

## STUDENT'S PERCEPTION TOWARD ONLINE GAME-MOBILELEGEND IN LEARNING ENGLISH AT SMAN 1 KECAMATAN MUNGKA

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**Abstrak:** Game online dapat menjadi alat yang efektif untuk belajar bahasa Inggris. Game online dapat memberikan cara yang interaktif dan menarik bagi pelajar untuk melatih keterampilan bahasa Inggris mereka dalam lingkungan yang menyenangkan dan imersif. Salah satu permainan yang paling populer adalah Mobile Legends. Game ini memiliki fitur chat yang memungkinkan pemain berkomunikasi satu sama lain.

Ini bisa menjadi peluang besar bagi pelajar untuk melatih keterampilan komunikasi tertulis mereka dan mempelajari kosa kata dan kata-kata slang baru yang biasa digunakan oleh penutur asli. Tujuan dari penelitian ini adalah untuk mengetahui persepsi siswa terhadap game online Mobile Legends dalam pembelajaran Bahasa Inggris di SMA N 1 Kecamatan Mungka.

Peneliti menggunakan metode kualitatif. Populasi penelitian ini adalah siswa kelas XI di SMA Negeri 1 Kecamatan Mungka yang bermain game Mobile Legends. Peneliti menggunakan kuesioner sebagai alat pengumpul data yang terdiri dari 30 pernyataan. Peneliti menggunakan kuesioner yang dimodifikasi dalam bentuk skala Likert dan juga menggunakan persentil untuk menganalisis data kuesioner.

Hasil penelitian ini menunjukkan bahwa siswa kelas XI di SMA Negeri 1 Kecamatan Mungka memiliki persepsi yang baik terhadap penggunaan game online Mobile Legends dalam pembelajaran Bahasa Inggris. Hal ini dapat dilihat dari skor rata-rata Persepsi Siswa Terhadap gameOnline Mobile Legends Dalam Pembelajaran Bahasa Inggris adalah 61%. Sehingga dapat dikatakanpersepsi mereka cukup baik dalam belajar bahasa inggris melalui Mobile Legends.

**Keywords:** *Game ONLINE, Mobile Legends, Pembelajaran Bahasa Inggris, Persepsi Siswa*

**Abstract:** Online games can be an effective tool for learning English. Online game can provide an interactive and engaging way for students to practice their English skills in a fun and immersive environment. One of the most popular games is Mobile Legends. This game has a chat feature that allows players to communicate with each other.

This can be a great opportunity for students to practice their written communication skills and learn new vocabulary and slang words commonly used by native speakers. The aim of this research is to determine students' perceptions of the online game Mobile Legends in learning English at SMA N 1 Mungka District.

Researchers use qualitative methods. The population of this study were class XI students at SMA Negeri 1 Mungka District who played the Mobile Legends game. Researchers used a questionnaire as a data collection tool consisting of 30 statements. Researchers used a modified questionnaire in the form of a Likert scale and also used percentiles to analyze the questionnaire data.

The results of this research show that class XI students at SMA Negeri 1 Mungka District have a good perception of the use of the online game Mobile Legends in learning English. This can be seen from the average score of students' perception of the online game Mobile Legends in English language learning is 61%. So it can be said that their perception is quite good in learning English through Mobile Legends.

**Keywords:** *online game, mobile legend, English Learning, students perception*

### A. Introduction

English is an international language that is often used in the world. It can be used for communication, interaction, and negotiation with others. It has become an International language that is almost used by many countries. In Indonesia, English is the foreign language and taught from Kindergarten, Elementary School, Junior High School, Senior High School

and as one of the compulsory subjects in university level. In this condition, all of student should learn English and have competence in English.

Learning is a process that contains a series of teacher and student actions so that there is a reciprocal relationship that takes place in the classroom to achieve certain goals. In learning, there are several goals to be achieved. According to Duffy and Roehler (1989), as cited in (Akhiruddin et al., 2019: 12). In addition, Richards and Schmidt (2002) explained that learning is the process by which change in behaviour, knowledge, skills, etc comes about through practice, instruction or experience and the result of such a process. It can be concluded that learning is the process of changing and getting knowledge through practice and experience. In learning English people will get knowledge through practice, experience and process.

Learning English consist of four skills. They are reading, writing, listening and speaking. In learning English, there are also components that it may increase their knowledge such as grammar, vocabulary and pronunciation. These subjects have to be learnt by students in learning process to complete learning success in learning English. So, all of students should think about strategy to motivate them to learn English. One of strategies that they can choose is find the favourite activity or hobby which can support in learning English. online game becomes one of many favourite activities loved by students nowadays.

Based on Yelia and Efriza (2021), online games are games that can be played through an internet connection or other available network devices. Online game are ubiquitous on modern gaming platforms, including PCs, consoles, and mobile devices (smartphone). Moreover, online game are a simple way to learn English and are currently very popular in society. It refers to playing the game over the network using a personal computer, mobile devices or smart handphone. In addition, online games are loved by many people, among which men, women, children, and students are the most online game users. That is because playing online game is so fun and interesting that everyone can enjoy it.

The game that is currently popular among students is Mobile Legend because in Mobile Legend have many feature such as "On voice" that make players can talk with another player around the world so they can increase their speaking skill, Players also can chat with another player so they can increase writing skill and reading skill, And All Instruction in Mobile Legend use English language. So, playing Mobile Legend can increase their English skill.

Mobile Legends: Bang Bang is a popular multiplayer online battle arena (MOBA) game developed and published by Moonton. The game is available on both Android and iOS platforms and has gained a huge following since its release in 2016. In Mobile Legends, players form teams of five and battle against other teams in real-time. The goal is to destroy the opposing team's base, while also defending their own base. Each player selects a hero with unique abilities and skills to use during the game. As the player progresses through the game, they earn gold and experience points that can be used to upgrade their hero's skills and equipment.

The game has become one of the most popular mobile games in Southeast Asia and has gained a large esports following. It is known for its fast-paced gameplay, intense battles, and engaging visuals. Based on Ashraf (2014:p.290), players become more interested in online gaming and want better result. Students more interactive, motivating, and effective in learn English because in the mobile legend game there are many words that use English such as the instructions in the game that make the gameplayer remember the vocabulary because he often plays the game. Especially in mobile legend game you can also interact with other player spread throughout the world. With mobile legend you can increase your skills in using your English while practicing it in conversations with others gamers. Through Game, students can possibly feel interested, fun, meet new words that they never knew before, and reduce their anxiety level. It is the same as Young and Wang's (2013) research result in which game can reduce students' anxiety in learning English.

Therefore, learning English will become easier and students will be motivated. While Reinders and Wattana (2011) explained that the effects of online game on outclass language acquisition are negative and positive. It is positive as the game provides access to interactions

with foreign players, in which they have to use English to communicate. It opens chances for the increase of vocabulary and grammar use as the impact of the interaction.

Currently, there are many people playing online games, from all walks of life, from children to adults, including students. Moreover, online games are very popular with most students at SMA N 1 Kecamatan Mungka and the researcher found almost every student playing online game especially Mobile Legends. Mobile Legends is an online game widely adopted by different circles. "Mobile Legends" is a MOBA (Multiplayer Online Battle Arena) game designed for android or smartphone. Especially in Mobile Legends game has a feature voice chat with other player throughout world so that students can interact with other players directly using English and can increase their skills in using English while practicing in conversation with other gamers (Diantoro, Mulyati, & Halim, 2021).

So, by playing Mobile Legends students can be motivated to learn English, get to know new words in English, make students increase their English skill by interacting with foreigners, and students can add new vocabulary when they playing Mobile Legends.

In summary, the researcher conducted a research entitled "Student Perception Toward Online Game Mobile Legend in Learning English at SMA N 1 Kec. Mungka".

## B. Research Methodology

In this research, the researcher used descriptive qualitative research. Creswell (2008) states that qualitative research is a type of educational research in which the research relies on the views of participants, broad, general questions, collects data consisting largely of words or text from participant, describes and analyze these words for themes and conducts the inquiry in a subjective, biased manner. This research focuses on students' perceptions toward online game mobile legend in learning English. In this case, the researcher describes student perception toward online game mobile legend in learning English at SMA N 1 Kecamatan Mungka.

The participant of this research was taken by using a purposive sampling technique. The participant of this research was a Eleventh Grade students of SMA N 1 Kecamatan Mungka. The samples were taken by using purposive sampling technique where the samples only they who have been playing Mobile Legends for at least 4 months to avoid bias of the data. In this research the data was collected by using Questionnaire.

A questionnaire is several questions that must be answered by the research participant. Gay et al (2012) argue that a questionnaire is a collection of written self report questions that must be answered by a selected group of research participants. Questionnaire allows researcher to collect large amounts of data in a relatively short time.

The questionnaire was used to collect data about students' perceptions toward online game mobile legend in learning English which consist 30 numbers of statements related to the research problem. Each statement has positive and negative items. The type of questionnaire used in this research is a closed-ended questionnaire.

In this research, the researcher uses peer debriefing to check the validity of the data. So, the researcher uses peer debriefing to check the questionnaire's validity. According to Gay et al (2011) peer debriefing is used to test researcher's growing insights through interacting with other professionals. For example identify a critical friend, colleague or significant other who is willing and able to help reflect on the research by listening, prompting and recording insights throughout the process. To check validity of the data the researchers ask Ms. Fadilla Taslim, S.S., M.Pd, one of the English lecturers at STKIP Yayasan Abdi pendidikan Payakumbuh as Validator. The researcher had made the interval and category to analyze the result of students toward online game as follows

**Table 1: interval and category of students perception**

No.	Interval	Category
1.	770,6 – 780	Very Good
2.	760,2 – 769,6	Good
3.	749,8 – 759,2	Good Enough

4.	739,4 – 748,8	Less Enough
5.	729 – 738,4	Bad

### C. Result and Discussion

Based on the result of the data from questionnaire. the researcher analyzed it by using interval and category from the table 1. The result could be seen in the table below

**Table.2 : Interval categories of Student Perception Toward Online Game Mobile Legend in Learning English based on each indicators**

Indicators	Total	Category
Absortion	729	Bad
Understanding	780	Very Good
Evaluation	739	Less Enough
<b>Total</b>	<b>2248</b>	
<b>Average</b>	<b>749,3</b>	<b>Good Enough</b>

Based on the data analysis, the researcher found that the student'perception toward online game mobile legend in learning english was categorized as "**Good Enough**" with an average score of **749,3**. Among the three indicators, the student perception of absortion was rated as "**Bad**," while their perception of understanding was considered "**Very Good**." On the other hand, their perception of Evaluation fell into the "**Less Enough**" category.

In conclusion, the student perception toward online game mobile legend in learning english at SMA N 1 Kecamatan Mungka was generally favorable, with the highest perception in understanding and the lowest perception inabsortion.

The results indicate that the student perception had a **Good Enough** of the online game mobile legend in learning english, it can be concluded that students love online game to support them in learnig English. they realized that by online game has also the positive impact to them since almost everyday they have time to play. The favourite activity can support their study especially in English. its mean the students perception of the online game mobile legend influences their english language learning.

### D. Conclusion

In this research, it can be concluded that the students hold a positive perception of the online game Mobile Legends as a tool for learning English at SMA N 1 Kecamatan Mungka. Therefore, it can be inferred that the online game Mobile Legends receives a favorable perception from the students at SMA N 1 Kecamatan Mungka in the context of English learning.

### Suggestion

Based on the conclusion above, the researcher suggested for:

Students :

It suggested to students have to change their mind set about learning english is hard. The students also need to be more memorize vocabularies, because those are matter when someone wants to learn English. Mobile Legends Game online application is one of media that can be used by the students in learning how to increase vocabulary in English.

Teachers :

Provide guidance to students on how to balance gaming activities with their studies and ensure they understand the educational value of such a game.

Researchers:

It is suggested further researcher, this research can be as recommendation in reference who wants to conduct the similar strategy. It would be better to apply Mobile Legend game online application in different subject and location.

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