THE STUDENTS' PERSPECTIVES ON THE ROLE OF VOCABULARY IN THE LANGUAGE LEARNING IN AN ONLINE GAME

Sandi Nuansa[1]
Dion Tira Erlangga[2]
English Literature
English Education

sandyscrabble30@gmail.com

Abstract

This research aimed to find out the student's perspective towarn online game on their vocabulary in english learning process. The researchers used qualitative approach by doing survey using online questionnaire. The participants of this research are 30 students who are online game players consist of 5 high school students and 25 university students. The result of this research showed that most of all students play online game for 2 hours a day and several of them are playing online game for more than 3 hours. They can learn many new english vocabularies with mean 4,43. The reason why students used english in online games was because they often meet random foreign players and play together in the same team. The data also showed that students became more active using their english in online game rather than in a regular class with mean 3,8. The believe that chatting in online game was the best way to improve their english ability.

Key words: English, online game, student, vocabulary

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INTRODUCTION

In learning English, there are four skills that must be mastered such as listening, speaking, writing and reading (Febriantini et al., 2021), (Nurmala Sari et al., 2021). All of these skills will be easily obtained if students have a good vocabulary (Puspita, 2019). In learning a language, Vocabulary is considered as the important thing both mother tongue and foreign language (Suprayogi et al., 2021), (Suprayogi & Pranoto, 2020). Vocabulary is a collection of words that people acquire when they learn language (Amelia et al., 2022). Vocabulary is knowledge involves knowing the meaning of word (Oktavia & Suprayogi, 2021), (Fakhrurozi & Puspita, 2021). Learning vocabulary is a hard work because students need to analyze, understand and produce words (Candra & Qodriani, 2019), (Kuswoyo et al., 2021). Vocabulary is needed to express our ideas and to be able to understand other people's sayings (Mandasari & Aminatun, 2020), (Kardiansyah, 2021), (Ngestirosa et al., 2020). There are three aspects that must be known in knowing the word (Amelia & Dintasi, 2019). These aspects are form, meaning, and use (Puspita & Pranoto, 2021), (Wardaningsih et al., 2022). The statement above concludes that in order to recognize a

word, one must recognize the form, meaning and use of the word. Getting to know the form consists of knowing spoken, written and part of the word.

There are many methods and techniques to make the English learning process becomes enjoyable and interesting (Septiyana & Aminatun, 2021b). One of them is using game (Riskiono et al., 2021), (Gulö & Rahmawelly, 2019). Online game is game which can be played using internet connection (Kuswoyo & Indonesia, 2021). The reason that makes online games becoming popular among students is because these games are designed to amaze and evoke the player's curiosity (Sartika & Pranoto, 2021), (Samanik, 2021). Online game gives positive impact in language learning because it has relaxing learning atmosphere (Purwaningsih & Gulö, 2021), (Kuswoyo et al., 2022).

In the learning process, the use of instructional media in the form of games is very important to improve student's English skills (Oktaviani et al., 2020), (Septiyana & Aminatun, 2021a), (Wahyudin & Sari, 2018). The development of the game is educational because in the game (Yulianti & Sulistyawati, 2021), it will help student's english vocabulary skill so that it will facilitate the user in achieving mastery of writing, reading, listening, and speaking skills (Ahmad et al., 2020). Online games becomes enjoyable because it provides friendly competition and create cooperative learning environment, so students have an opportunity to work together (Oktaviani & Mandasari, 2019), (Suprayogi et al., 2022). The problems happened when there are many students who feel tired learning English vocabulary because they get bored during all days (Gulö, 2019). Students also spent much their time to play online game which was not good for their health and their behavior (Fadilah & Kuswoyo, 2021).

(Kardiansyah, 2019) stated that learning is a conscious effort to master the rules of language or about language usage, Languge learning is knowing about language, or formal knowledge of a language (Sari & Pranoto, 2021). Language learning is done formally in a formal setting too, for example language learning in class (Fithratullah, 2019). However, formal language learning does not have to be done in a place that is limited by space, or does not have to be done in the class (Journal et al., 2021). Learning activities can be done anywhere as long as the learning process is directed at consciously mastering the rules of language, the process is called learning (Gulö et al., 2021). Most of online games games have storyline, instructions and chat system, which were mainly constructed with English

as the primary language (Wardaniningsih & Kasih, 2022). Nowadays, Online games become popular for all ages not only for kid or teenager, but also for adult in their daily lives (Fithratullah, 2021). There are several researches that have been done discussing this problem. The first research is from Mochammad Ikhbal (2017) entitled " The Influence of Playing DOTA 2 towards Learner's Vocabulary Mastery for Senior High School Students". It proves that playing DOTA 2 gives benefit for students in increasing the vocabulary ability. The second research is done by Hamid Ashraf & Fateme Ghanei (2014) entitled " The Impact of Online Games on Learning English Vocabulary by Irian (Low – Intermediate) EFL Learners.

Now in the learning process formally and informally the psycholinguistic process works to obtain language through learning.

Research Question

According to the problem, The researcher formulated the research questions as followed :

1. How is the student's game experience ?

2. How could online games improve student's vocabulary in language learning process based on their perspective ?

Purpose of Research :

Based on the research questions, The purpose of this research are :

1. To find out the student's game experience

2. To find out how online games improve student's vocabulary in language learning process based on their perspective

LITERATURE REVIEW

There are two types of online game which are single and multi-player. The example of multi-player game which is mostly preferred by boys is Massively Multiplayer Online Role-Playing Games (MMORPG) which usually needs internet connection to play because

the player needs to interact to another player during the games. Nowadays, Online game becomes popular among students such as DOTA 2, Mobile Legend and Player Unknown's Battlegrounds (PUBG). In learning English, The students will get vocabulary because in online game, It uses English while it is being played because most of all games use English as their first default language. By playing online games, students are able to learn new vocabularies displayed on the screen and they can meet foreign players around the world and communicate with them.

In this case, Online games is expected to play an important role in improving English vocabulary as a medium of learning process. The purpose of this research is to reveal the student's perception of the impact of online games toward their english vocabulary learning. Hence, this topic is worth studying as it shows how online games influenced the language learning among gamers, especially in vocabulary learning process.

METHOD

The subjects of this research are the Senior high school and university students who likes playng online games. This study used qualitative methods where this type of research tries to describe and interpret the objects without any manipulation of research data. The process of research involves emerging questions and procedures and the researcher makes the interpretations of the data (W.Creswell, 2009). The data in this study were obtained using close ended questionnaire which is question whose the answers have been set by the researcher which contained several questions to find out related informations such as (1) Student's motivation in playing online game (2) Online game's role in vocabulary learning process.

The questions were obtanied from the related research conducted by Barry Ip (2008) entitled "Gaming frequency and academic performance" and Kyle William Scholz (2015) entitled "Online Digital Game-Based Language Learning Environments: Opportunities for Second Language Development". The subjects of this study were 5 senior high school students and 25 university students from several universities in Bandar Lampung. In the process of collecting data, The researcher conducted several steps such as (1) identifying problems (2) making questions to be used in questionnaire (3) determining respondents who work part time (4) Making google form (5) Compiling the data obtained (6) analyze the results and (7) making the conclusion.

RESULTS AND DISCUSSION

This research is conducted to find out the student's perspective toward online game on their vocabulary learning process. The participants are 30 respondents consist of 5 high school students and 25 university students. This section provides2 things such as (1) Student's Game Experience which discussed how much time that students spent to play online game and what type of online game that they always play (2) Student's perspective about vocabulary learning through playing online game.

1. Student's Game Experience

According to the data, The duration of playing game is different based on the player's behavior.
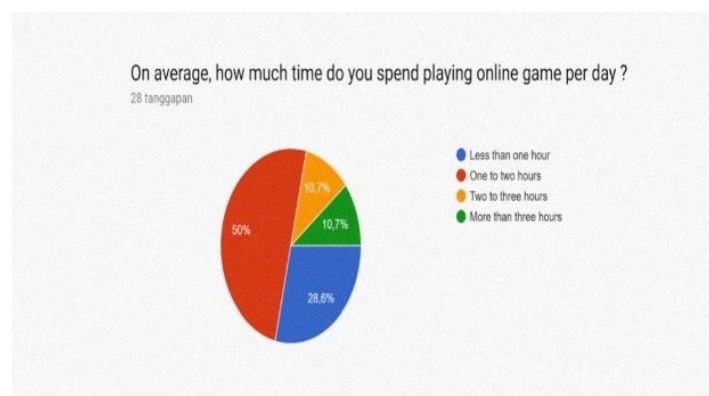
The first result reveals that students are playing online game for one to two hours a day (50%). The second result reveals that they play online game for less than one hour (28,6%), it means they only play online game when they feel bored or when they are on free time. Another result shows that there are several students who play online game too often for two to three hours (10,7%) and more than three hours hours (10,7%) a day.
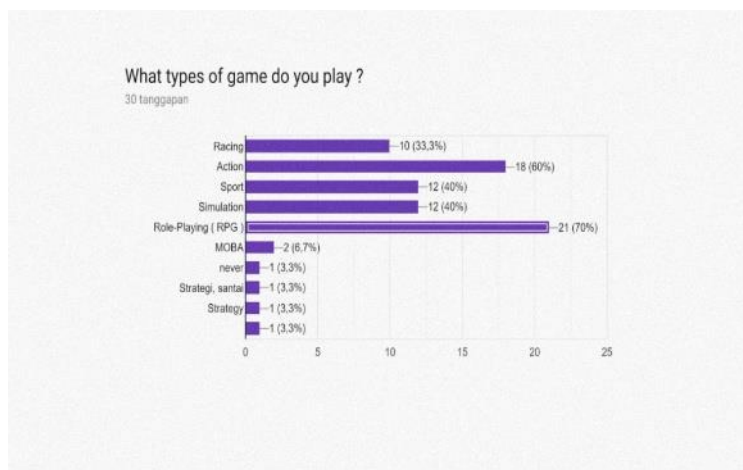
According to the data, The students play several types of online game. The most type of game which is played is Role-Play Game (RPG) and follwed by action game. Another types that they like to play are sport / simulation and racing game.

2. Student's Perspective on Online Game

In order to know the perception of students of online game toward vocabulary learning process, The researcher uses likert scale questionaire consist of 9 questions.

Statement	Mean
Chat system in online game is easy to use (Black Dessert Online, PUBG, Mobile Legend, Dota 2, FreeFire, etc)	4,07
It is difficult to keep the communication from another players	2,87
I actively try to comprehend the text on the screen.	3,87
Having my own avatar/character makes me	4,07

feel more involved in the game	
I can express my opinion more freely in online game than in a regular class	3,8
I can learn new vocabulary.	4,43
The game makes me use my English more than in a regular class.	3,77
I enjoy interacting in the game.	3,38
Chatting in the game is the best way to improve my English	4,1

The data above shows that the highest statement is no.6 which is "I can learn new vocabulary" with mean 4,43. It proves that students are able to learn new vocabulary through online game because most all online games set english as their default language and the texts are grammarly correct. In another word, The students play online game is not only fun and exciting but also online game provides vocabulary retention. Video games engaged the attention of learners and created a non-threatening atmosphere in presenting information and have potential to encourage thinking process and discussion skills (Clark 2000). So, learning a foreign language while playing video games is very effective because it is highly motivating due to its entertainment value, and there is no pressure or evaluation methods that could deter players fromopenly engaging in using the language.

The statement no.3 which is "I actively try to comprehend the text on the screen" with mean 3,87 shows that the players actively try to comprehend all words showed on the screen because most of all online game like RPG have interesting game story during their gameplay. Online games may be a very influential part of language use since gamers spent many hours playing a day and they are introduced to the different vocabularies through the games. Thay may learn many terms in online game such as
"Looting, Healing, Retreat, Spam, Stoning, Respwarn, etc".

The second highest result is from the statement no.9 which is " Chatting in the game is a good way to improve my English" with mean 4,1. It means that students believe that chatting in online game will boost their english ability because sometime they meet foreign players and it forces them to speak english to communicate each others. This gives rise to

many opportunities for the students to encounter many new words that a person would otherwise not encounter in real life. The online game players also will get several terms in communicating system to interact others such as "GG (good game), noob, HP (Health Point), etc" eventhough those words could not be used in academic writing. Online game also has a lot of mistery and contains maps and directions where the students will have to read. It helps them to improve map reading skill and practical thinking to solve all game missions. As a result, They do not feel shy in communicating using english.

Statement no.5 with mean 3,8 and no.7 with mean 3,77 show that students are able to express their opinions more freely using english in online games rather than in regular class. According to the last statement no.8 gives the clue why it so, It is because the students enjoy interacting with many people in the game with mean 3,38. The students also believe that online game will train their critical thinking because online games provide friendly competition where it will triger the player's excitement. It means that the greater the enjoyment that is experienced by them, the greater interest is invested in practicing an online game in which it will also increase the interest to learn new vocabularies from the game. The lowest result comes from the second statement which is "It is difficult to keep the communication from another players" with means 2,87. It shows that students do not find it difficult to keep the communication among another online game players. They are able to keep connected each other because mostly students who play MMORPG join foreign party and use text chat to communicate.

CONCLUSION

Online game provides entertainment values where it gives big opportunity for all players to learn language especially english in interesting way. This research found three points. First, Most of all students spent two or even more than three hours to play online game a day. Second, The most favorite type of online game is Role-Play Game (RPG). Third, Students feel many advantages of playing online game, it helps them to learn and retain new words easily. Online game increase student's confident in communicating using english and expressing their opinions rather than in regular class. As the result, they believe that chatting system in online game is the best way to improve their english ability especial in learning vocabulary. So, Online games could help in developing gamer"s

language learning, especially in vocabulary aspects, as they engaged in interaction with other gamers by using the English language as the primary language.

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