**THE CORRELATION BETWEEN INTENSITY OF PLAYING MOBILE LEGENDS GAME AND VOCABULARY MASTERY OF THE ENGLISH DEPARTMENT STUDENTS OF IAIN PALANGKA RAYA**

**THESIS**



**BY:**

**SANDY WINATA**

**NIM 1401120944**

**STATE ISLAMIC INSTUTUTE OF PALANGKA RAYA**

**FACULTY OF TEACHER TRAINING AND EDUCATION**

**DEPARTMENT OF LANGUAGE EDUCATION**

**STUDY PROGRAM OF ENGLISH EDUCATION**

**2021 M/ 1442 H**

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**THESIS**

Presented to

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In partial fulfillment of the requirements

For the degree of *Sarjana* in English Language Education



**BY:**

**SANDY WINATA**

**NIM 1401120944**

**STATE ISLAMIC INSTUTUTE OF PALANGKA RAYA**

**FACULTY OF TEACHER TRAINING AND EDUCATION**

**DEPARTMENT OF LANGUAGE EDUCATION**

**STUDY PROGRAM OF ENGLISH EDUCATION**

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# ADVISOR APPROVAL

Thesis Title : THE CORRELATION BETWEEN INTENSITY OF PLAYING MOBILE LEGENDS GAME AND VOCABULARY MASTERY OF THE ENGLISH DEPARTMENT STUDENTS OF IAIN PALANGKA RAYA

Name : Sandy Winata

SRN : 1401120944

Faculty : Teacher Training and Education

Department : Language Education

Study Program : English Education

This is to certify that the thesis has been approved by the thesis advisors for Thesis Examination/*Munaqasah* by the Board of Examiners of the Faculty of Teacher Training and Education of the State Islamic Institute of Palangka Raya.

Palangka Raya, May 04th 2021

|  |  |
| --- | --- |
| Advisor I,    **M. Zaini Miftah, M. Pd.**  **NIP. 19750915 200912 1 002** | Advisor II,  **Aris Sugianto, M. Pd.**  **NIP. 19830819 201503 1 001** |

Acknowledged by:

|  |  |
| --- | --- |
| Vice Dean in Academic Affairs,    **Dra. Nurul Wahdah, M. Pd**  **ORN. 19800307 200604 2 004** | Secretary  Departement of Language Education    **Akhmad Ali Mirza, M. Pd**  **ORN. 198406 201503 1 003** |

# PERSETUJUAN SKRIPSI

|  |  |  |
| --- | --- | --- |
| Judul Skripsi | : | : THE CORRELATION BETWEEN INTENSITY OF PLAYING MOBILE LEGENDS GAME AND VOCABULARY MASTERY OF THE ENGLISH DEPARTMENT STUDENTS OF IAIN PALANGKA RAYA |
| Nama | : | : Sandy Winata |
| NIM | : | : 1401120944 |
| Fakultas | : | : Tarbiyah dan Ilmu Keguruan |
| Jurusan | : | : Pendidikan Bahasa |
| Program Studi | : | : Tadris Bahasa Inggris |

Dengan ini menyatakan bahwa skripsi ini telah di setujui oleh pebimbing skripsi untuk disidangkan oleh Tim Penguji Skripsi Fakultas Tarbiyah dan Ilmu Keguruan Institut Agama Islam Negeri Palangka Raya.

Palangka Raya, 04 Mei 2021

|  |  |
| --- | --- |
| Pembimbing I  M. Zaini Miftah, M. Pd.  NIP. 19750915 200912 1 002 | Pembimbing II  Aris Sugianto, M. Pd.  NIP. 19830819 201503 1 001 |
| Mengetahui, | |
| Wakil Dekan Bidang Akademik    Dra. Nurul Wahdah, M. Pd.  NIP. 19800307 200604 2 004 | Sekretaris,  Jurusan Pendidikan Bahasa    Akhmad Ali Mirza. M. Pd.  NIP. 19840622 201503 1 003 |

**OFFICIAL NOTE**

Palangka Raya, May 04th 2021

**Case** : **Examination of**

**Sandy Winata’s Thesis**

To

The Dean of Faculty of Teacher

Training and Education of State

Islamic Institute of Palangka Raya

In -

Palangka Raya

*Assalamu’alaikum Wr. Wb.*

By reading and analyzing of this thesis, we think the thesis in the name of:

Name : Sandy Winata

SRN : 1401120944

Thesis Title : THE CORRELATION BETWEEN INTENSITY OF PLAYING MOBILE LEGENDS GAME AND VOCABULARY MASTERY OF THE ENGLISH DEPARTMENT STUDENTS OF IAIN PALANGKA RAYA.

Can be examined in partial fulfillment of the requirements of the Degree of *Sarjana Pendidikan* in The Study Program of English Education of The Language Education of The Faculty of Education and Teacher Training of State Islamic Institute of Palangka Raya.

Thank you for the attention.

*Wassalamu’alaikumWr. Wb.*

|  |  |
| --- | --- |
| Advisor I,    M. Zaini Miftah, M. Pd.  NIP. 19750915 200912 1 002 | Advisor II,    Aris Sugianto, M. Pd.  NIP. 19830819 201503 1 001 |

**NOTA DINAS**

Palangka Raya, 04 Mei 2021

Hal : **Permohonan Ujian Skripsi**

**Sandy Winata**

Kepada

Yth. Dekan Fakultas Tarbiyah dan

Ilmu Keguruan Institut Agama IslamNegeri Palangka Raya

Di -

Palangka Raya

*Assalamu’alaikum Wr. Wb.*

Setelah membaca, memeriksa dan mengadakan perbaikan seperlunya, maka kami berpendapat bahwa skripsi saudara:

Nama : Sandy Winata

NIM : 1401120944

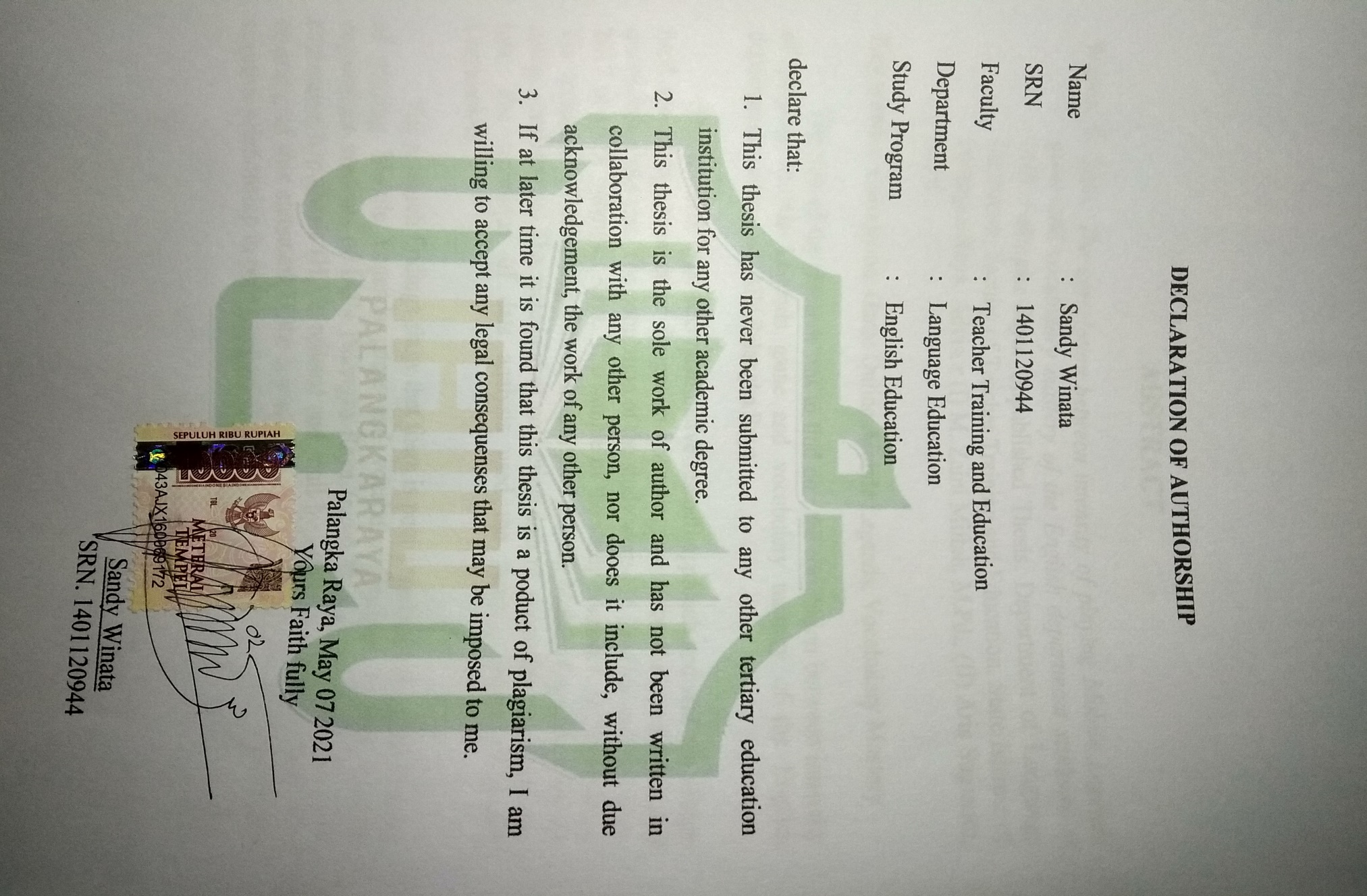
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Sudah dapat diajukan untuk memperoleh gelar Sarjana Pendidikan pada Jurusan Pendidikan Bahasa Program Studi Tadris Bahasa Inggris IAIN Palangka Raya.

Demikian atas perhatiannya, diucapkan terima kasih.

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|  |  |
| --- | --- |
| Pembimbing I,  M. Zaini Miftah, M. Pd.  NIP. 19750915 200912 1 002 | Pembimbing II,  Aris Sugianto, M. Pd.  NIP. 19830819 201503 1 001 |

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# THESIS APPROVAL

Thesis Title : The correlation between intensity of playing mobile legends game and vocabulary mastery of the english department students of IAIN Palangkaraya.

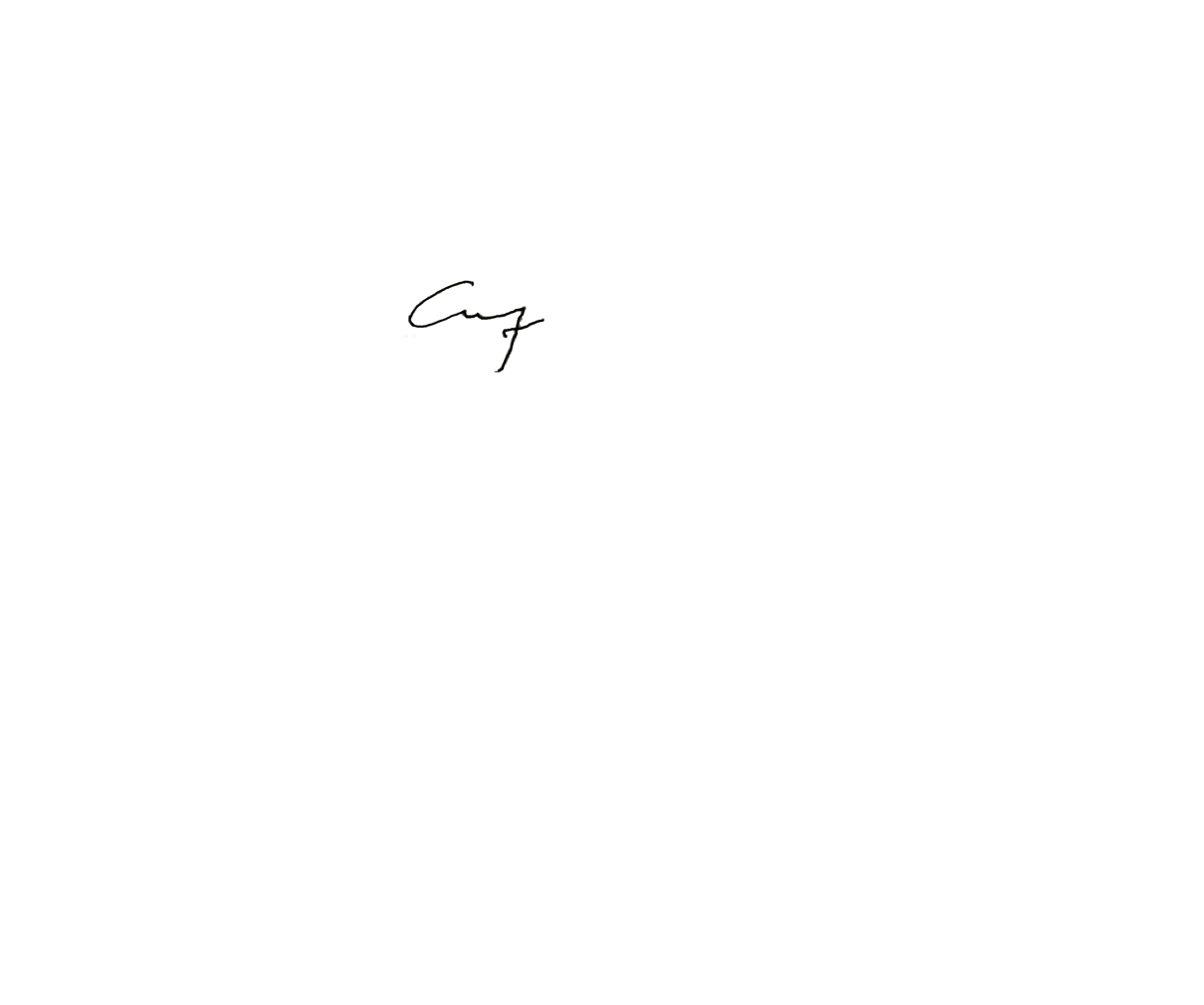
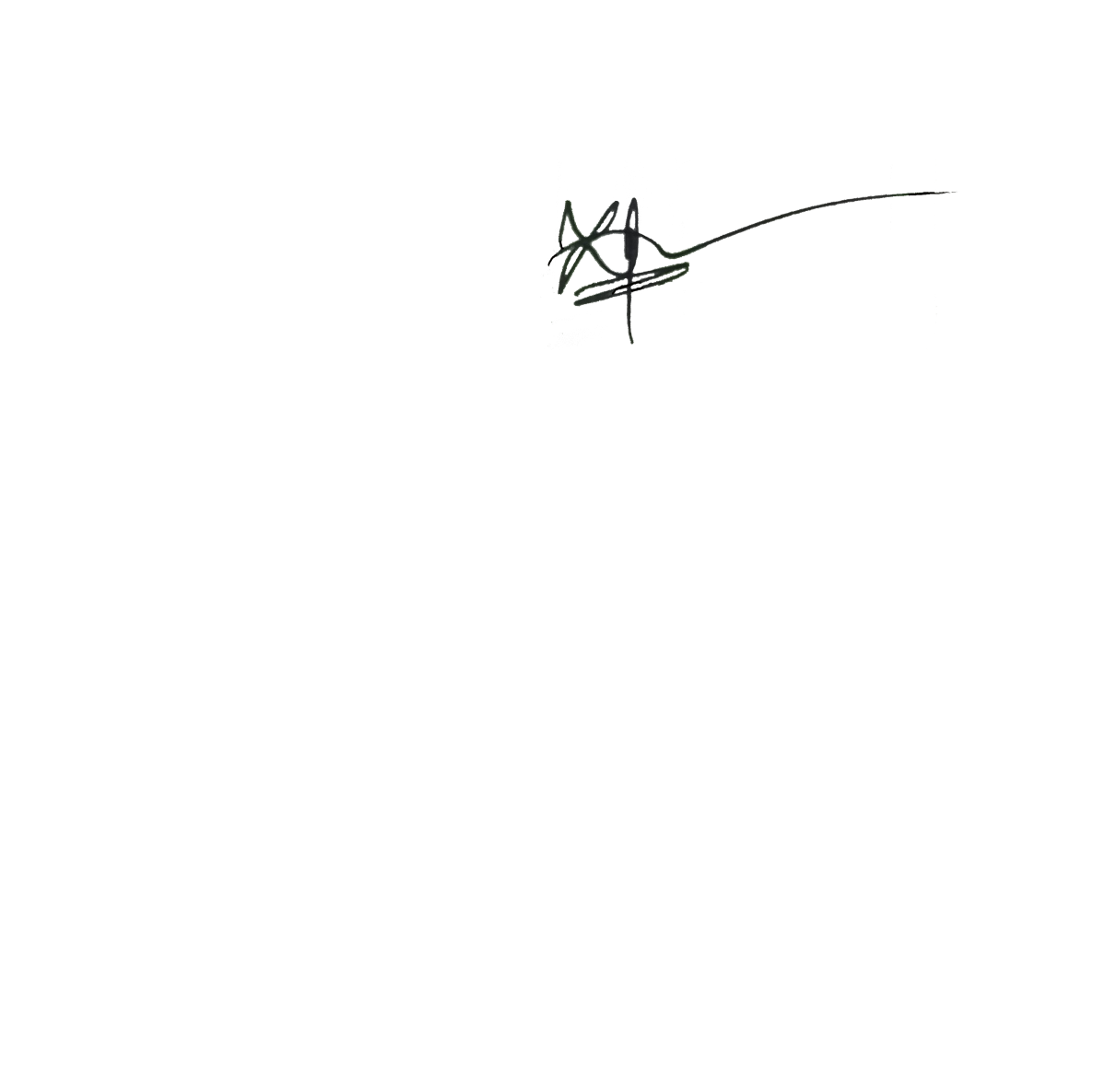
Name : Sandy Winata

NIM : 1401120944

Faculty : Teacher Training and Education

Department : Language Education

Study Program : English Education

Has been examined by the Board of Examiners of the Faculty of Teacher Training and Education of the State Islamic Institute of Palangka Raya in the Thesis Examination/*Munaqasyah* on:

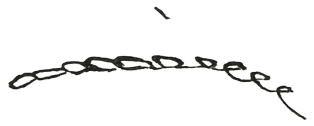
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(Main Examiner)

M. Zaini Miftah, M.Pd ......................................................

(Examiner)

Aris Sugianto, M.Pd ................. .....................................

(Secretary / Examiner)

Approved by:

Dean, Faculty of Teacher

Training and Education

Dr. Hj. Rodhatul Jennah, M.Pd

NIP. 196710031993032001

# MOTTO AND DEDICATON

“Allah akan mengangkat (derajat) orang-orang yang beriman diantaramu dan orang-orang yang diberi ilmu beberapa derajat”

( Al- Mujaddalah: 11)

“Ketahuilah, Srsungguhnya Kehidupan Dunia Itu Hanyalah Permainan Dan Senda Gurau”

(QS Al- ‘Ankabut: 64)

This thesis is dedicated to:

My beloved father and Mother. My beloved brother Sando Fransukma, S.Pd, my beloved sister Sriwati, S.Pd and also all of my friends of English Education Study Program academic year 2014 with their support and help. Thank a million!

# ABSTRACT

Winata, S. 2021. *The correlation between intensity of playing Mobile Legends game and vocabulary mastery of the English department students of IAIN Palangka Raya.* Unpublished Thesis. Department of Language Education, Faculty of Teacher Training and Education, State Islamic of Palangka Raya. Advisor (I) M. Zaini Miftah, M.Pd., (II) Aris Sugianto, M.Pd.

**Key words:** Correlation, Game Online, Mobile Legends, Vocabulary Mastery

At this time internet technology has a big and varied impact on the lives of humankind in various fields. One of them from internet technology that is currently developing very rapidly is *online game,* online games are games that can be accessed by many players around the world, where the internet connections of the players are connected by a network.

The aim of the research was to find out: the correlation between intensity of playing Mobile Legends game and vocabulary mastery of the English department students of IAIN Palangka Raya.

The research type was quantitative reseach approach with correlation design. In collecting the data, the reearcher used questionaire and test. The population of the study was 116 English students class 2017 of IAIN Palangka Raya. The sample of the study concisted of 30 students. The technique of collecting data of intensity of playing Mobile Legends game by using questionaire. The technique of collecting data of vocabulary mastery was test. The technique of data analysis used the Pearson Product Moment Correlation.

The research findings show that there is poor correlation between intenity of playing Mobile Legends game and vocabulary mastery of the English department students of IAIN Palangka Raya (rxy=0.22 ≤ rtable= 1.671). So, the alternative hypothesis (Ha) is refused and null hypothesis (Ho) is accepted. The meaning of this statement is the intensity of playing Mobile Legends game has positive relationship in poor category to vocabulary mastery.

# ABSTRAK

Winata, S. 2021. *Hubungan Intensitas Bermain Game Mobile Legends dengan Penguasaan Kosakata Mahasiswa Jurusan Bahasa Inggris IAIN Palangka Raya.* Tesis Tidak Diterbitkan. Jurusan Pendidikan Bahasa, Fakultas Keguruan dan Ilmu Keguruan, Institut Agama Islam Negeri Palangka Raya. Pembimbing (I) M. Zaini Miftah, M.Pd., (II) Aris Sugianto, M.Pd.

**Kata kunci:** Korelasi, Game Online, Mobile Legends, Penguasaan Kosakata

Saat ini teknologi internet memiliki pengaruh yang besar dan beragam bagi kehidupan umat manusia di berbagai bidang. Salah satunya dari teknologi internet yang saat ini berkembang sangat pesat adalah game online, game online merupakan permainan yang dapat diakses oleh banyak pemain di seluruh dunia, dimana koneksi internet para pemain tersebut terhubung dengan suatu jaringan.

Tujuan dari penelitian ini adalah untuk mengetahui: hubungan intensitas bermain game Mobile Legends dengan penguasaan kosakata pada mahasiswa Jurusan Bahasa Inggris IAIN Palangka Raya.

Jenis penelitian adalah menggunakan pendekatan kuantitatif dan menggunakan rancangan korelasi. Dalam pengumpulan data, peneliti menggunakan angket dan tes. Populasi dalam penelitian ini adalah 116 siswa Bahasa Inggris angkatan 2017 IAIN Palangka Raya. Sampel penelitian berjumlah 30 siswa. Teknik pengumpulan data intensitas bermain game Mobile Legends dengan menggunakan kuesioner. Teknik pengumpulan data penguasaan kosakata menggunakan tes. Teknik analisis data menggunakan Korelasi Product Moment Pearson.

Hasil penelitian menemukan bahwa terdapat hubungan yang buruk antara kecerdasan bermain game Mobile Legends dengan penguasaan kosakata pada mahasiswa Jurusan Bahasa Inggris IAIN Palangka Raya (rxy = 0.22 ≤ rtabel = 1.671). Jadi, hipotesis alternatif (Ha) ditolak dan hipotesis nol (Ho) diterima. Makna dari pernyataan tersebut adalah intensitas bermain game Mobile Legends memiliki hubungan positif dengan kategori kurang terhadap penguasaan kosakata.

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Alhamdulillah, the writer like to express his sincere gratitude to Allah SWT., for the blessing bestowed in his whole life particularly during the thesis writing without which this thesis would not have come to its final. *Sholawat* and *salam* always be bestowed to the last prophet Muhammad SAW., having shown us the role of life to make our life true. Her appreciation is addressed to:

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11. The students of English Department class 2017 of IAIN Palangka Raya who Participated as respondent in this Research.

Finally, the researcher realized that this paper could not be perfect. There were many mistakes and errors. Therefore, the writer really allows the readers to give critics and suggestions for this graduating paper in order to be better. The writer hopes this paper will be useful for the readers in general and for the writer herself especially. Wassalamu’alaikum Warahmatullahi Wabarakatuh.

Palangka Raya, May 28th 2021

The researcher;

Sandy Winata

SRN. 140 112 0944

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