

## **CHAPTER IV**

### **FINDINGS AND DISCUSSION**

#### **A. Findings**

##### **1. Description of Data**

In this chapter, the researcher presents the data description of the MTsN 2 Tapin about their habit in playing Mobile Legends and their listening proficiency. It can be seen in the following table (Appendix 3). Based on the table (Appendix 4), the researcher gets  $N=70$ ,  $\Sigma X = 4169$ ,  $\Sigma Y1 = 6915$ ,  $\Sigma Y2 = 4370$ .

##### **2. Analysis of Data**

- a. The analysis is about Habit in playing Mobile Legends in MTsN 2 Tapin.

The steps in analyzing students' habit in playing Mobile Legends game are:

- 1) Making frequency distribution table
- 2) Determining  $M_x$
- 3) Determining  $SD_x$
- 4) Determining top up of habit in playing Mobile Legends score
- 5) Determining bottom of habit in playing Mobile Legends score
- 6) Making an analysis of students' habit in playing Mobile Legends

The first is about Frequency Distribution of Students' habit in playing Mobile Legends game. It can be seen in the following table (Appendix 5), the researcher gets  $N=70$ ,  $\Sigma fX = 4169$ , and  $\Sigma fX^2 3675.67$ . Based on the table there are 13 students who got score 44 until 49, 13 students who got score 50 until 59, 31 students who got score 60 until 69, 12 students who got score 70 and 1 student who got score 81.

Then about determining  $M_x$  and  $SD_x$ , the scores are calculated by using this formula.

$$M_x = \frac{\Sigma fX}{N}$$

$$M_x = \frac{4169}{70}$$

$$M_x = 59.56$$

$$SD_x = \sqrt{\frac{\Sigma fx^2}{N}}$$

$$SD_x = \sqrt{\frac{3675.67}{70}}$$

$$SD_x = 7.25$$

Top up of habit in playing game score	$= M_x + 1 SD_x$
	$= 59.56 + 1. 7.25$
	$= 66.81$
	$= 67$

Bottom of habit in playing game score	$= M_x - 1 SD_x$
	$= 59.56 - 1. 7.25$

$$= 52.31$$

$$= 52$$

Table 4.1 Analysis of Students' Habit in Playing Mobile Legends Scores

Score	Frequency	Percentage
> 66	20	28.57
52-66	25	35.71
< 52	25	35.71
<b>Total</b>	<b>70</b>	<b>99.99%</b>

- b. The analysis about listening test on the eighth grade students of MTsN 2 Tapin.

The steps in analyzing listening test are:

- 1) Making frequency distribution table
- 2) Determining  $M_{Y1}$
- 3) Interpreting the scores by using the categories which is submitted by David p. Harris (1969)

The first about Frequency Distribution of Student' listening test. It can be seen in the following table (Appendix 5), the researcher gets  $N = 70$  and  $\Sigma fY1 = 6915$ . Based on the table there are 1 student who got score 80, 1 student who got score 85, 10 students who got score 95 and 58 students who got score 100. The next, about detemining  $M_{Y1}$ , the the scores are calculated by using this formula.

$$M_{Y1} = \frac{\Sigma fY1}{N}$$

$$M_{Y1} = \frac{6915}{70}$$

$$M_{Y1} = 98.76$$

Table 4.2 Analysis of Students' Listening Test 1 Scores

Score	Frequency	Category	Percentage
80-100	70	Excellent	100%
70-79	0	Good	0%
60-69	0	Fair	0%
50-59	0	Poor	0%
0-49	0	Very Poor	0%
<b>Total</b>	<b>70</b>		<b>100%</b>

- c. The analysis about listening test on the eighth grade students of MTsN 2 Tapin.

The steps in analyzing listening test are:

- 4) Making frequency distribution table
- 5) Determining  $M_{Y2}$
- 6) Interpreting the scores by using the categories which is submitted by David p. Harris (1969)

The first about Frequency Distribution of Student' listening test. It can be seen in the following table (Appendix 6), the researcher gets  $N = 70$  and  $\Sigma fY2 = 4370$ . Based on the table there are 2 students who got score 25, 3 students who got

score 30, 2 students who got score 35, 3 students who got score 40, 7 students who got score 45, 3 students who got score 50, 7 students who got score 55, 5 students who got score 60, 9 students who got score 75, 2 students who got score 80, 6 students who got score 85, 3 students who got score 90 and 2 students who got score 95. The next, about detemining  $M_{Y2}$ , the the scores are calculated by using this formula.

$$M_{Y2} = \frac{\sum fy_2}{N}$$

$$M_{Y2} = \frac{4370}{70}$$

$$M_{Y2} = 62.43$$

Table 4.3 Analysis of Students' Listening Test 2 Scores

Score	Frequency	Category	Percentage
80-100	13	Excellent	18.57%
70-79	15	Good	21.43%
60-69	15	Fair	21.43%
50-59	10	Poor	14.29%
0-49	17	Very Poor	24.29%
<b>Total</b>	<b>70</b>		<b>100.01%</b>

- d. The Analysis about the correlation between habit in playing Mobile Legends and students' score of listening test on the eighth grade students of MTsN 2 Tapin.

The steps in analyzing the correlation are:

- 1) Doing normality test and linearity test

- 2) Making frequency distribution table
- 3) Determining  $\Sigma X$ ,  $\Sigma Y$ ,  $\Sigma XY$ ,  $\Sigma X^2$ , and  $\Sigma Y^2$
- 4) Applying the formula of product moment correlation
- 5) Comparing  $r_{xy}$  with  $r_t$  with significant value 0.05

First, the researcher does prerequisite test (normality test and linearity test) by using SPSS 23. These are the results of normality test and linearity test.

Table 4.4 Result of Normality Test

Variable	Significance	Criteria
Y1	0.04	Normal
Y2	0.00	Normal

Based on the result, it shows that the value of variable Y1 (0.04) and the value of variable Y2 (0.00) are lower than 0.05. So, it can be concluded that the data are normal. For more information about the result, it can be seen in the appendix 13.

Table 4.5 Result of Linearity Test

Variable	Significance	Criteria
X*Y1	.564	Linear
X*Y2	.154	Linear

The result of linearity test between habit in playing Mobile Legends game (X) and students' listening test (Y1) above shows that the significance value = 0.564 which is higher than 0.05. Therefore, it can be concluded that variable X and variable Y1 is linear. For more information about the result, it can be seen in the appendix 13.

The result of linearity test between habit in playing Mobile Legends game (X) and students' listening test (Y2) above shows that the significance value = .154 which is higher than 0.05. Therefore, it can be concluded that variable X and variable Y2 is linear. For more information about the result, it can be seen in the appendix 13.

Because of the data are normal and linear, the researcher can use Pearson product moment formula in order to know the correlation between Habit in playing Mobile Legends game and students listening proficiency of the eighth grade students of MTsN 2 Tapin.

Then Frequency Distribution of Pearson Product Moment Correlation. It can be seen in the following table (Appendix 14). Based on the table, the researcher gets  $\Sigma X = 4169$ ,  $\Sigma Y1 = 6915$ ,  $\Sigma XY1 = 412595$ ,  $\Sigma X^2 = 255057$ ,

$\Sigma Y1^2 = 685825$ . After that, the scores are calculated by using product moment formula.

Based on the appendix 15, the value of Pearson correlation ( $r_{xy}$ ) is 0.072. Furthermore, the value of  $r_{xy}$  (0.072) is compared with the value of  $r_{table}$  at the significant value 0.05 with  $df = 0.235$ .

$$\begin{aligned} df &= N - nr \\ &= 70 - 2 = 68 \end{aligned}$$

Thus, by looking the table of product moment at significant value 0.05 with  $df = 68$ , the value of  $r_{table}$  is 0.235. Based on the findings, the value of Pearson correlation ( $r_{xy}$ ) between habit in playing Mobile Legends and listening proficiency 1 is 0.072 and the value of  $r_{table}$  at significant value 0.05 with  $df = 68$  is 0.235. So, it can be concluded that  $r_{xy} (0.072) < r_{table} (0.235)$  which means  $H_a$  is rejected and  $H_0$  is accepted, and based on the table of correlation with SPSS (Appendix 15), the value of significant correlation or Sig. (2-tailed) is 0.553. It can be concluded that the value of significant correlation ( $0.553 > 0.05$ ) which means that the variabels are not significant.

Then Frequency Distribution of Pearson Product Moment Correlation. It can be seen in the following table (Appendix 14). Based on the table, the researcher gets  $\Sigma X = 4169$ ,  $\Sigma Y2 = 4370$ ,  $\Sigma XY2 = 258140$ ,  $\Sigma X^2 = 255057$ ,  $\Sigma Y2^2 = 295000$ .

Based on the appendix 15, the value of Pearson correlation ( $r_{xy}$ ) is -0.173. Furthermore, the value of  $r_{xy}$  (-0.173) is compared with the value of  $r_{table}$  at the significant value 0.05 with  $df = 0.235$ .



$$\begin{aligned} df &= N - nr \\ &= 70 - 2 = 68 \end{aligned}$$

Therefore, by looking the table of product moment at significant value 0.05 with  $df= 68$ , the value of  $r_{table}$  is 0.235. Based on the findings, the value of Pearson correlation ( $r_{xy}$ ) between habit in playing Mobile Legends and listening proficiency 1 is 0.173 and the value of  $r_{table}$  at significant value 0.05 with  $df= 68$  is 0.235. So, it can be concluded that  $r_{xy} (0.173) < r_{table} (0.235)$  which means  $H_a$  is rejected and  $H_0$  is accepted, and based on the table of correlation with SPSS (Appendix 15), the value of significant correlation or Sig. (2-tailed) is 0.151. It can be concluded that the value of significant correlation  $(0.151) > 0.05$  which means that the variabels are not significant.

## **B. Discussion**

Based on the findings, the researcher found some information about how the habit in playing Mobile Legends game and students' listening proficiency on the eighth grade students of MTsN 2 Tapin. In addition, the researcher also found the correlation between them.

1. Students' habit in playing Mobile Legends games on the eighth grade students of MTsN 2 Tapin.

Based on the findings of the habit in playing Mobile Legends, there are 25 of 70 students or 35.71% got score between 52 and 66. Furthermore, only 20 students or 28.57% got score more than 67 and 25 students or 35.71% got score less than 52.

The students have no difficulty in answering the questionnaire, the problem is there are students who do not play game and the students do not find the meaning of the listening that they found in the game Mobile Legends. So, it means that even the students play game or not, it is not giving any effect to their listening. "Motivation learning is defined as a series of attempts to provide certain conditions, so that a person wants to do something, and if he does not like it, it will try to nullify or circumvent those feelings of dislike". (Sardiman, 2005). Thus, it is based on the will of the students itself to enrich their own listening.

## 2. Listening Proficiency 1 of the eighth grade students of MTsN 2 Tapin.

From the statistical measurement, the researcher found that all students got excellent score. Moreover, based on the mean of the students' listening test scores which is 98.76, it can be concluded that listening proficiency of the eighth grade students of MTsN 2 Tapin is in excellent category.

The student is easy to answer the test. The researcher found that the students who have habit in playing Mobile Legends game have no different with the student who do not play Mobile Legends game in MTsN 2 Tapin academic year 2017/2018. Akio Mori, a professor from Tokyo's Nihon University, conducted research on the impact of gaming on brain activity. From these studies can be summed up into two important points:

### (1) Decreased front brainwave activity

Decrease in the activity of the front brain waves that have an important effect. With emotional control and aggressiveness so they quickly experience mood changes. As easily irritable, having problems with social relationships, not concentration and so forth.

### (2) Decrease in beta wave activity

It is a long lasting effect even though gamers are not playing games. In other words, gamers experience "autonomic nerves" - the body experiences a deceptive condition in which adrenaline secretion increases, so that heart rate, blood pressure and oxygen demand increase.

It means that the student have to look up to dictionary the words that they don't know to avoid their misunderstanding about the listening.

### 3. Listening Proficiency 2 of the eighth grade students of MTsN 2 Tapin.

From the statistical measurement, the researcher found that there are 17 students who got score 0-49 (24.29%), 10 students who got score 50-59 (14.29%), 15 students who got score 60-69 (21.43%), 15 students who got score 70-79 (21.43%), 13 students who got score 80-100 (18.57%). Moreover, based on the mean of the students' listening test scores which is 62.43, it can be concluded that listening proficiency of the eighth grade students of MTsN 2 Tapin is in fair category.

The student is quite difficult to answer the test. They have difficulty in translating some vocabularies. The researcher found that the students who have habit in playing Mobile Legends game have no different with the student who do not play Mobile Legends game in MTsN 2 Tapin academic year 2017/2018. According to Rotter (2009 as cited in Milczynski) if a pupil didn't already study and learn the information, is there any way to get the answer during the game? It means that the student have to look up to dictionary the words that they don't know to avoid their misunderstanding about the listening.

### 4. The Correlation between Students' habit in playing Mobile Legends game and their listening proficiency 1 of the eighth grade students of MTsN 2 Tapin.

The researcher also found the information about whether there is a correlation or not between habit in playing Mobile Legends game and students' listening proficiency of the eighth grade students of MTsN 2 Tapin. Based on the findings, the value of Pearson correlation ( $r_{xy}$ ) between habit in playing Mobile Legends game and listening proficiency is 0.086 and the value of  $r_{table}$  at significant value 0.05 with  $df= 68$  is 0.235. So, it can be concluded that  $r_{xy}$  (0.072)  $< r_{table}$  (0.235). It means  $H_a$  is rejected and  $H_0$  is accepted, and based on the table of correlation with SPSS (Appendix 15), the value of significant correlation or Sig. (2 tailed) is 0.553. It can be concluded that the value of significant correlation (0.553)  $> 0.05$  which means that the variables are not significant. In addition, the value of  $r_{xy}$  (+0.072) is positive. It means there is a positive correlation between habit in playing Mobile Legends game and students' listening proficiency. Based on the correlation index number, the value of  $r_{xy}$  (0.072) is on very low correlation (between 0.00 and 0.20). It means there is a very low correlation between variable X and variable Y1. Based on the findings of this research, the researcher found that there is a significant positive very low correlation between habit in playing Mobile Legends game and students' listening proficiency of the eighth grade students of MTsN 2 Tapin.

5. The Correlation between Students' habit in playing Mobile Legends game and their listening proficiency 2 of the eighth grade students of MTsN 2 Tapin.

The researcher also found the information about whether there is a correlation or not between habit in playing Mobile Legends game and students'

listening proficiency of the eighth grade students of MTsN 2 Tapin. Based on the findings, the value of Pearson correlation ( $r_{xy}$ ) between habit in playing Mobile Legends game and listening proficiency is 0.173 and the value of  $r_{table}$  at significant value 0.05 with  $df=68$  is 0.235. So, it can be concluded that  $r_{xy}$  (0.173)  $< r_{table}$  (0.235). It means  $H_a$  is rejected and  $H_0$  is accepted, and based on the table of correlation with SPSS (Appendix 15B), the value of significant correlation or Sig. (2 tailed) is 0.151. It can be concluded that the value of significant correlation (0.151)  $> 0.05$  which means that the variables are not significant. In addition, the value of  $r_{xy}$  (-0.173) is negative. It means there is a negative correlation between habit in playing Mobile Legends game and students' listening proficiency. Based on the correlation index number, the value of  $r_{xy}$  (-0.173) is on very low correlation (between 0.00 and 0.20). It means there is a very low correlation between variable X and variable Y2. Based on the findings of this research, the researcher found that there is a significant negative very low correlation between habit in playing Mobile Legends game and students' listening proficiency of the eighth grade students of MTsN 2 Tapin.

In conclusion, based on the analysis above, the data show that the effect of habit in playing Mobile Legends game to students' listening proficiency is very low. Habit in playing Mobile Legends game on respondents made themselves doing activities with regard to Mobile Legends game with a repetitive and feeling happy, but the insight or the new knowledge is not growing up. The habit in playing Mobile Legends game to the students significantly predicts poorer grades later in the school year, because according to (Prot et al, p.118) the displacement

hypothesis posits that the electronic media can negatively influence school performance by displacing time that would have been spent in other educational activities, such as reading and doing homework. In addition, the learning factors are divided into two parts: internal factors comes from within and external factors or comes from outside. Many internal factors influenced from within the student itself and the external factors influenced by environment, be it family environment, school environment and environment community. Between these two factors can each affect a person for improving the achievements gained by way of learning.