

**STUDENTS' PERCEPTIONS ON MOBILE LEGENDS: BANG-
BANG (MLBB) AS MEDIUM TO ENRICH VOCABULARY
OUTSIDE THE CLASSROOM**

**By
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**ANTASARI STATE ISLAMIC UNIVERSITY
BANJARMASIN
2022 M/1444 H**

**STUDENTS' PERCEPTIONS ON MOBILE LEGENDS: BANG-BANG
(MLBB) AS MEDIUM TO ENRICH VOCABULARY OUTSIDE
THE CLASSROOM**

Undergraduate Thesis

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

By

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I, the undersigned, Nida Hasanah Putri 180101030037, declare that this undergraduate thesis is my original work, gathered and utilized specially to fulfil the purposes and objectives of this research, 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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ABSTRACT

Nida Hasanah Putri. 2022. Students' Perceptions on Mobile Legends: Bang-Bang (MLBB) As Medium to Enrich Vocabulary Outside The Classroom. Thesis. English Education Department, Faculty of Tarbiyah and Teacher Training, Antasari State Islamic University. Advisors: (I) Afifah Linda Sari, M.Pd (II) Fajrianor, M.Pd

Keywords: Enrich; Game; Medium; Mobile Legends: Bang-Bang; Vocabulary;

This research aims to find out how is students' perception of Mobile Legends: Bang-Bang as a medium to enrich vocabulary outside the classroom and how do students use Mobile Legends: Bang-Bang as a medium to enrich vocabulary outside the classroom. The researcher interested in this research due to providing game as fun medium to learn vocabulary outside the classroom.

The method used is descriptive qualitative research. Purposive sampling method is used in this research. The research focused on 7th graders in Banjarmasin who had been playing Mobile Legends: Bang-Bang for approximately six months in different junior schools. The researcher uses two techniques to collect data. There are observations and interviews.

The researcher found that all participants had a positive perception of the Mobile Legends: Bang-Bang game. All participants also concurred that playing this game, whether consciously or unconsciously, could enrich their vocabulary. The researcher also found that the majority of participants perceive Mobile Legends: Bang-Bang as medium to enrich vocabulary outside the classroom.

ABSTRAK

Nida Hasanah Putri. 2022. Students' Perceptions on Mobile Legends: Bang-Bang (MLBB) As Medium to Enrich Vocabulary Outside The Classroom. Skripsi. Jurusan Tadris Bahasa Inggris, Fakultas Tarbiyah dan Keguruan, UIN Antasari Banjarmasin. Dosen Pembimbing: (I) Afifah Linda Sari, M.Pd (II) Fajrianor, M.Pd

Kata Kunci: Memperkaya; Gim; Medium; Mobile Legends: Bang-Bang; Kosakata;

Penelitian ini bertujuan untuk mengetahui bagaimana persepsi siswa di luar kelas dan bagaimana siswa menggunakan Mobile Legends: Bang-Bang sebagai media untuk memperkaya kosakata di luar kelas. Peneliti tertarik dengan penelitian ini karena menyediakan permainan sebagai media yang menyenangkan untuk mempelajari kosakata di luar kelas.

Metode yang digunakan adalah penelitian kualitatif deskriptif. Metode purposif sampling digunakan dalam penelitian ini. Penelitian difokuskan pada siswa kelas 7 di Banjarmasin yang telah bermain Mobile Legends: Bang-Bang selama kurang lebih enam bulan di SMP yang berbeda. Peneliti menggunakan dua teknik untuk mengumpulkan data. Ada observasi dan wawancara.

Peneliti menemukan bahwa semua peserta memiliki persepsi positif terhadap gim Mobile Legends: Bang-Bang. Semua peserta juga sependapat bahwa memainkan gim ini, baik secara sadar maupun tidak sadar, dapat memperkaya kosakata diri seseorang. Peneliti juga menemukan bahwa mayoritas peserta menganggap Mobile Legends: Bang-Bang sebagai media untuk memperkaya kosakata di luar kelas.

MOTTO

A knowledgeable person knows a fool because he was once a fool, while a foolish person does not know a knowledgeable person because he has never been knowledgeable

-Plato-

DEDICATION

Thanks to Allah SWT who has given me everything so I can finish this thesis.

I dedicate this thesis for:

1. My beloved parents, Drs. Syaipullah and Muthmainnah S.Pd who loved me so much by giving me space and wings to be able to fly.
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الْحَمْدُ لِلَّهِ رَبِّ الْعَالَمِينَ، وَالصَّلَاةُ وَالسَّلَامُ أَشْرَفِ الْأَنْبِيَاءِ وَالْمُرْسَلِينَ سَيِّدِنَا وَمَوْلَانَا مُحَمَّدٍ وَعَلَى
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Finally, the researcher hopes that this research will be useful for the next researchers. The researcher admits that this research paper is not perfect yet. Therefore, suggestion will be expected to make it better.

Banjarmasin, 9 Rabi'ul Akhir 1444 H
November 3rd 2022 A.D

A handwritten signature in black ink, consisting of stylized, flowing cursive letters.

Nida Hasanah Putri

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