

The Effect of Mobile Legend Game on Vocabulary Mastery of the Tenth Grade Student of SMAN 1 Cluring

Arik Diantoro¹, Tri Mulyati², Abdul Halim³

^{1,2,3} English Educational Department, Language and Art Faculty, PGRI University of Banyuwangi

Email: diantoroarik07@gmail.com

Abstract

Vocabulary is one basic component to be mastered. It is reasonably, remembering that the four language skills need knowledge of words because they will get nothing without vocabulary. The large the students master vocabulary the better they perform their language. This study is to measure whether there is a significant effect of Mobile Legends Game on the students' vocabulary mastery the researcher used experimental design. The research was conducted at SMAN 1 Cluring from 1st August until 31th August 2018, in the academic year 2018/2019. The population of the research was Tenth grade students at SMAN 1 Cluring. They were 31 students as respondents of the research and taken by using cluster random sampling. The sample was X IPA 1 as the experimental class. The total numbers of the respondents were 31 students. The technique of collecting data was giving a test. The tests used in this research is vocabulary test in the form of multiple choice. The data was analyzed by using t-test formula. Based on the result of the data analysis of T-test formula, it can be known that the result of t- test is higher than the t table. That is $7,833 > 2,048$. The degree of freedom in the level significant is 30 the valuable of ttable is 2.048 from the analysis. It shows that "There is a significant effect of Mobile Legend Game on the vocabulary mastery of the tenth grade students at SMAN 1 Cluring in the 2018/2019 Academic year. Based on the result, the English teachers could use Mobile Legends as the alternative teaching media to make students Vocabulary mastery. Further, students are suggested to use Mobile Legends to increase their vocabulary.

Keyword: Mobile Legends; Vocabulary

A. Introduction

Based on the observation in SMA N 1 Cluring it was found the major problem that is the student's lack of vocabulary. When the students are asked to read descriptive texts, They cannot identify the specific and general information. They always open the dictionary to find the meaning of the word one by one. Further the student failed to identify the referent in descriptive texts. In short student have limited vocabulary consistency it disturbs the student reading comprehend. Those problems can be overcome by using more interesting

vocabulary learning media. Researcher try to provide a new innovation by using online games as a medium to learn vocabulary.

According to Wei-Meng (2011) there are some benefits of mobile learning such as: Relatively inexpensive opportunities, as the cost of mobile device are significantly less than Pc and laptop, multimedia content delivery and creation options. Continuous and situated learning support, Decrease in training cost, potentially a more rewarding learning experience. Improving levels of literacy, numeracy and participation in education amongst young adult. Using communication features of a mobile phone as part of larger learning activity, e.g. Sending media or text into a central portfolio, or exporting audio files from a learning platform to you phone.

One of mobile learning used by student in English learning process in the school, is online games. Online game is an application that provides service to improved vocabulary. Most outstanding mobile legend game are currently available in English. That is, you can take advantage of mobile legend game as a mean of learning English.

Especially in mobile legend game you can also interact with other player spread throughout the world. Yes, with mobile legend game you can increase your skills in using your English while practicing it in conversations with other gamers. Playing online game can also hone our team work, when gamer explore dungeons is a party, of course gamers must have strong teamwork in order to complete the mission. For example, there must be someone in the team acting as a tanker, support, healer and so on. Each player must understand their respective roles and contribute their abilities so as not to harm other team members.

According to Shinoda (2008) English is consisting of four skills that should be learned they are listening, speaking, reading, and writing. Among the four language skills taught in schools. Writing is most difficult skill to learn. English also has three language components. They are vocabulary, structure and pronunciation that they are also given to the students to support those language skills. It needs specialized skills that include the ability to express the researcher's opinion or thoughts clearly and efficiently. These abilities can be achieved only if a learner masters some techniques of using game to vocabulary mastery.

Based on the explanation above the research conduct research entitled "The Effect of Mobile Legend on Vocabulary Mastery At the Tenth Year Student of SMAN 1 Cluring in the 2018/2019 Academic Year",

Students have a lack of understanding a grammar. Most of students cannot comprehend a grammar, so it can be an obstacle to write a sentence. According to Kreidler in Yuniarti (2014: 3) every language has grammatical system and different languages have somewhat grammatical system. For Indonesian students, mastering English grammar is not easy because English and Indonesian language have different rule of grammar. Grammar also deal with the form of sentences and smaller units: clauses, phrases, and words (Huddleston and Pullum: 2010) Learning language is impossible without learning the grammar of that language. According to Hartwell (2008: 109) Grammar is the set of formal patterns in which the words of a language are arranged in order to convey larger meanings. Grammar has structure to make

good sentence and has a meaning in order to people can understand what we write.

Pardiyono (2002: 98) states that in English language, verb forms are divided into two groups, a regular verb and an irregular verb. In regular verbs, the verb changes regularly in the past tense form or the past participle. Such as, it is added by suffix *-ed* to the base form of verb. The irregular verbs do not have the form affixed and do not change regularly. The irregular verbs have to memorize because the changes are not permanent.

In the process of learning English, students sometimes do some mistakes and error. Mistakes and errors are different. Brown (2006: 257) said that a mistake is a performance error that is either a random guess or a *slip*, in that it is a failure to utilize a known system correctly. Then, according to Harmer (2007: 96), errors are mistakes which they cannot correct themselves and which need explanation. So, mistakes can cause by the students who cannot memorize well or slip of finger. Whereas errors are caused by lack of knowledge about the target language that makes the students cannot correct themselves.

The problem of this research is: "How is the students' difficulties in using regular and irregular verbs in Simple Past Tense of the Eighth Grade Students at SMP Muhammadiyah 3 Banyuwangi in the 2015/2016 Academic Year?". Based on the research problem, the objective of this research is to know the difficulties in using regular and irregular verbs in Simple Past Tense of the Eighth Grade Students at SMP Muhammadiyah 3 Banyuwangi in the 2015/2016 Academic Year.

B. Research Method

1. Research Design

The researcher uses Pre-Experimental design. The design of this study is experimental design because the researcher wants to measure the effect of mobile legend game on the students' vocabulary. According to Arikunto (2006), Experimental study is a study which aimed to know there is not or the effect of the variable studied. The experimental class design refers to the conceptual framework within which the experiment is conducted. The most criteria that is the design be appropriate for testing the particular hypothesis of the study.

2. The Research Area

The researcher will be conducted at the tenth grade of SMA N 1 Cluring. the location of the school is Jln. KH. Abdullah Hasbullah No. 8 Ds. Padang Kec. Singojuruh, SMA N 1 Cluring have 6 class which are divided into 2 majors, namely, TKJ, Akutansi. In this research, the researcher used purposive method to determine the research area.

3. The Research Respondent

The respondents of the pre experimental class of this research are determined by using cluster random sampling by lottery since population is homogenous. Cluster random sampling is the technique to get the sample that base on the specific cluster. In this sampling technique all of individual

has an equal opportunity to be selected as member of the sample. one class are determined as the research samples. There are 3 classes of the tenth grade students at SMAN 1 Cluring. The total population are 90 students. There are 2 cluster IPA and IPS, in IPA there are 2 classes. In here researcher used random method to choose one cluster. The researcher has taken 1 class of IPA 1. The number of samples are 31 students from IPA 1 class.

4. Data Collection Method

In collecting data, it would be better to present some considerations. The instrumen that the researcher used to collect the data is test. The test in this research was used to get more vocabulary about the student's test. The data in this research was collected by giving a test. Here students are asked to answer multiple choice test, There are score of answer. The detail of the score as follows. If the student answer "true" will get 4 score of the item, and the answer is "false" will get 0 score of the item.

Table 1. The Classification of The Test Score

No	Sub Variable	Total of Item	Number of
1	Adjective	8	3,6,9,14,16,21,24,25
2	Noun	9	2,4,8,10,11,15,17,19,22
3	Verb	8	1,5,7,12,13,18,20,23

5. Data Analysis Method

The collecting data will be analyzed based on the form data. It is described based on the fact on the student' condition when the vocabulary teaching and learning process by using vocabulary test through data analysis by applying secret message game. This research used simple randomized design. It was taken from basic simple random sampling of limited population or subpopulation directly asked the subject in experiment class.

$$t = \frac{M_d}{\sqrt{\frac{\sum x^2 d}{N(N-1)}}$$

Adapted from Arikunto (2006):

T : test score

Md : Mean of differentiate (d) between pre-test and post-test

xd : deviation f subject (d-Md)

$\sum x^2 d$: total quadrate deviation

N : total number of studentdb : determine by N-1

C. Conclusion

Based on the research results of the data analysis that have been discussed and interpreted in the previous chapter, it can be concluded that “there is a significant effect of mobile legend on the students vocabulary mastery of tenth grade students at SMAN 1 Cluring in academic year 2018/2019”. It was supported by data analysis with 5% significant level. The t-test result was 7,833 and t-table was 2,048. It means that the result of t-test analysis was higher than t-table ($7,833 > 2,048$), so null hypothesis (H_0) was rejected and alternative hypothesis (H_a) was accepted.

D. Acknowledgement

The researcher is sure this thesis would not be completed without the helps, supports, and suggestions from several parties. Thus, the researcher would like to express his deepest thanks to all of those who had helped, supported, and suggested him during the process of writing thesis. Finally, the researcher greatly hopes that this will be useful for the reader and thanks a lot of all your helps. May God bless you. *Aamiin*.

The researcher realizes that she cannot complete this thesis without the guidance, advice, suggestion, support and encouragement for many people during the writing on thesis. In occasion, the researcher would like to thank to:

1. Drs. H. Sadi, M.M as the Rector of PGRI University of Banyuwangi
2. Sutami Dwi Lestari, M.Pd as the Dean of Language and Art Faculty
3. Nur Hasibin, M.Pd. as the Head of English Educational Department
4. Wageyono S.Pd. M.Hum and Sutami Dwi Lestari, M.Pd as the thesis consultants, thanks for her understanding, practice, guidance, advice, ideas, corrections, and support for the thesis accomplishment.
5. All lecturers of English Education Program that enriching the researcher's knowledge personality, guidance during the completion of this thesis.

The researcher realized that this thesis is far from being perfect. Therefore, she invites any constructive criticism from the readers to make it better.

E. Reference

- Anggraeni. 2015. *“The Effectiveness of Word-Search Puzzle Games on Vocabulary Mastery for the Students of First Grade in MTs Muhammadiyah 1 Malang: University Muhammadiyah Of Malang*
- Aribowo. 2012. *Keefektifan Penggunaan Multimedia Prezi pada Pembelajaran Keterampilan Menulis Bahasa Jerman di SMA N 2 Banguntapan Bantul. Universitas Negeri Yogyakarta, Yogyakarta: Sebelas Maret University Surakarta.*
- Arikunto 2006, *Experimental study is a study which aimed to know there is not or the effect of the variable studied: Bina Aksara.*
- Donmus,V. 2010. *The Use of Social Networks in Educational Computer-Game Based Foreign Language Learning: Social and Behavioral Sciences, 9,*

- Gustinna, 2015 *that the game strategy is one of the most powerful approach to teach vocabulary because it engages students in thinking about wordrelationships:* Universitas Persada Indonesia.
- Hatch and Brown (2011:28) *define that adjectives are used to highlight qualities or attributes:* Cambridge University.
- Hornby (2007:791). *Noun is a word that is the name of something (such as a person, animal, place, thing, quality, idea, or action):* Oxford University Press,1987
- Mehdipour, M dan Zarehkafi H. 2013. *Mobile Learning for Education: Benefits and Challengges:* International Journal of Computational Enggineering Research Vol, 03 Issue, 6.
- Morris (2000) said that: *Vocabulary is defined as a list of words and oftenphrases, usually arranged alphabetically and defined of translate:* a lexion or dictionary.
- Sarah M. 2017 *Verb is a word that characteristically is the grammatical center of a predicate and expresses an act:* Purdu University's Online writing(OWL)
- Sary (2017) *The effect of spelling bee game on students" vocabulary mastery:* University Banda Aceh
- Shinoda 2008 *English is consisting of four skills that should be learned they are listening, speaking, reading, and writing.*
- Suharsimi, Arikunto. 2006. *Prosedur Penelitian Suatu Pendekatan Praktik.* Jakarta: Rineka Cipta.
- Tanzeh, A. 2009. *Pengantar Metode penelitian.* Yogyakarta: Teras.
- Wibowo, Arya W. 2018. <https://www.gamereactor.eu/daybreak-games-lays-off-30-of-its-employees/>.
- Wamnebo, W. et all. 2018. *Students' Speaking Skill in Oral Descriptive Text by Using Video Tenth Grade in Sma Negeri 1 Namlea.*
- Wei-Meng. 2011. *Begining Android Application Development.* Indianapolis: Wiley Publishing, Inc
- <http://www.merriam-webster.dictionaty/vocabulary.html> (August 27,2019)
- http://www.asian-efl-journal.comsept_05_pn.pdf (August 27, 2019)
- <http://www.edutopia.org/blog/teaching-ccss-critical-vocabulary-marilee-eprenger> (August 27, 2019)