The Impact of Online Games On Students In Learning English Vocabulary

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Abstract: English vocabulary is one of the basic types of knowledge that must be mastered by EFL in learning English. With the rapid changing and development of globalization, vocabulary learning nowadays can be done through various media, one of them is through online games. Online games are the games that are very popular among students todays due to this kind of circumstances and one of these online games is Mobile Legends. The purpose of this study is to find out the impacts of an online game which is Mobile Legends in English Vocabulary learning in SMA GKST 2 Tentena. In this study, the subjects are the 12 students from 4 classes. The method used in this study is descriptive quantitative and uses instruments in the form of questionnaires, tests, and interviews. Based on the data obtained, this study found that online game which is Mobile Legends have an impact in students to achieve good results in learning English vocabulary.

Keywords: *Online Game, English Vocabulary*

INTRODUCTION

Nowadays, learning a language is a pleasurable experience because the aid of technology. Aside from being more enjoyable, technology allows students to access the learning process from anywhere, at any time. Studying English as an EFL student may be more difficult than learning English as a native speaker. Students do not speak in such a manner in their everyday lives. However, with the help of technology, they may learn to use and practicing the language into their daily tasks.

English is an international language in this postmodern era. In Indonesia, English is used as a second language, while in other countries it is used as a mandatory language. Some studies support the idea that informal learning environments are beneficial for developing second language proficiency. The study of how people pick up new languages once they have mastered their native language is known as language acquisition.

In the Indonesian education system, English is used as a compulsory subject. This is an effort to improve human resources, with the hope that students can communicate globally, and can grasp information, and transfer that knowledgeto various fields. Sometimes students easily get bored when they learn a language. The teacher needs techniques and learning media to make them learn English. able to help students in their English. They learn new words used by the characters and their playmates. Based on this background, the researcher conducted research on how online games impact students in learning English vocabulary.

Today's students have grown up with technology. They were born when some magnificent gadgets grow.The internet is a media that is now widely used. The internet is a global network of people and information connected by computers and phone lines. People can use the internet to browse, talk with others, and play games, among other activities. Games that are connected to internet are called online games.

There are many types of online games, based on the researcher's pre-observation in research population, Multiplayer Online Battle Arena games are mostly played by students. Multiplayer online battle arena (MOBA) is a sub-genre of strategy games. The deepest of the other games in this genre are Mobile Legends: Bang Bang, Defense of the Ancient II (DotA2), League of Legends and more. From the various types of games, the researcher chose Mobile Legends because most of the students played this game. It is proven by the Mobile Legends competition held by the school.

Moreover, the recent outbreak of covid 19 has changed the learning system. Pandemic period requires students to study online and makes them have more free time. One of the results of situation is gaming gaining more attention than ever before. In these trying times, people began to use gaming as a way to pass the time.

Online games usually have a story and have characters or roles to play. Characters usually

mention sentences that become their jargon. Online games also require us to connect and communicate with people from all over the world. Therefore, online games be

Online Games Definition

According to Derryberry (2007), an online game is a game with 2D/3D graphics, sounds, and animations, and the rules of the game include a scenario.Online games refer to all games that require an internet connection to connect with other people. So, games without internet are not online games. Online games can usually be accessed online at the game provider's website, or in the form of an application that must be downloaded to a computer or mobile device.

Rollings and Adams (2006) stated that online games are more correctly referred to be a technology than a game genre; a mechanism for connecting players together rather than certain patterns in a game. Online games are categorized as more complex games, which require an internet connection and interaction with other players. This can make online games a social activity because the interactions of the players often create virtual communities.

According to Rollings and Adams (2006), there are several types of online games. They are puzzle game, adventure game, sport game, construction and simulation, vehicle simulation, role playing (RPG), action and arcade game, and strategy games. Based on the type of online games mentioned above, there are types which are developed and played by the community, called Multiple PlayerBattle Arena (MOBA). The researcher used this type of online games as research tool, choosing one game called Mobile Legends.

Vocabulary

The Oxford Basic English Dictionary (2006) defines vocabulary as "all the words that someone knows or that are used in a specific book or subject, or all the words in a language." Everyone's vocabulary is different and increases with age. Vocabulary plays an important role in forming a language. As Harmer (1991) said, "if language structures are the skeleton of a language, vocabulary is the flesh and vital organs."

Vocabulary and grammar are inseparable. Both support each other for the purpose of communicating. Correct grammar without proper vocabulary makes sentence nonsense. Indeed, without vocabulary language is a meaningless matter.

As explained by the Oxford Basic English Dictionary, vocabulary is divided into 3 levels. The first level is more personal, that is, all the vocabulary that a person knows. The second level is all the vocabulary that has been used from the beginning to the end of the literature. Third, as to be on its own, vocabulary is all words that make a language.

The use of Online Games in Learning English

According to Gee (2005), students who play online games may form new sorts of learning communities because people are discovering new ways to build and share information in enormous multiplayer games such as World of Warcraft, City of Heroes, Guild Wars, and others. Ghanbaran and Ketabi (2014) discover that games can help students improve their vocabulary knowledge by increasing motivation and facilitating deeper processing of language.

In this research, the researcher was guided by reading previous studies and papers that to know more how online games could affect English learning process.

First study was held by Siregar (2021), the objective is to find out how games impacted the way English communicative competencies develop within students. The method used is survey. The researcher observed the students in meetings and provided them questionnaires at the end of the meetings. The data was then evaluated by the researcher. The result was games can improve students by perking their interests and engaging them to play together with their fellow friends to play as a team, either in solo or party-queue situations. This factor increases students' communication with other players, including among themselves. Thus increasing their development of English communicative competence.

Yosefina (2014) investigated the impact of internet games on the vocabulary knowledge of junior high school students. The researcher also used survey as method. The researcher gave questionnaires to all of the students in three classes, to assist the students' vocabulary mastery.The questionnaires were then evaluated by the researcher. Following that, the researcher classified the students into two groups: gamers and non-gamers. According to the findings of this study, online games have a good impact on students' vocabulary mastery. The impact of online games is increasing the vocabulary mastery of the students

METHOD

The researcher used descriptive quantitative method, and survey as research design. The researcher used interview to collect the data. The population of the research is The students of Eleventh Grader of SMA GKST 2 Tentena Poso totaling of 12 students. The sample of the research is all the population totaling of 12 respondents. The data was analyzed by descriptive method.

FINDINGS

The objective of the research was to findi out the impact of online game on students' Vocabulary in English. All of the respondents ussually play online game in their dayliy life. 50% of the respondents play online game more than 2 hours. The Respondents answered that they learnt vocabulary from online games.

There many kinds of online game played by the students. The online games was played by the respondents were COC, Counter Strike, Free Fire, Hay Day, Minecraft, Pou, Resident Evil, Robblox, Subway Surf, PUBG. Call of Duty, GTA San Andreas, Harvest Moon, and Mobile Legend. The Based on the finding of the research the high percentage of online played by the students is Mobile Legend of 41,7%.

The vocabulary were learnt by the respondent because of online game as follow:

1. Victory
2. Purchase
3. Destroy
4. Level
5. Reward
6. Wellcome
7. Lane
8. Skill
9. Continue
10. Prepare
11. War
12. Frozen
13. Hero
14. Skin
15. Early Game
16. Awayfrom Keyboard
17. Most Valuable Player
18. Movement Speed
19. Crowd Control
20. Epic Someback
21. Nice Try
22. Win Rate
23. Late Game
24. Overpowered
25. Well Played

The Respondents played the games with the player from abroad. From the chat fiture the respondents used some vocabulary in English. The vocabulary learnt from chat fiture as follow:

1. Nice
2. Good job
3. Sorry
4. Lets move
5. Quikcly
6. Age

7. Country
8. Play
9. Great
10. Finish
11. Begin
12. Again
13. Next
14. Suprised
15. New
16. Glad
17. Red
18. Blue
19. Function
20. Push rank
21. Send
22. Collection

There are 47 words that ussulay used by the respondents when they played online game. Based on the interview with the respondents, they know the mearning of those words because playing online game.

Onine games help the students in memorize the new words. Online game give them the place to practice the words because there are chat fiture. The studens listen the pronunciation of the words. The students learnt how to use the words in the sentence. The students learn the meaning of the words. The students increase their vocabulary in playing online games.

CONCLUSSION

Based on the results of the research, the researcher concluded that online games have an impact on students' ability to learn English vocabulary through the chosen online game which is Mobile Legends games. The first impact is students can find out many new words that come from the application itself. The second impact is the students can add their vocabulary from their listening and conversation with other players. And the third one is online games motivates the students to learn with an entertaining way especially in enriching their vocabulary which become benefits for teachers as well, it be used as a fun and effective learning method. However, the teacher also needs to be really careful to conduct the learning in order to prevent the students in accessing internet for inappropriate things. At the end, the use of online games also required the teacher to be the guide for the students so it can be use well in the learning especially in learning English vocabulary.

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