

CHAPTER I

INTRODUCTION

A. Background of Study

Digital technologies have completely changed how we connect, communicate, and learn in the modern world. The most significant and essential worldwide language in many facets of life in the current globalization and information technology era is English. Speaking and understanding English has become an essential skill for daily communication as well as for employment, business, education, and international connections. The way we communicate has changed significantly as a result of the emergence of communication technologies like social media and the Internet. Speaking English over the phone, during a video conference, or during an internet chat has become more popular, enabling people from different nations to communicate with one another beyond national boundaries.

In Islam, we must appreciate one another's language as fellow humans, as we are all descended from Allah. The directive can be found in Surah Ar-Rum, verse 22 of the Qur'an.

وَمِنْ آيَاتِهِ خَلْقُ السَّمَاوَاتِ وَالْأَرْضِ وَاحْتِلَافُ أَلْسِنَتِكُمْ وَالْوَانِكُمْ إِنَّ فِي
ذَلِكَ لَآيَاتٍ لِّلْعَالَمِينَ

Because people are eventually on Allah's side, this Surah advises us not to discriminate against people from different languages, tribes, religions, or cultural backgrounds.

One of the most interesting things in this chapter is the language. By studying this verse, we may also get useful knowledge in accordance with Surah Ar-Rum, verse 22, which instructs us to consider the differences that exist in our daily lives carefully. The researcher concludes from Surah Ar-Rum verse 22 that we must praise each other's language and learn about it.

Speaking is one of the most essential tools used by individuals to interact with others in their daily lives. It enables people to express their ideas, share personal feelings, communicate desires, and deliver information, whether in informal social settings or formal academic environments. As a productive language skill, speaking not only facilitates understanding between individuals but also contributes greatly to the development of one's interpersonal relationships and social presence. Speaking is a language skill that plays a vital role in shaping communication, allowing individuals to convey messages effectively to both individuals and groups (Tarigan, 2021). Through speaking, people participate in various aspects of society, be it in education, work, or community life, which emphasizes its significance in social interaction and cultural exchange. Therefore, the ability to speak fluently and appropriately is a fundamental component of effective communication and language learning.

Speaking is a communicative skill developed through social interaction and engagement with others. Speaking involves a social act that arises from real-life communication demands, with language serving as a tool for developing relationships, conveying meaning, and collaborating with others (Fulcher, 2014). This viewpoint aligns with the idea that, as social beings who rely on one another, humans use spoken language as a primary means of establishing connections and navigating everyday life. The importance of speaking lies in its role as a bridge between individuals, reinforcing that oral communication is not just a linguistic function but also a critical tool for human interaction.

Many types of media can be used in an educational setting to engage students' interests, specifically when teaching speaking in English. Mobile games are one of them, as they use technology to which most people are now used. Certain mobile games provide their consumers with a social gaming experience via various in-game interactions with friends.

Game-based learning is a type of serious game built with particular instructional goals. Game-based learning is a learner-centered method in which digital or electronic games are deliberately employed as a tool for education. This strategy uses digital games as a medium to communicate instructional information, improve comprehension and knowledge, and facilitate assessment or evaluation within a certain subject area (Prasetya, G.I, & Patmanthara, 2013).

Mobile Legends is one of the smartphone games that the researchers have chosen. The popular mobile game Mobile Legends is currently enjoyed by people of all ages, including teenagers and adults. Researchers have found that Mobile Legends teaches speaking proficiency and that players can use the sounds produced by the game to learn the language because the majority of the game's training is in English.

Mobile Legends is a game of the genre MOBA (Multiplayer Online Battle Arena). The MOBA genre generally has rules in the game that there are two teams, each consisting of five players, whose objective in the game is to destroy the base of the opponent team.

In the mobile gaming realm of Mobile Legends, effective communication with one's teammates is an indispensable element of devising and executing winning strategies. The collaborative nature of this online multiplayer battle arena game necessitates constant interaction among team members to formulate, coordinate, and execute tactical maneuvers, ultimately steering the team toward victory.

In the dynamic virtual battlefield, players must engage in real-time conversations, discussing champion selections, lane assignments, item builds, and intricate tactics such as ganking, ambushing, and team fights. The ability to articulate ideas clearly, convey plans succinctly, and adapt to rapidly evolving in-game situations is pivotal. Consequently, Mobile Legends serves as an environment where players engage in a communicative challenge that goes beyond conventional gaming; it offers a

platform to foster and enhance their teamwork, leadership, and strategic communication skills, thereby making the game not only about entertainment but also a domain for skill development and language practice.

In this research, the purpose of this study is to assess the average speaking proficiency scores of Mobile Legends players in the English Education Department, as well as their overall level of spoken English competency.

B. Definition of Key Terms

1. Speaking Proficiency

Speaking proficiency refers to an individual's overall ability to use spoken English effectively and appropriately in communication. It involves the capacity to convey ideas clearly, fluently, and accurately while using suitable vocabulary, grammatical structures, pronunciation, and comprehension. Speaking proficiency also includes the ability to maintain interaction, respond meaningfully to others, and adjust language use according to context and communicative purpose.

2. Game-based learning

Game-Based Learning is an instructional approach that utilizes games as a medium to support learning activities and skill development. In this approach, games are used not merely for entertainment but as learning environments that encourage active participation, engagement, and meaningful practice. Game-Based Learning allows learners to

develop knowledge and skills through interactive experiences that promote problem-solving, communication, and motivation.

3. Mobile Legends

Mobile Legends is an online multiplayer mobile game in which players compete in teams to achieve specific objectives within a virtual battlefield. The game requires players to control individual characters, cooperate with teammates, and make strategic decisions in real time. Mobile Legends features fast-paced gameplay, role-based characters, and competitive match formats that emphasize teamwork, coordination, and tactical execution.

4. English Education Students

English Education Students are undergraduate students enrolled in an English Education program who are preparing to become English teachers or language professionals. These students are expected to develop adequate English language proficiency, particularly speaking skills, as part of their academic and professional training.

C. Research Questions

In order to fulfill the research purpose, this study investigated the average speaking proficiency level of Mobile Legends players in the English Education Department at UIN Antasari Banjarmasin. Using a descriptive quantitative approach, the study quantifies and categorizes students' oral performance across five fundamental dimensions: vocabulary, grammar, fluency, pronunciation, and comprehension. By integrating

objective digital assessments and oral performance tasks, this research determines where the students fall on recognized proficiency measures, providing a clear depiction of their communicative competence in an English-speaking gaming context.

D. Objectives of Study

The main purpose of this study is to measure the average speaking proficiency level of Mobile Legends players in the English Education Department at UIN Antasari Banjarmasin. Specifically, this study aims to assess and quantify students' oral performance across five fundamental dimensions: vocabulary, grammar, fluency, pronunciation, and comprehension using a descriptive quantitative approach. By analyzing these components through a combination of objective assessments and oral performance tasks, the study intends to create a thorough profile of the students' communicative ability and determine their position on recognized proficiency measures. This research provides insights into the linguistic outcomes of digital gaming participation within an academic setting.

E. Significance of Study

1. Theoretical

This research contributes to the expanding body of literature on game-based learning. It supports the idea that informal, technology-driven environments such as online games can serve as platforms for second language acquisition, particularly in enhancing speaking proficiency. By focusing on the five core aspects of speaking,

vocabulary, fluency, grammar, pronunciation, and comprehension, this study enriches the theoretical framework around communicative competence in digital contexts. It also integrates perspectives from language assessment and learning motivation theories, especially in the domain of educational technology and sociolinguistics.

2. Practical

a. Lecturers/Teachers

This study can serve as a reference to explore how students' extracurricular activities, such as gaming, can inform their learning strategies and language use. Teachers may also consider adopting more interactive and student-centered methods that draw upon real-life interests to enhance speaking instruction.

b. Students

The study encourages students to reflect on the educational value of their gaming habits, especially in games that require English communication. By recognizing how frequent use of English in gameplay contributes to their speaking development, learners may become more motivated to use the language authentically.

c. Researcher

This research project has provided an opportunity for me to grow academically and professionally. It has deepened my understanding of language assessment, sharpened my ability to conduct survey-based quantitative research, and allowed me to

examine how informal digital experiences relate to formal educational outcomes in English language learning.

F. Assumption of Study

This study is based on several key assumptions that support the validity and reliability of the research process and findings. These assumptions pertain to the participants, the instruments used, and the context of the study.

1. Participants have experience playing Mobile Legends in English. It is assumed that the students participating in this study are active Mobile Legends players and have used English for communication during gameplay, using voice chat communication with teammates or international players.
2. Participants possess a sufficient English-speaking background from their academic training. It is assumed that, as students within the English Education Department, participants have received foundational instruction and practice in speaking skills, enabling them to be appropriately evaluated for their speaking proficiency in this study.
3. Participants answered the questionnaire honestly and responsibly. It is assumed that all respondents provided accurate and sincere responses to the questionnaire, which reflects their actual experiences and perceptions related to English usage during Mobile Legends gameplay.
4. The speaking proficiency test and scoring rubric accurately measure the five aspects of speaking. It is assumed that the speaking assessment,

designed around vocabulary, fluency, grammar, pronunciation, and comprehension, provides a valid and reliable representation of each participant's speaking proficiency.

5. Mobile Legends gameplay contributes to natural language exposure and interaction. This study assumes that the in-game communication and repeated exposure to English while playing Mobile Legends may contribute positively to the players' language development, particularly in speaking.