

**SPEAKING PROFICIENCY LEVELS OF MOBILE LEGENDS
PLAYERS IN THE ENGLISH EDUCATION DEPARTMENT
AT UIN ANTASARI BANJARMASIN**

**By
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**ANTASARI STATE ISLAMIC UNIVERSITY
BANJARMASIN
2025 A.D/1447 A.H**

**SPEAKING PROFICIENCY LEVELS OF MOBILE LEGENDS
PLAYERS IN THE ENGLISH EDUCATION DEPARTMENT
AT UIN ANTASARI BANJARMASIN**

Undergraduate Thesis

Presented to Faculty of Tarbiyah and Teacher Training
in partial fulfillment of the requirements for the degree of
Sarjana Pendidikan

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I, the undersigned, Muhammad Naza Allya Fatihah, declare that this undergraduate thesis is my original work, gathered and utilized specially to fulfil the purposes and objectives of this study, and has not been previously submitted to any other university for any degree or other purposes. I also declare that the publications cited in this work have been properly acknowledged. If someday, it is proven otherwise, I understand that my degree will be revoked.

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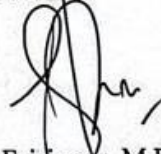
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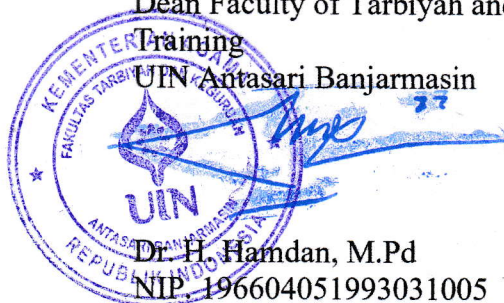
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ABSTRACT

Muhammad Naza Allya Fatihah. 2025. Speaking Proficiency Level of English Education Department Students Who Play Mobile Legends: Bang Bang. English Language Education Study Program, Faculty of Tarbiyah and Teacher Training, Antasari State Islamic University. Advisor: Fajrianor, M.Pd

Keywords: Speaking Proficiency; Mobile Legends; Game-Based Learning.

The purpose of this study is to measure the speaking proficiency level of English Education Department students who are active players of the mobile game Mobile Legends: Bang Bang. To achieve this, the study employs a descriptive quantitative approach to analyze the participants' oral performance. Data were collected from 28 participants through a comprehensive assessment consisting of multiple-choice items and oral performance tasks (Fluency and Pronunciation). Before the main analysis, the instrument was tested and proven highly valid with Corrected Item-Total Correlation values ranging from 0.476 to 0.970, exceeding the critical r-table value of 0.374. The instrument also demonstrated excellent reliability with a Cronbach's Alpha of 0.930. The results of the descriptive analysis revealed that the students' proficiency scores ranged from 8 to 100, with an overall mean score of 73. Based on the cumulative score classification, this average indicates that the students' proficiency falls into the 'Fair' category. The study concludes that while gaming engagement provides English exposure, there is a significant diversity in speaking proficiency levels among learners, with individual scores distributed across all levels from 'Very Poor' to 'Excellent'.

ABSTRAK

Muhammad Naza Allya Fatihah. 210101030165. Tingkat Kemahiran Berbicara Mahasiswa Departemen Pendidikan Bahasa Inggris yang Bermain Mobile Legends: Bang Bang. Program Studi Pendidikan Bahasa Inggris, Fakultas Tarbiyah dan Keguruan, Universitas Islam Negeri Antasari. Pembimbing: Fajrianor, M.Pd. 2025

Kata Kunci: Kemahiran Berbicara; Mobile Legends; Pembelajaran Berbasis Game.

Tujuan dari penelitian ini adalah untuk mengukur tingkat kemahiran berbicara mahasiswa Departemen Pendidikan Bahasa Inggris yang aktif bermain game *mobile Mobile Legends: Bang Bang*. Untuk mencapai tujuan tersebut, penelitian ini menggunakan pendekatan kuantitatif deskriptif untuk menganalisis performa lisan para partisipan. Data dikumpulkan dari 28 partisipan melalui penilaian komprehensif yang terdiri dari butir soal pilihan ganda dan tugas performa lisan (*Fluency* dan *Pronunciation*). Sebelum analisis utama dilakukan, instrumen penelitian telah diuji dan terbukti sangat valid dengan nilai Corrected Item-Total Correlation berkisar antara 0,476 hingga 0,970, yang melebihi nilai kritis r-tabel sebesar 0,374. Instrumen tersebut juga menunjukkan reliabilitas yang sangat baik dengan nilai Cronbach's Alpha sebesar 0,930. Hasil analisis deskriptif mengungkapkan bahwa skor kemahiran siswa berkisar antara 8 hingga 100, dengan rata-rata skor keseluruhan sebesar 73. Berdasarkan klasifikasi skor kumulatif, rata-rata ini menunjukkan bahwa kemahiran mahasiswa berada dalam kategori 'Cukup' (Fair). Penelitian ini menyimpulkan bahwa meskipun keterlibatan dalam game memberikan paparan terhadap bahasa Inggris, terdapat keragaman yang signifikan dalam tingkat kemahiran berbicara di antara para pembelajar, dengan skor individu yang tersebar di semua tingkat mulai dari 'Sangat Kurang' hingga 'Istimewa'.

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Finally, the writer hopes that this research will be useful for the next researchers. The writer admits that this research paper is not perfect yet. Therefore, suggestion will be expected to make it better.

Banjarmasin, Rajab, 7th 1447 A.H
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Writer

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