

**THE CORRELATION BETWEEN HABIT IN PLAYING
MOBILE LEGENDS GAME AND STUDENTS' LISTENING
PROFICIENCY**

THESIS



BY

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ANTASARI STATE ISLAMIC UNIVERSITY

BANJARMASIN

2018 A.D/1439 H



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UNIVERSITAS ISLAM NEGERI

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BANJARMASIN

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THESIS

Presented to

Antasari State Islamic University Banjarmasin

in partial fulfillment of the requirements

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by

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BANJARMASIN
2018 A.D/1439 H**

STATEMENT OF AUTHENTICITY

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Certify, that the work in this thesis is to the best of my knowledge and belief, original, except as acknowledge in the text, and has not been submitted, either in whole or in part, for degree at this university or any other university. If someday, it is proven as duplication, imitation, plagiarism or made by others partly or entirely, I understand that my thesis and academic title will be canceled due to the law.

Banjarmasin, July 26th, 2018

The writer,


Amir Rasyid

APPROVAL

Paper Entitled : The Correlation Between Habit in Playing Mobile Legends Game and Listening Proficiency of The Eighth Grade Students of Mtsn 2 Rantau Academic Year 2017/2018

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ABSTRACT

Amir Rasyid. 2018 The Correlation Between Habit In Playing Mobile Legends Game and Students' Listening Proficiency. Thesis, English Education Department, Faculty of Tarbiyah and Teachers Training. .Advisors: (I) Nani Hizriani, MA., (II) Puji Sri Rahayu M.A.

Keywords: Correlation, Habit, Playing Mobile Legends, Listening.

This thesis is entitled “The Correlation Between Habit In Playing Mobile Legends Game and Students' Listening Proficiency”. The objective of this research is to analyze if the habit in playing Mobile Legends game have an effect on students' listening proficiency in MTsN 2 Tapin. This research is based on the theory of KhuatThiTuNga (2003) stated that student's seemed to learn new vocabulary more quickly and retain it better when it was applied in a relaxed and comfortable environment.

This research is a correlation research which the data is analyzed quantitatively. The population of the research is 178 students on the VIIIth grade students of MTsN 2 Tapin. Then, all of the students (70) who played Mobile Legends game become the samples which taken by using Suharsimi Arikunto's Theory. The instruments of collecting data are questionnaire to measure the students' habit in playing Mobile Legends game and a test to measure their listening proficiency. Furthermore, Pearson product moment formula is used in order to find the correlation between habit in playing Mobile Legends game and students' listening proficiency.

The result of this study shows that (1) Habit in Playing Mobile Legends Game on the VIIIth grade students of MTsN 2 Tapin is in fair category. There are 25 of 70 students or 35.71% averagely got score between 52 and 66. (2) Mobile Legends Listening proficiency on the VIIIth grade students of MTsN 2 Tapin is in excelent category because the mean score of the vocabulary test is 98.76. General Listening proficiency on the VIIIth grade students of MTsN 2 Tapin is in fair category because the mean score of the vocabulary test is 62.43. (3) There is a positive very low correlation between habit of playing Mobile Legends game and students' listening proficiency on the eighth grade students of MTsN 2 Tapin which is the value of r_{xy} is 0,173.

ABSTRAK

Amir Rasyid. 2018 Korelasi Antara Kebiasaan Dalam Bermain Game Mobile Legends dan Kecakapan Mendengar Siswa. Skripsi, Jurusan Pendidikan Bahasa Inggris, Fakultas Tarbiyah dan Pelatihan Guru. Pembimbing: (I) Nani Hizriani, MA., (II) Puji Sri Rahayu MA.

Kata kunci: Korelasi, Kebiasaan, Bermain Mobile Legends, Mendengarkan. Skripsi ini berjudul “Korelasi Antara Kebiasaan Dalam Bermain Game Mobile Legends dan Kecakapan Mendengar Siswa Kelas VIII MTsN 2 Tapin Tahun Ajaran 2017/2018”. Tujuan dari penelitian ini adalah untuk menganalisis apakah kebiasaan dalam memainkan game Mobile Legends berpengaruh pada kecakapan mendengarkan siswa di MTsN 2 Tapin. Penelitian ini didasarkan pada teori KhuatThiTuNga (2003) yang menyatakan bahwa siswa tampaknya belajar kosa kata baru lebih cepat dan mempertahankannya lebih baik ketika diterapkan dalam lingkungan yang santai dan nyaman.

Penelitian ini merupakan penelitian korelasional yang datanya dianalisis secara kuantitatif. Populasi penelitian sebanyak 70 siswa pada siswa kelas VIII MTsN 2 Tapin. Kemudian, semua siswa yang memainkan game Mobile Legends menjadi sampel yang diambil dengan menggunakan Teori Suharsimi Arikunto. Instrumen pengumpulan data menggunakan kuesioner untuk mengukur kebiasaan siswa dalam bermain game Mobile Legends dan tes untuk mengukur kemampuan mendengarkan mereka. Selanjutnya, rumus momen produk Pearson digunakan untuk menemukan korelasi antara kebiasaan dalam bermain game Mobile Legends dan kemahiran mendengarkan siswa.

Hasil penelitian ini menunjukkan bahwa (1) Kebiasaan Bermain Game Mobile Legends pada siswa kelas VIII MTsN 2 Tapin berada dalam kategori cukup. Ada 25 dari 70 siswa atau 35,71% rata-rata mendapat skor antara 52 dan 66. (2) Peluang Mendengarkan Legenda Ponsel pada siswa kelas VIII MTsN 2 Tapin berada dalam kategori excelent karena skor rata-rata dari tes kosakata adalah 98,76. Kecakapan Mendengarkan Umum pada siswa kelas VIII MTsN 2 Tapin berada dalam kategori yang cukup karena skor rata-rata tes kosakata adalah 62,43. (3) Ada korelasi positif yang sangat rendah antara kebiasaan bermain game Mobile Legends dan kecakapan mendengarkan siswa pada siswa kelas VII MTsN 2 Tapin yaitu nilai r_{xy} sebesar 0,173.

MOTTO

NO COINCIDENCE HAPPENS IF WE ALREADY KNEW WHAT MIGHT
HAPPEN.

AMIR RASYID

DEDICATION

I would like to dedicate this thesis to:

My great and beloved parents, who always pray, love, support and give me advice
in my life. Thank you for giving me the real meaning of sincerity.

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Praise to be Allah the Almighty who has been giving me guidance till the writer finished this thesis entitled “The Correlation Between Habit in Playing Mobile Legends Game and Students’ Listening Proficiency”. Peace and salutation always be upon Prophet Muhammad P.B.U.H and all his friends who struggle for Allah.

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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, July 26th 2018 A.D

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