

**CHAPTER IV**  
**FINDINGS AND DISCUSSION**

**A. Finding**

To answer the first problem statement, the researcher conducted an interview and observation. Based on collecting data the researcher conducted obtained some information from the participants related to the research question.

**1. Students' perception of Mobile Legends as a medium to enrich vocabulary outside the classroom.**

Based on collecting data the researcher conducted obtained some information from the participants related to the first research question.

Table 4.1  
Student Perception of MLBB as Medium to Enrich Vocabulary Outside the Classroom

No	Participant	Student Perception of MLBB		Use MLBB as a Learning Medium Outside Classroom		Enrich Vocabulary using MLBB	
		Positive	Negative	Yes	No	Yes	No
1.	Student 1 (S1)	✓			✓	✓	
2.	Student 2 (S2)	✓			✓	✓	
3.	Student 3 (S3)	✓		✓		✓	
4.	Student 4 (S4)	✓		✓		✓	
5.	Student 5 (S5)	✓		✓		✓	

The table demonstrates Student 1 (S1) has positive perception of the Mobile Legends game. When the researcher asks how S1's perception of Mobile Legends: Bang-Bang is, this is quote by S1 "I do. It's exciting". S1 considers Mobile Legends a fun but toxic game. When playing a game with other players, a condition known as "toxic" refers to inappropriate talk. S1 claimed that he does not learn English language outside of the classroom using Mobile Legends. As quoted by S1 "No. I prefer that games be used as games only, not learning media". S1 explains online games are sufficient as amusement only, therefore it won't be more effective as a teaching tool.

S1 does acknowledge that after playing Mobile Legends for a while, it has unconsciously enriched a new vocabulary. S1 doesn't pay attention to the quotes spoken by the Hero he plays, nor does S1 want to learn English vocabulary through any feature in Mobile Legends: Bang-Bang. However, S1 understands the meaning of one of the words found when playing games. S1 confirmed the statement from the researcher who stated that there was a vocabulary that S1 did not know before became known after playing Mobile Legends: Bang-Bang. To support this statement, the researcher asked S1 about the translation of the vocabulary he found through Mobile Legends; Bang-Bang. S1 can translate correctly. As quoted by S1 "I will double date." The quote proves that S1 can use the vocabulary in everyday life when asked by the researcher.

In accordance with the interview results, Student 2 (S2) has a positive perception of the Mobile Legends game. As quoted by S2 “...Mobile Legends makes the mood go up, because it's fun”. According to S2, playing Mobile Legends can make life less monotonous. When the researcher asked about whether the S2 vocabulary had been enriched or not, S2 replied "Yes, I got a new vocabulary." But when the researcher asked opinion of S2 about Mobile Legends: Bang-Bang as Medium to enrich vocabulary outside the classroom, S2 replied "I don't like learning outside the classroom, just, learning in the classroom.” Despite acknowledging that his English vocabulary has enrich between before and after playing Mobile Legends game, S2 does not use the game as a medium to enrich vocabulary.

S2 pays attention to the quote spoken by the Hero he is playing. But S2 doesn't remember the whole quote hero he's listened to. S2 understands the meaning of one of the hero quotes. S2 can translate and can use that vocabulary in everyday life. S2 states that there is one other feature that can be used to enrich vocabulary in Mobile Legends: Bang-Bang. As quoted by S2 “I think from the game notifications. Such as, welcome to mobile legends, enemy has been slayed.” S2 tells that apart from hero quotes, players can also enrich vocabulary through game notifications that appear during the game. These notifications will continue to appear during the game in the form of both sounds and short writing in the game.

Students 3 (S3) has a positive perception of the Mobile Legends game. As quoted by S3 “People are fun and friendly. I love playing this game”. S3 contends that playing Mobile Legends both solo and with a team is entertaining. As quoted by S3, "Yes, I get a new vocabulary because I often play and be taught by my friends". S3 acknowledged that after playing Mobile Legends as a medium for learning English vocabulary outside of the classroom awhile, his vocabulary enhanced.

S3 pays attention to the quote spoken by the Hero he is playing. But S3 only remembers some of the quotes from the heroes he has played and understands the meaning of the quote. S3 can translate and can use that vocabulary in everyday life. As quoted by S3 “Yes, there are other features that I can use. It’s the equipment explanation feature. There is a brief explanation of the items that can be used while playing”. This proves that there are other features that can be used to enrich vocabulary, beside the hero quotes. The players can also enrich vocabulary through the equipment explanation feature in Mobile Legends: Bang-Bang game. This brief explanation will appear when players press at least 2 seconds in skills or open the shopping window for items in the game.

Students 4 (S4) have a positive perception of the Mobile Legends game. As quoted by S4 “It’s fun and interesting”. S4 asserts that the game Mobile Legends is entertaining and interesting because the game can be

played solo or with a team, and it can also be utilized as a source of entertainment particularly during the early stages of the epidemic, according to S4. S4 acknowledges that using Mobile Legends as medium to learn English can increase his vocabulary, in line with the statement of S4 "Yes. It does. ... I have to understand the English terms so I can be good at playing Mobile Legends".

S4 noticed the quote uttered by the Hero he was playing. S4 understands some quotes from the heroes he has played. S4 can translate and can use that vocabulary in everyday life. S4 states that there is one other feature that can be used to enrich vocabulary in Mobile Legends: Bang-Bang. As quoted by S4 "Yes, the voice chat, ...It allows me to communicate when playing with outsiders." S4 tells that apart from hero quotes, players can also enrich vocabulary by activating the voice chat feature when playing Mobile Legends: Bang-Bang with outsiders. Using this feature, players can hear the voices of their teammates.

Based on the interview results, Student 5 (S5) has a positive perception of the Mobile Legends game. As quoted by S5 "... Fun. ...Because you can play with friends and.... to relieve the burden of mind". S5 contends that Mobile Legends is a fun game that helps players unwind and refresh his brains. According to S5, this game is exciting because it can be played in teams and used as a tournament event that can generate

revenue. As quoted by S5 “It does. ...It’s a lot, because English can be translated into Indonesian in the game”. S5 acknowledges that using Mobile Legends: Bang-Bang as medium to learn English can enrich his vocabulary.

S5 noticed the quote spoken by the hero he was playing. But S5 only understands some quotes from the heroes he has played. S5 can translate and can use that vocabulary in everyday life. When the researcher asked about whether or not there are other features that can be used to enrich vocabulary, S5 replied that there is. As quoted by S5 “Notifications when playing, such as triple kills, double kills.” This proves that apart from hero quotes, players can also enrich vocabulary through notification games when playing Mobile Legends: Bang-Bang, just like S2 which states that they can enrich vocabulary through game notifications that appear.

According to the above-mentioned interview's results, the five participants had a positive perception of the Mobile Legends: Bang-Bang game. The five participants also concurred that playing Mobile Legends: Bang-Bang, whether consciously or unconsciously, could enrich one’s self vocabulary. Three of the five participants use Mobile Legends: Bang-Bang to learn English vocabulary outside of the classroom, while the other two are not particularly interested in using Mobile Legends: Bang-Bang to enhance their English vocabulary.

## 2. Students use Mobile Legends as a medium to enrich vocabulary outside the classroom.

Table 4.2

Features of MLBB as Medium to Enrich Vocabulary Outside the Classroom

No.	Participant	Features of Mobile Legends: Bang-Bang used to enrich vocabulary			
		Quotes of Hero Voices	Game Notification	Brief Explanation	Voice Chat
1.	Student 1 (S1)	-	✓	-	-
2.	Student 2 (S2)	✓	✓	-	-
3.	Student 3 (S3)	✓	✓	✓	-
4.	Student 4 (S4)	✓	✓	-	✓
5.	Student 5 (S5)	✓	✓	-	✓

Based on collecting data the researcher conducted obtained some information from the participants related to the research question.

The data classified in the table above were collected from the results of observations and interviews conducted offline on one of the grade 7<sup>th</sup> students in 5 different schools, in SMP Muhammadiyah 4 Banjarmasin, MTs Al-Istiqamah Banjarmasin, Madrasah Tsanawiyah Siti Mariam, MTs Al-Istiqamah Pangambangan and SMPN 6 Banjarmasin.

There are three stages when playing in Mobile Legends: Bang-Bang, the first stage is preparation before playing the game, the second stage is when playing the game and the third stage is the evaluation when the game has been completed. In this observation, the researcher focused on the

participants' game play in the second stage. The researcher focused on the voice of the quote hero played by the participants. The researcher found that there are many vocabularies that can be obtained in the second stage, therefore the researcher focused the observation on stage two of the Mobile Legends: Bang-Bang game.

Based on the researcher's observations on September 17<sup>th</sup>, 2022, the researcher received information about how S1 implemented Mobile Legends: Bang-Bang as a medium for learning English outside the classroom. It should be noted beforehand, S1 admits that it does not use the Mobile Legends: Bang-Bang game as a medium to learn English, but only for entertainment. Therefore, the researcher asked S1 to play Mobile Legends: Bang-Bang as a learning medium outside the classroom. Before S1 started playing, S1 asked the researcher about which place to choose when playing in the game. The researcher asked S1 to choose which place S1 wanted. The researcher observed that S1 opened the Mobile Legends: Bang-Bang game on his phone using cellular data. After loading the game application data is complete, S1 selects the classic match area. S1 enters the match room and clicks enter to meet 5 vs 5 players. After the ten players clicked enter, they entered the game lobby. In the classic area in Mobile Legends: Bang-Bang, S1 chooses the hero he uses. The hero that S1 chose was a fighter named Paquito.



During S1 matches, he often types messages for his team containing game comments from one of the S1 team members. The researcher observed that from the beginning of the game to the end, no hero's voice was heard. It can be known that S1 disables the sound in its game system. S1 won the classic game with a record time of 17 minutes 10 seconds. From the researcher's observations during the game, S1 subconsciously got a new vocabulary from the notification in the form of a short writing that appeared during the game. This is in accordance with the results of the S1 interview which admitted that he subconsciously got a new vocabulary. When the researcher asked S1 to mention the vocabulary he only got after playing Mobile Legends: Bang-Bang, S1 replied "Double kills". Then when the researcher asked about the meaning of the word, S1 responded to "Yes, it has killed twice". It can be said that S1 unconsciously during the observation got a new vocabulary through a notification in the form of a short writing.

Based on the researcher's observations on September 18<sup>th</sup>, 2022, the researcher received information about how S2 implemented Mobile Legends: Bang-Bang as a medium for learning English outside the classroom. Please note, S2 also does not use Mobile Legends: Bang-Bang as a medium for learning English like S1. Therefore, the researcher asked S2 to play Mobile Legends: Bang-Bang as a learning medium outside the classroom. S2 uses its mobile data when opening the Mobile Legends:

Bang-Bang app. While loading game data, S2 asked the researcher which place S2 should use when playing Mobile Legends: Bang-Bang. The researcher asked S2 to play in the A.I place by freeing S2 to choose the A.I sub area, S2 chose the A.I Brawl assuming that playing in the Brawl place the required time was not during playing elsewhere. After S2 clicked the Brawl A.I button, S2 automatically entered the Brawl A.I room. S2 then clicked enter to meet the 5 vs 5 players who then entered the Brawl A.I lobby. In this place, S2 chooses one of two playable heroes, S2 chooses a marksman hero named Clint.

During the game, S2 communicated several times to his team about a relatively easy game. The researcher observed that during the game, S2 listened to several times the voice of the hero being played, there was even a repeat of one quote spoken by clint's hero. S2 won the match with approximately 20 minutes. From the researcher's observations during the game, S2 subconsciously gets new vocabulary from hero quotes and notifications that are both short writings and sounds that appear during the game. This is in accordance with the results of S2's interview which admitted that he got a new vocabulary after playing Mobile Legends: Bang-Bang. quoted from S2, "Yes I got a new vocabulary". When the researcher asked S2 to name the vocabulary, S2 replied "... No pain, no gain, that means it's like if you get sick first, have fun later". It can be said that S2

during the observation, he got new vocabulary through hero quotes and notifications in the form of both short writing and sound.

Based on the researcher's observations on September 22<sup>nd</sup>, 2022, the researcher received information about how S3 implemented Mobile Legends: Bang-Bang as a medium for learning English outside the classroom. Unlike S1 and S2, S3 does use mobile Legends: Bang-Bang as a medium to learn English. S3 opens the Mobile Legends: Bang-Bang application on his phone using mobile data. After loading the Mobile Legends: Bang-Bang game data on the S3 phone was completed, S3 asked the researcher which place to choose to play in Mobile Legends: Bang-Bang. The researcher asked S3 to play in a ranked place. After S3 clicks ranked S3 automatically enters the ranked room. S3 and his team ban 3 heroes and only then chose the hero they would use. S3 uses a mage hero, Cecilion. The researcher observed that when S3 played S3 listened to the voice of Hero Cecilion. During the game S3 often communicates with his team using chat. The ranked game played by S3 lasted for a long time until in the end S3 won with a time of 24 minutes and 52 seconds.

From the observations of the researcher during the game, S3 got new vocabulary not only from hero quotes and brief explanations as S3 explained in the interview. Quoted from S3 "Yes, there are other features that I can use. It's the equipment explanation feature. There is a brief explanation of the items that can be used while playing". The quote above

is a statement about the brief explanation. Furthermore, regarding hero quotes, S3 replied "For the example in the hero Kagura 'Don't look down on me because I'm small"... I know the points is not to underestimate people". Notifications in the form of short writing and sounds that appear during the game are also a feature to get new vocabulary for S3. During the interview, When the researcher asked S3 to mention the vocabulary, S3 replied "Yes, for example... minions... Minions are like warriors to help the war in the land of dawn". It can be said that S3 during the observation, he got new vocabulary apart from hero quotes and brief explanations, also through notifications in the form of short writing and sound.

Based on the researcher's observations on October 1<sup>st</sup>, 2022, the researcher received information about how S4 implemented Mobile Legends: Bang-Bang as a medium for learning English outside the classroom. Just like S3, S4 also uses Mobile Legends: Bang-Bang as a medium for learning English outside the classroom. S4 opens the Mobile Legends: Bang-Bang application on his phone using mobile data. During the process of loading the data of the Mobile Legends: Bang-Bang game, S4 asked the researcher about the place when he later played the game. The researcher asked S4 to play in custom by freeing S4 to choose which area. S4 selects the brawl area in the custom game. After S4 clicks on the custom brawl in the game, the S4 is automatically in the brawl custom room. S4 then automatically entered the lobby alone and added 4 computer players in

his team and 5 computer players in the enemy team. In the custom brawl S4 can only choose between two heroes that he can play with. S4 chooses a mage named Eudora.

During the match, S4 did not communicate with his team because the four team members were computers. however, the researcher observed that S4 listened to the hero quote spoken by Eudora. Of course, because the game is only against the computer, S4 wins the match with an amount of approximately 18 minutes. From the observations of the researcher during the game, S4 got new vocabulary not only from hero quotes and voice chat as S4 explained in the interview. Quoted from S4 "Yes, the voice chat... It allows me to communicate when playing with outsiders". The quote above is a statement about the voice chat. Furthermore, regarding hero quotes, S4 replied "From Selena, 'I only have time for handsome guys'... This means that Selena only has time with handsome guys". Notifications in the form of short writing and sounds that appear during the game are also a feature to get new vocabulary for S4. It can be said that S4 during the observation, he got new vocabulary apart from voice chat and hero quotes, also through notifications in the form of short writing and sound.

Based on the researcher's observations on October 3<sup>rd</sup>, 2022, the researcher received information about how S5 implemented Mobile Legends: Bang-Bang as a medium for learning English outside the classroom. Just like S3 and S4, S5 also uses Mobile Legends: Bang-Bang

as a learning medium outside the classroom. S5 opens Mobile Legends: Bang-Bang application on his cellphone using mobile data. When the Mobile Legends: Bang-Bang game had opened on his phone, S5 asked the researcher where he should play. The researcher asked S5 to play in the brawl. After S5 clicked the start button he automatically entered the brawl room. S5 then clicks enter to meet 5 versus 5 players. Once fulfilled, S5 enters the game lobby. In brawl, S5 could only choose one of the two heroes he wanted to play. S5 chose a fighter named Dyrroth. During the game, S5 communicated several times to his team via chat. The researcher observed that during the match, S5 listened to several times the voice of the hero being played. S5 won the match with a time of 15 minutes and 57 seconds.

From the researcher's observations during the game, S2 has got new vocabulary from hero quotes and notifications that are both short writings and sounds that appear during the game. These two things are in accordance with the results of the interview with S5, Quoted from S5 "Yes... Aldous, 'You do not belong here'. It means that you don't deserve to be here". That's proof for hero quotes, for game notifications, S5 replied "Notifications when playing, such as triple kills, double kills". It can be said that the S5 has gained new vocabulary through hero quotes and notifications that are both short writings and sounds that appear during the game.

Based on the results of observations by offline, the researcher found that three out of five students recommended using Mobile Legends: Bang-Bang

as a learning medium for enriching vocabulary outside the classroom, while for the other two, one of them only recommended Mobile Legends: Bang-Bang game to be used as a learning medium in the classroom, and the other did not recommend at all to use any game application as a medium for learning English, especially vocabulary both outside and inside the classroom.

From the five participants, after being observed, they had one thing in common, in which they got new vocabulary either consciously or unconsciously through notifications in the form of short writings. 4 out of 5 participants admitted they got new vocabulary from listening to hero quotes, one of them (S4) admitted to getting new vocabulary from voice chat and another (S3) admitted to getting new vocabulary from brief explanation.

From interviews and observations, the internal factor discovered by the researcher of the participant was an interest. Because participants thought this game was a fun thing, they were interested in using Mobile Legends: Bang-Bang as a medium to enrich vocabulary outside the classroom. While the external factor found by the researcher from the participants was the intensity of the stimulus, the stimulus in this research was the Mobile Legends: Bang-Bang game. The more intensely the participants played, the more familiar the participants became with the stimulus.

The researcher found that Mobile Legends: Bang-Bang can be used as a learning medium to enrich vocabulary outside the classroom because the five participants admitted that whether they consciously or not, they had obtained new vocabulary after playing the Mobile Legends: Bang-Bang game. Receptive and productive vocabulary can be found when playing Mobile Legends: Bang-Bang. However, the number of receptive vocabulary is more than productive vocabulary. Mobile Legends: Bang-Bang has also been recommended by 3 out of 5 participants because of its function in a fun vocabulary enrichment.

Based on the results of observations, the researcher concluded that apart from achieving vocabulary enrichment by game notifications, hero quotes, voice chat, brief explanation, playing Mobile Legends: Bang-Bang also made all participants understand the language instruction used to play Mobile Legends: Bang-Bang. The following are the general steps in playing the Mobile Legends game: Bang-Bang to enrich vocabulary outside the classroom.

1. Turn on the data or WIFI on phone in order to connect online.
2. Install or open Mobile Legends: Bang-Bang game on the phone.
3. Wait for loading data on Mobile Legends: Bang-Bang game.
4. Choose the place (Ranked/Brawl/Classic/Custom/A.I.) for playing on Mobile Legends: Bang-Bang game.
5. Click enter to go to the room place.



6. Click enter to go to the lobby place.
7. Choose the hero or ban hero.
8. Enter the game area.
9. Play the hero to win the match.
10. Focused on the Mobile Legends: Bang-Bang game. (In this part, the quotes of hero voice are heard, game notifications appear, brief explanations can be seen, and voice chat features can be used).
11. Finish the match with two possibilities (win/lose)

## **B. Discussion**

### **1. Students' perception of Mobile Legends as a medium to enrich vocabulary outside the classroom.**

There are two factors that affect a person's perception, internal and external factors (Slameto, 2010). The internal factor discovered by the researcher of the participant was an interest. Because participants thought this game was a fun thing, they were interested in using Mobile Legends: Bang-Bang as a medium to enrich vocabulary outside the classroom. While the external factor found by the researcher from the participants was the intensity of the stimulus, the stimulus in this research was the Mobile Legends: Bang-Bang game. The more intensely the participants played, the more familiar the participants became with the stimulus.

Based on the findings of the researcher's interviews and observations, it is feasible to conclude that the Mobile Legends: Bang-Bang game can enhance vocabulary. The vocabulary obtained is more inclined to the Receptive (passive) vocabulary (Harmer, 2009). This leads to activities performed by game participants, such as listening to the hero's voice and reading or seeing those on the phone monitor. Listening and reading vocabulary is the type of vocabulary that is always present when someone plays the Mobile Legends: Bang-Bang game. Oral vocabulary can be obtained as well, but only if both the participant and the interlocutor use the voice chat feature during the game.

After playing Mobile Legends Bang-Bang, the five participants were able to understand the meaning of words, know how to spell words, pronounce words correctly, and use words appropriately. The researcher inquired about the meaning of the word by asking about the translation of the hero quote or the word contained in the Mobile Legends: Bang-Bang game.

The five participants successfully translated the word into Indonesian. When the researcher asked the five participants to type the words they knew on the researcher's phone, they were able to spell out the word from what they said. When the five participants mentioned words from Mobile Legends: Bang-Bang, whether in the form of a quote or a word, they pronounced them correctly. When the researcher asked the five participants

to make another sentence using the words from Mobile Legends: Bang-Bang, the five participants were able to do so correctly. These four points demonstrate that participants could indeed learn four of the five aspects of vocabulary by playing Mobile Legends: Bang-Bang, notably meaning, spelling, pronunciation, and word use (Firlist, 2015).

## **2. Students use Mobile Legends as a medium to enrich vocabulary outside the classroom.**

Mobile Legends: Bang-Bang is a strategy game; this classification is based on Adam's proposition (Adam, 2006). Mobile Legends: Bang-Bang is a type of game that employs strategy in order to be won. This game can be played alone or with friends, and the length of the game varies depending on the outcomes of observations. the shortest time to play one match is 15 minutes 48 seconds and the longest time to play one match is 24 minutes 52 seconds. The length of the match can be used to determine whether or not this game is effective as a learning medium for enhancing vocabulary outside of the classroom. With the following length of match time, the researcher suggested using Mobile Legends: Bang-Bang as Medium outside the classroom.

Mobile Legends: Bang-Bang has a built-in game feature that includes many languages, participants could indeed change the language system before the game, which will undoubtedly make it easier for players who want to learn foreign languages because they won't have to leave the game to

translate foreign languages, they can simply stay in the game. Because the form of media this time is a game, a learning activity becomes enjoyable. Apart from the ability to translate chats before the game, Mobile Legends: Bang-Bang also has the ability to translate chats automatically during the game. This can be used to determine whether or not this game is an effective learning medium for enhancing vocabulary outside of the classroom. The five participants used Mobile Legends: Bang-Bang as a medium to enrich their vocabulary using four features as follows:

1. Quotes from hero voice
2. Game notification in writing and orally
3. Brief explanation
4. Voice chat

These four features can be found when playing Mobile Legends: Bang-Bang. Apart from the four features above that can enrich participants' vocabulary, by playing Mobile Legends: Bang-Bang, participants also learn language instructions on how to play Mobile Legends: Bang-Bang.