CHAPTER I

INTRODUCTION

In this chapter presents research background, research problem, research objectives, research significance, scope and limitations, and definitions of key terms.

1.1 Research Background

Vocabulary is one of the important parts of English language that has to be mastered by the students. When students have comprehensive knowledge of vocabulary it can help students to simplify their progress in learning English. With today's technological advances, there are many innovations in learning, especially learning vocabulary.

Recently video games have improved significantly, there are types of video games such like Sandbox, Real-time strategy, Shooters, Multiplayer online battle arena, Role-playing, Simulation and sports, Puzzlers and party games, Action-adventure, Survival and horror. Research on the application of virtual environments and online games to language learning has yielded a variety of benefits, including enhanced vocabulary acquisition and motivation to improve communication skills (Ariffin, 2012; Berns et al., 2013; Zhang & Kaufman, 2015; Hong et al., 2016; Zhang et al., 2017). All types of games can be suitable as a media for learning vocabulary because there are some types of games that not provide conversations or interactions from player to NPC (non-player character) by not providing these two elements, the game will give less vocabulary rather than a game that provide conversations or interactions.

Vocabulary itself is the fundamental aspect of learning L2 (Second language) or foreign language, it's a central for language teaching and is of paramount importance for language learners (Alqahtani Mofareh, 2015) so, it's necessary for the teachers to find a new suggestion as an easy and simple media to learn vocabulary. Learners' vocabulary development is important aspect of their language development (Linse,2015). It means that video game can develop their vocabulary knowledge then faster their language mastery progress. The related literature of this thesis is Applying MMOGs (Massively Multiplayer Online Games) in EFL teaching conducted by Azman, H., & Dollsaid, N.F. (2018). This research investigated the use online video games as media to learn English. The difference of this research is the subject of the research and type of games that used as a media.

There is a difference between Online and Offline video game, online games require good internet connection to play while offline games can directly play without internet connection. Both of this type of video games can be used as a media for learning vocabulary, but it will be more efficient to use offline games because it can be applied in areas with bad internet connection.

1.2 Research problems

1. How do the students perceive or opinion on using video game (MMORPG) as a tool in learning English vocabulary?

2. How do the students use MMORPG game in learning English vocabulary?

1.3 Research purposes

1. To know English department student's perception on MMORPG video games as an innovation tool in learning vocabulary.

2. To analyze how do the students use MMORPG Video Game in learning English vocabulary

1.4 Research significance

This study provides data regarding how English language learners perceive towards video game (MMORPG) as an alternative media in learning vocabulary. Sstudents' will realize the impact of video games (MMORPG) as an alternative media in learning vocabulary by understanding this thesis. The researcher hopes that by conducting research on similar themes, the findings may be useful to future researchers or serve as a relevant reference. This study hopes the students who played MMORPG (video game) can gain more English vocabulary and increase their progress in English language mastery.

1.5 Scope and Limitations

This study focuses on the perspectives of students who are learning English vocabulary towards MMORPG Video game. However, the limitation of this research is to focus on investigating English students in 2017 academic year who ever played the game.

1.6 Definition of key terms

a. *Vocabulary* is a certain word groups that compose language (Mustafa,2011).

b. *Video Game* is a game that processed by "processor" so that can be visualized through a device or devices separately (Kirriemur & Mcfarlane, 2004).

c. *Learning Media* is something that can be used to deliver a message and also can stimulate the purpose of study so that it can encourage the learning process (Miarso,2004).

d. Thinking about a particular phenomenon is the process of *perception* (Walgito, 2003).

e. *MMORPG* is an online game that has the storyline that players will get stronger if they play it often (Sagara & Masykur, 2018).