (2011) explain that the influence of online games on the acquisition of foreign class language is negative and positive. This is positive because this game provides access to interaction with foreign players who must use English to communicate. This opens up opportunities for increased use of vocabulary and grammar as a result of interaction.

As one of the popular online video games that provides English instruction and is often played by young people, the existence of Mobile Legends Game needs to be investigated more deeply to find out more about its possible role in helping players learn. It is possible that Mobile Legends game players master English unconsciously while enjoying the process of playing the game. It is stated that second language acquisition can be processed unconsciously (Ortega, 2011).

Several studies about Mobile Legends or online game. Some study has been done on teaching vocabulary mastery. From the previous studies, the researcher takes lessons and also their discrepancies on the bass of the found gaps. One of the previous studies comes by Dhea Murti from Islamic Institute of Nusantara Al Washliyah entitled "*The Effect of Using Mobile Legend Toward The Learning Vocabulary Mastery At Eight Grade of SMP Muhammadiyah 17 Desa Pon*". The result of this researcher is Mobile Legends game was effective to improve students' vocabulary. The second study was conducted by Arik Diantoro from PGRI University of Banyuwangi "*The Effect of Mobile Legends on*

Vocabulary Mastery of the Tenth Grade Students of SMAN 1 Cluring". The result of this researcher is a significant difference on students' vocabulary achievement who are taught by using Mobile Legend game.

Based on the explanation that has been explained, this study aims to understand the relationship between students' habits of playing mobile legends with mastery of vocabulary in English for sixth semester students of Tadris Bahasa Inggris at UIN SATU Tulungagung. Thus, the researcher is interested in conducting research entitled "The Correlational Study Between Students' Habit in Playing Mobile Legends and their Vocabulary Mastery at the Sixth semester Students of Tadris Bahasa Inggris UIN SATU Tulungagung".

B. Problem Identification and Limitation

1. Identify the Problem

    Based on the background of the problem described above, the following problems can be identified.

    a. Student habits playing mobile legends.
    b. Limited vocabulary possessed by Tadris Bahasa Inggris students.

2. Problem Limitation

    Since there are still many problems described above, it is necessary to limit the problem, so that the problems studied can be directed. Therefore, the problems in this study are limited. Mastery of English vocabulary is one of the skills that must be possessed by everyone, especially in the present time easier with the support of developing technology. Likewise, with online games, players can connect with other players who are outside our country with the help of the internet network. In addition, players are also required to have good English skills in order to understand

the rules and instructions in the game. This study focused on the correlation between Students' Habit in Playing Mobile Legends and Their Vocabulary Mastery at The Sixth Semester Students of Tadris Bahasa Inggris UIN SATU Tulungagung.

C. Problem Statement

Based on the explanation from the background above, a problem statement can be taken as follows.

Is there any correlation between playing Mobile Legends and English vocabulary mastery among the sixth semester students of Tadris Bahasa Inggris at UIN SATU Tulungagung?

D. Research Objective

Based on the formulation of the problem above, the research objectives to be researched as follows.

"to find out the correlation between playing Mobile Legends and English vocabulary mastery among the sixth semester students of Tadris Bahasa Inggris at UIN SATU Tulungagung."

E. Research Uses

This research is expected to be able to provide benefits both theoretically and practically, these benefits include:

1. Theoretical benefits
   a. This research is expected to understand vocabulary in English in English language learning.
   b. This research can be used as a source of reading and further study material for readers and researchers, especially in the field of the relationship between mobile legends online games and mastery of English vocabulary.
2. Practical benefits, this research provides benefits for authors, learners, and for subsequent researchers. These benefits include:
   a. For researchers

This research can expand understanding and knowledge about the relationship between mobile legends online games with mastery of English vocabulary.

b. For learners

This research is expected to shape understanding and increase English vocabulary.

c. For the next researcher

This research is expected to be useful for further researchers to be used as a reference for further research as well as a comparison and complement for further research.

F. Research Hypothesis

The hypothesis of this study, namely:

Ho: There is no significant different score in vocabulary mastery between the students who are taught and those who are not taught by using Mobile Legends game.

Ha: There is significant different score in vocabulary mastery between the students who are taught and those who are not taught by using Mobile legends game.

G. Definition of Key Term

To avoid misunderstandings and misunderstandings of the research entitled "**The Correlational Study between Students' Habit in Playing Mobile Legends and Their Vocabulary Mastery at The Sixth semester Students of Tadris Bahasa Inggris UIN SATU Tulungagung**", it is necessary for the researcher to explain some of the terms used in the discussion in this study, namely:

a. Game Mobile Legend

Mobile Legend is a multiplayer online battle arena game that requires cooperation from each

player in a team. The players can also interact using the voice chat feature in the game.

b. Game

Martinson in Akdogan (2017) stated that game is an enjoyable way for students to learn since it allows them to explore new ideas and make alternate decisions without risking failure. We learn how to plan, assess possibilities, and think flexibly through playing games.

c. Vocabulary Mastery

Vocabulary is the most crucial part of learning a language; without it, we will be unable to acquire and develop our vocabulary in foreign languages. Watkins (2005) argues the basis of a language is vocabulary, and it is becoming increasingly crucial in language training today. Based that Swannel (1994), mastery is comprehensive knowledge. So, without having proportional English vocabulary, students will get some difficulties in using English. Vocabulary mastery is important part in language learning.