

**STUDENT'S PERCEPTION TOWARDS MMORPG VIDEO GAME AS A
TOOL FOR LEARNING VOCABULARY**

THESIS



By:

GENTA ADI CANDRA

201710100311170

**ENGLISH LANGUAGE EDUCATION DEPARTMENT
FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY OF MUHAMMADIYAH MALANG**

2023

**STUDENT'S PERCEPTION TOWARDS MMORPG VIDEO GAME AS A
TOOL FOR LEARNING VOCABULARY**

THESIS

**This thesis is submitted to meet one of the requirements to achieve Bachelor
Degree in English Education**



By:

GENTA ADI CANDRA

201710100311170

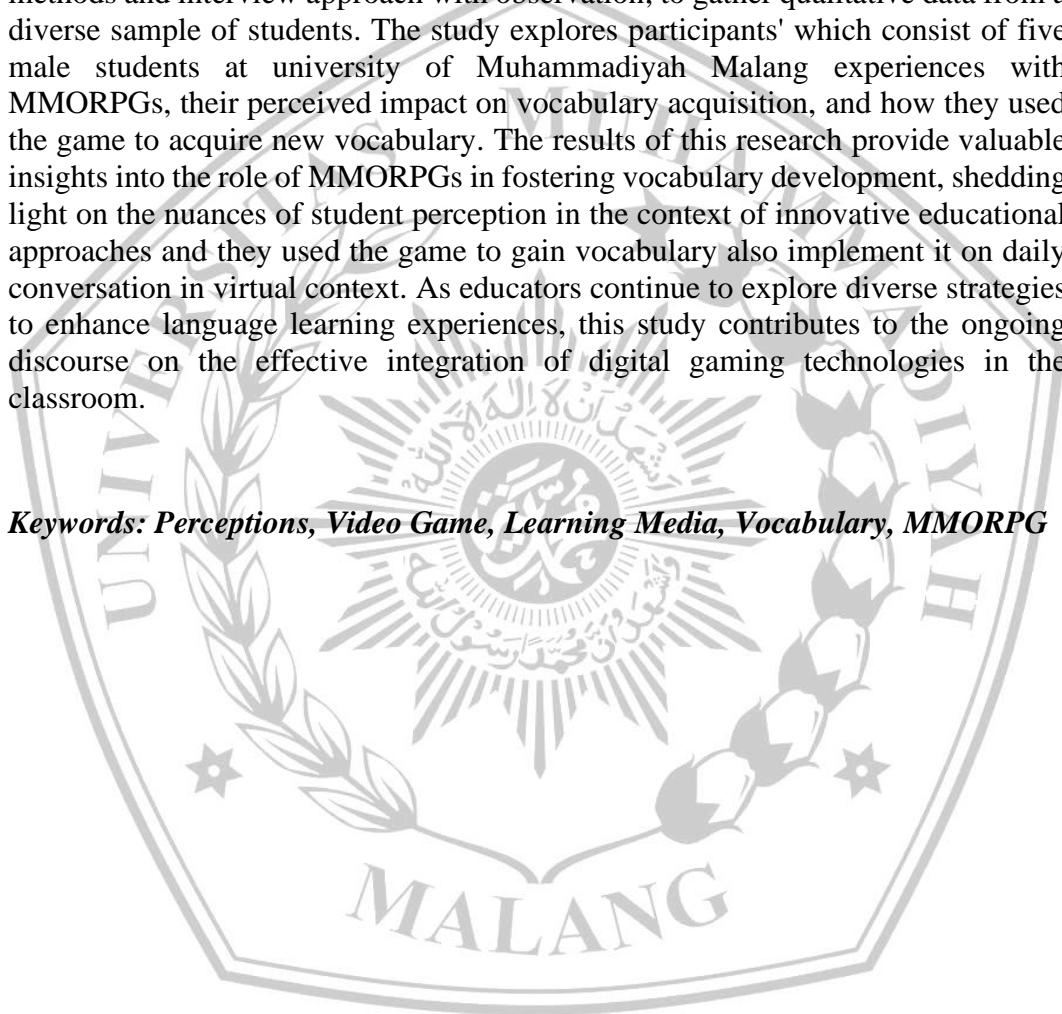
**ENGLISH LANGUAGE EDUCATION DEPARTMENT
FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY OF MUHAMMADIYAH MALANG**

2023

ABSTRACT

This research investigates the perceptions of students regarding the integration of Massive Multiplayer Online Role-Playing Games (MMORPGs) into educational settings for the purpose of vocabulary acquisition and to know how do the students use MMORPG Video games in learning English vocabulary. As digital technologies continue to evolve, educators seek innovative approaches to engage and motivate students in language learning. This study focuses on MMORPGs, a genre of video games known for their immersive and interactive environments, as a potential tool for enhancing vocabulary skills. The research employs a qualitative-methods and interview approach with observation, to gather qualitative data from a diverse sample of students. The study explores participants' which consist of five male students at university of Muhammadiyah Malang experiences with MMORPGs, their perceived impact on vocabulary acquisition, and how they used the game to acquire new vocabulary. The results of this research provide valuable insights into the role of MMORPGs in fostering vocabulary development, shedding light on the nuances of student perception in the context of innovative educational approaches and they used the game to gain vocabulary also implement it on daily conversation in virtual context. As educators continue to explore diverse strategies to enhance language learning experiences, this study contributes to the ongoing discourse on the effective integration of digital gaming technologies in the classroom.

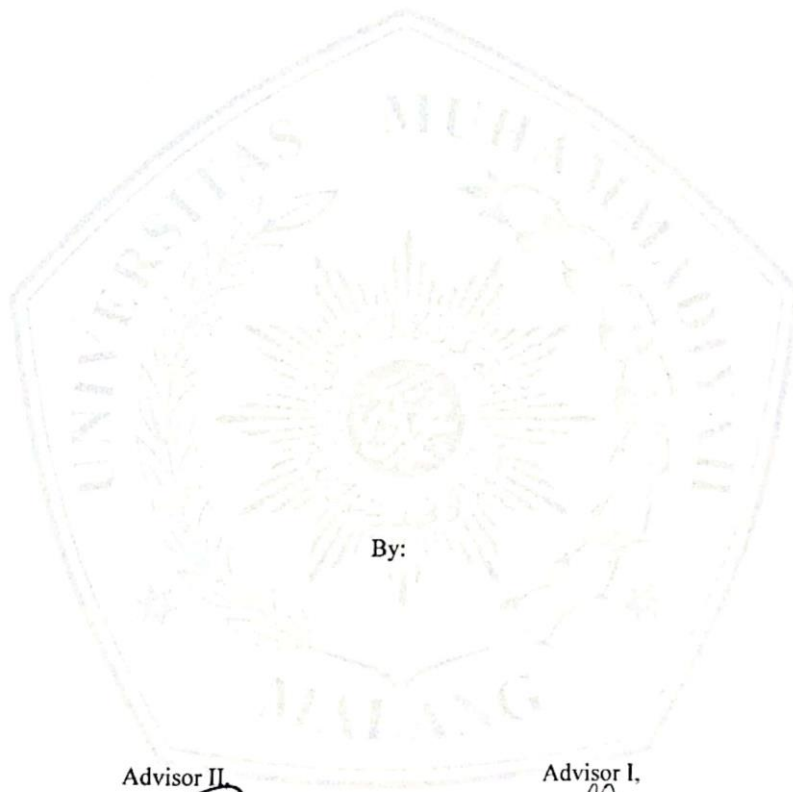
Keywords: Perceptions, Video Game, Learning Media, Vocabulary, MMORPG



APPROVAL

APPROVAL

This thesis was written by Genta Adi Candra and was approved
on 24 November 2023



By:

Advisor II.

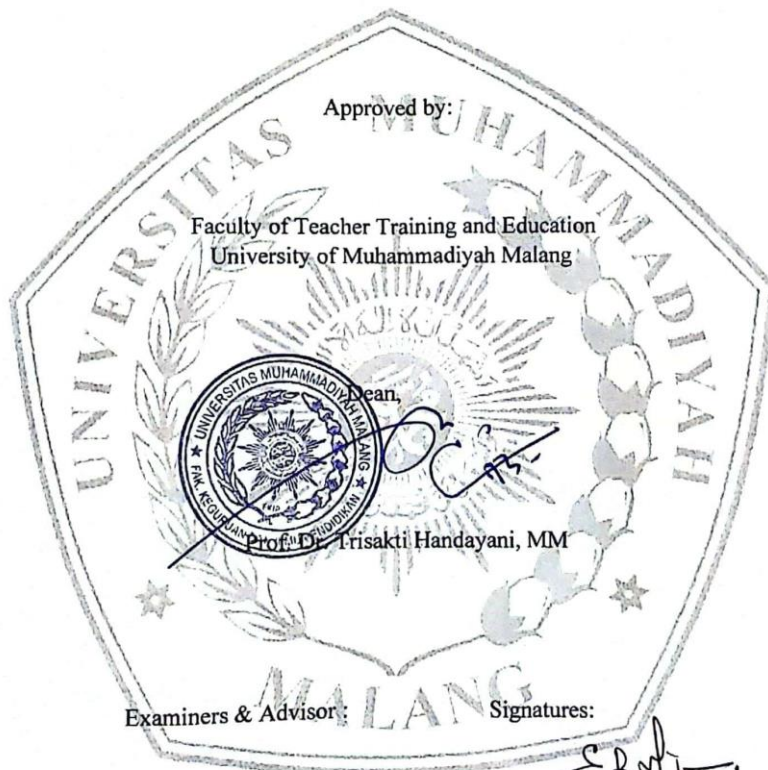
Masyhud, S.Pd., M.Pd

Advisor I.

Dr. Sudiran, M.Hum.

APPROVAL

This thesis was defended in front of the examiners of the Faculty of
Teacher Training and Education of University of Muhammadiyah
Malang and accepted as one of the requirements to achieve Bachelor
Degree in English Education on 24 November, 2023



1. Dra. Erly Wahyuni, M.Si
2. Riza Elfana, MA
3. Dr. Sudiran, M.Hum.
4. Masyhud, S.Pd., M.Pd

1.
2.
3.
4.

AUTHOR'S DECLARATION OF ORIGINALITY

AUTHOR'S DECLARATION OF ORIGINALITY

I hereby declare that the intellectual content of this thesis is the product of my own work and has not been submitted to any other University or Institution.

I certify that, to the best of my knowledge, my thesis does not infringe upon anyone's copyright nor violate any proprietary rights and that any ideas, techniques, quotations, or any other material from the work of other people included in my thesis, published or otherwise, are fully acknowledged in accordance with the standard referencing practices.

I also declare that this is a true copy of my thesis, as approved by my thesis committee and the English Language Education Department office.

Malang, 24 November



Genta Adi Candra

ACKNOWLEDGEMENTS

Alhamdulillah *robbil alamin*, do not forget to say to Allah SWT, the Greatest, who has given pleasure and convenience to me to complete this thesis.

In this chapter, I would like to express my gratitude to several people who contributed to the work of my thesis. Firstly, I would like to thank my supervisor, Mr. Dr. Sudiran M.Hum. and Mr. Masyhud, S.Pd., M.Pd who has guided me and provided feedback on this research.

Secondly, I would say thank you for my parents, Firman Mukminin and Eri Fikandari, S.Pd as facilitators who provide for my various needs, starting from my spiritual and material needs. Not forgetting my beloved partner, Nanda Putri Paradiba who always gave her full support in completing my thesis.

Last but not least, to my friends, Kontrakan Anjay who always help and provide support and cheering me when I conduct this thesis.

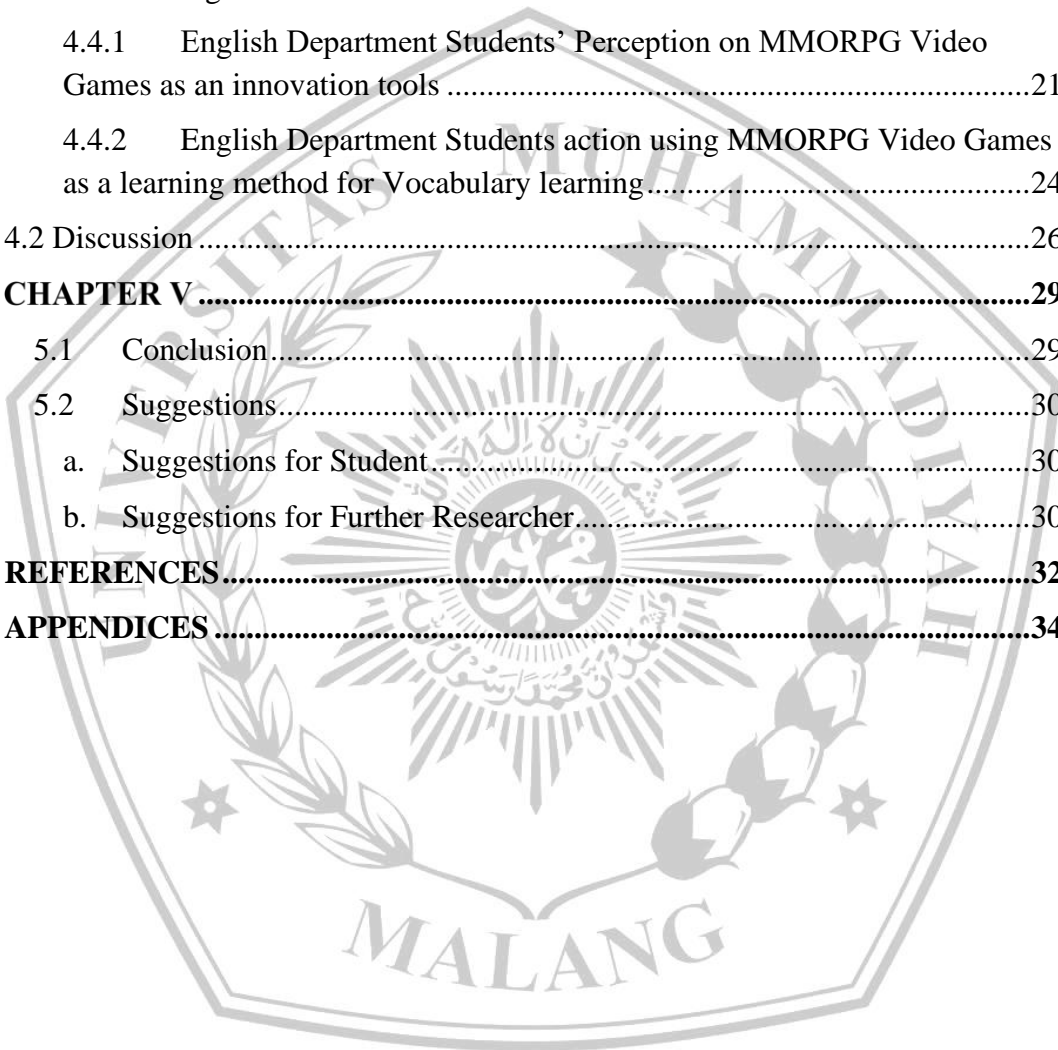
Malang, 24 November 2023

Genta Adi Candra

TABLE OF CONTENT

APPROVAL	i
AUTHOR'S DECLARATION OF ORIGINALITY	iii
ABSTRACT.....	iv
ACKNOWLEDGEMENTS.....	v
TABLE OF CONTENT.....	vi
LIST OF TABLE	viii
LIST OF APPENDICES	ix
CHAPTER I.....	1
1.1 Research Background.....	1
1.2 Research problems	2
1.3 Research purposes	2
1.4 Research significance	3
1.5 Scope and Limitations	3
1.6 Definition of key terms.....	3
CHAPTER II.....	5
LITERATURE REVIEW.....	5
2.1 Definition of Perception	5
2.2 MMORPG Video Games	5
2.2.1 Procedure to use MMORPG Video Games	6
2.2.2 Advantages and Disadvantages of MMORPG Video Game	10
2.3 Vocabulary in English.....	11
2.4 Learning Media	11
2.4.1 Types of Learning Media	12
2.4.2 The Importance of Learning Media	14
CHAPTER III	15
RESEARCH METODOLOGY	15
3.1 Design Research.....	15
3.2 Research Subject	15
3.3 Data Collection.....	16

3.3.1. Procedures	16
3.3.2. Observation	17
3.4 Instruments	18
3.5 Data Analysis	19
CHAPTER IV	20
FINDINGS AND DISCUSSIONS	20
4.1 Findings	20
4.4.1 English Department Students' Perception on MMORPG Video Games as an innovation tools	21
4.4.2 English Department Students action using MMORPG Video Games as a learning method for Vocabulary learning	24
4.2 Discussion	26
CHAPTER V	29
5.1 Conclusion	29
5.2 Suggestions	30
a. Suggestions for Student	30
b. Suggestions for Further Researcher	30
REFERENCES	32
APPENDICES	34



LIST OF TABLE

Table 1.132



LIST OF APPENDICES

Appendix 1.1	44
Appendix 1.2	45



REFERENCES

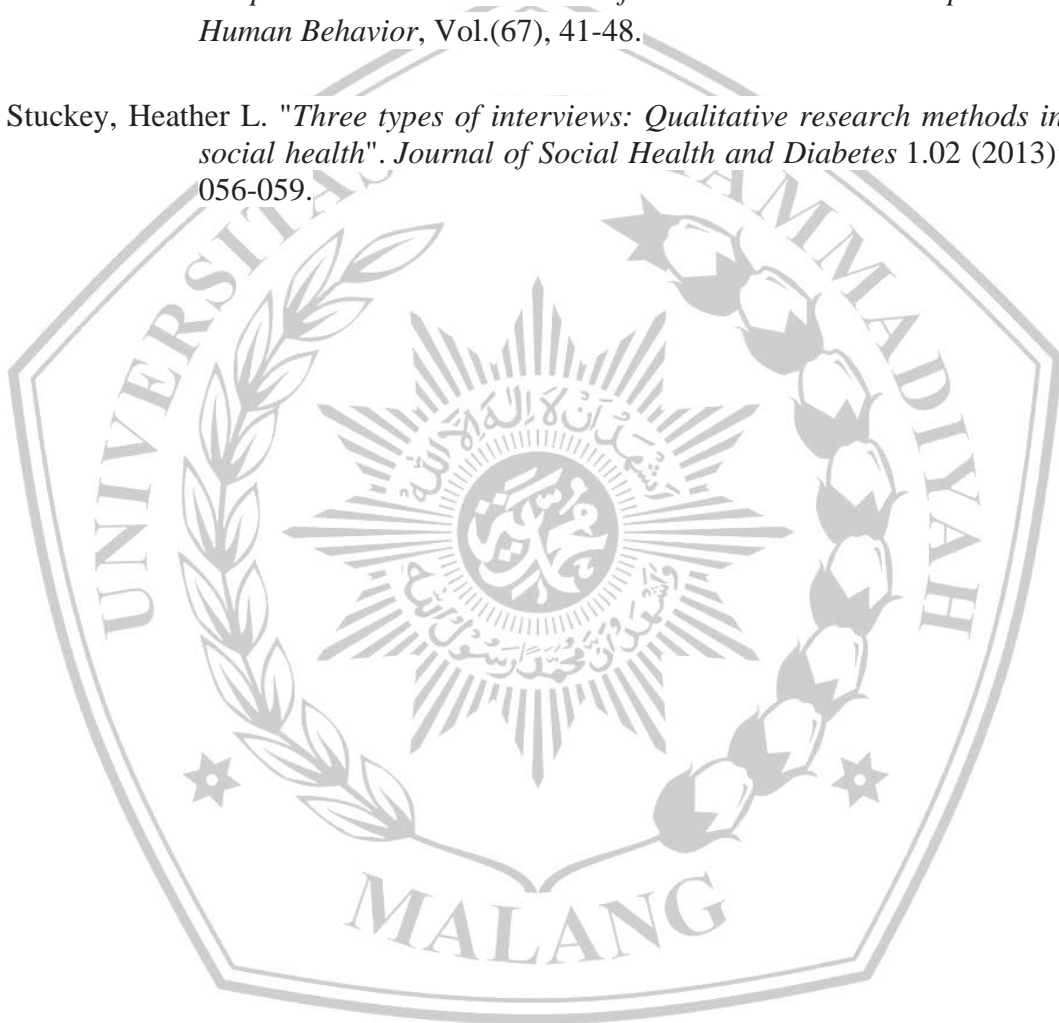
- Adris, N. B., & Yamat, H. (2015). Massively Multiplayer Online Role-Playing Games (MMORPG) as Virtual Grounds for Second Language Learning: Players' Perception. *Proceedings of the International Seminar on Language Teaching ISeLT*, 1-15.
- Ali, K., Sultana, M., Larik, A (2023). *The Effect of Four Skills Integrated Strategy on Learners' Vocabulary Development*. Pakistan Languages and Humanities Review (PLHR). Vol (7), No.2, 430.
- Anisa Widya Pangesti, N. (2022). *The Effect of Students' Perception on Reward and Punishment toward Their Motivation in English as A Foreign Language Classroom*. English Education Study Program. University Of Lampung Bandar Lampung.
- Chotipaktanasook, N., & Reinders, H. (2010). A Massively Multiplayer Online Role-Playing Game and Its Effects on Interaction in the Second Language: Play, Interact, and Learn. *Language Learning and Literacy*, 424-446.
- Ciesielska, M., Boström, K. W., Öhlander, M. (2018). *Qualitative Methodologies in Organization Studies: Volume II Methods and Possibilities*. Basingstoke: Palgrave Macmillan.
- Dewi, Y. S., In'ami, M., Audia, A., Masrukhin. (2023). *Assesment Based on Higher Order Thinking Skill on SKI Learning*. Al- Ishlah: Jurnal Pendidikan. Vol (15), No.1, pp. 433-458.
- Hikmah, Durratul. "Media for language teaching and learning in digital era." *International Journal of English Education and Linguistics (IJoEEL)* 1.2 (2019): 36-41.
- Nazara, P. (2019). *Learning Vocabularies Using Short Stories at Primary School: Students' Perception*. Journal Of English Teaching. Vol.(5), 158.
- Prakoso, M. R., Ngadiso, & Sumardi. (2017). Massively Multiplayer Online Role Playing Game (MMORPG): An Alternative Medium in English Language Teaching (ELT). *Pertanika Journal of Social Science and Humanities*, 11-24.
- Perrotta, C., Featherstone, G., Aston, H. and Houghton, E. (2013). *Game-based Learning: Latest Evidence and Future Directions*. Slough: NFER.

Rohmadi, C. Y., & UNTARI, L. (2022). *An Analysis of Naming Pattern for Weapons in Mobile Legends Game*. English Letters Study Program. Uin Raden Mas Said Surakarta.


Sagara, S., & Masykur, A. M. (2018). *Gambaran Online Gamer*. *Jurnal Empati*. Vol.(7), No.(2), 2018 418-424.

Sourmelis, T., Ioannou, A., & Zaphiris, P. (2017). *Massively Multiplayer Online Role Playing Games (MMORPGs) and the 21st century skills: A comprehensive research review from 2010 to 2016*. *Computers in Human Behavior*, Vol.(67), 41-48.



Stuckey, Heather L. "Three types of interviews: Qualitative research methods in social health". *Journal of Social Health and Diabetes* 1.02 (2013): 056-059.



PLAGIATION RESULT



UNIVERSITAS MUHAMMADIYAH MALANG



FAKULTAS KEGURUAN DAN ILMU PENDIDIKAN

PENDIDIKAN BAHASA INGGRIS
english.umm.ac.id | b.inggris@umm.ac.id

LEMBAR HASIL CEK PLAGIASI

Koordinator Plagiasi Program Studi Pendidikan Bahasa Inggris FKIP UMM menyatakan bahwa:

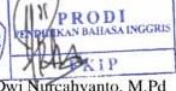

*Nama : Genta Adi Candra
*NIM : 201710100311170

Bagian Skripsi (CHAPTER)	Prosentase Hasil Kesamaan
CHAPTER I Introduction	8%
CHAPTER II Review of Related Literature	15%
CHAPTER III Research Method	21%
CHAPTER IV Findings and Discussion	7%
CHAPTER V Conclusion and Suggestions	0%

Berdasarkan prosentase hasil uji kesamaan, dapat disimpulkan bahwa hasil deteksi plagiasi telah memenuhi syarat dan ketentuan yang telah diatur pada Peraturan Rektor No. 2 Tahun 2017.

Malang, 16 November 2023


Koordinator Plagiasi Prodi,



PRIDI
PENDIDIKAN BAHASA INGGRIS
FKIP

Prihadi Dwi Nurcahyanto, M.Pd

Visi: Menjadi Prodi yang terkemuka di tingkat internasional dalam penyelenggaraan Pendidikan Bahasa Inggris berdasarkan nilai-nilai keprofesionalan dan ke-Islaman.



Kampus I
Jl. Bandung 1 Malang, Jawa Timur
P. +62 341 531 253 (Hunting)
F. +62 341 460 435

Kampus II
Jl. Bersejarah Subani No. 185 Malang, Jawa Timur
P. +62 341 951 140 (Hunting)
F. +62 341 582 060

Kampus III
Jl. Pura Tlogomas No. 346 Malang, Jawa Timur
P. +62 341 464 318 (Hunting)
F. +62 341 480 435
E. webmaster@umm.ac.id