

CHAPTER I

BACKGROUND OF STUDY

A. Background of Study

Mastering English is a must, especially in this age of globalization. English has spread and evolved worldwide with the trend of globalization. English is an international language for people from different continents, so Indonesians are asked to speak English today. For Indonesians to speak English, they must learn a new language, English.

In Islam, learning is also an obligation. Allah implicitly commanded his people to learn what is contained in the Qur'an Surah Al-'Alaq from the first verse to the fifth.

﴿ اِقْرَأْ بِاسْمِ رَبِّكَ الَّذِي خَلَقَ ۙ ١ خَلَقَ الْإِنْسَانَ مِنْ عَلَقٍ ۚ ٢ اِقْرَأْ وَرَبُّكَ الْأَكْرَمُ ۙ ٣ الَّذِي عَلَّمَ بِالْقَلَمِ ۚ ٤ عَلَّمَ

الْإِنْسَانَ مَا لَمْ يَعْلَمْ ۝ ٥ ﴾

This surah teaches man to learn and know his God. Thus, one can achieve a happy life in this world and the hereafter. The researcher can conclude from those verses that learning in Islam is essential.

To understand English, vocabulary learning is needed. Vocabulary has a vital role in conveying what the speaker wants to say. (Harmon, Wood, & Kiser, 2009). Without grammar, people can still transfer what they mean, but nothing can be explained without vocabulary. Vocabulary is a central part of the language (Coxhead, Stevens, & Tinkle, 2010).

Since learning a new language is extremely difficult, proper media use is necessary to increase learners' desire to learn by creating a pleasant atmosphere. The media are required to enrich vocabulary as a foreign language learner (EFL) inside and outside the classroom. Many media can enrich vocabulary, for example, using games. As one of the rapidly developing technologies in this era, the game can make it easier for students to learn and deliver it in an interesting way. The students experienced fun and relaxing atmosphere while learning by using the game. (Setiyoko, 2015). Mobile Legends: Bang-Bang (MLBB) is considered a MOBA game (online multiplayer Battle Arena) that can play either by computer/laptop or mobile phone connected to the network. Nowadays, almost everyone uses a mobile phone, so students are likely to install and play games.

Mobile Legends: Bang-Bang is an online game that is the most widely used game by Indonesians compared to other online games. Mobile Legends: Bang-Bang (MLBB) provides instructions in English. There are features that can only be found in Mobile Legends: Bang-Bang. One of the features that can be used to learn vocabulary is the Hero of Mobile Legends: Bang-Bang (MLBB). Until now, on January 28th, 2022, the researcher has calculated the number of heroes in Mobile Legends: Bang-Bang (MLBB) is 113 heroes. The heroes are playable characters who will fight to the death in Mobile Legends: Bang-Bang (MLBB). These heroes are divided into six categories, Tank, Fighter, Assassin, Mage, Marksman, and Support. Each

hero has his typical sentences. When playing the game, the sentences will be heard by the player.

In addition, this game is also one of the products of old age played by many corners of society, not least by teenagers who are students of the 7th grade in Banjarmasin. The researcher chooses to research students in grade 7th because, at this level, generally, the students start learning English as their compulsory lesson according to the current curriculum. The researcher also chose 7th grade students in Banjarmasin because the researcher knows that some 7th grade students play Mobile Legends: Bang-Bang game so it makes these students suitable as a participant to do the research.

In this research, the researcher was curious about how students' perceptions on Mobile Legends: Bang-Bang as medium to enrich vocabulary outside the classroom. Enrich vocabulary that the researcher means in this research is the addition of a new vocabulary that is known to have a meaning, known letters, correct pronunciation, and appropriate use.

The previous researches about game that are related to learning English are: first, "The Correlation Between Habit In Playing Mobile Legends Game And Students' Listening Proficiency" by Amir Rasyid, in 2018 stated that Mobile Legends: Bang-Bang (MLBB) is considered a suitable medium for learning to listen; second research was conducted by Adil Dananjaya and Dyah Kusumastuti in 2019 with a title "Students' Perception on Online Game Mobile Legends for Vocabulary Development"

He Claimed Mobile Legends: Bang-Bang (MLBB) to be an effective medium; Third research done by Deka Dharma Putra in 2021 with a title "Students' Perception On Online Game Mobile Legends For Their Pronunciation Ability" and resulted that Mobile Legends will help improve the spelling and pronunciation of words.

Concerning the explanation above, the researcher is interested in researching Students' Perceptions on Mobile Legends: Bang-Bang (MLBB) as Medium to Enrich Vocabulary Outside the Classroom.

B. Research Questions

Based on the background which has been explained earlier, the researcher set the following research questions as follow:

1. How is students' perception on Mobile Legend as a medium to enrich vocabulary outside the classroom?
2. How do students use Mobile Legend as a medium to enrich vocabulary outside the classroom?

C. Objective of Study

Based on the two research questions above, this research was conducted to:

1. Describe how is students' perception on Mobile Legends as a medium to enrich vocabulary outside the classroom.
2. Describe how students use Mobile Legends as a medium to enrich vocabulary outside the classroom.

D. Significant of Research

The researcher hopes that this research can provide benefits to several parties who need this research either in theory or practice:

1. Theoretical Benefits

Theoretically, the findings of this research are expected to provide valuable and referential contributions in providing general knowledge about learning English using games online outside the classroom.

2. Practical Benefits

a. For Students

The researcher hopes that the result of this research can motivate them to learn English more vigorously in a fun way outside the classroom.

b. For Teachers

The researcher hopes that this research will inspire them to improve their teaching strategy using MLBB as a medium.

c. For The researcher

The researcher hopes this research can be a source of reference and information for further researchers.

E. Definition of Key Terms

In understanding the research, the researcher needs to explain the term related to the title of this research as follows:

1. Perception

The perception meant in this research is that of an 7th grades student's point of view as a student of English for foreign language when using mobile learning applications as a medium to learn English outside the classroom.

2. Mobile Legends: Bang-Bang (MLBB)

In this research, Mobile Legends: Bang-Bang (MLBB) was used as a medium to enrich student vocabulary by using features heroes of Mobile Legend Bang-Bang (MLBB). The heroes are playable characters who will fight to the death in Mobile Legends: Bang-Bang (MLBB).

3. Enrich

In this research, enrich means the increase in new vocabulary by knowing its meaning, knowing the letter, correct pronunciation, and precise use.

4. Vocabulary

Vocabulary, which is meant in this research, is a set of familiar words used while playing Mobile Legends: Bang-Bang (MLBB) game. The new vocabulary will be obtained using the "heroes" feature in the online game. Each hero has his typical sentences. When playing the game, the sentences will be heard by the player.