

## **CHAPTER I**

### **INTRODUCTION**

#### **A. Background of Study**

Language is an important aspect in human life. People need language to look for and give people beneficial information. Communication holds the most important aspect of the language. Listening and speaking cannot occur without communication. People need a language as a communication to express their feeling, thought and desires.

In Indonesia, which is a multilingual community, English is simply acting as a foreign language. Although taught since attending elementary school, many people in Indonesia have struggled to master the English language. Of course, this is a matter that must find a way out, because it is very importance of the English language. Therefore, in the teaching and learning of English language, methods and techniques are suitable, effective, and efficient continue to be sought and developed.

In language teaching, there are four skills that should be taught to achieve proficiency in the language, namely: listening, speaking, reading, and writing. Naturally, in language acquisition, human first learned to listen, then talk, then read, and then write. Human can not speak before listening. Wallace, *et.al.* (2004) wrote that listening proficiency is a skill that is very important because these skills that allow humans to gain insights, understanding, knowledge, and information, as well as achieving success in communicating with others. Therefore, listening

proficiency is an important skill in the language.

Listening is assuming important thing in many language contexts. It is important in the language classroom because it can provide contribution for learners. If learners cannot understand the process of listening at the right level, the simple learning cannot begin well. In listening, learners are hoped can interact to achieve understanding with accessing the second language speakers. To build their ability in listening can use the exercise that can draw learner's attention and understanding not only in vocabulary but also in grammar, and new interaction patterns in language. Al-Qur'an also says in Q.S Az Zumar verse 18 :

الَّذِينَ يَسْتَمِعُونَ الْقَوْلَ فَيَتَّبِعُونَ أَحْسَنَهُ ۚ أُولَٰئِكَ الَّذِينَ هَدَىٰ اللَّهُ  
وَأُولَٰئِكَ هُمُ أُولُوا الْأَلْبَابِ ﴿١٨﴾

Those who listen to the Word [good advice *La ilaaha illallah*- (none has the right to be worshipped but Allah) and Islamic monotheism and follow the best thereof (i.e worship Allah alone, repent to Him and avoid Taghut) those are (the ones) whom Allah has guided and those are those are men of understanding.

However, listening is not a simple process. Someone who listens have to distinguish between sounds, capture and understand the vocabulary and grammatical structures, interpret pressure and mean, remember and interpret everything in the same time, and adapt them to the socio-cultural context of the speech is heard (Vandergrift, 2012). Therefore, it is be needed techniques and methods that are effective in teaching listening skills so that the student is able to listen and understand well.

Students have difficulties in enriching their listening. They get difficulties in memorizing the sound of new words, so they have limited listening. To improve students' proficiency in listening, the students need strategies, it means as specific action by the student to make learning easier, faster, and more effective. Learning strategies are possible help the learner to study listening because God gives us the potential to make our listening better.

Learning process is not always in the class, learning can be done everywhere. Students also do not always face with the teacher to get listening material. Students can learn at anywhere, any time. Since the progress of the technology, students know English in many media. English also can be found in games. Many games use English as the language to give instructions in the game. Many students have been playing a lot of games, unconsciously they learn English. The students habit of playing games possibly way to enrich their listening.

One of the games that have some benefits for students in listening is Mobile Legends. In Mobile Legends, there are many vocabularies or sentences in English that spoken, they are attack, retreat, initiate, victory, defeat, request, back-up, welcome to Mobile Legends, five second till the enemy reaches the battle field, smash them and many others in heroes' quote. One of the advantages of learning listening in Mobile Legends game is people can unconsciously learn some listening in fun way because they do not need to memorize them on purpose. It is a sign that the importance of learning listening.

MTs.N 2 Tapin is one of the oldest Islamic junior high school in Tapin

has three classes in each grades. The researcher chose the school because the researcher has come to this school to acquire some data first. The researcher gave questionnaire to be answered by the students. The first was question about some games that they play based on what game that they usually play on Android: Clash Royal, Arena of Valor, Seven Knight, Clash of Clans, Mobile Legends and many others. However, Mobile Legends has the highest number of game player. The other questions, the researcher asked the students whether they had ever learned listening before. The result, the students never learn listening before and the eighth grade is the higher number of online-game players and the higher number of game they played is Mobile Legends. This case gave the researcher an idea to conduct the research about the game at the school.

The researcher found the previous study that had completed by Rasma 'Afifah on her research (2013) which entitled The Correlation Between Students' Habit in Listening to English Songs and Their English Listening Comprehension Skill, stated that students' habit in listening to English songs is proven as one of the factors that influence students' listening comprehension skill, but in this research is explain about students' interest in English songs, whether it also have a relationship with students' listening skill or not. The researcher has not found students' interest in English songs is correlated to their listening comprehension skill. The researcher has an assumption that in listening comprehension skill, students' interest in listening English material is also influential to their listening comprehension skill.

The second previous study that had been conducted by Ahmad Mujakkir

(2015) entitled “The Comparative between Students Who Play and Who Do Not Play Clash of Clans Game on Students’ Vocabulary Mastery at The Eighth Grade Students of MTs.N Kelayan Academic Year 2015/2016”. The study shows that there is a significant difference between students who play and who do not play Clash of Clans game in their vocabulary mastery at the ninth grade of MTsN Kelayan.

Another previous study that had been conducted by Mark Peterson (2010) entitled “Massively multiplayer online role-playing games as arenas for second language learning, Computer Assisted Language Learning”. The studies analyzed here are exploratory in nature and are therefore subject to a number of significant limitations that call for caution in interpretation of their findings. The small sample sizes and limited duration of these studies make the findings difficult to generalize. The reliance on learner feedback data raises potential issues associated with learner self-reporting. Another issue with this body of research lies in the absence of any evaluation of the grammatical accuracy of the learner TL output produced. Moreover, not all of the claims made regarding the value of utilizing MMORPGs are borne by the findings reported in this body of work. Although these factors require recognition, the findings analyzed here, taken as whole, are broadly positive and suggest a number of areas with potential in future research.

This research has some similarities and differences from the researches above. Rasma’s research was about correlation between students’ habit in listening to English songs and their English listening comprehension skill, as her

research this research is also about students' habit in a thing and students' listening proficiency, the difference is the X variable, Rasma's was about English songs and it is about game. So that Mujakkir's research, it is same about game to this research and has difference in the method and the kind of the game.

Based on the statements above, observation at MTsN 2 Tapin and previous studies, the researcher is interested in conducting a research entitled THE CORRELATION BETWEEN HABIT IN PLAYING MOBILE LEGENDS GAME AND STUDENTS' LISTENING PROFICIENCY.

### **B. Statement of Problem**

The researcher formulates the statements of problem as follows:

1. How is students' habit in playing Mobile Legends game?
2. How is students' listening proficiency?
3. Is there any significant correlation between students' habit in playing Mobile Legends game and their listening?

### **C. The Objective of the Research**

Related to the problems, the researcher aims to know:

1. To know students' habit in playing Mobile Legends game.
2. To know students' listening proficiency.
3. To know the degree of correlation between habitual in playing Mobile Legends game and listening proficiency.

### **D. Significance of Research**

The result of this study is expected to give some positive outcomes as follow:

1. For Students

It can be useful for students to help them measure their listening proficiency and it can be used to motivate the students to improve their listening proficiency.

2. For Teacher

By doing this research, the researcher hopes that the result of the study will be useful to give contribution of developing English teaching especially in teaching listening using media. Moreover, the researcher hopes teachers can use media as an alternative way in teaching listening. Therefore, the students will get better achievement.

3. For the researcher

By doing this research, the researcher will get some new experiences and knowledge about researcher's study and it will be useful for the future.

## **E. Hypothesis**

- a.  $H_a: p \neq 0$  There is a significant correlation between students' habit in playing Mobile Legends game and listening proficiency.
- b.  $H_0: p = 0$  There is no significant correlation between students' habit in playing Mobile Legends game and listening proficiency.

## **F. Definition of Key Terms**

In order to clarify what variables are involved in the study some definitions are put forward:

### 1. Correlation

According to Kenny (2004) means a statistical relationship between a set of variables, none of which have been experimentally manipulated. Although correlations and covariances can be computed from experimental data, we usually reserve the term correlation for a relationship between un-manipulated variables. So, the correlation means the relation between two variables or more.

### 2. Habit

According to Hornby (1995), habit is thing that you do often and almost without thinking. It means that habit people behaviour that is done by them unconsciously repeated many times. The researcher means about habit in this study is the students' habitual activity in playing game outside the school.

### 3. Mobile Legends

*Mobile Legends: Bang Bang* is a multiplayer online battle arena game designed by Shanghai Moonton Technology for mobile phones. In a match in this game has two opposing teams fight to reach and destroy the each base while defending their own base for control of three "lanes" known as "top", "middle" and "bottom", which connected the bases.





Figure 1.1 Mobile Legends Map

In each team, there are five players each control an avatar, known as a "hero", from their own device. Weaker computer-controlled characters, called "minions", spawn at team bases and follow the three lanes to the opposite team's base, fighting enemies and turrets. Every hero in Mobile Legends has unless three quotes spoken in English.

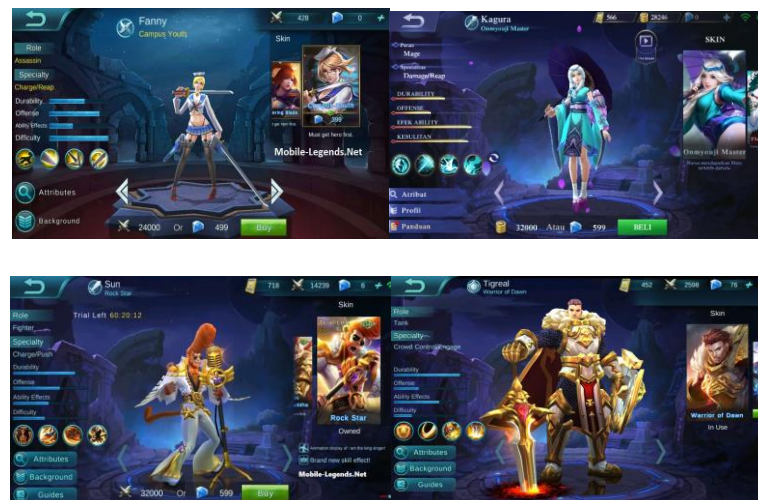


Figure 1.2 Some of Mobile Legends Heroes

#### 4. Students

Student is a person formally engaged in learning, especially one enrolled in a school or college; pupil. The students in this research are the students of MTsN 2 Tapin at eighth grade academic year 2017/2018 that played Mobile Legends. There are 70 students of MTsN 2 Tapin at eighth grade academic year 2017/2018 that played Mobile Legends as their habit.

#### 5. Listening

According to Bulletin (1952), listening is one of the fundamental language skills. It's a medium through which children, young people and adults gain a large portion of their education--their information, their understanding of the world and of human affairs, their ideals, sense of values, and their appreciation. In this day of mass communication (much of it oral), it is of vital importance that our pupils be taught to listen effectively and critically, he says. Shortly, Listening is a process of receipting spoken language through hearing and understanding it.