

CHAPTER 1

INTRODUCTION

This chapter presents the background of the study, the research questions, the purpose of the study, the significance of the study, the scope and limitation, and the definition of key terms.

1.1 The Background of The Study

In this modern era, playing mobile games is one of the most popular forms of entertainment among teenagers and children because apart from being entertaining, playing mobile games can also be done anywhere and anytime. (Boyle et al., 2012) said, Digital entertainment especially games have become one of the most popular leisure activities globally. Due to the current pandemic era, people's interest in playing mobile games has increased drastically. (Barr & Copeland-Stewart, 2022) said that “We find that time spent playing games has increased for 71% of respondents”. So based on the previous statement, it is known that games are widely played by a large amount of people.

Many people have the perspective that playing mobile games is a bad habit because of its negative effects, the potential harm related to violence, addiction, and depression (Lobel et al., 2014). And also, there are many people who have a good passion for playing mobile games but feel insecure because they think that their passion for games is just useless. Therefore, playing games is often associated with negative things such as addiction and also depression.

Communication skills refer to the ability to convey information effectively and clearly through various mediums such as speaking, writing, listening, and understanding. Strong communication skills encompass both verbal and non-verbal methods, allowing individuals to articulate ideas, share information, negotiate, and collaborate with others efficiently. Effective communicators are able to adapt their communication style to different audiences, actively listen to others, ask pertinent questions, and provide constructive feedback when necessary.

These skills are crucial in personal, professional, and social contexts, enabling individuals to build relationships, resolve conflicts, and achieve mutual understanding. Communication skill is an necessary skill that are needed by every people even since they are child. Because with communication, people can express or sharing information with each other. (Gooden & Kearns, 2013) said learning communication is one of the major developmental tasks in early childhood. With good communication skills we can get a lot of convenience in doing many things and affect many things.

Mobile game application is one of the media that can be used to learn and develop communication skills. One of the mobile games application that is widely used is Mobile Legends Bang Bang (MLBB). Mobile Legends is a multiplayer online battle arena (MOBA) game developed and published by Moonton. It is designed for mobile devices and has become immensely popular worldwide due to its engaging gameplay, competitive nature, and ease of access. Players are divided into two teams of five, with the primary goal of destroying the enemy's base while defending their own. Each player controls a "hero" with unique abilities, strengths, and roles such as tank, support, mage, marksman, and assassin. A typical match lasts between 15 to 20 minutes, during which players earn experience points and gold to upgrade their heroes and equipment. The game includes different modes such as Ranked Matches, Classic Matches, Custom Matches, and various arcade modes, providing variety in gameplay. This game provides exciting features for the player because it invites the players to think about the strategy to win the battle with the team. Each team has five players in it and of course every player needs to communicate with the team to win the game. The team that the player gets is random. It can be from the same country or from abroad. When playing this game, the player can exercise their speaking skill because they need to communicate with their team to have good gameplay to win.. Therefore, this game is related to communication skills.

Several studies have revealed the roles of games in assisting communication. The first was a study by (Putra, 2018). The study was about *Students Perception on Online Game Mobile Legends for Their Pronunciation Ability*. The goal of this research was to learn about the students' perspectives from three different aspects: perceiver, target, and situation., A survey approach was used. The research focused on Tarbiyah's fourth-year English Education students in 2016 and the Teaching Faculty's Academic Year 2020/ 2021. The research sample consists of 20 students. A questionnaire and a semi-structured interview were used to collect data. The students' evaluation of Mobile Legends in terms of their ability to pronounce words was favorable. In the end, the proportion amounted to 78 percent. According to the statistics, students agreed that Mobile Legends helped them spell and pronounce words better. They also stated that Mobile Legends (ML) aids their pronunciation.

The second study was by (Kobis & Tomatala, 2020). The study was about “*Students Perceptions on Mobile Legends: Bang-Bang (MLBB) As Medium to Learn English*”. This study aims to learn what students think about the role MLBB as a medium for learning English. This research looked at MLBB as a potential learning resources where all of the skills needed to learn English, such as vocabulary, listening, reading, writing, and speaking. To uncover the answers to all of the research questions, this study uses both quantitative and qualitative designs, including questionnaires and interviews. The participants in this study were 31 first-year students at STMIK Multicom Bolaang Mongondow who were majoring of Information Technology. The majority of people think MLBB is a good way to learn English.

Based on the background of the study, the researcher would like to conduct similar research namely the students' perceptions but looking at different aspect of English skill, in this case communication skill.

1.2 Research Question

Based on the background of the study above, the research question stated as follow:
How do students perceive mobile games application in improving their communication skills?

1.3 Research Objective

Based on the research question above, the primary purpose of this research is to know how is students' perceptions on mobile games application in improving their communication skills.

1.4 Scope and Limitation

This research investigates the perceptions of All ELED students of the academic year 2022, Faculty of Teacher Training and Education at the University of Muhammadiyah Malang who like to play Mobile games application. And the researcher limits only examining the Mobile Legends Bang Bang (MLBB).

1.5 Significance of The Study

The researcher expected to be beneficial and hoped that this research can be beneficial in contributing to the student, teacher, and society by presenting some of the perceptions of the student as intellectuals to neutralize the social stigma.

1.5.1 For Students

The researcher hope that this research can help students especially who have a hobby of playing game can be aware that their hobby can be useful for them and help them to improve, especially in their communication skills. So that the students who have a hoby of playing game will be proud of their hobby and feel confidence about improving the communication skills .

1.5.2 For Teacher

And for the teacher, the researcher hope that this research can help teacher to be more aware that playing game is not always a bad things. So that the teacher will also appreciate

their students who have a hobby of playing game and encourage learning based on the students' desire and expectations. Teachers can also look at games as a resource for learning. .

1.5.3 For English Department

The researcher also hope that this research can help English department to give more attention about the potential of a game. That now in this era game has become one of official sport which is even competed in sea games. So the researcher hope English department can be more aware and make more competition about games and appreciate their students who have win game competition or establish games areas and connect them with the English learning potentiality.

1.6 Definition of Key Terms

To minimize misunderstandings about the term used in this study, the researcher provides the following definitions:

1.6.1 Students Pereceptions

Student perception is a collection of student ideas or the views of the students about a particular phenomena.

1.6.2 Communication

Communication is the process of exchanging information, ideas, or messages between two or more parties through a certain medium. This process involves a sender who conveys the message, a receiver who receives the message, and feedback from the receiver to the sender. Communication can be conducted verbally, through spoken or written words, or non-verbally, through body movements, facial expressions, and voice intonation. The effectiveness of communication largely depends on the clarity of the message, the communication skills of both parties, and the context of the situation. Good communication is essential for building relationships, solving problems, and achieving common goals.

1.6.3 Mobile Games Application

Based on the explanation above in 1.4 (Scope and limitation) the mean of mobile game in this research is Mobile Legends Bang Bang (MLBB). Mobile Legends Bang Bang is one of the famous mobile games developed by Moonton developer and downloaded by more than 100 million people based on the calculating of the google play store.

