

## CHAPTER IV FINDINGS AND DISCUSSIONS

### A. Research Result

#### 1. The implementation of online games to improve English vocabulary by functionaries and alumnus of college student English club at IK Institution.

The officials of the college's English club and alumni were the subjects of this investigation. The study focused on online game players. Three functionaries and two alumni of the college English club with backgrounds in various study programs—two of them in English Education study programs and the other two in non-English Education study programs—were the subjects of this study. This study aims to determine how online games affect participants' language learning.

A organized game that can be played for entertainment or as a teaching aid is an online game. The objectives, guidelines, obstacles, problems, and interactions that take place within an online game, as well as the availability of the internet, are its most crucial components. Online games can have an instructional purpose as well as aid in the development of practical skills. Playing online games can have an impact on a person's language abilities. Some internet gamers utilize the games to practice their language skills, particularly their English.

As a result of the interviews conducted by the researcher, four out of five respondents admitted that they could learn English from playing games. Respondent 1 stated.

“Saya memanfaatkan online game untuk belajar Bahasa Inggris. Karena saya kan prodinya bukan dari Bahasa Inggris jadi belajar Bahasa Inggris lewat game online karena mayoritas online game pasti menggunakan Bahasa Inggris” (I use online games to learn English. Because I'm not an English major, I learn English through online games because most online games use English.)<sup>1</sup>

According to respondent one, he utilizes online games as a means to learn English. Because he does not come from an English study program, he uses online games as a way to learn English which he can later implement in his daily life or in his organizational activities, namely college student English club. He realized that learning English can come from anywhere including online games.

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<sup>1</sup> Respondent 1, Interviewed by the researcher May 2<sup>nd</sup>, 2023, interview 1, transcript

Respondent 2 also stated that he can learn English from playing online games.

*“Saya mulai bermain game online sejak kelas delapan SMP dan saya basically bukan anak jurusan Bahasa Inggris jadi saya belajar Bahasa Inggris dari bermain game ini karena game online pasti menggunakan Bahasa Inggris jadi bisa bermain sekaligus belajar terkhusus Bahasa Inggris.”* (I started playing online games since the eighth grade of junior high school and I am not an English major so I learned English from playing this game because online games must use English so I can play and learn English at the same time.)<sup>2</sup>

Respondent 2 said that he started playing online games when he was in the eighth grade. Since then, he started to understand English from playing online games. He claimed that with online games he can experience playing while learning.

Respondent 3, although an English major, also admitted that he learned a lot of English from playing online games.

*“Saya kan bermain game online udah dari masih sekolah jadi memang bisa Bahasa Inggris awalnya dari bermain game online. Karena saya bermain game online sudah sejak kelas 4 SD jadi sudah banyak jenis game online yang saya mainkan, mulai game online yang dulu sampai yang populer saat ini saya pernah main dan memang semuanya menggunakan Bahasa Inggris.”* (I've been playing online games since I was in school, so I learned English from playing online games. Because I have been playing online games since I was in the 4th grade of elementary school, so I have played many types of online games, from the old online games to the current popular ones, I have played and indeed all of them use English.)<sup>3</sup>

Respondent 3 said that he started playing online games in 4th grade. He has played various types of online games in the past and present. He explained that none of the games he played used Indonesian language, the majority used English. That's what makes him use online games as a means to learn English.

Respondent 4 stated that he was able to learn English from playing online games although only a little and only on some skills. *“Saya hanya memanfaatkan game online sebagai having fun saja. Untuk menghilangkan bosan dan menghibur diri. Karena kalau untuk belajar Bahasa Inggris menurut saya masih banyak platform*

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<sup>2</sup> Respondent 2, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 2, transcript

<sup>3</sup> Respondent 3, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 3, transcript

*yang lebih efektif.*” (I only use online games as having fun. To get rid of boredom and entertain myself. Because for learning English, I think there are still many platforms that are more effective.)<sup>4</sup>

Respondent 4 stated that he only uses online games for fun. He does not use online games as a means to learn English. According to respondent 4, there are many other platforms that are more effective for learning English than online games.

Respondent 5 stated.

*“Saya bermain game online sejak masih sekolah dasar. Jadi selain pelajaran di sekolah. Saya juga belajar Bahasa Inggris dari game online.”* (I’ve been playing online games since I was in elementary school. So, in addition to school lessons. I also learn English from online games.)<sup>5</sup>

Like respondents 1,2 and 3, respondent 5 also explained that he has been playing online games since he was in elementary school. And he also learned English from playing online games.

A game is an online game. Of course, the game's name still has its amusing aspects. Nevertheless, it can be employed as a teaching tool. The players of online games can also experience pleasure and enjoyment. Similar to the findings from the informants, they also create online games as a way to unwind, get rid of boredom, and other things in addition to using them to learn English.

Respondent 1 stated.

*“Saya bermain online game untuk menghilangkan jenuh ketika istirahat kerja, atau kalau malam hari tidak ada kegiatan pasti buka game online.”* (I play online games to relieve boredom during work breaks, or if there is nothing to do at night, I definitely open online games.)<sup>6</sup>

Respondent 1 stated that he plays online games to relieve boredom during work breaks. Or at night when there is no work. Because this online game is flexible and can be played anywhere so players can play online games whenever they want.

Respondent 2 stated.

*“Main game online untuk mengusir jenuh. Karena kalau di rumah sendirian kan jenuh jadi pasti log in game online. Biasanya main sendiri atau kalau mau lebih seru kadang ngajak temen join*

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<sup>4</sup> Respondent 4, Interviewed by the researcher May 2<sup>nd</sup>, 2023, interview 4, transcript.

<sup>5</sup> Respondent 5, Interviewed by the researcher May 3<sup>rd</sup>, 2023, interview 5, transcript.

<sup>6</sup> Respondent 1, Interviewed by the researcher May 2<sup>nd</sup>, 2023, interview 1, transcript.

*terus main bareng.*” (Play online games to get rid of boredom. Because when I'm home alone, I get bored, so I log in to online games. I usually play alone or if I want to have more fun, I sometimes invite friends to join and play together.)<sup>7</sup>

Respondent 2 said that playing online games can relieve boredom. Because a game will certainly give the effect of enjoyment to the player. Online games can be played alone or with friends, when playing with friends it will add to the excitement of playing the online game.

Respondent 3 stated.

*“Bermain game online biar nggak bosan. Karena selain kuliah kadang saya menjaga pondok dan kalau malam hari sudah tidak ada kegiatan dan nggak tau mau ngapain ya main game aja.”* (I play online games so I don't get bored. Because *besides* studying, sometimes I look after the hut and if there are no activities at night and I don't know what to do, I just play games.)<sup>8</sup>

Similar to respondent 1, respondent two stated that he plays online games to get rid of boredom. There are various kinds of online games to choose from so that players can play according to what they want. This is what makes online games still a person's choice when they feel bored with existing activities.

Respondent 4 stated.

*“Saya bermain game online hanya untuk fun saja. Tidak ada alasan lain.”* (I play online games just for fun. There is no other reason.)<sup>9</sup>

It is the same with other respondents. Respondent 4 also stated that he plays online games just to have fun. Indeed, It is possible that playing online games can increase the player's sense of happiness.

Respondent 5 stated.

*“Karena kegiatan sehari-hari sudah menguras tenaga, jadi milih main game buat meresh otak.* (Because my daily activities have drained my energy, I chose to play games to refresh my brain.)<sup>10</sup>

A form of entertainment technology is online gaming. It can be used as a way to stimulate the mind, end monotony, and pass the

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<sup>7</sup> Respondent 2, Interviewed by the researcher May 2<sup>nd</sup>, 2023, interview 2, transcript.

<sup>8</sup> Respondent 3, Interviewed by the researcher May 2<sup>nd</sup>, 2023, interview 3, transcript.

<sup>9</sup> Respondent 4, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 4, transcript.

<sup>10</sup> Respondent 5, Interviewed by the researcher May 3<sup>rd</sup>, 2023, Interview 5, transcript.

time. This is consistent with what the informants have said. Playing video games online helps them pass the time. They frequently use it right before bed, when they have free time, or when they are hanging out with pals.

Respondents also stated that they can get rid of boredom, boredom from playing online games. Moreover, online games can often be played together. So, it will be more exciting if you can play with friends.

One of the abilities that everyone needs to possess, especially in today's society, is language ability, particularly in English. This is due to the fact that, thanks to the support of advancing technology, we are currently not only in communication with individuals who are from our own country but also with people from every other country in the globe. This is also true with online games, where we can use the internet to communicate with players who are located in other nations. In order to grasp the rules and directions in the online game, participants must also possess strong language skills. Their linguistic skills may eventually improve as a result of this.

Learning English will undoubtedly improve a variety of already-existing abilities, including writing, reading, listening, speaking, and speaking. The capacity to comprehend English language, however, is the most crucial of all these abilities because it is obvious that in order to employ all these abilities, one must first learn a substantial amount of English vocabulary. The more vocabulary someone possesses, the easier it will be for them to put their talents to use. Songs, movies, and online games are just a few of the platforms available today that can be used to expand one's vocabulary in English.

Gamers assert that playing online games helps them learn a ton of English vocabulary. According to the findings of the researchers' interviews with respondents, playing online games provided them with a wealth of language, both from the elements of the games themselves and through playing with foreign players. There will, of course, be variations among the responses in this instance.

Since many functions in online games, such as chat, voice chat, and settings, all employ the English language, playing online games will result in a greater command of the language. However, there are variations between the outcomes of samples that were interviewed by researchers in terms of language mastery. Respondent 1 stated that he did not get too much vocab from playing

online games, he only understood some vocab about online games but for vocab in general he did not get from playing online games.

Respondent 1 stated.

*“Saya mendapat vocab Bahasa Inggris dari game online yaitu karna fitur dari game online ini menggunakan Bahasa Inggris jadi harus memahaminya agar bisa memainkan gamenya.”* (I got English vocab from online games because the features of these online games use English so I have to understand them in order to play the game.)<sup>11</sup>

Respondent 1 said that he got English vocabulary from the features in the online game. As mentioned by the researcher above, there are many features in online games that use English. So that the players can also get vocabulary from the features in the online game.

Different from respondent 1, respondent 2 said that he got a lot of vocabulary from playing online games, it was because he had mabar with foreigners.

*“Saya sering bermain dengan orang luar negeri jadi saya dapat vocabulary justru ketika berinteraksi langsung dengan mereka. Karena mereka kan asli orang sana jadi cara pelafalannya juga sesuai. (I often play with foreigners so I get vocabulary when I interact directly with them. Because they are native to the country, the pronunciation is also appropriate.)*<sup>12</sup>

Respondent 2 stated that he got his vocabulary from playing with foreigners. Because this online game is international, it is possible to connect with people from all kinds of countries when playing. So, when you get foreigners as playmates, it is very possible to get vocabulary from the interaction between players.

Respondent 3 also stated.

*“Aku dapat vocabulary dari story line yang ada di dalam game tersebut. Kebetulan game aku mainkan ini online game yang kaya ada story linanya gitu jadi bisa dapat vocabulary dari story yang disajikan dalam permainan tersebut.”* (I get vocabulary from the story line in the game. Incidentally, the game I play is an online game that has a story line so I can get vocabulary from the story presented in the game.)<sup>13</sup>.

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<sup>11</sup> Respondent 1, Interviewed by the researcher May 2<sup>nd</sup>, Interview 1, transcript.

<sup>12</sup> Respondent 2, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 2, transcript.

<sup>13</sup> Respondent 3, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 3, transcript.

Unlike respondents 1 and 2. If respondents 1 and 2 get vocabulary from the features and people they play with, respondent 3 actually gets vocabulary from the type of game he chooses. Respondent plays an online game that is like a story line so he gets vocabulary from the story presented in the online game.

Respondent 5 stated.

*“Saya mendapat vocabulary dari fitur yang ada dalam game online. Selain itu juga dari instruksi voice dari permainan game online. (I got vocabulary from features in online games. Also, from voice instructions from online game play.)<sup>14</sup>*

Just like respondent 1, respondent 5 also admitted that he got the vocabulary from the features in the online game. In addition, he also got it from the voice instructions in the online game.

Currently, society is seeing a very rapid rise in the use of online gaming. Online games are starting to be incorporated into daily routines that people must follow, particularly when filling downtime. This occurs because playing video games online is viewed as a way to unwind and get away from the daily grind. Additionally, people's interest in playing an online game is undoubtedly influenced by how appealing and entertaining it is. Currently, a variety of online games encourage the growth of the online game itself. Online games are therefore quite popular among individuals of all ages, especially students. Many people play video games to pass the time, get rid of boredom, and build relationships.

All of the respondents who were questioned by researchers and admitted that they play online games to kill boredom, pass the time, and unwind from their everyday tasks. The best choice for them is to play online games after a long day because they are all students who are also involved in organizations. They frequently play online games to make acquaintances from other places and create a joyful environment in their social circles. They only play online games for a short period of time each day, between two and five hours, as it is merely something they do to pass the time. They don't spend up to 24 hours non-stop, save on days off from college or when there are no organizational activities.

Respondent 1 stated.

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<sup>14</sup> Respondent 5, Interviewed by the researcher May 3<sup>rd</sup>, 2023, Interview 5, transcript.

*“Saya main game online pada malam hari ketika waktu senggang, satu atau dua jam sebelum tidur.” (I play online games at night when I have free time, an hour or two before going to sleep.)<sup>15</sup>*

Respondent 1 stated that he plays online games at night before going to bed. He spends about one to two hours a day playing online games. Due to work commitments, respondent 1 does not spend much time playing online games.

Respondent 2 stated.

*“Saya main game online ketika ada waktu luang, ketika istirahat kuliah atau malam hari. Apalagi kalau sekarang saya sudah tidak ada jam kuliah jadi paling sehari main tiga sampai lima jam tapi tidak sekali waktu, kadang bisa siang atau malam hari atau pas kumpul sama teman.” (I play online games when I have free time, during class breaks or at night. Moreover, now that I don't have class, I play for three to five hours a day at most, but not all the time, sometimes in the afternoon or at night or when I'm with friends.)<sup>16</sup>*

Similar to respondent 1, respondent 2 stated that he also played online games in his spare time. However, there is a difference in that respondent 2 plays games for three to five hours a day. In addition, respondent 2 also plays online games during the day at night.

Respondent 3 also stated.

*“Kalau untuk sekarang saya main game itu kalau pas waktu senggang, log in menyelesaikan misi, event. Pokoknya yang ringan dulu, ya paling tiga puluh menit. Terus kalau nanti waktu senggangnya banyak baru main game lama sekita dua atau tiga jam.” (For now, I play games when I have free time, log in to complete missions, events. I play light games first, thirty minutes at most. Then when I have more free time, I'll play longer games for about two or three hours.)<sup>17</sup>*

Respondent 3 divides his playing time between two events: when he doesn't have a lot of free time, he only plays light games and only for about thirty minutes. When he has a lot of free time. He plays online games for longer, about two or three hours. He also plays online games in his spare time.

Respondent 4 stated.

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<sup>15</sup> Respondent 1, Interviewed by the researcher May 2<sup>nd</sup>, 2023, interview 1, transcript.

<sup>16</sup> Respondent 2, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 2, transcript.

<sup>17</sup> Respondent 3, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 3, transcript

“*Saya main gamenya diwaktu luang, tapi kalau sering di malam hari, kalau malam gabisa tidur gabut akhirnya buka handphone main game online, itupun ngga lama paling ya tiga puluh sampai empat puluh lima menit.*” (I play the game in my spare time, but often at night, if I can't sleep at night, I end up opening my cellphone to play online games.)<sup>18</sup>

Respondent 4 said he plays online games at night. He plays online games when he cannot sleep at night and he solves this by logging in to online games. She waits for sleepiness by playing online games.

Respondent 5 also stated.

“*Saya main game di malam hari ketika mau tidur. Paling satu jam kalau main sendiri kalau sama teman bisa lebih lama ya dua jam an lah.*” (I play games at night when I'm going to sleep.)<sup>19</sup>

From the results of interviews conducted by researchers to functionaries and college student English club alumni, they stated that they play online games during their free time. Some play when they are off work, when they can't sleep at night, or when they are about to go to bed, or at certain times if there is no work.

A form of entertainment technology is online gaming. It can be used as a way to stimulate the mind, end monotony, and pass the time. This is consistent with what the informants have said. Playing video games online helps them pass the time. They frequently use it right before bed, when they have free time, or when they are hanging out with pals.

Unlike streamers, who utilize online games only for work, the respondents to the survey are merely regular players. As a result, people do not play online games continuously throughout the day. They only engage in online gaming when they have free time, which is only occasionally—up to five hours per week. Depending on the individual.

There are many implementations of online games in daily life. From the data collected through the respondents, they make online games as a means of developing English skills, increasing vocabulary mastery, entertainment when they are bored. In addition, they also claimed to be able to improve concentration, creativity, and thinking skills from playing online games.

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<sup>18</sup> Respondent 4, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 4, transcript.

<sup>19</sup> Respondent 5, Interviewed by the researcher May 3<sup>rd</sup>, 2023, Interview 5, transcript.

Many of them use online games just to fill their spare time or just to get rid of boredom or as entertainment after a day of activities. Because some of them play online games during free time or at night when they are about to sleep.

In Indonesia, there are many famous online games with various types of game strategies. What is booming now is like Mobile Legend, PUBG, and Free Fire. From the data taken through interviews to respondents, many of them use Mobile Legend. The reason they chose Mobile Legend is because many people play so when they want to hang out with friends it becomes easier. However, there are also those who choose other games such as PUBG, Free Fire, LOL, Honkai Impact, and Clash of Clans. All of these games use English so whatever game they choose when playing games, they will still intersect with English.

Respondent 1 stated.

*“Kalau aku mainnya Clash of Clans sama Mobile Legend, Karena lebih menarik dan tidak cepat bosan.”* (I play Clash of Clans and Mobile Legend, because it's more interesting and doesn't get bored quickly.)<sup>20</sup>

Respondent 1 said that he plays COC or Clash of Clans and mobile legend. He chose Clash of Clans because it is more interesting and gets bored quickly. Meanwhile, he chooses to play mobile legend because many friends play it.

Respondent 2 stated.

*“Kalau sekarang mainnya Mobile Legend sama FIFA. Alasannya kalau Mobile Legend banyak teman-teman yang main, karena kalau game online lebih mengutamakan main game bareng sama teman-teman kalau FIFA karena minat saja sama sepak bola.”* (For now, I play Mobile Legend and FIFA. The reason is that Mobile Legend has a lot of friends who play, because if online games prioritize playing games with friends, if FIFA because of my interest in soccer.)<sup>21</sup>.

In line with respondent 1, respondent 2 also plays Mobile Legend, because many friends play Mobile Legend so that when you want to mabar it becomes easier. Apart from playing Mobile Legend, respondent 2 also plays FIFA, the reason is because he likes soccer.

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<sup>20</sup> Respondent 1, Interviewed by the researcher May 2<sup>nd</sup>, 2023, interview 1, transcript.

<sup>21</sup> Respondent 2, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 2, transcript.

Respondent 3 stated.

*“Sebenarnya ada banyak game online yang aku mainkan tapi kalau yang sering itu Mobile Legend dan Honkai Impact. Alasannya kalau Mobile Legend itu karena mayoritas mainnya itu jadi kalau mau mabar enak kalau yang Honkai Impact aku suka dari storynya dan aku juga suka kaya petualangan adventurenya gitu”* (Actually, there are many online games that I play, but the most common ones are Mobile Legend and Honkai Impact. The reason for Mobile Legend is because the majority of people play it, so if you want to play it, it's fun, while Honkai Impact I like the story and I also like the adventures.)<sup>22</sup>

Similar to respondent 1 and respondent 2. Respondent 3 also plays Mobile Legend. Apart from Mobile Legend because he has been playing online games for a long time so there are many types of online games that he plays. However, at the moment he is playing an online game that is popular at the moment. Apart from Mobile Legend, he also plays Honkai Impact, he admits that Honkai Impact has a story that makes it interesting besides that he also likes the type of online game that is an adventure.

Respondent 4 stated.

*“Saya mainnya LOL, Mobile Legend. Soalnya yang lagi booming itu dan yang saya bisa cuma itu.”* (I play LOL, Mobile Legend. That's what's popular and that's all I can do.)<sup>23</sup>

Similar to the other respondents, respondent 4 also plays Mobile Legend. And besides that, he also plays LOL. The reason he plays these two games is because they are booming and played by many people.

Respondent 5 stated.

*“Game yang saya mainkan Mobile Legend dan PUBG. Soalnya lebih seru dan banyak yang main jadi kalau mau mabar bisa enak.”* (The games I play are Mobile Legend and PUBG. It's more fun and there are a lot of people playing so if you want to play it, you can enjoy it.)<sup>24</sup>

Similar to respondent 1 and respondent 2, respondent 3 also plays Mobile Legend. Apart from Mobile Legend because he has been playing online games for a long time so there are many types

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<sup>22</sup> Respondent 3, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 3, transcript.

<sup>23</sup> Respondent 4, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 4, transcript.

<sup>24</sup> Respondent 5, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 5, transcript.

of online games that he plays. However, he is currently playing an online game that is currently popular. Apart from Mobile Legend, he also plays Honkai Impact, he admits that Honkai Impact has a story that makes it interesting besides that he also likes the type of online game that is an adventure.

At this time, there are many online games that can be played by gamers. To get this online game application is also very easy. One only needs to download from the Google Play Store and is free of charge. As the results have been carried out in interviews to respondents. There are various types of online games played by respondents. They have their own reasons for choosing the games they play.

Of the many types of online games available, the majority of respondents play Mobile Legend because it feels more exciting and many friends play. Although there are also those who play PUBG, COC, Free Fire and FIFA, but that is only as a second choice. The first choice is still mobile legend, because the majority of online game players in Indonesia play Mobile Legend so that when they want to *mabar* it will be easier because many people play it.

## **2. The advantages and disadvantages of playing online games for functionaries and alumnus of college student English club.**

Nowadays, playing video games is not just a kind of amusement that appeals to all demographics. But as gaming has evolved, playing games is now a type of pastime enjoyed by both young and old individuals from a variety of backgrounds. While playing video games can help you relax, you should exercise caution because it can also make your tension worse, especially if the game is impossible to finish. When used, a technology undoubtedly has benefits and drawbacks. Online games, like other things, have benefits and drawbacks for its players. According to the findings of informant interviews done by researchers, people agree that playing online games has both benefits and drawbacks.

There are differences of opinion between each source, some get a lot of benefits from playing online games but there are also those who feel more disadvantages than advantages.

Respondent 1 stated that he feels the advantages of playing games but only non-profit benefits.

*“Kalau keuntungannya secara profitnya tidak ada tapi mungkin lebih ke diri sendiri kaya buat mood lebih bagus, menghilangkan bosan. Sedikit-sedikit bisa belajar Bahasa Inggris walaupun Cuma Bahasa Inggris yang hanya berkaitan dengan game saja tapi ada sedikit yang masuk dan dipahami. Mengimprove reading skill juga,*

*vocabulary juga bertambah.*” (I don't think there's any profit from it, but maybe it's more for myself, like making my mood better, getting rid of boredom. Little by little, I can learn English even though it's only game-related English, but a little bit of it goes in and is understood. Improving reading skills too, vocabulary also increases.)<sup>25</sup>

Respondent 1 said he gets benefits from playing online games. Although, it is not a profit but he feels that he gets a good benefit or impact from playing online games. Respondent 1 also stated that he was able to improve his English skills from playing online games. He also added that he got new vocabulary from playing online games.

Respondent 2 stated that he feels the advantages of playing online games.

*“Keuntungannya bisa dapat uang karena saya kadang ikut tournament. Selain uang, dari bermain game online juga saya dapat banyak perubahan dalam English skill saya. Seperti reading skill, karena dalam game online itu ada mode kaya bercerita jadi kita mudah memahami sambil membaca. Listening skill juga sangat terimprove, karena seperti contohnya dalam mobile legend itu setiap karakter memiliki voice note atau mungkin pembicaraan jadi lebih membantu dalam hal visualitas dan pendengaran juga. Speaking juga lumayan membaik karena setiap game pasti ada yang namanya pemberitahuan atau notifikasi kaya seperti maju, mundur tadi dan kita juga bisa berbicara dengan teman waktu mabar. Selain itu, ada banyak kosa kata yang saya dapatkan dari bermain game online sehingga mampu menambah pemahaman vocabulary saya.”*

(The advantage is that I can earn money because I sometimes participate in tournaments. Apart from money, from playing online games I also get a lot of changes in my English skills. Like reading skills, because in online games there is a storytelling mode so we can easily understand while reading. Listening skills are also greatly improved, because for example in mobile legend, each character has a voice note or maybe a conversation so it helps more in terms of visuality and hearing too. Speaking is also quite improved because every game must have notifications or notifications such as forward, backward and we can also talk to friends when we are playing. In

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<sup>25</sup> Respondent 1, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 1, transcript.

addition, there are many vocabulary words that I get from playing online games so that it can increase my vocabulary understanding.)<sup>26</sup>

Unlike respondent 1, respondent 2 said that he gets profit from playing online games. When he joins a tournament and he wins then he will get money from the tournament. In addition, he also said that he felt many skills were improved including reading skills, listening skills and speaking skills. He also got a lot of vocabulary so that he increased his vocabulary from playing online games.

Respondent 3 stated that he feels there are advantages from playing online games.

*“Kalau keuntungan yang dapat uang saya tidak pernah karena saya bermain game online hanya untuk kesenangan saja tapi ya keuntungannya lebih ke meningkatkan skill Bahasa Inggris, dapat vocabulary sehingga meningkatkan penguasaan vocabulary, lebih kreatif karena ada permainan yang menyelesaikan misi jadi seperti diajak berpikir untuk membuat strategi dalam menyelesaikan misi atau mengalahkan musuh.”* (I never get money because I play online games just for fun, but the benefits are more to improve English skills, get vocabulary so that it increases vocabulary mastery, more creative because there are games that complete missions so it's like being invited to think to make strategies in completing missions or defeating enemies.)<sup>27</sup>

Similar to respondent 1, respondent 3 also does not get any profit from playing online games. He feels the benefit is from improving his English skills. He also said that he got a lot of vocabulary from playing online games, thus improving his vocabulary mastery. In addition, he also said that playing online games can train his creative nature.

Respondent 4 stated that she did not feel any advantages from playing online games.

*“Yang saya rasakan tidak ada keuntungan lain selain kesenangan. Karena saya juga tidak merasakan skill Bahasa Inggris ini terimprove dari bermain game online, karena saya lebihsuka platform lain untuk belajar Bahasa Inggris dibandingkan menggunakan game online.”* (What I feel is that there is no benefit other than fun. Because I also don't feel that my English skills are

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<sup>26</sup> Respondent 2, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 2, transcript.

<sup>27</sup> Respondent 3, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 3, transcript.

improved from playing online games, because I prefer other platforms to learn English than using online games.)<sup>28</sup>

Unlike the other respondents, respondent 5 said he did not feel that he got much benefit other than just getting fun. Because according to him there are many other platforms to learn English than using online games.

Respondent 5 stated that he feels there are advantages and disadvantages when he plays online games.

*“Saya tidak merasakan keuntungan yang berupa uang karena selama ini bermain game online hanya untuk kesenangan saja tapi, keuntungannya memang hanya dalam Bahasa Inggris dan mendapat relasi. Kalau untuk skill englishnya paling hanya dari reading skill saja karena dari fitur yang ada dalam online game.”* (I don't feel the monetary benefits because I have been playing online games just for fun, but the benefits are only in English and gaining relationships. As for the English skills, it's only from reading skills because of the features in online games.)<sup>29</sup>

Similar to the other three respondents. Respondent 5 also said he was able to improve his English skills from playing online games, especially reading skills. He also said he gained relationships from playing online games.

In technology, of course, it does not only provide benefits but there are also disadvantages that are felt by its users. Just like with other technologies, online games also provide disadvantages for players whether it is a little or a lot. From the results of interviews with respondents, they also stated that in addition to getting benefits from playing online games, they said that there were disadvantages that they felt from playing online games.

Respondent 1 stated.

*“Kalau kerugiannya apa yaa, susah mengontrol waktu biasanya.”* (What are the *disadvantages*, it's hard to control time usually.)<sup>30</sup>

Respondent 1 said that he does not feel many disadvantages from playing online games. According to him, the disadvantage he feels from playing online games is that it is difficult to control time. Because they are too engrossed in playing online games, some

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<sup>28</sup> Respondent 4, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 4, transcript.

<sup>29</sup> Respondent 5, Interviewed by the researcher May 3<sup>rd</sup>, 2023, Interview 5, transcript.

<sup>30</sup> Respondent 1, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 1, transcript

people forget about time when they are already playing online games.

Respondent 2 stated.

*“Kerugiannya banyak sih, seperti membuang waktu terus juga mengakibatkan system mata lebih cepat lelah karena mata saya memang sudah minus.”* (There are many disadvantages, such as wasting time and also causing the eye system to get tired faster because my eyes are already minus.)<sup>31</sup>

Respondent 2 said he also felt a loss in terms of time. For him, playing online games is a waste of time. In addition, he also feels that online games interfere with his eye system because his vision is already abnormal.

Respondent 3 stated.

*“Kerugiannya itu mungkin jadi mager karena kalau lagi main game kan gabisa diapause jadi misal ada acara dadakan past mager dan gabisa matiin gamenya juga, ya jadi sedikit kurang menghargai waktu juga.”* (The disadvantage is that it might be lazy because if you are playing *the* game, you can't use it so for example there is an impromptu event, you must be lazy and you can't turn off the game too, so it is a little less respectful of time too.)<sup>32</sup>

Respondent 3 said that he does not value the time from playing online games. For online games that complete missions, it takes a long time. So, when someone is playing the online game, they have to finish the game until the mission is complete. That sometimes makes the players lazy to stop the game when they have already played or logged in.

Respondent 4 stated.

*“Kerugian yang saya waktu saya terbuang, memori hp berkurang, focus saya juga berkurang, jadi kalau di saya lebih banyak negatifnya itulah kenapa saya menyudahi bermain game online.”* (My losses are time wasted, cellphone memory is reduced, my focus is also reduced, so for me there are more negatives, that's why I stopped playing online games.)<sup>33</sup>

Respondent 4 said that he felt more losses than gains. For him, playing online games has more disadvantages than advantages. The disadvantages he feels are reducing cellphone storage capacity,

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<sup>31</sup> Respondent 2, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 2, transcript

<sup>32</sup> Respondent 3, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 3, transcript

<sup>33</sup> Respondent 4, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 4, transcript

reducing focus or concentration, for this reason he also decided not to play online games anymore.

Respondent 5 stated.

*“Negatifnya itu kaya kadang lupa waktu, kadang juga semangat belajar menurun, terus forum di game juga memberi dampak negative seperti membully, berkata kasar.” (The negatives are that sometimes I forget my time, sometimes my enthusiasm for learning decreases, and the forums in the game also have a negative impact such as bullying, saying harsh words.)<sup>34</sup>*

Respondent 5 said the same thing as the other respondents. He feels that sometimes when he plays online games, he forgets time. In addition, he also felt a decrease in enthusiasm for learning. He also felt another negative impact of playing online games, namely on the interaction between players because sometimes there are those who bully or say bad words.

Playing online games will certainly provide advantages and disadvantages. From the data collected through the respondents, they claimed to get benefits both profit and non-profit. The non-profit advantage is that they are able to improve their English skills, get new vocabulary, and get many friends from Indonesia or foreigner. The profit advantage is that you can get money when you win the tournament. Meanwhile, the disadvantages are wasting time, laziness, and decreased enthusiasm for learning.

## B. Discussion

In this research, the data was obtained from various steps. The steps are using the list of questions for the interview, observation, and documentation. According to the acquisition of these data, all of them can be processed into useful data for the continuation of this research

### 1. **The implementation of online games to improve English vocabulary by functionaries and alumnus of college student English club at IK Institution.**

Students are one group of people that are interested in online gaming, which is a technology that is in demand. In order to gather information for this study, the researcher spoke with members and former members of the college student English club. The researcher discovered that online games can be incorporated into daily life based on interviews with club

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<sup>34</sup> Respondent 5, Interviewed by the researcher May 2<sup>nd</sup>, 2023, Interview 5, transcript

administrators and alumni of college students who participate in English clubs.

Playing online games can lead to the implementation of many important things. Respondents in this study played online games to practice their English. The language used in most online games is English. Thus, in the online game, people can both play and learn.

In the interviews that the researcher has undertaken. Functionaries and former members of the English club for college students integrate gaming into their daily life. Some people use it to study English. Players can utilize online games as a way to learn English, either basic English or general English, because the majority of online games are in English. The functionaries and alumnus of the college student English club acknowledge that they also play internet games to improve their English. According to Syauqi Hasram et al.'s study of Malaysian students' usage of their daily language Malay added that playing online games might be a good way to learn English, particularly for youngsters.<sup>35</sup>

Obviously, one needs to comprehend English vocabulary in order to improve their English. The need for vocabulary mastery in English usage stems from the need for effective communication. In this study, the researcher additionally looked into the vocabulary the respondents provided. Functionaries and alumni of the college student English club can acquire vocabulary through online games in a variety of methods. Functionaries and alumni of the college student English club learn vocabulary from the game's feature, its plot, and by playing with foreign players. According to studies on students that Christopher G. Thompson, et al. conducted, playing online games or learning the basics of technology can help players understand terminology. <sup>36</sup>

Online games are utilized for more than only learning English. However, in real life, gamers frequently use online games to reduce tension and recharge their brains after a long day of work or activity. Online gaming is another way for

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<sup>35</sup> Syafiqah Hasram, dkk. Online Games for Primary School Vocabulary Teaching and Learning: A Literature Review. *Creative Education*, 2020, 11, 2327-2336 <https://www.scrip.org/journal/ce> ISSN Online: 2151-4771 ISSN Print: 2251-4755

<sup>36</sup> Christopher G. Thompson, Sam Von Gillem. Video Game Based Instruction for Vocabulary Acquisition with English Language Learners: A Bayesian Meta-Analysis.

professionals and members of the college English club to unwind after a long day. Nighttime is a good time for individuals who labor to rest.

However, everyone has a different idea of what rest is. Some folks get rest by retiring to bed immediately. Some people, on the other hand, make use of their downtime by engaging in activities that bring them joy. They create online games to kill boredom when there is nothing to do, to clear their brains after school or job, similar to what professionals and alumni of the college student English club do. This is consistent with studies by Asih Prihandini, et al. on seven-year-old boys in Bandung, Indonesia, which shows that playing online games can be both enjoyable and stress-relieving.

Players' daily lives may benefit from playing online games. Many people believe that playing online games always has a negative impact on players, yet when handled appropriately, online gaming may be a tool for learning. According to the findings of interviews conducted with members and alumni of the college student English club, playing online games is something that people do not only for fun, but also as a way to improve their language skills, expand their vocabulary, and unwind from their busy daily lives.

Online game users asserted that they learn a lot of language when playing these games. This vocabulary can be acquired when playing online games that use storylines as part of the gameplay, in addition to from the features of those games. Players will be given a narrative for each task they must do in games with a storyline. The player will undoubtedly have a difficult time finishing the game if they do not understand English. Players must therefore understand the meaning of each word and sentence in order to comprehend it. They must undoubtedly open the dictionary in order to be able to understand and know what it means.

Functionaries and alumni of the college English club learn new words thanks to the game's features. Online games offer many English-language elements, and occasionally they even have English-language commands. When they are unsure of a word's definition, they will check it up in a dictionary to ensure that they comprehend it and can play without difficulty. Similar to the study done by Asih Prihandini, et al., which found that

players of online games can get a grasp of terminology through the game's features and settings.<sup>37</sup>

Some people learn vocabulary through conversing with foreigners. They will speak in full English when playing with foreigners so that other gamers of online games can understand them. Naturally, they will converse with their co-stars when playing with foreigners. Since English is frequently spoken, they will pick up terminology from conversing with their international colleagues. He noted that online game players were able to pick up language from interactions with foreign players, both through speech and writing, similar to the research done by Syafiqah Hasram, et al. 38

Additionally, there are others that learn English language via the games' plots. A story thread is presented throughout a number of games, and understanding it is required in order to go on to the next one. This will make it more likely that a player will look up the definition of each word or sentence, making it simpler for him to finish the game. Of course, the players will learn language from the plot from here on out.

Online games are games that can be played anytime and anywhere. Online game players always spend several hours a day playing online games. Online game players also have different times in playing online games. It is adjusted to the type of activity of each player.

Functionaries and alumnus of college student English club have different durations of playing online games, but there are similarities in that the time they play online games is at night or when they are hanging out with their friends. They often set aside time before going to bed to play online games.

The duration used to play online games also varies. For functionaries or alumnus of college student English club who have a lot of free time, they play for about five hours per day. However, this is not done in a single game but divided during the day two hours and at night about three hours. For functionaries or alumnus of college student English club who only have a

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<sup>37</sup> Asih P, Dadang S, Eri K. Online Games to Improve English Vocabulary Awareness in Daily Speech. *Advance in Social Science, Education and Humanities Research*.

<sup>38</sup> Syafiqah, dkk. Online Games for Primary School Vocabulary Teaching Learning: A Literature Review. *Creative Education*. <https://www.scrip.org/journal/ce>

little free time in their day they only play online games for about one or two hours a day.

The implementation of online games in their daily lives also depends on the players. As an online game player, one must be wise in playing the online game. Because, if someone is not wise in playing online games then it will become addictive and have a bad influence on the player.

In the research that has been done to the respondents, namely functionaries and alumnus of college student English club, they play online games only at certain times. They also have an estimated time to play online games. Thus, they can still carry out their activities in a balanced manner. Therefore, online gaming can be implemented well for the life of someone who plays online games.

A form of computer game that makes use of a computer network is called an online game. Internet networks are the most widespread type of network, and they always make use of up-to-date hardware like cable connections and modems. Online games are typically offered as supplemental services by an online service provider company or can be played directly through the platform offered by the provider of the game. A computer linked to a specific network can be used to play multiple online games at once.<sup>39</sup> Nowadays if someone wants to play online games, he no longer needs to go to an internet café, but now there are many online game applications available on mobile phones. Which can be played anytime and anywhere. Functionaries and alumnus of college student English club play online games nowadays. Although some of them have known online games since the old days and have played online games that were popular in the past, now that times are modern, they also play online games that are popular today.

Currently, playing online games is possible at home as well as in internet cafes, especially if you have a computer and Internet connection that enables online gaming. Many players have access to online games, where computers used by players are connected by the Internet. Online gaming can be done whenever and anywhere the gamer wants. Functionaries and alumni of the college student English club also have a selection of online gaming websites to choose from. Some people use their

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<sup>39</sup>Adams, E. Fundamentals of game design (2<sup>nd</sup> ed.). California: Person Education, Inc. 2010. P 42

computers and WIFI at home to play online games. Those without comprehensive amenities, on the other hand, opt to play internet games on their smartphones. Additionally, playing online games with pals can be done in a hangout. Because Wi-Fi is now widely available at coffee shops and restaurants, making it easier for people to play online games.

Online games are multiplying, and the longer the game is getting more and more fun, starting from the display, playing style, game graphics, image resolution, etc. Variations in games such as war games, adventures, fights, and other online games make the game enjoyable. The more attractive a game is, the more people who play online games which dominate playing online games are students, starting at the elementary, junior high, high school, and college levels. As a student in college, functionaries and alumnus of college student English club also follow the times by wanting to play and experience the excitement of playing online games. As explained in the research of Asih Prihandini, et. Al that currently online games are being favored by all circles of society, both young and adult.<sup>40</sup>

History and Development of Online Games is a game or game that is played by a lot of players, where an online network connects the computers used by players over the Internet, can utilize a PC (Personal Computer) or regular games (played offline).

Online games are a part of daily life. In the past, a computer was required to play online games. However, utilizing a smartphone to access online games is now possible. On average, nowadays a player plays online games using a handphone and an adequate internet network.

Online games may typically be downloaded onto mobile devices utilizing the Google Play Store. There are many programs available in the Google Play Store that may be downloaded for free or money. There, a person can download or set up several online game types. Mobile Legend, PUBG, and Free Fire, which are action games, are the types of online games that are frequently played by alumni and members of college English clubs. Selecting a game that is currently popular will

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<sup>40</sup> Asih P, Dadang S, Eri K. Online Games to Improve English Vocabulary Awareness in Daily Speech. *Advance in Social Science, Education and Humanities Research*.

enhance the gaming experience because many friends will be playing it.

Playing online games is a fun activity that is often played by people of all ages, from adults to children. There are types of games with different genres, both mobile and console games that are very popular among gamers. Usually, gaming activities are done to fill spare time or to relieve stress after finishing work or school.

Playing online games is certainly not only done alone but many gamers choose to play online games by playing together or what is often called *mabar*. In online games we can play with friends who are near us or we can also play with random people from various countries because this online game has a wide range. Functionaries and alumnus of college student English club also often do *mabar* or play together, to build relationships and learn English. Usually, *mabar* can be done with the closest people but one of them has done *mabar* with foreigners.

Most of the popular online games today are games created by overseas companies such as America, Japan, England and China. Automatically the language used is the international language, namely English. Therefore, by playing online games, learners will get many vocabularies in English. First, they might not understand the vocabulary's meaning, thus in order to acquire it, students would use tactics like context-based guessing. Consult an online dictionary to look up the vocabulary, or enlist the aid of English-speaking friends or family members.

As the times progress, there are also more and more types or names of online games that are starting to be recognized among gamers. Functionaries and alumnus of college student English club play different types of games: some play PUBG, some play Free Fire, some play Mobile Legend, some play LOL, and some play Honkai Impact. However, from the results of interviews conducted by researchers on functionaries and alumnus of college student English club, they play a lot of Mobile Legend because many people play so when they want to *mabar* it is more fun and exciting. As with other online games Mobile Legend is also able to influence the increase in English vocabulary mastery sources and also an increase in English skills. In the research of Hafidz Tresna Yudha, et.al stated that online games include MOBA (Multiple Battle Arena), one of which is

mobile Legend. This type of game is able to increase vocabulary mastery in players.<sup>41</sup>

Many features in Mobile Legend can be used for learning English. Players can get English vocabulary from this mobile legend game. In this mobile legend game, you will be presented with setting features, character selection, chat features and also voice features. This is what makes functionaries and alumnus of college student English club able to learn and add English vocabulary from playing online games. As explained in Nisrinafatin's research, Mobile Legend can provide vocabulary to players because of the various English features in the game.<sup>42</sup>

Mobile legend is one of the online games that is currently popular in Indonesia. Even not only in Indonesia but all over the world. Many gamers choose Mobile Legend for them to play. Besides being able to be played alone Mobile Legend can be played together by friends. The purpose of this joint game is to complete missions against enemies, because in Mobile Legend the way to play is to fight enemies where later they can also fight other groups. From the results of the interviews that have been conducted, the respondents also stated that most of them play Mobile Legend for the same reason, namely because many people play so that if you play with many friends, it becomes fun.

Functionaries and alumnus of college student English club choose mobile legend as a game because in their neighborhood there are a lot of people playing mobile legend so that when going to *mabar* it must be easier. In addition, in mobile legend there is not much toxic talk or harsh words.

## **2. The advantages and disadvantages of playing online games for functionaries and alumnus of college student English club.**

According to the findings of a researcher's interview with club administrators and alumni of the college's English club, playing online games is not just something that individuals from all walks of life do for enjoyment. But as the industry has grown, playing video games has also evolved into a pastime enjoyed by young people from a variety of backgrounds. Yes, playing games can help you relax, but you also need to be careful because it can also make you feel more stressed out, especially if you can't

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<sup>41</sup> Hafidz Tresna Yudha, Alvi Raihan Utami. The Effect of Online Game Dota 2 In Student's Vocabulary. Pustakailmu.id volume 2 (1), 2022

<sup>42</sup> Nisrinafatin. The Effect of Online Games on Student Learning Motivation. Journal Edukasi Nonformal.

finish the game. There are benefits and drawbacks to playing video games that gamers may encounter. Players must engage in typical game play in order to prevent any losses.

There are many variations of games that can be played such as adventure, fighting, and others. Online games usually use the brain's ability to think and the agility of the fingers to win the game. Games can also be used as a means of entertainment when you are bored or can be used as an aspiration to become gamers by continuing to practice and forming the game's esports team.

Especially that online games that played by functionaries and alumnus of college student English club is like Mobile Legends, PUBG, Fire Fire, PUBG, LOL, Clash of Clan and Honkai Impact. We also can see on YouTube channels that many people play games to become streamers on YouTube because they can make money by playing games, and many big tournaments held in Indonesia make esports teams look for superior seeds to make the game players.

Gaming is currently being played by various groups, not even just children but even adults have played games. Either because of hobbies, eliminating boredom, or refreshing the brain from daily activities. The rise in popularity of this game is evident in the expansion of online gaming genres, particularly those that are web-based.

But unfortunately, playing online games does not always only provide benefits but can also cause a loss that you will feel directly. The results of the interview with functionaries and alumnus of college student English club are playing online games was able to provide advantages and disadvantages. Functionaries and alumnus of college student English club feel the advantages of being able to improve English skills, to fill spare time and there are also those who get money from the tournaments that are followed, besides that playing online games is also able to train the creativity of the players. In research conducted by Hafidz Tresna Yudha, et.al also states that playing online games is able to train the creativity of its players because in playing online games they must prepare tactics and strategies.<sup>43</sup>

Based on the results of interviews conducted with respondents, they stated that they got vocabulary from playing online games so that they could improve their vocabulary. The

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<sup>43</sup> Hafidz Tresna Yudha, Alvi Raihan Utami. The Effect of Online Game Dota 2 In Student's Vocabulary. Pustakailmu.id volume 2 (1), 2022

author will summarize the English vocabulary in online games in the form of a table.

#### 4. 1 Frequent English vocabulary in online games

No	Vocabulary	Description
1	Away from Keyboard (AFK)	<i>Istilah ketika seorang pemain meninggalkan permainan untuk sementara atau lama.</i>
2	Invalid	<i>Istilah yang digunakan ketika match batal dilakukan.</i>
3	Early game	<i>Detik awal bermain sampai menit ketiga.</i>
4	Mid game	<i>Waktu permainan dari menit ketiga hingga menit ke sepuluh.</i>
5	Late game	<i>Waktu permainan diatas sepuluh menit sampai selesai.</i>
6	Farming	<i>Istilah yang mengacu pada kegiatan salah satu pemain yang mencari atau mengumpulkan emas.</i>
7	Pushing	<i>Cara bermain ketika melakukan strategi objektif dengan menghancurkan benteng musuh.</i>
8	Ganking	<i>Sebuah strategi untuk mengeliminasi lawan yang sedang sendirian,</i>
9	Roaming	<i>Sebuah strategi untuk berpindah.</i>
10	Stunned	<i>Mencegah musuh untuk menyerang.</i>
11	Taunted	<i>Memaksa target untuk menyerang.</i>
12	Noob	<i>Istilah ketika permainannya buruk.</i>
13	Over Power (OP)	<i>Istilah ketika permainannya sangat bagus.</i>
14	Army camp	<i>Tempat berkumpul pasukan yang sudah selesai dilatih.</i>

15	Attack's remaining	<i>Sisa serangan yang mampu dilakukan pemain.</i>
16	Finish now	<i>Untuk mempercepat pembangunan suatu bangunan.</i>
17	Headshot	<i>Tembakan di kepala</i>
18	Blue zone	<i>Zona aman</i>
19	Sandwich	<i>Situasi ketika dikepung oleh musuh</i>
20	Rush	<i>Menyerang bersama-sama secara kompak.</i>
21	Red zone	<i>Zona paling merugikan</i>
22	Prone	<i>Tiarap.</i>
23	Winner winner chicken dinner	<i>Kemenangan dalam game berlangsung.</i>
24	Compound	<i>Tempat pertahanan.</i>
25	Flank	<i>Menyerang musuh.</i>
26	Forting	<i>Melindungi pemain.</i>
27	Knock down	<i>Kalah.</i>
28	Spray down	<i>Menembak lawan secara terus menerus.</i>
29	Too soon	<i>Kalah terlalu cepat.</i>

It is these terms that are often found in online games that make respondents know new vocabulary in addition to the vocabulary they have learned at school.

In addition to the advantages of the functionaries and alumnus of college student English club also mentioned that they got disadvantages from playing online games, namely lowering the eye system, wasting time, being lazy, and also making the spirit of learning decrease. In research conducted by Santinah and Saluki that playing games if still within reasonable limits can have a good impact on players, but if they are addicted, it will have a negative impact on players, one of which causes decreased learning motivation.<sup>44</sup>

In playing online games there are advantages and disadvantages felt by the players. Functionaries and alumnus

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<sup>44</sup> Santinah. Saluki. The Effect of Online Games on Learning Motivation and Learning Achievement. ITEJ July-2022, Volume 7 No.1 page 22-23 ITEJ Information Technology Engineering Journals eISSN : 2548-2157

college student English club feel various advantages when they play online games. According to Nisrinafatin's research, there are several benefits to playing online games, including bettering one's ability to concentrate, think or reason clearly, learn English, relieve stress, and make new friends.<sup>45</sup>

Nisrinafatin mentioned is almost the same as what the functionaries and alumnus of college student English club felt. However, they gain more benefits from playing online games, which include improved attention as playing online games demands intense focus. The degree of concentration needed increases with the level of difficulty of the game.

In playing online games, it is also able to develop thinking or reasoning power, by playing online games a gamer will develop problem-solving skills, and situation analysis. And also trained to make decisions quickly. Improve English language skills, the majority of online games are in English. With the habit of speaking English when playing online games, it will indirectly train gamers in English. Reducing stress, Basically, online games like all other types of games are made to entertain and as a medium of refreshing.

Since playing online games can be done alone or with others, as was previously described, we can make new friends through them. Many players from different countries or areas participate in online gaming. There are players who occasionally get to know one another and decide to play again at a later period.

In addition to non-profit advantages. Playing online games also provides advantages that are profitable. An online game player can get money from playing online games. That is, when he becomes a jockey, wins a tournament, or when he becomes a streamer. Playing online games might help you learn more words in English because most of them are in English. That way players will get vocabulary in the online game. It will indirectly increase the mastery of English vocabulary for the players.

In the age of technology, when there are advantages, they usually come with disadvantages. Same with online games, in addition to the advantages there are also losses felt by the functionaries and alumnus of college student English club. A disadvantage of playing online games is that players can develop

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<sup>45</sup> Nisrinafatin. The Effect of Online Games on Student Learning Motivation. *Jurnal Edukasi Nonformal*. Vol.27, No 15. Published On 22/04/2022

addictions since they must play consistently in order to keep up. This is something that officials and alumni of the college English club feel. Online games will occupy players' time if they already have an addiction to them.

Lowering body fitness, playing online games causes a player's body to remain motionless and unactive. difficulty staying focused when being taught and being learned. A gamer will lose motivation to learn and become lax about studying or doing homework. Excessive gaming might harm your eyes and nerves and weaken your eye lens. In line with research conducted by Nisrinafatin on students that the losses felt by online game players are addictive, decreased body fitness, difficulty concentrating, decreased learning motivation.<sup>46</sup>

In playing online games, one must be wise. Because if you play online games too often, you will get addicted. If a person is already dependent on playing online games, he will experience several losses personally. He also explained, in line with Nisrinafatin's studies, that an online game addict will experience a great deal of harm to himself.<sup>47</sup>

According to the findings of the interviews conducted by researcher to functionaries and alumnus of college student English club. The respondents admitted that they felt the advantages and disadvantages equally. In fact, some of them explained that they had more advantages than disadvantages. The advantages they felt more were in the improvement of English language skills and vocabulary mastery. Simply put, the respondents have used online games wisely. From the results obtained, there are also no respondents who are compulsive gamers online.

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<sup>46</sup> Nisrinafatin. The Effect of Online Games on Student Learning Motivation. *Jurnal Edukasi Nonformal*. Vol.27, No 15. Published On 22/04/2022

<sup>47</sup> Nisrinafatin. The Effect of Online Games on Student Learning Motivation