CHAPTER I

INTRUDUCTION

A. The Background Of The Study

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.

According to Nadi (2010, p. 32), the online use of games is experiencing a very rapid increase in the community. Online games begin to be part of the daily activities that must be done by the community in the activity, especially when filling the spare time. This happens because online games are considered as one form of entertainment to escape from the existing routine. In addition, the interesting and fun of an online game of course affects the public interest to play it. Different types of online games at this time also support the development of the online game itself. Therefore, online games are very liked by people of various circles and ages. This can be supported by the results of statistical data conducted by Google Analytic in 2012-2013 which is known that, the use of online games has increased every year and it is known that 80% of users of online games in Indonesia are teenagers ages 15 to 25 years, some big comes from Jakarta, Depok, Jogyakarta, Surabaya and Medan.

1

Rolling and Adams (2006, p. 78) argue that online games are a structured game that is used to gain pleasure as well as an educational tool. The most important part in online games is the goals, rules, challenges, and interactions that occur within the game, as well as the support of the Internet network. Online games can be divided into two forms, namely client-based and web-based. Client-based, where game publishers provide a platform for users to download on their computer devices and can use the online game without having to open the website again. While web-based is an online game that can be accessed by opening the website first. Both forms of online gaming are both mentally and physically involved when used. In addition, games can help develop practical skills, as well as perform educational, simulational, or psychological roles. In the use of games, there are many impacts that we can feel as users, be it a positive impact or a negative impact. Positive impacts that can be generated from the use of the game itself, which can increase the concentration of users, the ability to speak, add friends, and as entertainment. While the negative impact that can be caused, namely the increased aggression someone like irritability, ignoring all forms of activities to do such as doing tasks, lack of social relations in the community, can cause game addiction, and others.

According to Adams and Rolling (2006, p. 89), language skills are one of the positive impacts of using online games, especially the ability to speak English because most online games are currently using English. It is known that, language is a tool used to interact or a means to communicate by conveying one's thoughts, ideas, concepts or feelings towards others and to

obtain information. currently online games are rife in the community, the demand is not indiscriminate from children to adults including students. In the play sometimes the students do not know the time so often the students forget the time. Online game has mushroomed from a long time in Indonesia. The spread was very fast, especially in the last few years. What's more for the named online game "Mobile Legends".

B. Research Problem

Referring to the background of the study above, it can be formulated that the problem to be answered in the study is: What is correlation between intensity of playing mobile legends game and vocabulary mastery of the English department students of IAIN Palangkaraya?

C. Objective of the Study

Based on the above problem formulation, the authors formulate this study with the following objectives: To measure the correlation between intensity of playing mobile legends game and vocabulary mastery of the English department students of IAIN Palangkaraya.

D. Scope and Limitation

The ability to speak, especially in English, becomes one of the capabilities that must be possessed by everyone, especially in the present. This is because we are not only dealing with people from the same country as ours, but we are also in touch with all the countries in the world, which is made easier by the support of emerging technologies . So is the case with online games, where we can connect to other players who are outside our country with the help of

internet network. In addition, players are also required to have good language skills in order to understand the rules and instructions that exist in the online game.

The study of focused Develop the ability to communicate in English, either in oral form, which includes listening, speaking. A student has an adequate English vocabulary that will support the achievement of English competence.

E. Assumpstions

The more students communicate in the Mobile Legends game, it can improve their English vocabulary mastery by students. This research has significant correlation between playing game online Mobile Legends that use English and vocabulary mastery.

F. Significance of the Study

Understanding vocabulary is generally regarded as an important part of the learning process of a language or the development of a person's ability in a language that has been mastered. Mastery of vocabulary is the most fundamental thing that must be mastered by someone in learning English which is a foreign language for all students and people of Indonesia. The ability to speak, especially in English, becomes one of the capabilities that must be possessed by everyone, especially in the present. This is because we are not only dealing with people from the same country as ours, but we are also in touch with all the countries in the world, which is made easier by the support of emerging technologies .

So is the case with online games, where we can connect to other players who are outside our country with the help of internet network. In addition, players are also required to have good language skills in order to understand the rules and instructions that exist in the online game. This will help develop their language skills. Therefore, to be able to develop good language skills then required a good language comprehension. So in this research, it is necessary to see how big the influence of online game on improving the ability of English in terms of language comprehension and whether there is difference in English ability between people who play online games with people who do not play online games. And the type of online games that focus on this research is Mobile Legends.

G. Definition of Key Terms

Correlation

The correlation in this study is to use the correlation coefficient test to determine the relationship between the X variable (the intensity of playing the Mobile Legends game) and the Y variable (the vocabulary test results).

Ary and Jacobs (2010, p. 351) argue that correlation is useful in a wide variety of studies. The most useful application of correlation are assessing relationship, assessing consistnecy, and prediction.

Game Online

Online games in this research is, it can be understood that online game play is a game based on an internet network where players can play online via the internet.

Drajat (2017, p. 98) said that game online are games that are operated using an internet connection.

Rupita (2016, p. 30) argue that wrote in the UBD Palembang Psychology journal, "Online games are games that can be accessed by many players, where the machines used by the players are connected by the internet."

Aji (2016, p. 26) said that online game is a form of game that is connected via the internet network. Online games are not limited to the device used, online games can be played on computers, laptops and other devices, as long as the gadget is connected to an internet network.

According to Young (2016, p. 33) online games are games that are played online via the internet.

According to Rolling and Adams (2006, p. 59), is a game that can be accessed by many players, which is connected by the internet network. Kurniawan (2017, p. 99) said that online game is a game with a network, where the interaction between one person to another to achieve goals, carry out missions, and achieve the highest value in the virtual world, and can be played by many people.

Derryberry (2007, p. 36) said that online game is a game that has story or storyline, including 2D/3D graphics, sound, and animation, and rules to play it. It can be single player or multiplayer through the internet or computer network.

Mobile Legends

Game online Mobile Legends menjadi yang teratas dan terpopuler pada Aplikasi Google Play Store dengan jumlah downloader lebih dari seratus juta.

Funk (2017, p. 73) stated that the Mobile Legends online game is a type of MOBA (Massive Online Battle Arena) based game which is an online game genre that combines two types of games. The genres are Real Time Strategy (RTS) and Role Playing Game (RPG) where players run one character to destroy the base. Each character (hero) who plays a role has a role (skill) with their respective strengths and weaknesses, so they are required to work together with team members to win games, such as Dota, League of Legends.

Vocabulary Mastery

Rusda (2017, p. 06) said that vocabulary has a very important role, as well as a means of communication in society. Vocabulary is a basic tool owned by someone who will learn a language because vocabulary functions to form sentences, perfectly expressing thoughts and feelings both orally and in writing.

According to Suri (2016, p. 34), vocabulary is very important in learning foreign language, because it is a basic knowledge to achieve comprehension in learning and using the language.

Students Gamers

Student gamers are people who often play online games. In this study student gamers are people who play mobile legends online games.

Intensity

`   Rozalia (2017, p. 723) said that ntensity is the level of a student's frequency of doing a thing, ability or strength.

CHAPTER II

REVIEW OF RELATED LITERATURE

A. Related Studies

1. The differences and similarities between this study and the research conducted by Iqbal.

According to Iqbal (2018, p. 23), this study uses qualitative research with descriptive techniques. The purpose of this study was to describe how the form (withdrawal) was carried out by the Communication Studies Program Student of Muhammadiyah Surakarta University class 2014 when playing the *Mobile Legends* game. Data collection techniques are divided into two parts, the first primary data and the second secondary data. This study uses in-depth interview techniques (in-depth interviews).

This research has similarities with the research conducted by Iqbal, which is both researching about a game, namely Mobile Legends.

Meanwhile, the difference with the research conducted by Iqbal, namely was to describe how the form (withdrawal) was carried out by the Communication Studies Program Student of Muhammadiyah Surakarta University class 2014 when playing the Mobile Legends game.

2. Differences and similarities between this study and research conducted by Ulum.

Ulum (2018, p. 78) stated that the results of this study found that what encourages UINSA students to become addicted to playing Mobile Legends Bang Bang is because (1) there is a great curiosity in themselves,

(2) they need a refreshing in order to relieve stress from lecture activities, (3) they also is following the growing trend in the surrounding environment.

This research has similarities with the research conducted by Ulum, which is both conducting research with Online Games, namely Mobile Legends.

Meanwhile, the difference with the research conducted by Ulum is that students to become addicted to playing Mobile Legends Bang Bang is because (1) there is a great curiosity in themselves, (2) they need a refreshing in order to relieve stress from lecture activities, (3) they also is following the growing trend in the surrounding environment.

3. **The differences and similarities between this study and the research conducted by Azhari.**

According to Azhari (2016, p. 89), this game we can meet and get acquainted with many new friends in cyberspace, exciting games and challenging enemies, the players are required to play honestly, so there are no cheats (cheating), the hero system of free games is not like other games that are free of a kind, learn English because players from all over the world can meet in this game.

This research has similarities between the research conducted by Azhari, namely both conducting research using the Mobile Legends game which can make the players get to know each other with new players from outside.

Meanwhile the differences in research conducted by Azhari, namely the players we can meet and get acquainted with many new friends in cyberspace, exciting games and challenging enemies, the players are required to play honestly, so there are no cheats (cheating), the hero system. of free games is not like other games that are free of a kind, learn English because players from all over the world can meet in this game.

4. Differences and similarities between this study and research conducted by Yanto.

According to Yanto (2011, p. 79), from the results of the study found, the influence of *online games* on teens is caused by several factors. The background factors are internal factors, namely factors that arise in someone such as curiosity, and prestige and external factors, namely factors that influence someone to do something such as the influence of peers (the environment of playmates) and family.

This study has a similarity between the research conducted by Yanto, namely both researching a game, namely Mobile Legends.

Meanwhile, the difference in research conducted by Yanto is about the factors that can influence the impact of playing online games on internal and external factors.

5. Differences and similarities between this study and research conducted by Fernando.

Fernando (2018, p. 74) stated that the results obtained are in accordance with the theory which states that learning achievement is influenced by several factors, namely external and internal factors. One external factor is the community environment which consists of social media such as the internet, one of which is online gaming and internal factors namely intelligence, interest and motivation.

This study has a similarity between the research conducted by Fernando is talking about Game Online.

Meanwhile the differences in research conducted by Fernando are the external factor is the community environment which consists of social media such as the internet, one of which is online gaming and internal factors namely intelligence, interest and motivation.

6. Differences and similarities between this study and research conducted by Yosefina.

Yosefina (2014, p. 50) said that on the results of the study, there is an influence of online games on students' vocabulary mastery. Students who play get higher scores than students who don't play. The distance between their scores is 5.96. Researchers also found a correlation between the frequency of playing online games and students' vocabulary mastery. The correlation coefficient is 0.533. This shows that the correlation between the frequency of playing online games and students' vocabulary mastery is

moderate. This research provides input for learning and teaching. The teacher will understand about this phenomenon and the use of technology that supports learning. On the other hand, this research inspires readers to conduct research on the effect of technology on the learning process.

This study has a similarity between the research conducted by Yosefina is researching Correlation between playing game online and students' vocabulary mastery.

Meanwhile the differences in research conducted by Yosefina is final result between Yosefina's research is moderate, while the result of this research is poor correlation.

7. **Differences and similarities between this study and research conducted by Anne**

According to Anne (2018, p. 61) on the result of the inteview data, participant claimed their vocabulary increased after playing online games MOBA genre. It was also proven by the raeding skill test they finished. They result showed vocabulary was the highest result in the readingskill test, followed by fluency, phonic, comprehension and phonemic awareness skill. After playing MOBA, not only reading skill increase, but it affected another English skill, such as speaking, listening and writing. The result of the research of thr showed that playing online games MOBA genre can affect the players' reading Skill.

This research has a similarity between the research conducted by Anne is talking about vocabulary and Game Online.

Meanwhile the differences research conducted by Anne is The result of the research of thr showed that playing online games MOBA genre can affect the players' reading skill, while the result in this research has poor correlation.

Based on the desription of the literature review above, the equation of this study with the above research is located on the research object, which is equally focused on online gaming. It's just that the difference is that researchers here use online games as learning media in increasing vocabulary and the ability to communicate with fellow players or other players in online games.

B. Vocabulary

1. Definition of Vocabulary

    Vocabulary is one of the elements of develoving skills, so people who want to master those language skills, they have to master the vocabulary of English first.

    According to Suri (2014, p. 3), vocabulary is very important in learning foreign language, because it is a basic knowledge to achieve comprehension in learning and using the language. Vocabulary must be masteredand enriched to gain a higher level of proficiency.

    Min and Hsu (2010, p. 3) argue that vocabulary learning is closely related to foreign language. The reader should understand most of vocabulary and the contextual meaning used in the passege.

2. Kinds of Vocabulary

Vocabulary is an important part in learning language. It is hard for the student to read, write and speak a foreign language without having enough vocabulary knowledge. There are two types of vocabulary or words according to Kamil and Hiebet (2005, p. 11), thoseare oral and print vocabulary is words that people know when they are reading or writing.

a. High Frequency Vocabulary

It consist of words that are used very often in normal language, used in all four skill and across the full range of situation of use. High frequency vocabulary concist of 2000 words families which are about 87% of the running words in formal writen text and more than 95% of the words in informal spoken texts.

b. Low Frequency Vocabulary

Low frequency vocabulary covers only small proportion of the running words of a continous text. It means that low frequency vocabulary is realy used in common English activity. This gruop includes well over 100.000 word family.

Native speaker has a vocabulary about 20.000 words where as a good learner who has studied English foe several years knows only around 5.000 words. According Thornbury (2002, p. 46) mention that a student of English would need about 18 years of studying to be able

to receive the sama amount of vocabulary which a native speakers absors only in one years.

3. Vocabulary Mastery

Vocabulary mastery refers to the number of words someone knows. The terms mastery is not restricted to simply secogniza teh meaningof certain words. In other words, it is more precisely defined as 'to know word' because the learners are said to have a good vocabulary mastery if they are able to recognize the meaning but also to know from grammar,collocation, meaning and word formation. In relation to writing subskill, vocabulary mastery can be defined as a number of vocabulary or words in the memory of users or learners.

According to Nation (2012, p. 5), the vocabulary test which be untilized to measure the learners' vocabulary mastery is dealing with the measurment of productive skill that is the vocabulary knowledge required for writing.

C. Game Online

c. Nature of Game Online

Online games are the kind of computer games that make use of computer network (LAN or internet) as the media. Andrew Rollings and Ernest (2006, p. 278) argue that online games are more precisely called as a technology compared as a genre or type game, a mechanism for connecting players together compared to a certain pattern in a game

According to bobby (2004, p. 129), online gaming is defined as a game program connected via a network that can be played anytime, anywhere and can be played simultaneously to groups around the world and the game itself displays interesting images as desired, which supported by computer. Online game, a word often used to represent a digital game that is rampant in this modern era. Online game is often found in everyday life. Although some people think that online games are identical to Computers, games do not just operate on computers. Games can be consoles, handled, even games are also on mobile phones. Online games are useful for refreshing or eliminating the player's saturation from the day-to-day activities (work, learning, and other factors) or simply filling free time.

2. Kinds of Game Online

According to Rama (2018, p. 27), kinds of game online are:

a. *Massively Multiplayer Online First-person shoote games (MMOFPS)*

This game takes a first-person view so it is as if the player is in the game in the perspective of the characters being played, where each character has different abilities in accuracy, reflexes, and others. This game can involve many people and this game usually takes the setting of war with military weapons. Examples of this type of game include Counter Strike, Call of Duty, Point Blank, Quake, Blood, Unreal.

b. *Massively Multiplayer Online Real-time strategy games''' (MMORTS)*

This type of game emphasizes the greatness of its strategic players. This game has a characteristic where players must manage a virtual world and set strategy at any time. In RTS, the theme of the game can be historical (such as the Age of Empires series), fantasy (such as Warcraft), and science fiction (such as Star Wars).

c. *Massively Online Battle Arena (MOBA)*

A game where the players play the role of fantasy figures and collaborate to knit a story together. RPGs usually lead to more social collaboration than competition. Generally in RPGs, players are grouped together. Examples of these game genres are The Lord of the Rings Online: Shadows of Angmar, Final Fantasy, DotA, Mobile Legend: Bang Bang.

d. *Cross-platform online play*

Types of games that can be played online with different devices. Currently console game machines (console games) are starting to develop into computers that are equipped with open source networks (open source networks), such as Dreamcast, PlayStation 2, and Xbox which have online functions. For example, Need for SpeedUnderground, which can be played online from a PC or Xbox 360.

e. *Massively Multiplayer Online Browser Game*

Games played on browsers such as MozillaFirefox, Opera, or Internet Explorer. A simple game from a single player can be played

with a browser via HTML and HTML scripting technology (JavaScript, ASP, PHP, MySQL). The development of web-based graphics technologies such as Flash and Java produced games known as "Flash games" or "Java games" which became very popular. Simple games like Pac-Man are even remade using plugins on a web page. New browser games use web technologies such as Ajax that allow for multiplayer interaction.

f. *Simulation games*

This type of game aims to provide experience through simulation. There are several types of simulation games, including lifesimulation games, construction and management simulation games, and vehicle simulation. In life-simulation games, the player is responsible for a character or character and meets the needs of the character as a real life, but in the virtual realm. Character has the need and life like humans, such as work activities, socializing, eating, shopping, and so on. Typically, these characters live in a virtual world filled with characters played by other players. An example of the game is Second Life.

g. *Massively multiplayer online games (MMOG)*

Players play in a large scale world (> 100 players), where each player can interact directly like the real world. MMOG emerged along with the development of broadband internet access in developed

countries, so that it allowed hundreds, even thousands of players to play together.

3. Disanvatages of Game Online

Rama (2018, p 32) state that the disanvantages of game online is:

d. Addiction.

If you are overly interested in a game, one can become addicted. This addiction will be very dangerous especially if you forget all the responsibilities or you will forget all your daily activities. Even the most extreme thing is where someone gets lazy to eat because of addiction to a game.

e. Lazinest.

Lazy is a negative impact of playing the second game which is also a result of addiction. If someone is lazy, then it's as if everything will be forgotten and go straight to sleep after tired of playing games.

f. Lack of sleep.

Oline game players often forget the primary needs of this one, as a result the negative impact of lack of sleep will come to the players. Someone will lose sleepiness when too busy playing a game.

g. Experienced Financial Losses.

To play a game, capital is definitely needed to play online games or to buy internet packages to play games. In addition to these connection needs, someone who is already very addicted will be very likely to

spend up to millions of rupiah to buy gaming equipment or maybe to assemble a PC Gaming.

e. Radiation that makes the eyes less healthy.

It is very clear that too often facing the screen / monitor will make the eyes hurt and unhealthy, the radiation emitted, whatsoever if continuously, the eyes will hurt and appear blurry when looking. This is the most common impact on gamers (the designation for gamers). Not only gamers actually, for workers who look at computer screens for a long time or watch television for too long can also be affected by this attack.

D. Mobile Legends

1. Nature of Mobile Legends

Valentina and Purnama (2018, p. 300) argue that Mobile Legends: Bang Bang game is a type of multiplayer online battle arena (MOBA) game published by Moonton company. This game displays five versus five fighting modes, classic 3-lane battles, and country matches against the country.

Funk (2018, p. 19) stated that Mobile Legends: Bang Bang is an MOBA game designed for mobile phones. The two opposing teams struggle to reach and destroy the enemy base while maintaining their own base to control the path, three "paths" known as "top", "middle" and "bottom", which connect bases. In each team, there are five players who each control an avatar, known as a "hero", from their own device.

Weak computer controlled characters, called "minions", lay eggs on a team base and follow three paths to the opposing team's base, against enemies and towers.

Mobile Legends is a game developed and released by Moontoon developer. This game can be played on Android and iOS mobile platforms. This one MOBA game has successfully stolen the attention of gamers in Indonesia since 2016.

According to Hart (2017, p. 22), this game is played by 10 people divided into 2 teams. The game starts with each player choosing 1 hero from the list of heroes that can be accessed by the player. Available heroes are purchased heroes and heroes are 'loaned' for free to players by the system. In other words, not all heroes can be played immediately. The main objective of the game is to destroy the opponent's base. There are 3 main lane in the map, namely middle, top, and bottom lane. Each lane is guarded by a turret that will attack enemy units automatically. Each lane also has a 'barrack' building which if destroyed will make the opponent's creep / minion become stronger. If all 'barracks' are destroyed, then the opposing team will have a super minion that is much stronger than the normal minion. Outside the lane path of each team, there is also a jungle containing jungle creeps that will buff the unit that defeats the creep. The game ends when the base of one team is destroyed.

Jan and Grooten (2015, p. 30) argue that each *gamer* has a different behavior gamers behavior online game context of the interaction and communication that occurs between players, which can lead to the formation of a friendship and friendship, such as the formation of a community.

2. Purpose of Mobile Legends

Rama (2018, p. 25) stated that *Mobile Legends* adalah arena game online *multiplayer game mobile* yang dikembangkan dan diterbitkan oleh Moonton. Game ini dirilis di seuruh dunia untuk Android pada tanggal 14 Juli 2016, dan kemudian untuk iOS pada tanggal 9 November 2019.

In addition to interest gamers Mobile Legends is very popular among the people of Indonesia, as was the development of technology in this era that encourages the inclusion of the best games to Indonesia. Based on the data obtained, that the Mobile Legends game is a game that is on the rise in Indonesia, this is one of the mainstay games from MOBA which is very popular and is in demand by various groups.

The *Mobile Legends Bang Bang* game is one of the most popular online games by the public at the moment. Currently the community, especially children to adults and even students really like this very interesting battle game, because we can determine what heroes will be used against the opposing team. In fact we can also determine our teammates so that the strategies are arranged neatly arranged. In this

game we can create groups or squads with our own chosen people, who will compete in international or local game championship competitions.

According to Rani (2018, p. 32), it seems, the term MOBA is more accepted by the people of Indonesia today and is a popular term to describe the game "a kind of DOTA". From the various games mentioned above, MOBA games have several things in common. First, on average to win the game the players must destroy a special structure or building. Second, the players play a character who is strong and is usually called a "hero" with different strengths from each other. The third equation is that MOBA focuses on battles that occur in the arena, where over time the strategies used to win the game can vary, ranging from taking an objective, killing an opposing hero, or collecting gold by killing *non-controllable* characters (*creep* or *minion*).

3. Mobile Legends in Vocabulary Building

According to Drajat (2017, p. 15), online game is a game that uses the internet network, the interaction between one person with another to achieve certain goals, complete various kinds of missions, and achieve the highest score in the game, it can be explained that online games are games that can be played by many people simultaneously with using internet networks.

Febrina (2017, p. 23) said that Communicating is not just face-to-face, computer-mediated communication a communication made by humans through computer media, by involving many people in certain contexts, forming the use of media for various purposes, one of which is the use of the internet. An example of using Discord technology is a messenger application

that gamers use in chatting with other people or teams when playing online games. A communication made by humans through computer media, by involving many people in certain contexts, shapes the use of media for various purposes, one of which is the use of the internet.

According to Griffiths (2010, p. 12), game addiction (explains the difficulty of someone in getting acquainted and establishing relationships with other people in real life, which causes gamers to prefer playing games, where they can also get acquainted with other people who are their opponents to play can easily interact with fellow gamers or virtual friendship Game play as a medium of escape from interpersonal and intrapersonal relationships, conflicts with parents and poor emotional management, so they are more interested in virtual friendship, the factor of joining in with friends to fill leisure time is also one of the reasons teenagers are interested with virtual life.

E. Correlation Research

Mukaka (2016, p. 69) said that correlation is a statistical method used to access a possible linear association between two continous variable, it is simple both to calculate and to interpret.

Irianto (2007, p. 133) stated that correlation is a relationship between one variable with another variable. The relationship between these variables can be correlational and can also be causal. If the relationship does not show the nature of cause and effect, then the correlation is said to be correlational, meaning that the nature of the relationship between one variable and another variable is unclear which variable is the cause and

which variable is due. Conversely, if the relationship shows the nature of cause and effect, then the correlation is said to be causal, meaning that if one variable is a cause, then the other variable is an effect.

CHAPTER III

RESEARCH METHOD

In this chapter the researcher explains abot the research methodology. This chapter consists of research design, population and sample, research instrument, data collection procedure, and data analysis procedure.

A. Research Design

In this study, researcher used a *quantitative research approach* with *design correlation.*

Based on the problem of the study, the researcher used quantitative research. Leedy and Ormrod (2010, p. 95) argue that quantitative researchers seek explanations and predictions that will generalize to other persons and places. The method used in this study was quantitative because this study was related to number and statistical data.

According to Watson and Roger (2015, p. 44) Quantitative research encompasses a range of methods concerned with the systematic investigation of social phenomena, using statistical or numerical data. Therefore, quantitative research involves measurement and assumes that the phenomena under study can be measured. It sets out to analyse data for trends and relationships and to verify the measurements made.

Creswell (2014, p. 358) stated that quantitative research is means for testing objective theories by examining the relationship among variables. These variables in turn, can be measured typically on istriments, so that numbered data can be analysed using statisyical procedures. The final writen report has a set

structure concisting of intruduction literature and theory, method, result, and discusssion.

The design of this study used correllation. Creswell (2014, p. 358) stated that correlation research indicates an association between two or more variables. In addtion, according to Ary and Jacobs (2010, p. 351), correlation research is useful in a wide variety of stuies. The most useful application of correlation are assessing relationship, assessing consistency, and prediction.

The researcher used theory according Ary et al (2010, p.132) stated that a scatter plot illustrates the direction of the relationship between the variables. A scatter plot with dots going from lower left to upper right indicate a positive correlation and one with dots going from upper left to lower right indicates a negative correlation. The figure of scatter plot presented in figure 3.1.
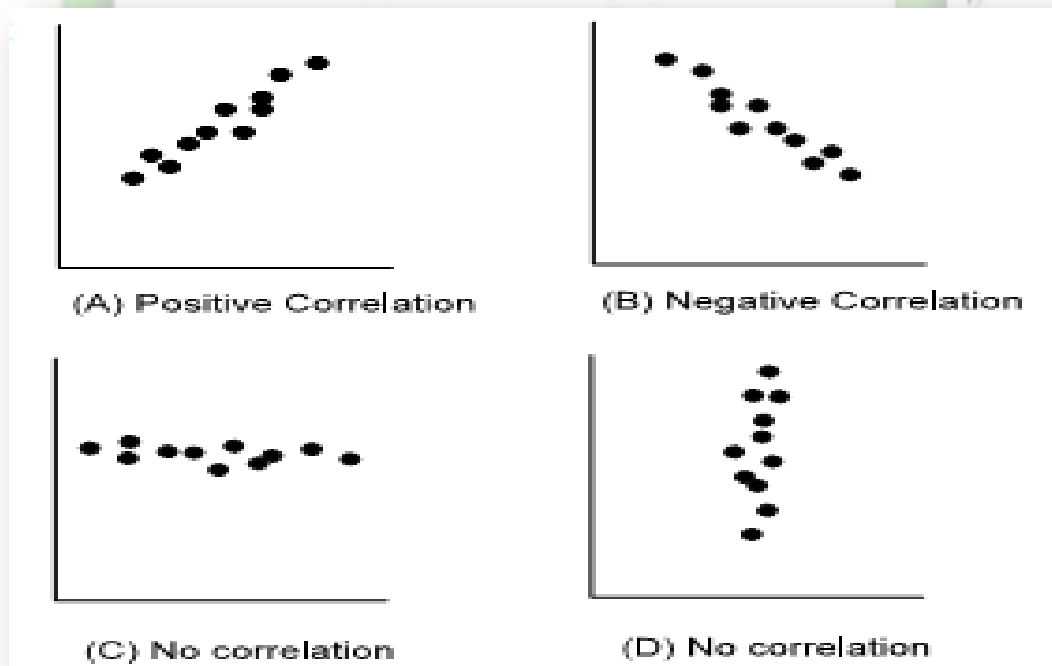
Figure 3.1 The Scatterplots

The researcher tried to measure the correlation between intensity of playing mobile legends game and intruction vocabulary mastery of the english department students of IAIN Palangka raya.

B. Population and Sample

1. Population

According to Wiersma (2015, p. 130), population is a group of individual, objects, or terms from among which samples are taken for measurment.

Ary and Jacobs (2010, p. 148) argue that population is defined as all members of any well-defined class of people, events, or objects. The population of this research is English students class 2017 of IAIN Palangkaraya. The number of population is present in table below:

Table 3.1

Demographic information of participant

No	Class	Gender	Population
1.	A	Male : 7	20
		Female : 13	
2.	B	Male : 6	17
		Female : 11	
3.	C	Male : 8	19
		Female : 12	
Total			**116**

2. Sample

Acharya and Prakash (2013, p.330) argue that a sample is a subset of the population, selected so as to be representative of the large population. By taking a representative sample, we can reduce the costs incurred, the time taken to do the research and also the manpower needed to conduct the study.

Webster (2014, p. 195) stated that a sample can be defined as a finite part of a statistical population whose properties are used to make estimates about the population as a whole.

According to Singh (2017, p. 93), when dealing with people, it could be defined as a set of target respondents selected from a large population for the purpuse a survey.

According to Latief (2014, p.185), when population is large and widely dispersed, gathering a simple ramdom sample proses administrative problem, cluster random sampling technique involves the random selection of groups that already exist. In this research, the researcher used simple random sampling to get sample. The researcher look the class randomly. The researcher use sample A class and C class. The number of sample is present in table below:

Table 3.2

The Sample of Research

NO	Class	Sample
1	A	15
2	C	15
Total		**30**

C. Research Instruments

The instrument was ex post facto, On the other hand, from test were used to measure whether the implemented game influence the experimental group or not. As instruments to collect data is :

1. Research Instrument Development

   a. Vocabulary Test

   The researcher gave the students the test to measure their vocabulary mastery, the aim is the to get the data from the participants.

   Coben and Morisson (2011, p. 476) argue that the test researchers have at their disposal a powerful method of data collection, an impressive array of test for gathering data of a numerical rather than verbal kind.

   The reseracher used test to find out how the students' vocabulary test. In this research, the test concisted of 30 items with five alternative: A, B, C, D, or E. The following below were the details that researcher tried to find out.

b. Quistionare

The researcher gave a questionaire to each participants. The aim of giving the questionaire to students is to obtain the information from the students and get more information related to this resarch.

The researcher translated the questionaire into bahasa to facilitate the students to understand the meaning of the statement. The questionaire in this research was used measure the students' intensity of playing game Mobile Legends. This questionaire describe some questions for respondents to know is the intensity of playing game Mobile Legends at of IAIN Palangka Raya students' class 2017. There where 11 items, which was measured by using 5 point Likert-type (always, sometime, seldom, never) with range of 5, 4, 3, 2, 1.

The following below were the details that researcher tried to find out.

Table 3.3

Spesification of Questinaire Items

INDICATOR UISNG *MOBILE LEGENDS* GAME	ASPECTS
Frequency of Playing *Mobile Legends* game	- Students have a level of enjoyment or hobbies in playing *Mobile Legends*
Play *Mobile Legends* games to increase knowledge.	- Students use English when playing *Mobile Legends* to communicate with their own team or the opposing team. - Students rarely use English when playing *Mobile Legends* to communicate with their

	own team or the opposing team.
A popular *online game*	- Games that train intelligence
	- Game about strategy

Adapted thesis from: Reyzal (2017, p. 179)

2. Instruments Try Out (if any)

The research instruments used in this study were questionnaires made by the researchers themselves. Sugiyono (2014, p. 92) stated that "The research instrument is a data collection tool used to measure observed natural and social phenomena". Thus, the use of research instruments is to find complete information about a problem, natural and social phenomena.

The instrument used in this study is intended to produce accurate data by using a Likert scale. Sugiyono (2014, p. 134) stated that "Likert Scale" is used to measure an attitude, opinion and perception of a person or group of people about a social phenomenon".

Procedures of playing Mobile Legends game by using English questionaire try out are as follows:

a. The researcher explained the procedure of playing Mobile Legends game by using English questionaire.

b. The researcher give playing Mobile Legends game by using English questionaire.

c. The researcher analyzed the data obtained to know the instrument validity and reliability by using Micrisoft Exel and SPSS Program.

Procedures of the Vocabulary test try out are as follows:

a. The researcher explained the procedure of vocabulary mastery test.

b. The researcher give vocabulary mastery test.

c. The researcher analyzed the data obtained to know the instrument validity and reliability by using Micrisoft Exel and SPSS Program.

3. Instrument Validity

Validity shows the extent to which the measuring device measures what you want to be measured, or the extent to which the measuring instrument used is about the target. The higher the validity of a test tool, the more the instrument is about the target, or the more it shows what should be measured. A test can be said to have high validity if the test instrument performs its measurement function or gives results according to the meaning and purpose of the test or research.

Burton (2017, p, 29) said that Construct validation is necessary to help researcher establish that the survey items actually measure the constructs they propose to measure.

According to Sugiyono (2013, p. 172), valid means the instrument can be used to measure what should be measured.

Sugiyono (2013, p. 248) stated that valid shows the degree of accuracy between data actually occurs in objects with data collected by researchers for calculating the correlation in the validity test using the Product Moment Pearson method.

4. Instrument Reliability

   Arikunto, S (2006, p. 86) state that reliability relates to trust problems. A test can be said to have a high level of trust if the test can give a fixed result. So the notion of instrument reliability is related to the problem of the determination of test results. Some say that reliability is closely related to sustainability.

   According to Sukardi (2003, p. 127), an instrument has an adequate level of reliability, if the instrument is used to measure the measured aspects several times the results are the same or relatively the same. The more reliable a test is, the more confident we can state in the results that a test has the same results when the test is carried out.

   Ghozali (2011, p. 47) stated that reliability test is a tool to measure a questionnaire which is an indicator of a variable or construct. To analyze reliability, measurements are made once and then the results are compared with other questions or measure the correlation between the answers to questions using the SPSS namely the *Cronbach Alpha test (α)*. To measure reliability, it is stated that if the intercept value (constant) is greater than 0.6 then the variable is statistically reliable. According to Ghozali (2011, p. 48), a construct or variable is said to be reliable if it gives a Cronbach Alpha value> 0.6. Testing reliability in this study the author uses *Cronbach's Alpah (a)* according Ghozali the formula is as follows:

$$r_{11=}\left(\frac{k}{k-1}\right)1-\left(1-\frac{\sum si}{st}\right)$$

Explanation:

r11   = Coefdicien reliability

k   = Number of items

$\sum$si   = Total score varians each item

St   = Total score varians

a. The reliability of intensity of playing Mobile Legends game questionaire

The researcher measured the reliability used Cronbach's Alpha formula assisted by SPSS 22.0. the reliability test can be seen in the table below.

Table 3.4
Reliability Intensity of Playing Mobile Legends Game

Cronbach's Alpha	N of Items
,692	11

The result of reliability of intensity of playing Mobile Legends game is acuired the reliability coefficient = 0.692 in r_{table} = 0.329 at the level of significance 0.05 for the number of 30 students. It show that intensity of playing Mobile Legends game is reliable, because r_{value} higher than r_{table} (0.692 > 0.329). the reliability of intensity of playing Mobile Legends Game included as High reliability.

b. The reliability of vocabulary mastery

The researcher measured the reliability used Chonbach's Alpha formula assisted by SPSS 22.0. The reliability test can be seed in the table below.

Table 3.5

Reliability of Vocabulary Mastery

Cronbach's Alpha	N of Items
,903	30

The result of reliability coefficient = 0.903 in r_{table} = 0.329 at the level of significance 0.05 for the number of students is 30 students. It show that vocabulry mastery test is reliable because r_{value} higher than r_{table} (0.093 > 0.329). The reliability of vocabulary mastery test includes as very high reliability.

D. Data Collection Procedure

In this research, the researcher was used the subject students class 2017 of IAIN Palangkaraya. For the simple detail, it can be seen from the steps below:

1. The researcher dedeicated the subject of the study;

2. Researcher conducted test;

3. Researcher provided the adobted questionaire;

4. The researcher made the categories to add in the questionaire and test the students;

5. Researcher distributed the questionaire to each subject;

6. The researcher analyze the result of the questionaire;

7. The researcher analyze the result of the test;

8. Researcher change, correlate, compare and integrated the result;

9. Researcher conclude the result of the analysis.

E. Data Analysis Procedure

After collecting the data do separation selectively adapted to problem raised in the study. After the processing is done with the editing process, by recheck the data obtained the data, whether the data is good enough and can be quickly prepared for the next process. A systematic and consistent that the data obtained, contained in a draft concept was made into a primary basis in providing analysis.

The researcher used Person Product Moment formula to find out the correlation between playing Mobile Legends game and vocabulary mastery. According to Arikunto (2006, p. 275), the formula is afollows:

$$r_{XY} = \frac{N\sum XY - (\sum X)(\sum Y)}{\sqrt{\{N\sum X^2 - (\sum X)^2\}\{N\sum Y^2 - (\sum Y)^2\}}}$$

R_{xy} = Coefision of correlation between variable x and variable y

N   = Total respondent

$\sum x$ = Accumulation score of playing Mobile Legends game questionaire

$\sum x^2$ = Accumulation square score of playing Mobile Legends game

questionaire

$\sum y$ = Accumulation score of vocabulary test

$\sum y^2$ = Accumulation square score of vocabulary test

$\sum xy$ = Accomulation score of multiplication of variable x and variable y.

     After that, the researcher used the catagories in classifying the correlation which is subbmitted by Sugiono (2016, p. 184), as follows:

Table 3.6
Correlation Interpretation

Interval	Category
0.00 – 0.199	Very Low
0.20 – 0.399	Low
0.40 – 0.599	Moderate
0.60 – 0.799	Strong
0.80 – 1.000	Very Strong

CHAPTER IV

RESEARCH FINDINGS AND DISCUSSION

This chapter discusses about the Description of Data, Research Finding and Discussion. The researcher presented the data which had been collected from the research in the field of study which consists of description of the data, result of data analysis, and discussion.

A. Data Presentation

1. The Result of Students' Intensity of Playing Mobile Legends Game.

The researcher presented the data presentation of Intensity of Playing Mobile Legends Game questionaire at English class 2017 IAIN Palangkaraya. The researcher measured students' Intensity Playing Mobile Legends Game by the researcher measured by Likert Scale (always, Often, sometimes seldom, never) with range of 5, 4, 3, 2, 1 for each. The Likert's Scale is presented in table below.

Table 4.1

Range Score of Statements

Likert's Scale types	Score
Always	5
Often	4
Sometimes	3
Seldom	2
Never	1

Table 4.2

I like playing Mobile Legends online games

Number	Classification	Frequency	Percent
1	Never	-	-
2	Seldom	3	10.0
3	Sometimes	11	36.7
4	Often	16	53.3
5	Always	-	-
Total		**30**	**100.0**

They were 16 students (53.3) state Often, 11 students (36.7) state sometimes, 3 students (10.0) state seldom. It indicates that students often playing game online Mobile Legends.

Table 4.3

I use English to communicate in the Online Mobile Legends game.

Number	Classification	Frequency	Percent
1	Never	-	-
2	Seldom	13	43.3
3	Sometimes	9	30.0
4	Often	8	26.7
5	Always	-	-
Total		**30**	**100.0**

They were 8 students (26.7) state often, 9 students (30.0) state sometimes, 13 students (43.3) state seldom. It indicates that students seldom use communication in game online Mobile Legends.

Table 4.4

I use English in communicating in the Mobile Legends online game to broaden my horizons.

Number	Classification	Frequency	Percent
1	Never	-	-
2	Seldom	9	30.0
3	Sometimes	18	60.0
4	Often	3	10.0
5	Always	-	-
Total		**30**	**100.0**

They were 3 students (10.0) state often, 18 students (60.0) state sometimes, 3 students (10.0) state seldom. It indicates that sometime students use caommunication in game online Mobile Legends to add new knowledge.

Table 4.5

I use English in communication in the online game Mobile Legends to add new vocabulary.

Number	Classification	Frequency	Percent
1	Never	-	-
2	Seldom	17	56.7
3	Sometimes	12	40.0

4	Often	1	3.3
5	Always	-	-
Total		**30**	**100.0**

They were   1 student (3.3) state often, 12 students (40.0) state sometimes, 17 students (56.7) state seldom. It indicates students often use English communication in game online Mobile Legends to add new vocabulary.

Table 4.6

I use English to communicate with my teammates in the online game Mobile Legends.

Number	Classification	Frequency	Percent
1	Never	-	-
2	Seldom	15	50.0
3	Sometimes	14	46.7
4	Often	1	3.3
5	Always	-	-
Total		**30**	**100.0**

They were 1 student (3.3) state often, 14 students (46.7) state sometime, 15 students (50.0) state seldom. It indicated that students often use English communication with team in game online Mobile Legends.

Table 4.7

I use English to communicate with the opposing team in the Mobile Legends online game.

Number	Classification	Frequency	Percent
1	Never	-	-
2	Seldom	15	50.0
3	Sometimes	14	46.7
4	Often	1	3.3
5	Always	-	-
Total		**30**	**100,0**

They were 1 student (3.3) state often, 14 students (46.7) state sometime, 15 students (50.0) state seldom. It indicated that students often use English communication with enemy team in online game Mobile Legends.

Table 4.8

I use English as the main language in communicating in the Mobile Legends online game.

Number	Classification	Frequency	Percent
1	Never	-	-
2	Seldom	27	90.0
3	Sometimes	3	10.0
4	Often	-	-
5	Always	-	-
Total		**30**	**100.0**

They were 3 students (10.0) state sometimes, 27 students (90.0) state seldom. It indicated that students seldom use English communication as first language in online game Mobile Legends.

Table 4.9

I use English to interact with my teammates in the online game Mobile Legends.

Number	Classification	Frequency	Percent
1	Never	-	-
2	Seldom	8	26.7
3	Sometimes	12	40.0
4	Often	10	33.3
5	Always	-	-
Total		**30**	**100.0**

They were 10 students (33.3) state often, 12 students (40.0) state sometime, 8 students (26.7) state seldom. It indicated students often use English to interact with team in online game Mobile Legends.

Table 4.10

I use English in communicating in the online game Mobile Legends to improve my ability to interact with strangers.

Number	Classification	Frequency	Percent
1	Never	-	-
2	Seldom	13	43.3
3	Sometimes	16	53.3

4	Often	1	3.3
5	Always	-	-
Total		**30**	**100.0**

They were 1 student (3.3) state often, 16 students (53.3) state sometimes, 13 students (43.3) state seldom. It indicated that sometimes students use English communication in online game Mobile Legends increase ability to interact with strangers.

Table 4.11

I use English in the Mobile Legends game to add insight into vocabulary..

Number	Classification	Frequency	Percent
1	Never	-	-
2	Seldom	12	40.0
3	Sometimes	7	32.2
4	Often	11	36.7
5	Always	-	-
Total		**30**	**100.0**

They were 11 students (36.7) state often, 7 students (23.3) state sometimes, 12 students (40.0) state seldom. It indicated that students often use English in game Mobile Legends to add new vocabulary.

Table 4.12

I play the Mobile Legends game to fill my spare time.

Number	Classification	Frequency	Percent
1	Never	-	-
2	Seldom	9	30.0
3	Sometimes	6	20.0
4	Often	15	50.0
5	Always	-	-
Total		**30**	**100.0**

They were 15 students (50.0) state often, 6 students (20.0) state sometimes, 9 students (30.0) state seldom. It indicated that often students play game Mobile Legends to fill in spare time.

Table 4.13

Vocabulary Mastery

No	Options									
	Always		Often		Sometime		Seldom		Never	
	F	P	F	P	F	P	F	P	F	P
1.	-	-	16	53,3%	11	36,7%	3	10,0%	-	-
2.	-	-	16	53,3%	9	30,0%	13	43,3%	-	-
3.	-	-	3	10,0%	18	60,0%	9	30,0%	-	-
4.	-	-	1	3,3%	12	40,0%	17	56,7%	-	-
5.	-	-	1	3,3%	14	46,7%	15	50%	-	-

6.	-	-	1	3,3%	14	46,7%	15	50%	-	-
7.	-	-	-	-	3	10,0%	27	90,0%	-	-
8.	-	-	10	33,3%	12	4,0%	8	26%	-	-
9.	-	-	13	43,3%	16	53,3%	1	3,3%	-	-
10.	-	-	11	36,7%	7	23,3%	12	40,0%	-	-
11.	-	-	9	30%	6	20,0%	15	50,0%	-	-
Total score			**43**		**122**		**135**			

Based on the table above it described that, "always" has 18 frequncies. The option "often" has 138 frequencies. The option "sometimes" has 432 frequencies. The option "seldom" has 320 frequencies and that option "never" has 161 frequencies.

2. **The Result of Vocabulary Mastery Test**

After the intensity playing Mobile Legends Game size anawer sheets were Collected, it gave the score to the students' answer. The following table shows the intensity playing Mobile Legends Game test score.

Table 4.14

The Result of Vocabulary Mastery Test Score

CODE	Y	Y^2
A1	22	484
A2	25	625

A3	27	729
A4	27	729
A5	27	729
A6	27	729
A7	23	529
A8	29	841
A9	25	625
A10	25	625
A11	28	784
A12	27	729
A13	26	676
A14	27	729
A15	29	841
A16	27	729
A17	27	729
A18	27	729
A19	26	676
A20	29	841
A21	28	784
A22	27	729

A23	25	625
A24	26	676
A25	28	784
A26	26	676
A27	27	729
A28	27	729
A29	27	729
A30	29	841
Sum	**823**	**677823**
Lowest Score	**22**	
Highest Score	**29**	
Mean	**26,55**	
Standart Deviation	**1.729**	

Based on the calculation, variable Y was found $\sum Y$ = 823 and $\sum Y^2$ = 677623. Based on the data above, it is known that the highhest score was 29 and the lowest score was 22. The classification of the students' scores can be seen in the table below.

Table 4.15

Distribution of Students' Vocabulary Mastery Test Score

No.	Category	Frequency
1.	Score 80 – 100	7
2.	Score 70 ≤ 80	13
3.	Score 60 ≤ 70	8
4.	Score 50 ≤ 60	2
5.	Score <50	0
	Total	**30**

Based on the data above, it can be seen the varian of scores. Based on the calculating there were 7 students who acruired score 80-100, thirteen students who acquired 70 ≤ 80, eight students who acquired 60 ≤ 70, two students who acquired 50 ≤ 60, and zero students who acquired score ≤ 50.

Table 4.16

Distribution Frequency and Presentation Score of the Students' Vocabulary Mastery Test

No	Category	Predicate	Leter Value	Frequency	Percentage
1	Score 80 – 100	Very good	A	7	22,6%
2	Score 70 ≤ 80	Good	B	13	41,9%

3	Score 60 ≤ 70	Fair	C	8	25,8%
4	Score 50 ≤ 60	Poor	D	2	9,7%
5	Score <50	Bad	E	0	0%
	Total			**30**	**100%**

Based on the data above, it can be explained that there were 22,6% students who acquired scores 80-100, 41,9% students who acquired score 70 ≤ 80, 25,8% students who acquired score 60 ≤ 70, 9,7% students who acquired score 50 ≤ 60 and there were 0% students who acquired score < 50.

B. Research Findings

1. Testing Normality

Table 4.17

One-Sample Kolmogorov-Smirnov Test

		Unstandardized Residual
N		30
Normal Parametersa,b	Mean	,0000000
	Std. Deviation	1,62590096
Most Extreme Differences	Absolute	,244
	Positive	,182
	Negative	-,244
Test Statistic		,244
Asymp. Sig. (2-tailed)		,200

Based on the calculating using SPSS Program, the asymptotic significance nornality of vocabulary size was 0.200. It shows that the

variable X and Y 0.200 are higher than 0.05 (0.200 ≥ 0.05). It can conluded that the data was **normal** distributed.

2. **Testing Linearity**

Table 4.18

	Sum of Squares	Df	Mean Square	F	Sig
Religiusitas*Agresivitas Between Groups (Combined)	59,608	6	9,935	,672	,673
Linearity	3,201	1	3,201	,217	,646
Deviation from Linearity	56,406	5	11,281	,763	,585
Within Groups	339,859	23	14,776		
Total	**399,467**	**29**			

From the data above shows that the relationship is linear (0.585>0.05), because the significant value of the deviation from linearity is more than 0.05.

3. **The Correlation Between Intensity of Playing Mobile Legends Game And Vocabulary Mastery**

In this case, both the students' playing game Mobile Legends and vocabulary mastery are related by using Pearson Product Moment formula. The data are described on the following table:

Table 4.19

The Correlation Between Intensity of Playing Mobile Legends Game and Vocabulary Mastery

No.	X	Y	XY	X^2	Y^2

1.	34	22	748	1156	484
2.	25	25	625	625	625
3.	36	27	972	1296	729
4.	48	27	1296	2304	729
5.	27	27	729	729	729
6.	28	27	756	784	729
7.	43	23	898	1849	529
8.	44	29	1276	1936	841
9.	45	25	1125	2025	625
10.	46	25	1150	2116	625
11.	47	28	1316	2209	784
12.	48	27	1296	2304	729
13.	49	26	1274	2401	676
14.	50	27	1350	2500	729
15.	51	29	1479	2601	841
16.	52	27	1404	2704	729
17.	53	27	1431	2809	729
18.	54	27	1458	2016	729
19.	55	26	1430	3025	676
20.	56	29	1624	3136	841

21.	57	28	1596	3249	784
22.	58	27	1566	3364	729
23.	59	25	1475	3481	625
24.	60	26	1560	3600	676
25.	61	28	1708	3721	784
26.	62	26	1612	3844	676
27.	63	27	1701	3969	729
28.	64	27	1728	4096	729
29.	65	27	1755	4225	729
30.	66	29	1914	4356	841
	$\sum X$ = 1506	$\sum Y$ = 773	$\sum XY$ = 40252	$\sum X^2$ = 78430	$\sum Y^2$ = 21410

From the calculation of variable X and Y, It was known that:

$\sum X$ = 1506

$\sum Y$ = 773

$\sum XY$ = 40252

$\sum X^2$ = 78430

$\sum Y^2$ = 21410

Based the calculating of the correlation between variable X and variable Y above, it can be known of each variable. Based on the product moment will be found the product of r_{xy}, as follow:

$$r_{xy} = \frac{N\sum XY - (\sum X)(\sum Y)}{\sqrt{\{N\sum X^2 - (\sum X)^2\}\{N\sum Y^2 - (\sum Y)^2\}}}$$

$$r_{xy} = \frac{30 \times 40252 - (1506)(773)}{\sqrt{\{30 \times 78430 - (1506)^2\}\{30 \times 21410 - (773)^2\}}}$$

$$r_{xy} = \frac{1207560 - 1164138}{\sqrt{(2352900 - 2268036)(642300 - 597529)}}$$

$$r_{xy} = \frac{43422}{\sqrt{(84864)(44771)}}$$

$$r_{xy} = \frac{43422}{\sqrt{3.79944614}}$$

$$r_{xy} = \frac{43422}{19492168}$$

$$r_{xy} = 0.22$$

Based on the manual calculating above, it was found that the r_{value} was 0.22. Then the r_{value} was conducted with the table of the interpretation coeficient correlation r as follows:

Table 4.20

Coefficient Correlation Interpretation

Interval	Category
0.00 – 0.199	Very Poor
0.20 – 0.399	Poor
0.40 – 0.599	Fair
0.60 – 0.799	High
0.80 – 1.00	Very High

From the table of the interpretation coeficient correlation above, it can be seen that the r_{value} (0.22) was at the level is "Poor" correlation. So it mean that the Correlation Between Intensity of Playing Mobile Legends Game And Intruction Vocabulary Mastery of the sample class wass 0.22 The result of calculating that was counted by moment above showed that index of correlation was Poor Correlation Then, the degree of freedom with formula, as follow:

df = N - nr

it was known : N = 30, nr = 2

df = 30 - 2

= 28

And the to know contribution of the variable X to the variable Y is used the formula as below:

$KP = r^2 \times 100\%$

Figure 4.1

The Scatterplot of Correlation between English Reading Habit (X)

and Vocabulary Mastery (Y)
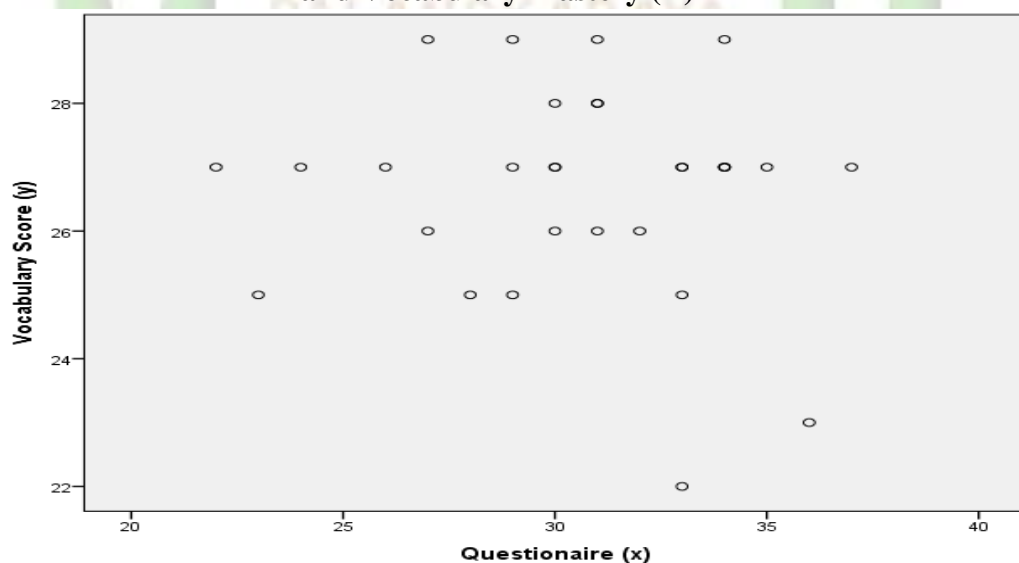
Where:

KP   : determinant coefficient score

r   : correlation coefficient score

KP $= r^2$ x 100 %

KP $= 0.22^2$x 100 %

KP $= 0.0484$ x 100 %

KP $= 4.84$ %

So, it means that the variable X (Intensity of playing Mobile Legends game) give the contribution to thge vocabulary mastery for the students at IAIN Palangka Raya on Academic years 2017/2018 is 4.84 %.

To know the value of t_{value} is used the formula:

$$t_{value} = \frac{r\sqrt{n-2}}{\sqrt{n-r^2}}$$

Where:

t_{value} : nilai t (value t)

r   : the score of coefficient correlation and

n   : the number of sample.

So that by the formula above it was known that:

$r = 0.22$

n= 30

$$t_{value} = \frac{r\sqrt{n-2}}{\sqrt{1-r^2}}$$

$$t_{value} = \frac{0.22\sqrt{30-2}}{\sqrt{1-0.22^2}}$$

$$t_{value} = \frac{1.16413058}{0.975499872}$$

$t_{value} = 1.193$

Based on the calculation above, α = 0.05 and n = 30 so, df = n - 2 = 30 – 2 = 28 and t_{table} was 1.671. So, it can be seen than $t_{value} \geq t_{table}$ (1.316 ≤ 1.671), the result was the H_a is refused and H_o is accepted. In this case that variable X students' intensity of playing mobile legends game and intruction have poor relationship to the students' vocabulary mastery.

4. **Testing Hypotesis using SPSS Program**

The researcher applied SPSS 22.0 Program to calculated the Pearson Product Moment correlation in testing hypotesis of the study which the result also supported the result of manual calculating. Then, the result of the test using SPSS 22.0 Program cam be see as follow:

Table 4.21

The calculation of Pearson Product Moment Correlation Using SPSS 22.0 Program

Correlations

		Intensity of Playing Mobile Lgends Game	Vocabulary Mastery
Intensity of Playing Mobile Lgends Game	Pearson Correlation	1	-,090
	Sig. (1-tailed)		,391
	N	30	30
Vocabulary Mastery	Pearson Correlation	-,090	1
	Sig. (1-tailed)	,319	
	N	30	30

The table showed the result of calculation using SPSS 22 program. From the table above, it meant that H_0 was accepted.

C. Discussion

The following is previous research in the form of some research related to the research conducted by the author.

From the description of the data, it indicates that there was **positive correlation** between students' Intensity of playing Mobile Legends and vocabulary mastery. The score of correlation obtained is 0.22 which is in the interval of 0.20 – 0.399. This, the relationship is categorized into Poor.

Based on data analysis, students' intensity of playing Mobile Legends game contributed 4.84% to vocabulary mastery. The product moment correlation results show that the r_{xy} value is smaller than the t-table value at the 5% and 1% significance levels ($1.316 \leq 1.671$). It means that null hypothesis (H_0) was accepted and the alternative hypothesis (Ha) was refused.

In the present study, the result findings have proved that there is negative correlation between students' intensity of playing Mobile Legends game and vocabulary mastery with the correlation coefficient between two variables based on SPSS 22 was 0.22. It means that the result of the present study there is poor correlation between students' intensity of playing Mobile Legends game and vocabulary mastery even it was poor correlation.

And the reason why the correlation results is poor correlation because the vocab in the Mobile Legends game is different with the vocab used by students in the learning process.

The finding of this research related to the theories and previous study. Based on some theories, vocabulary is one of the elements of developing skills, so people who want to master those language skills; they have to master the vocabulary of English first.

Vocabulary as a basis of a language: it is very important to be mastered first, people cannot speak well and understand written materials if they do not master it.

According to Suri (2014, p. 3), vocabulary is very important in learning foreign language, because it is a basic knowledge to achieve comprehension in learning and using the language. Vocabulary must be masteredand enriched to gain a higher level of proficiency. Chap. II, p. 10).
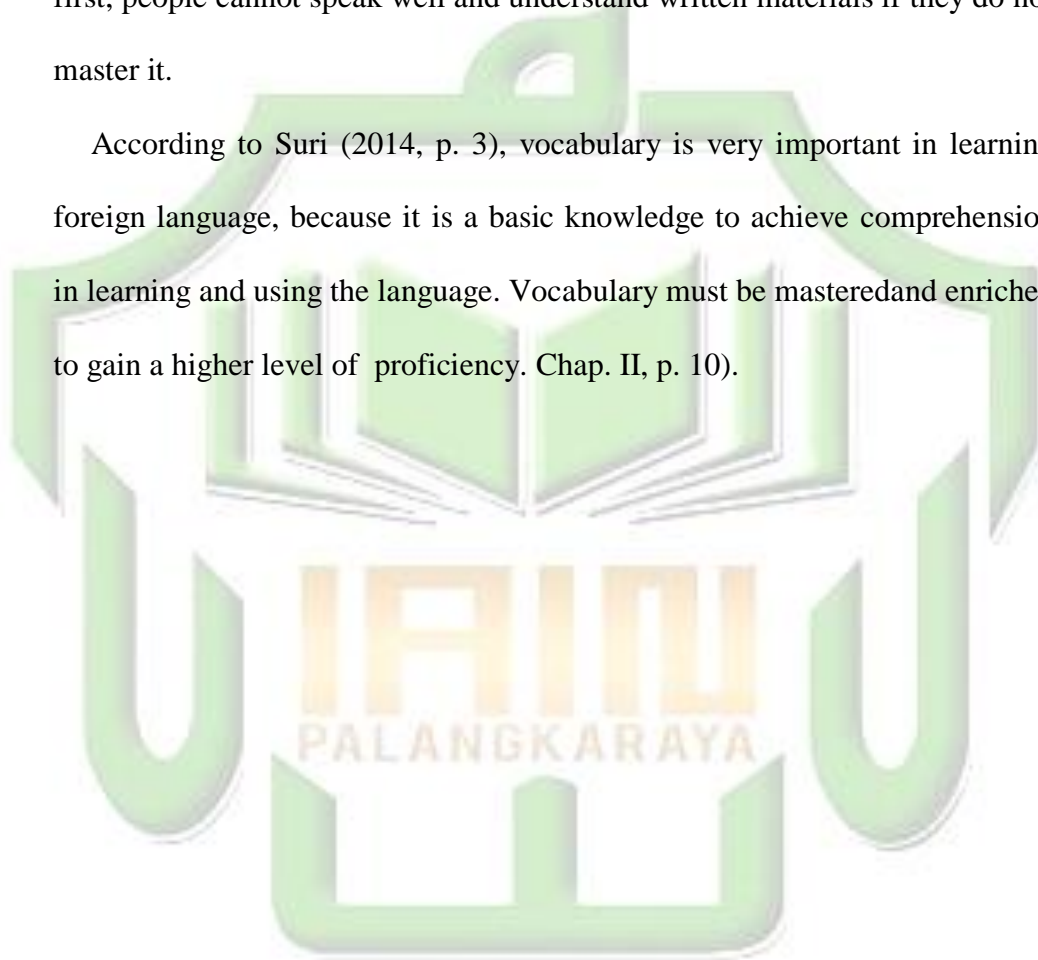
CHAPTER V

CONCLUSION AND SUGGESTION

This chapter discusses the conclusion and suggestion of the research. The researcher explains the conclusion of the researcher and the suggestion for the next researcher.

A. Conclusion

Based on the calculating using SPSS 22 program, the total calculation of variable X (intensity of playing Mobile Legends game) and variable Y (vocabulary mastery) was poor correlation. The result of r_{xy} was 0.22. The calculation above, $\alpha = 0.05$, df = 30 and t_{table} was 1.671. So, it can be seen than $t_{value} \geq t_{table}$ (1.193 $\leq$ 1.671), that the result was H_a is refused and H_o is accepted. So, between two variables has a positive significant correlation. Based on the correlation index number, the value of r_{value} (0.22) is in low category (between 0.20 and 0.399). Based on the findings of this research, the researcher found that there is a positive correlation in poor category between intensity of playing Mobile Legends game and vocabulary mastery at English students class 2017 of IAIN Palangkaraya.

B. Suggestion

The researcher would like to propose some suggestions for the students, teachers, and the future researcher as follow:

1. For the Students

   For the students, their has to be hard in learning English, especially in mastering vocabulary in communicating, and don't play online games too often because it was make you laziness in learning.

2. For the Parents

   For to parents, so that they can better support their children in learning English to increase vocabulary, and pay more attention to their children so they are not addicted to playing online games..

3. For the next Researchers

   For the next researchers because the results of this study are poor correlation, so it cannot be carried out for the next research, it is hoped that the next researchers can develop or investigate other English skills and components and explore knowledge so that they can provide more benefits to research results.

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