

THE UNDERLYING LINGUISTIC FACTORS AFFECTING GAMERS TO PLAY MOBILE LEGEND

Moh. Nur Faiq Shabry

Email: Faiqshabry@gmail.com

Dzul Fikri

Email: Dzulfikri@unisma.ac.id

Mutmainnah Mustofa

Email: inamustofa@unisma.ac.id

Sonny Elfiyanto

Email: sonny.elfiyanto@unisma.ac.id

English Language Teaching Study Program
Postgraduate School, Universitas Islam Malang, Indonesia

Abstract

This study aims to determine the daily activities of a student who likes to play games, the frequency, and the impact of playing these games in enriching the English vocabulary skills of students and general students. The general effects of playing online games are commonly seen in negative terms, such as saying dirty words when they experience defeat or there an error in teamwork, so it can cause adverse effects on students. However, this study tries to uncover other impacts that are helpful in learning for students to understand English, especially in enriching their vocabulary skills. With this, researchers make observations to determine what essential things are needed to examine gamers who spends a lot of their daily activities playing games. Researchers also try to do activities that players do to get the same feel as felt by players. After making observations, the researchers conducted interviews. Based on the research results collected and processed, the results of this study indicate that students need curiosity to encourage them to enrich their English vocabulary collection. The results showed that they experienced a slight increase in vocabulary after playing Mobile Legend.

Keywords: Online Game, Mobile Legend, Gamers, Student. Vocabulary Skills, Habitual Activity

INTRODUCTION

Education is a human effort to change the attitude and behavior of a person or group of people in an effort to mature people through teaching and training efforts. Changes in attitudes and behavior can be reflected in one's learning achievement. The younger generation, in this case, students, are "agents of change" because students have a very important role in determining the fate of a nation. Students are expected to be able to bring about a change for their nation with the insight and social skills they have.

According to Tridhonanto (2011), playing online games can have a positive impact, including improving the motor system, for example, teenagers who play online games can improve their playing strategy and language skills, while the negative impact is that it is easy to forget the priority scale in their daily activities, for example, it can create feeling laziness and addiction, as stated by Cooper (2000) that addiction is a form of behavior that is driven by a high sense of dependence on things that are liked so that someone can be said to be addicted if they do the same activity repeatedly, even more than five-time.

Games are currently growing and interesting to play. Apart from being a means of communication among users, games are also useful for relieving fatigue and boredom after activities. The game's increasingly good features and graphics are the reason many people play it. Moreover, nowadays, games are no longer only played with a single-player option, but now games can be played online.

The online history game was started in 1969. Initially, this game was developed for educational purposes. However, later in the early 1970s, a system with time-sharing capabilities called Plato was created to make it easier for students to study online, where multiple users could access the computer at the same time as needed.

Linguistically, the game comes in English language, namely games, which means a form of a game. In comparison, the terminology of online games comes from two words, namely games and online. A game is an activity carried out to give pleasure, which has rules in playing so that later there will be winners and losers.

The game certainly consist for young learner as student, it interact the student to fulfill their free time. Adolescents are required to be able to develop and adapt to become their main capital when they are in the wider community. When teenagers cannot adjust to their environment, adolescents have a negative and unhappy attitude. Hartini's research (2000), whose research results showed a description of the

psychological needs of children at the Putra Immanuel Orphanage Surabaya, has an inferior personality, passive, apathetic, withdrawn, easily discouraged, and full of fear and anxiety. So that orphanage children find it difficult to establish social relationships with other people. In addition, they show negative behavior, are afraid to make contact with other people, prefer to be alone, show a sense of hostility, and are more egocentric.

The researcher examines the impact of online games on young learners in the aspect of English learning skills, namely English Vocabulary Skill, which explain the significant impact on using online games in improving young learner's vocabulary skills. Because if we see all online games use English in their operation and that is what can provide new insights about English in writing and in speaking, they remember it well because they play the game continuously which players in the game never feel bored in playing it, It can find another way for adults to use online games where this phenomenon became the only way for an adult to do it as a hobby during this pandemic of Covid-19. Those certain explanations conduct to answer several research problems:

- (1). How did the student's perceive the relation of online games and vocabulary skill?
- (2). How does a student's Vocabulary improve through online games?

METHOD

The type of qualitative research used by researchers in this study is a case study. A case study is a study that is a point in detail and collects complete information with various data collections based on a predetermined time. This case can be events, activities, processes, and programs (Creswell, 2013). This type of case study works as a way to answer the questions in this research, namely to identify the factors that influence the development of students' English vocabulary.

Qualitative research is "Qualitative research is rooted in a natural setting as human integrity as a research tool, utilizes qualitative methods, relies on inductive data analysis, directs the research objectives to find theory from the base, is descriptive, is more concerned with processes than results, limits studies with a focus on having a set of criteria to check the validity of the data, the research design is provisional, and the research results are agreed upon by both parties between the researcher and the research subject" (Lexy J. Moleong (1989).

Dezin and Lincoln (1987) state that qualitative research is "research that uses a natural setting, with the intention of interpreting phenomena that occur and is carried out by involving various existing methods". In terms of the definition of qualitative research expressed by Dezin and Lincoln (1987), it questions the natural setting so that the results can be used to interpret phenomena and which are used for qualitative research with various research methods.

Data Collection and Data Analysis

This research was conducted in an Oase Café, which is located next to the football field in Merjosari Village, Lomokwaru District, and Malang Regency. This area is one of the cafes visited by young people to play games because not all cafes are used as places to play games. For example, in the Omah Café area, which is located in the Dau sub-district, the cafe is only visited to hang out and talk differently. In the case of homestay-themed cafes or usually found on a contract basis, another thing to note is the speed of the WIFI. If the WIFI used is too slow, it cause 'lag' or some kind of network disturbance in the game. The place used for the interview was randomized because the café has three floors, so the researcher did not require which floor should be used as the interview venue.

In conducting the interview, the researcher determines the object be interviewed. There is no obligation or condition to become the object of study, and the condition is that only four English students and two students from other majors are looking for. And after finding the object, the researcher ask the participants' willingness.

RESULTS

This study explain that playing English-based games can add or enrich the vocabulary collection of students, from students who do study English or students who do not know English at all. They say that in playing mobile legend they can find out new vocabulary or they know how to write or pronounce a language. It is concluded that playing mobile legend as online games bring good in studying English vocabulary skills. The researcher concludes that there are several reasons participants play games, namely:

Factor That Encourages Teenagers in Accessing Online Games

Teenagers has many factors encourage them to access online games, which the gamers can not to complete the game to the end. It is undeniable that human nature always wants to be a winner and they would be proud if they are more proficient in a

game. Another factor is to eliminate boredom or boredom after daily activities and to learn in English.

This research explain state that young people think by accessing these online games, they can get rid of boredom or boredom. For 7-8 hours, they are monotonous. Their minds are tired and need entertainment. Their entertainment is not weird just by playing online games. In addition to eliminating the boredom or boredom of online games, it is also used to learn English and train them in pronouncing English vocabulary. With increasingly sophisticated technological advances, it is also a factor that encourages people, especially teenagers, to more easily access online games.

Environment

Environmental factors also affect a person's access to online games. An environment that is less controlled because seeing other friends playing online games makes someone try these online games, eventually becoming addicted. The lack of socialization in the community also affects someone accessing online games. Some young people only go out of the house to go to school and hang out with friends, so they rarely leave the house, and they spend most of their free time at home playing online games.

Boredom

From the research results, many teenagers perceive that their boredom or boredom after activities such as school can gradually disappear and make their minds fresh again by playing online games. In this study, many teenagers can directly learn to speak English; besides, they feel bored, bored, lack attention from parents, lack socializing with neighbors around them. This can affect the behavior of teenagers who like online games.

Learning Innovation

Learning innovation is also the thing that causes students to access online games because they feel enjoy playing the game, this is driven by the pleasure they feel when they play online games, and inadvertently learn and acquire new vocabulary. It gives advantage of the student by having learning innovation in playing the games.

From the explanation above, several factors encourage teenagers to access online games. From the research results, Boredom are the main factors that influence teenagers to access online games because they are tired after a day of activities. In

terms of socializing, they are also significantly less on average; those who like online games do not know all the neighbors around where they live.

DISCUSSION

Many factors encourage students in the city of Malang in accessing online games, among others: feeling bored and bored due to monotonous day-to-day activities, finding hobbies to do so they feel bored and finally playing online games, the influence of environment because they see most of their friends are playing online games and it makes someone curious to try the online game which eventually become addicted.

This phenomenon is correlated with previous research in this journal from Eskasasnanda (2017). This study also explains why students are addicted to playing online games. Addiction also happen in adult period when they like to do some activity, they are attracted by the thrill, excitement, and audio-visual display of online video games.

Addiction effect of a thing related to human's interference of their defending reins of something and continue doing it in daily. In this case, playing online games become an addict of Student who has low defending emotion to not playing the online game. In psychology, the brain has a system called dopamine, and this dopamine is responsible for human pleasure. When we find something that makes us happy, it produces dopamine. Excess dopamine can damage the reward system in us because the reward no longer comes within us and a series of times but is obtained every time it is needed with the touch of a finger and playing games.

The impact of online games on the intelligence and memory of students in the English language majority aspect has a significant effect due to their addiction to the game and forcing them to interact with the game continuously so that they remember and every Vocabulary produced in the game. It becomes their daily language because of the Vocabulary they use daily.

The Student may be able to have a new vocabulary in accessing the online game, but this cannot prevent the negative impacts caused by their frequent playing online game, which may have an effect on their health such as lack of rest hours, lack of sports activities, and allows them to prioritize the game over other essential activities such as eating, bathing, etc.

This study focuses on the impact of playing online games that affect students' English development, especially in vocabulary skills, compared to the previous

research from Liu and Chen (2013). The objects and research materials have in common only, differ from the media that are studied, from that research it can demonstrate the effectiveness of the proposed educational card in game in improving Student's scientific knowledge of transport and energy, and also if it is related to another previous study from Eskasasnanda (2017). This research explains about the addiction that a student gets, Eskasasnanda uses a kind of video game where the results of the study explain that students can have addictions to video games, this is very similar to However, the difference is that this research focuses on the positive results they get after playing the game, especially in terms of student vocabulary. The results of this study explain that students are very vulnerable to addiction, especially with games, and is also supported by the current phenomenon that requires everything to be online. The previous study from Uiphanit (2020) is also similar to this research, Uiphanit (2020) examines positive results when playing online games, especially in terms of socializing, the thing that distinguishes the research from Uiphanit (2020) and this research is in terms of the expected results after playing online games, which research from Uiphanit (2020) looks for student social matters which in its research requires a lot of respondents and a lot of data to be taken. And Dzulfikri's previous study (2016) examined students' perceptions and vocabulary retention of a game called Crossword Puzzle and found that this game really helps students in exploring English, especially in enriching vocabulary. This study also explains the vocabulary retention of students in playing games, but the difference lies in the game media used, the game used in this study is a game themed have fun so that the results of the vocabulary retention are not as good as research from Dzulfikri which uses lesson-themed games. Very helpful for students. In this study, only students from the English department who got a lot of additional vocabulary or synonyms from a word they had, but for students from the general department they were also able to know English even though the results were not as good as the others., from all previous studies there are many similarities in terms of the object of research and also the media, namely games, only in this case the difference is only in terms of the media or we can call the differences in the games used, the young people studied, especially students, the majority have a preference for fun so that they can make them feel addicted to games.

The reason is that during playing games, the brain is required to work hard to regulate cognitive functions (e.g., strategic planning), which is accompanied by the work of complex motor functions (for example, while looking at the screen, we also have to move our hands to press buttons). So if this hobby is not controlled, it can develop into an addiction. A doctor or mental health professional can diagnose gaming disorder from game addiction's behavioral symptoms and signs. Excessive

amounts of dopamine disrupt the work of the hypothalamus, the part of the brain responsible for regulating emotions and moods, making us feel very happy, unnaturally excited, and overconfident, and a sign of euphoria to feel 'high.' This happy effect make the body automatically addicted and craving to feel it again. Ultimately, this effect makes us continue to use the opiate repeatedly with a higher frequency and duration to satisfy that need for extreme happiness. If this continues for a long time, it damages the brain's motivational and reward receptor systems and circuits, causing addiction. Psychologically, students have similar criteria and characteristics regarding their liking for playing games which can indirectly lead to improvements in science and other general knowledge. (Fabricatore. C. 2007).

This study resulted in another impact from online games that seemed to damage the human brain, especially students who are required to study hard. After conducting this research by observing, interviewing, these students experienced a slight increase in adding to their vocabulary collection. They also arouse their curiosity about the meaning of vocab they do not know in the game. They automatically remember every vocab they find in the game.

CONCLUSION

Mobile Legend has a major influence on young people, especially among students. On the other hand, this game has a bad impact on student politeness which incidentally we are required to be polite, by playing mobile legend too often as a game that requires us to communicate with other players so that When players are at a losing moment, they intentionally say dirty things, but mobile legend also has a positive impact in terms of developing English, especially in vocabulary skills, for students who are new to English they get and know a little English from the game because games are their habit so that apart from knowing them, they also memorize English vocabulary automatically.

In playing the online games, some students who study English definitely find new Vocabulary, and after they find a new Vocabulary, they search the meaning and synonyms of the Vocabulary so that it can enrich students' Vocabulary because this study only involved six players, there are generalization and reliability problems, the researcher recommends that other researchers conduct similar studies by multiplying participants to get better and more defensible findings.

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APPENDIX I

Sample of Mobile Legend



APPENDIX II

Interview Question

- 1) how are you today,
- 2) Do you know online games? How far is the involvement?
- 3) What kind of online game do you play?
- 4) Do you often play games?
- 5) Do you ever use money in online games?
- 6) What do you get from playing online games?
- 7) What do you feel when you are playing an online game and what do you like?
- 8) Do you get a new vocabulary in playing online games?
- 9) What do you do when you don't know the meaning of a word in a game?
- 10) What do you do with a new word you found in the online game?
- 11) What is the benefit of a new word you got from an online game?
- 12) What is your opinion about the role of Vocabulary in language learning?

13) Do you think Vocabulary is important in English learning? Why do you think so?