Tertiary Students' Perception of Mobile Legend Game on Vocabulary Mastery

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Abstract
The phenomenon of mobile legend is quite widespread among tertiary students,because all of this game this game is using English, unique, and everyone interested to play this game. . The purpose of this research was to investigate students' perceptions of mobile legends on vocabulary. A qualitative research method with thematic analysis was applied in this research and the subjects of this research were four students of the Universitas Muslim Nusantara Al-Washliyah. Coming to different departments namely; 2 English students with higher experience in learning English, and 2 non English students with less experience in learning English. Based on the result of interview, there were four themes found, namely; Curiosity,Interaction,Obstacle,Confidence, it is implied that all of the EFL students' have the same level in the curiosity and confidence theme, therefore all of the EFL students' had the different level in interaction and obstacle. It turned out that the educational background had an impact on this research.
Keywords : Mobile Legend, Qualitative, Thematic analysis, Vocabulary

Abstrak

Fenomena *mobile legend* cukup marak di kalangan mahasiswa, karena semua game ini menggunakan bahasa Inggris, unik, dan semua orang tertarik untuk memainkan game ini. . Tujuan dari penelitian ini adalah untuk mengetahui persepsi mahasiswa tentang mobile legends terhadap kosakata. Metode penelitian kualitatif dengan analisis tematik diterapkan dalam penelitian ini dan subjek penelitian ini adalah empat mahasiswa Universitas Muslim Nusantara Al-Washliyah. Datang ke departemen yang berbeda yaitu; 2 mahasiswa bahasa Inggris dengan pengalaman belajar bahasa Inggris yang lebih tinggi, dan 2 mahasiswa non-Inggris dengan pengalaman belajar bahasa Inggris yang lebih sedikit. Berdasarkan hasil wawancara ditemukan empat tema yaitu; Keingintahuan, Interaksi, Rintangan, Percaya Diri, tersirat bahwa semua mahasiswa memiliki tingkat yang sama dalam tema rasa ingin tahu dan percaya diri, selain itu semua mahasiswa memiliki tingkat interaksi dan hambatan yang berbeda. Ternyata latar belakang pendidikan berpengaruh terhadap penelitian ini.

Kata Kunci : Kosakata, Kualitatif, Mobile Legend, Tematik analisis

1. Introduction

Vocabulary is often considered as a critical aspect of foreign language, learners as limited vocabulary in a second language, impedes succesful communication. Considering the importance of vocabulary acquisition, (Schmitt, 2000), said that lexical knowledge is central to communicative competence and to the acquisition of a second language. (Harmon, Wood, and Keser, 2009), said that vocabulary development is an important aspect of language learning. In

learnix`ng English, vocabulary has an important role to convey what the speaker wants to say, (Alqahtani, 2015) said that while without grammar very little can be conveyed, without vocabulary nothing can be conveyed. Vocabulary learning is needed if someone wants to understanding foreign language, so if someone wants to understanding foreign language there are many ways to learn vocabulary, for example it can be learn from game, and to prove it, that will be stated later by some researcher. Game is one of the best technologies that develop rapidly in this era can make it easier for students' to learn and game can deliver it in interesting way. (Setiyoko, 2015) the students' experienced, fun and a relaxing atmosphere while learning, we can use games.

Through game, EFL Students' can possibly feel interested, fun, meet new words that they never knew before, and reduce their anxiety level. (Young & Wang's, 2013) in (Kusumawati et,al 2019) research result in which game can reduce students' anxiety in Learning English. (Reinders and Wattana, 2011) in (Dananjaya 2019) said that effect of online games on outclass language acquisition is negative and positive. it is positive as the game provide access to interactions with foreign players, While (Robbins, 2002) in (Wirawan, 2015) stated that one's negative perception caused by individual dissatisfaction, individual ignorance, and lack of experience to the perceived object.Songs can be a good learning resource for English classes. Those are because English songs are already known enough by some students. The class also can be fun and joyful learning. It needs not too much time or meeting to do (Agustina, 2016). Teachers are required to be creative in class so that children become more interested in English. Therefore, their interest in English will be an important foundation to achieve more satisfying English skills.

Nowadays, many of the gamers are online-based, where it requires internet connection in order to operate, including Mobile Legends. The purpose of the game, both online and offline is only for fun and entertainment. Just like (Ahmadi & Munawar, 2005) and (Ismail, 2006) said that playing games are to get fun and entertainment. According to (Nugroho, 2003) as cited in (Astuti, 2016), said that process of receiving stimulus from human's five sense, and then sent to the brain causing someone to understand what is sensed is the definition of perception. Through game, EFL learners can possibly feel interested, fun, meet other words that they never know before, and decreasing in their anxiety level. (Young & Wang's 2013) research result as cited in (Nurafida,2018), said that game can reduce students' anxiety in learning English. Vocabulary learning will become easier and the EFL learners will be motivated. According to the points had been explained above. The research want to investigate tertiary students' perception of mobile legend game on vocabulary mastery. The research question to be answered here is: "How is tertiary students' perception of mobile legend game on vocabulary mastery?"

2. Literature Review

2.1 Phenomena Online Game in EFL Context

Games are now not only an entertainment that is widely enjoyed by people from all walks of life. However, in accordance with its development, playing games has now become a kind of hobby that is carried out by young to old people with various different backgrounds. Playing games can indeed make you free from stress, but you also have to be careful because it could make your stress increase, especially if a game can't be finished.

The public concern about addiction online games, about the concerns that are generally reasoneable and still have an effect on teenagers. This is what happens to every communication technology recently introduces people expressed concerns about the impact of the new technology in individuals (generally children) and society (Baran, 2008). Addiction is defined as "An Activity or substance we repeatedly crave to experience, and for which we are willing to pay a price (or negatice consequences)" which means an activity or substance that is carried out repeatedly can have a negative impact (Hovart, 1989) in Sudharto (2018).

2.2 EFL Students' Vocabulary

Mastering vocabulary is not just knowing the meaning of separate and loose words, but must be understand the meaning of the word when it is in a sentence or in a wider context. Even be able to apply these words in sentences approriately and both orally and writing (Dananjaya, 2019) stated that ".... when someone wants to speak with the other, he or she should communicate it in a good and proper way, otherwise other people could not understands what one wanted to say, in the other word, the use of correct vocabulary and proper grammar will ease the communication process". On the other hand, vocabulary that is part of the passive-receptive, a language user of another, without being able to use it naturally in their own expressions.

2.3 Online Games Addiction

Addiction is defined as "An activity or substance we repeatedly crave to experience, and for which we are willing to pay a price (or negative consequences)" which means an activity or substance that is done repeatedly and can have a

negative impact (Arthur T. Hovart, 1989). Hovert also explains that the examples of addiction can vary. Can be caused by certain substances or activities, such as gambling, overspending, shoplifting and sexual activity. One of the behaviors included is dependence on games (Keepers, 1990). According to Lance Dodes in his book entitled "The Heart of Addiction" (Yee, 2002), there are two types of addiction, namely physical addiction such as addiction to alcohol or cocaine, and non-physical addiction such as addiction to online games.

2.4 Online Game in ELT Context

Requires an internet to connect more than two people in order to operate and it can connect even in distant places is definition of Online Game. (Akbar, 2012 and Adiningtyas, 2017) said that "... type of game on a computer that uses the internet as a media". Playing online games is certainly not a dangerous thing, but that does not mean it does not have an impact. According to (Zamani, 2009; Areshtanab, 2021) explained that the effect playing too much computer games causes physical damages and increase anxiety and depression in players. (Wattana, 2011 & Dananjaya, 2019) said that the positive effect of playing game is related to the English learning, emphasized on the increase of vocabulary and grammar use as the impact of interacting with foreign players.
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2.5 History of Mobile Legend

Mobile Legend is a type of MOBA (Massive Online Battle) game Arena). Literally, it can be interpreted as a battle in an arena carried out by several players online. If we take it far back, the history of MOBA games was actually initiated from the RTS (Real Time Strategy) genre which interestingly started before the 90s! One of the "fathers" of the RTS game itself is Herzog Zwei, which was launched in 1989 for the Sega console. Herzog Zwei's game itself does have some MOBA elements, where we play a unit and aim to destroy enemy bases assisted by several units controlled by AI (artificial intelligence).

2.6 Parameters of Perception

There is a thing which would be the parameters on perception namely; Vocabulary in ELT context. The parameter was found based on the experts' statement. Learning vocabulary is not a new thing for EFL students. through game online EFL students can see new vocabulary words that they can learn, especially Mobile Legends game. In the mobile legend game there is a lot of new and unique vocabulary for the users (Dananjaya, 2019).

2.7 Conceptual Framework

This research will investigate the tertiary students' perception of mobile legend game on vocabulary mastery between tertiary students' in Universitas Muslim Nusantara Al-Washliyah. There are many students' has a habit that they can mention something in English. This research will focus on investigating students' perception parameters, namely; Vocabulary in ELT context. The researcher will find a new theme from the parameters.

3. Method

This research was conducted by employing the qualitative research method with a thematic analysis approach. Thematic analysis is the process of identifying pattern or themes within qualitative data. Thematic analysis is useful for summarizing key features of a large data set, as it forced the researcher to take a well-structured approach to handling data, helping to produce a clear and organized final report (King, 2004). In this research, interview was carry out as a technique of collecting data. The interview is a data collection technique by way of interviewing a select individual as a respondent. Furthermore, it was a direct face to face attempt to obtain reliable and valid measures in the form of verbal responses from one or more respondents. An in-depth interview was a process to obtain information for research by face-to-face questioning between the interviewer and informant. The interview could be divided into two categories. First, the structure interview is an interview that have a set of questions and all participants would have the same questions. Second, semi-structure is an interview that has closed-ended questions. The question would ask based on the context of the participant's responses. Third, the unstructured interview is natural, it meant the interviewer made conversation with the participant and ask the general questions or spontaneous questions, based on their situation (Zhang & Wildemuth, 2009)

In this research, semi-structure interview is chosen as an interview method. The researcher chose this type of interview because the questions could be develop based on the participant's answers and their current situation. The interview would be applied in collecting the data. The researcher adopted a thematic-analysis to examine the

data. The researcher started with early analysis to review case and gain a basic sense of how the narratives of the interviewes took shape (Lindlof & Taylor,2002). Then the researcher follow the procedures suggest by Shank (2006) to examine specific examples and themes, make comparisons between cases, and checked if the analysis met saturation where new themes cannot be generated. The overlapping themes would be combine together and the data would be reduce to major themes to illustrate.

4. Result and Discussion

The result of the research showed that there were found four theme namely; curiosity, interaction, obstacle, confidence.

- **Curiosity**

"As a English department students, how does mobile legend affect your vocabulary and are you feel tricky or easy with all of the words?"

RA : honestly, i am just got a little tricky, because i am learn about vocabulary before and i am feel curios about the others word in mobile legend i am play continously, because of that i am know new words, like savage, destroy, nerf,buff.

MRA : Playing mobile legend really helps my vocabulary, because when i was learn English i never found the others word in mobile legend, thats why i am feel fun and want to know the others word in mobile legend and i never feel tricky about learn new words.

Based on the two EFL students, the researcher summarize that they are a English students and they are feel little tricky because they was learn about vocabulary before. MRA said when he was playing mobile legend he never found that word when he learn English, "*when i was learn English i never found the others word in mobile legend*" thats why MRA feel fun when he was playing mobile legend because he can meet new vocabulary that he never know before. RA said that he got a little tricky because he just found new vocabulary even he was learn English before, he found a lot new vocabulary when he playing mobile legend "*i am feel curios about the others word in mobile legend i am play continously, because of that i am know new words, like savage, destroy, nerf,buff.*"

"As a Indonesian department student, how does mobile legend affect your vocabulary and are you feel tricky or easy with all of the words?

RY : When i first playing this game, all of the words are tricky. i am dont even understand what is that words. but i don't know why i am feel fun and want to try to understand the words. but thats still hard for me because i never learn about vocabulary before. but now i am can understand a few words in mobile legend like retreat, item, strategy, hero.

GBW : Really hard for me, because i dont understand English and this game using English,but i am still playing because all of my friend play that game and i was forced to understand because i can listen and mention the word repeatedly, and for now i can understand a few because i play this game everyday.

Based on the two EFL students, the researcher summarize that they found it difficult unlike the previous two students who had already learned vocabulary, because they had never learned about vocabulary before and suddenly they played a game where almost all of the games were in English. "*When i first playing this game, all of the words are tricky. i am dont even understand what is that words. but i don't know why i am feel fun and want to try to understand the words.*" even RY feel the tricky he is still play the game because he feel fun and he want to try understand the words

- **Interaction**

Do you feel that you often use English in your mobile legend community?

MRA : My friends always mention everything in this game in English. Because the just read the word and everything in this game is English. But for me, i was played this game for a five years, i can clearly understand and always said things in English with my friends.

GBW: My community does not use English very often, but they have a habit of saying things in English, for example when they sarty banning heroes, amd banning heroes is when we choosed what heroes are prohibited from being used in that match or when they start recomending items to buy and then they will mention the items in English.

Through the EFL students' answers above, the researcher could summarize that their community does not use English to speak the usual things, but they would use English when they start mentioning things related to mobile legend game. "*My community does not use English very often, but they have a habit of saying things in English*" and MRA said that the community does not really understand because they just read the word in the mobile legend game, but they are still using English. "*My friends always mention everything in this game in English. Because the just read the word*"

- **Obstacle**

Do you actually understand the language? or you just used to mention it without knowing the meaning of the language.

RY: I only often see and mention in English, because if i dont know the meaning or if i dont understand, i will open google translate, but some words i was used to know the meaning because i see that words everyday.

It summarized that RY as a Indonesian department students, can not understand all of the words. if he finds it difficult with words he has never seen before, he will use google translate to understand the words "*i will open google translate, but some words i was used to know the meaning because i see that words everyday.*"

MRA: I understand the meaning perfectly, even in English and Bahasa. Because if i am do not understand the meanings, i would select the wrong item, it can impact on the hero that i used.

It summarized that MRA as students English department, he can understand all of the words in mobile legend game, he does not need a translate or ask his friends. He know perfectly the meaning all of the words.it could be seen from the students' answer "*if i am do not understand the meanings, i would select the wrong item, it can impact on the hero that i used.*"

- **Confidence**

How about the pronunciation of the vocabulary? do you know how to pronounce the words or just mention it with Indonesian accent.

RY : At the beginning i am do not know how to pronounce the words, and i am just mention it even i do not know it was right or not, but i do not really care about that because i am not scared if i am false to pronounce it, i am just confident with myself and iam was think i will learn about it. because practice makes perfect
RA : For me when i play this game for the first time, i am was feel worry because i do not know how to pronounce it, but i was learn vocabulary before so if i meet the new words and i am feel tricky, i am just open my dictionary to know the pronounce.

Based on the answer two EFL above, the researcher summarize that they are not afraid to false, because they believe that they will understand during they play the game, because RA believe that practice make perfect "*i am feel worry but i am just believe in myself and do not care if i am false because practice makes perfect.*" RY said that he do not know how to pronounce the words, but he not care about that. He just confident with himself " *i am just confident with myself and iam was think i will learn about it.*"

Tabel 4.1 Result of Participants

NO	Participants	Department	Vocabulary in ELT during playing mobile legend			
			Curiosity	Interaction	Obstacle	Confidence
1	MRA	English	Higher	Higher	Lower	Higher
2	RA	English	Higher	Higher	Lower	Higher
3	RY	Bahasa	Higher	Lower	Higher	Higher
4	GBW	Bahasa	Higher	Lower	Higher	Higher

Based on the table above, the researcher conclude that, all of the EFL students had the same curiosity and confidence level, even RY and GBW does not from English department, they are still had a higher curiosity and confidence to know about vocabulary. Therefore, for the theme interaction, there is a difference between the two

departments, if for MRA and RA they are happy to interact using English, but not for RY and GBW who are from the Indonesian department. A difference also occurs again when in the theme of obstacles, For those who basically already speak English often, then they will not feel this is an obstacle, while for those who have never studied before, this is a pretty good obstacle for them, because if they do not understand, they will use google translate to know it.

Discussion

Based on the interview, the researcher summarize that, The four themes were found,namely; Curiosity,Interaction,Obstacle,Confidence. First theme was curiosity, all of the EFL Students' have the same level curiosity because they still want to know new words in the mobile legend game. two students from English and two students from Indonesian, had slightly different perceptions in the two themes that were found. The second and the third theme is interaction and obstacle, the first is interaction, two EFL students have high interest. Because for them, they often interact using English because they have studied English before.

5.   Conclusion

There are some conclusions drawn based on the data above :
the researcher concluded that the theme which found after interviewing students which is using four main questions and the researcher found four theme namely ; curiosity, interaction, obstacle, and confidence for parameter vocabulary in ELT context. four EFL students' had a different perception in theme interaction and obstacle, about the parameter vocabulary in ELT context. For students from the English department, they don't feel any difficulties with vocabulary because they have learned about vocabulary before, furthermore for students from the Indonesian department, they simply feel there are difficulties which make it a challenge for them. while for the interaction theme, the students of the English department felt that they interacted quite often using English and for the students of the Indonesian department they did not often interact using English because they also did not understand enough. Mobile legend also made a new habit for EFL students to mention everything in English. As the result, mobile legend game could create a different EFL students' which was more competitive and active.

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