

CHAPTER I INTRODUCTION

A. Research Background

Language diversity is one of the signs of the greatness of Allah SWT. Allah created billions of humans from the prophet Adam to the present day, with all their diverse language skills from various ethnic groups. Allah Almighty said:

وَمِنْ آيَاتِهِ خَلْقُ السَّمَوَاتِ وَالْأَرْضِ وَالاخْتِلافُ اللِّسَانِ وَالْوَاكِنُ ۗ اِنَّ فِيْ ذٰلِكَ لَاٰيٰتٍ لِّلْعٰلَمِيْنَ

Translation: *And among His Signs is the creation of the heavens and the earth, and the variations in your languages and your colours: verily in that are Signs for those who know.*” (Qs. Ar-Rum: 22)¹

Language differences should not divide us; instead, we should be more united. Learning a foreign language allows you to emphasize the differences between you and others. Thus, the language barrier is one of the signs of God's power that should strengthen our faith in Him. One way to have faith is to learn a foreign language, such as English, as a representation of ourselves as servants seeking God.

Of course, when learning English, we must first understand the vocabulary. Before we can learn other skills, we must first learn and master English vocabulary. There are many ways and digital platforms that can be used to develop English skills nowadays, one of which will be discussed in this research.

Research into online games has grown, and there is growing concern about problematic or excessive use of online games, in which play interferes with other aspects of life and has negative consequences. A study on English and online games is carried out. who claims that using MMOG curriculum in the teaching and learning process has a positive impact. Online games that use a lot of English in the word selection force players to work hard to hear, imitate, pronounce, and understand the words correctly. A similar viewpoint is expressed.²

Who claims that role playing in language learning entails learners acting out as if they are the real person or character. The positive effects of playing by arguing that the technique can animate the learning environment, pique learners' interests, and make language acquisition

¹ Digital Alqur'an, Al Quran QS *Ar-Rum*/30:22.

² Baek, J., & Park, H.. Learning a language through gaming: A Minecraft game design for negotiation of meaning and co-construction of knowledge. *Educational Technologies 2019 (ICEduTech 2019)*, 171.

impressive. The characteristics of MMORPGs and their potential benefits for second language learning. Based on the findings of previous studies, it is possible to conclude that playing online games can have a positive impact on the players.³

Language reflects culture, so the presence of a language will be prominent in describing the presence of culture in a community. Language and culture are two things that complement each other. Language is frequently used to indicate the existence of a culture. Many countries around the world use language to create identities, such as cultural identities. When speakers acquire or go through the process of acquiring a second language, they also go through the process of maintaining their first language. These factors eventually result in bilingualism or multilingualism in a community. The tug of war between first language and second language mastery is unavoidable. Everything is gathered from the speaker's birth to his death.⁴

The English language is used as a second language in almost every aspect of human life. The media domain, which includes animated films, music, and online games, is one area that frequently comes into contact with English. The acquisition of English through animated films, music, and games using Advances in Social Science, Education, and online media is a growing issue. In Indonesia, English is the official language. In many countries, the international Standard English (SE) is still the first model to be adopted. SE represents a variety that is widely acknowledged to have prestigious and understandable vocabulary, grammar, and orthography. It is identified as a distinct dialect of English that has not been localized.⁵

Linguistic awareness refers to the ability to reflect on specific aspects of primary linguistic activities such as listening and speaking. Linguistic awareness, from a psychological standpoint, represents the ability to shift attention from content to form.⁶

³ Peterson, M. Massively multiplayer online role-playing games as arenas for second language learning. *Computer Assisted Language Learning*, 23(5), 429-439. DOI: 10.1080/09588221.2010.520673. (2010).

⁴ Asih Prihandini, Dadang Sudana, Eri Kurniawan, Online Games to Improve English Vocabulary Awareness in Daily Speech, *Advances in Social Science, Education and Humanities Research*, volume 595 Proceedings of the Fifth International Conference on Language, Literature, Culture, and Education (ICOLLITE 2021), hal 136

⁵ Khojastehrad, S., & Sattarova, M. (2015). International students' linguistic awareness of Malaysian English and its impact on intercultural communication effectiveness. *Advances in Language and Literary Studies*, 6(5),(2015), 250

⁶ Magnusson, E., & Nauc ler, K.). The development of linguistic awareness in language-disordered children. *First language*, 13(37), (1993), 93

An intriguing metaphor for linguistic awareness was defined as a glass window, where attention is switched from what is seen through the window to the glass itself. 'Linguistic awareness is the awareness of all linguistic levels (phonology, morphology, orthography, syntax, and semantics), such as sentence segmentation to words, word to sound parts (rhyme and onset), syllables to phonemes, identifying morphemes in words, and finally, grammatical judgment.'⁷

Language acquisition is a process that is owned and passed down by almost every individual who communicates verbally. Language acquisition is divided into two categories: first language acquisition and second language acquisition. The distinction between first and second languages denotes that the first language is the one acquired when speakers are born and raised. The second language is the one learned after the first. For example, the second language could be Indonesian, English, or another language. The second language is acquired for a variety of reasons, including communication with people from different cultures, keeping up with technological developments, and many more; the process is sometimes carried out consciously or unconsciously by the speakers. The goal of mastering a second language is to gain agreement in conveying ideas in a larger real-world context.

Based on the above description, this research will be carried out by gathering data about the English vocabularies comprehended by functionaries and alumnus of a college student English club, where some different languages such as Javanese and Indonesian are used in his environment. This study focuses on the word classes of English used by students while playing online games such as Mobile Legend, Free Fire, and PUBG.

Researcher are interested in exploring students' perceptions of improvising their English vocabulary by playing games in this case in functionaries and alumnus of college student English club. Therefore, the researcher took the functionaries and alumnus of college student English club as a sample in this study. The author chose college student English club because it is the only English-based activity unit on the IK institute. The functionaries of college student English club are not only from English study program but also from other study programs. This is also another reason for the author to choose college student English club as the sample of this research. However, the author did not take all

⁷ Khojastehrad, S., & Sattarova, M. (2015). International students' linguistic awareness of Malaysian English and its impact on intercultural communication effectiveness. *Advances in Language and Literary Studies*, 6(5),(2015), 251

college student English club functionaries as samples in his research but college English functionaries and college student English club alumnus who play online games so that there is a connection with the title of this research.

Learning media are becoming increasingly diverse. Because the majority of online games use English, it can be used as a medium for learning English outside of the classroom. The goal in this case is to improve English vocabulary in college student English club functionaries and alumnus. Researchers wanted to collect data on the effects of playing online games on improving English vocabulary based on student perceptions of functionaries and alumnus of a college student English club in this study. Thus, the researcher conducted a study entitled **STUDENT'S PERCEPTIONS IN USING ONLINE GAMES TO IMPROVE ENGLISH VOCABULARY (A STUDY AT COLLEGE STUDENT ENGLISH CLUB IN KUDUS)**.

B. Research Focus and Scope

The researchers focused on students' perceptions of using online games to improve their English vocabulary in this study. The subject of this study are functionaries and alumnus of college student English club.

C. Research Question

1. How is the implementation of online games to improve English vocabulary by functionaries and alumnus of college student English club at IK Institution?
2. What are the advantages and disadvantages of playing online games for functionaries and alumnus of college student English club at IK Institution?

D. Research Objectives

The objectives of the research are:

1. To find out the implementation of online games to improve English vocabulary at functionaries and alumnus of college student English club.
2. To find out the advantages and disadvantages of playing online games for functionaries and alumnus of college student English club.

E. Research Significances

1. Theoretically

This study can help to advance the theory of improving English language skills for foreign language learning. The use of online games for language learning can be viewed as a learning strategy for students seeking to expand their knowledge.

2. Practically

This study can help students be more aware of the advantages and disadvantages of online games, allowing them to play the game to improve their English skills while avoiding the negative effects.

3. Pedagogically

The research findings are used by the English teacher to investigate students' perceptions of online gaming practices. As a result, teachers can create some learning strategies using an online game.

F. Definition of Key Terms

1. Online Games

An online game is a game that a person plays for personal enjoyment. It can also be used as an educational tool. The most important aspect of an online game is the objectives, rules, challenges, and interactions that occur. As a result, online games have both positive and negative effects on learning, particularly when learning a new language. Every learning must have both positive and negative effects; no learning can have only positive effects.

2. English Vocabulary.

Limited vocabulary in a second language impedes successful communication, so vocabulary skill is often regarded as a critical aspect of foreign language learners. Given the significance of vocabulary acquisition, emphasizes the importance of lexical knowledge in communicative competence and second language acquisition. The complementary relationship between vocabulary knowledge and language practice: The ability to use vocabulary enables language use and vice versa. The use of language leads to an increase in vocabulary knowledge.

G. Organization of Thesis

The writer arranges this study into five chapters. These followings are how it is organized.

CHAPTER I: INTRODUCTION

These chapter presents background of the research, the limitation of the research, problems of the research, objectives of the research, benefits and organization of the study.

CHAPTER II: THEORITICAL REVIEW

This chapter includes the theoretical review related to the research, previous research and framework of thinking.

CHAPTER III: RESEARCH METHODOLOGY

This chapter explain research type design, setting of research, subject of research, source of data, checking validity, and data analysis technique.

CHAPTER IV: FINDING AND DISCUSSION

This chapter explain the findings and discussion of the research.

CHAPTER V: CLOSING

This is the end part of the report. This chapter consists of conclusion and recommendation.

