STUDENT PERCEPTION OF MOBILE LEGENDS BANG BANG TO IMPROVE VOCABULARY MASTERY

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Kata Kunci:
Kosakata, Bahasa Inggris, Mobile Legends Bang Bang, Media Pembelajaran, Game.

Key Word:
English Vocabulary, Mobile Legends Bang Bang, Learning Media, Game as Learning Media.

Abstrak

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The development of technology and science has caused various aspects of life to apply the use of technology in them. This includes education. Teachers use learning media using technology that is widely available on the internet. Game is one of the applications that many teachers use in supporting learning. Mobile Legends Bang Bang is a game that is being played by teenagers. Therefore, this study aims to determine students’ perceptions of Mobile Legends Bang Bang in improving mastery of English vocabulary. This study took qualitative data with a survey or questionnaire method with a total of 21 questions, namely 20 closed questions and 1 open question, with respondents of high school students in Tangerang and South Jakarta. The results of this study show that students show positive perceptions of Mobile Legends Bang Bang to improve English vocabulary.

INTRODUCTION
The development of an increasingly modern world makes technology, information, science and various other aspects inevitably have to adjust as not to be left behind. One of the steps in adjust to harmonize the times is learning English. Elaish et al. (2019:2) has opinion that apart from one’s own native language, one might need it at work to interact with English-speaking people coming from different cultures and for travelling to other countries. To harmonize these developments, try to move and not just be stuck in the comfort zone. Being able to learn new things that arise to facilitate in various aspects of life is a must in this era.

Using a language as a tool to communicate, means that being mastery to understand the language first is a must. Learning a language means the desire to have new knowledge as a guide that is needed to adjust to existing developments. English became main subject in the school. Learn English since young, with expected to be mastery in English when grow up. Derakhshan & Davoodi Khatir, (2015:1) found out that one of the difficult parts of learning the target language for English language learners is the acquisition of vocabulary. Referring to Gifford (2013:256) “Studying vocabulary is the first stage in learning a language. It is also a constant part of language learning”. Vocabulary is main things need to be learn known before learning English. Because everything will be
learned in speaking, writing, listening and writing, must contain of vocabulary. Being important things, learning vocabulary will be difficult. But, lack of vocabulary will be serious problem in English Mastery. Few researchers has explain the reasons why students lack vocabulary, as follows:
1. Vocabulary learning is often boring for language learners. Derakhshan & Khatir (2015:44)
2. Competency level requires a significant number of high frequency vocabulary items. Ferrer & Gee Carmen, (2022:1)
3. The usage is often complicated, with several meanings and collocational applications. Ferrer & Carmen (2022:1)

Because some vocabulary words have difficult and different meanings and pronunciations, they have been replaced by more commonly used words. So that specialized words are only applied to their fields.

In order to make fun and interesting vocabulary learning process, teacher should just give students the motivation, to make student naturally happy and not bored during learning. When student lack of motivation, knowledge will be difficult to get. There are some motivations to learn English such as: to improve personal skills & value, to mastery new language & culture, to make things easier in communicate, or simply to get good grades in class, and for looking cool when pronounce it. After students already has motivations, the knowledge will be received easily no matter how difficult English are. But, motivation is not enough, teacher should be creative to building fun and interesting class.

Teachers usually using media for learning tools, especially using technology media is such a great idea to do. Technology media on mobile devices such application or websites will make things easier for us and can be interesting media for education purpose. One of technology tools that bring new knowledge but we live it with enjoyment, that is "Playing games". The types of games are also very varied, such as puzzle, arcade, strategic, adventure, role playing, educational and much more. There are many benefits of playing this game, some of which are improving brain work, developing creativity, designing playing strategies, and even building relationships.

One of games that is now widely played by all ages specially by High School students is "Mobile Legends". This game is a strategy and action video game that is played online with other users. Mobile Legends: Bang Bang will fun to play with friends during free time. Mobile Legends is a free application that is easy to download on any type of device, such as android or ios. Having an English voice over makes this game add at least 2-10 new vocabulary in English. This condition makes players who previously did not know the vocabulary, became knew because they often hear the pronunciation and interpret English into an action, or expression used in the game. As Jasen (2017:13) stated that gaming may play a role in vocabulary learning is perhaps not surprising as the gamer is motivated to understand the input.

The previous research was from Deka (2021:79) has results that Mobile Legends is appropriate from the view point of students, particularly in terms of their pronunciation skills, as they will be familiar with how to pronounce specific words. Dananjaya & Kusumastuti (2019:57) revealed that the respondents agreed that they spotted many new vocabulary. Christa Kobis & Farrel Tomatala (2020:3), discovered that 54.8% of their sample study taught how to speak English words in the game and 67.7% agreed improved their ability to pronounce English words.

The previous research has promising results for improving English skills. The researcher wants to test and have the result of “Students Perception of Mobile Legends Bang Bang to Improve Vocabulary Mastery.” The different sampling techniques for collecting data and the different comprehension skills will be tested in this study.

METODS

This study tested to senior high school students that used played Game Mobile Legends Bang Bang. This study will share questioner from social media such as Whatsapp, Twitter and Instagram. This research using qualitative method. Numerous of students use Mobile Legends; Bang Bang to induce fun booster. When they read tools in the game or listen voices over in this game, they accidentally get new words that they did not know before, this can be where they get a new vocabulary. They are the variable of this research. There were students that become the sample that consists of 70 peoples.
The research instruments in this study were questionnaire. The questionnaire asked about subjects’ perceptions when playing game Mobile Legends Bang Bang to improve vocabulary mastery. This questionnaire consists of three main sections. The researcher sent the questionnaire one by one or in group to the students that used as a sample. They will reply in a particular way. The researcher gave some question with choices answers that will be select by the students. The answer that will be given is the parameter of agreement and disagreement that contain of five levels.

The study of this inquire about to found out that Mobile Legends contains an influence of improvement on student's vocabulary mastery. Regression is a type of inferential analysis method used in this study. This approach transforms descriptive statistical values into useful information. This kind of method is good for demonstrating how one variable is related to other variables. Variable selection, as defined by Chowdhury & Turin (2020:1), entails selecting the suitable variables from a comprehensive list of variables while eliminating any unnecessary or redundant ones. The dependent variable and the independent variable are the two variables required for this regression analysis technique. The primary variable expected to change as a result of an influence is the dependent variable. Additionally, a component that is hypothesized to have an effect on the dependent variable is the independent variable. Details regarding the dependent and independent variables used in this study are provided below:

1) Independen (X) : Mobile Legends Bang Bang
2) Dependen (Y) : Improvement of Student’s Vocabulary Mastery

In a study, population and sample are needed. This study takes the title ‘Student Perception of Mobile Legends Bang Bang to Improve Vocabulary Mastery’, with a sample of senior high school students. While the population are Mobile Legends Bang Bang players in senior high school level. This study uses purposive sampling technique. Where the entire population is used as a sample. This sampling strategy, defined by Campbell et al. (2020:654), is a means to make sure that particular kinds of instances among those who might be included are included while moving away from random sampling.

A plan to guarantee that particular examples of people who could be able to be included in the research study's final sample. As believed of Staller (2021:3), “Purposive sampling is the process of choosing the best, most informative, pertinent, extensive, and readily available data in order to get insights and a thorough understanding by logically solving puzzles and providing convincing proof.” Take conclusion of purposive sample, this study has 70 sample for representative of the population, and with the same criteria of senior high school students.

The data collected in this study, obtained from one data collection technique, namely a questionnaire. The questionnaire includes an instrument with questions that strongly relate to problems encountered during the course of the study. Those who fit the requirements are the samples eligible to complete this questionnaire. Based on Shrestha (2021:5), the structured questionnaire was made to gather data from individuals. This questioner consist of twenty multiple-choice questions and one short response question were included in the survey. This is why this kind of questionnaire comes in the category of mixed approaches.

Respondents will answer question given which consist of 20 closed-ended and 1 question is open-ended. Closed-ended question has of five levels that contain of agreement and disagreement. The following is the matrix development of instruments or instrument grids used in this study:

<table>
<thead>
<tr>
<th>Variable</th>
<th>Indicator</th>
<th>Number of Items</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mobile Legends Bang Bang</td>
<td>Affective aspects</td>
<td>1,2,3,4</td>
<td>4 items</td>
</tr>
<tr>
<td></td>
<td>Cooperative aspects</td>
<td>5, 6,7,8,9,10</td>
<td>6 items</td>
</tr>
<tr>
<td>Improving Vocabulary Mastery</td>
<td>Cognitive aspects</td>
<td>11,12,13,14,15</td>
<td>5 items</td>
</tr>
<tr>
<td></td>
<td>Coonative Aspects</td>
<td>16,17,18,19,20</td>
<td>5 items</td>
</tr>
</tbody>
</table>

These 20 questions have type of answers using Likert measurement scale. Olaniyi (2019:2), reported that Likert scales are defined as a set of items that are provided to a group of participants and consist of about equal numbers of positive and negative statements about the attitude object.

Researchers require a method to validate the test that used to obtain the data for this study in order for the results to be clear and comprehensible.
RESULT AND DISCUSSION

After data collected, the results are described in table and diagram. Students in senior high school participated in this survey as responders. The sample consisted of senior high school students who played Mobile Legends Bang Bang.

Table 3. The data respondents based on level of grade

<table>
<thead>
<tr>
<th>No.</th>
<th>Category</th>
<th>Frequency (n)</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>10 Grade</td>
<td>18</td>
<td>25.7%</td>
</tr>
<tr>
<td>2.</td>
<td>11 Grade</td>
<td>14</td>
<td>20%</td>
</tr>
<tr>
<td>3.</td>
<td>12 Grade</td>
<td>38</td>
<td>54.3%</td>
</tr>
<tr>
<td>Total</td>
<td></td>
<td>70</td>
<td>100%</td>
</tr>
</tbody>
</table>

Source: Data Processed by the researcher, 2023

Based on the data above, the majority of respondents in this study were in grade 12 with 38 respondents or equivalent to 54.3%. Followed by grade 10 with 18 respondents, namely 25.7%. And the minority is grade 11 with a percentage of 20%.

Table 4. The data respondents based on ages

<table>
<thead>
<tr>
<th>No.</th>
<th>Age (Years)</th>
<th>Frequency (n)</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>14-15</td>
<td>15</td>
<td>21.4%</td>
</tr>
<tr>
<td>2.</td>
<td>16-17</td>
<td>35</td>
<td>50%</td>
</tr>
<tr>
<td>3.</td>
<td>18-19</td>
<td>19</td>
<td>27.2%</td>
</tr>
<tr>
<td>4.</td>
<td>20-21</td>
<td>1</td>
<td>1.4%</td>
</tr>
<tr>
<td>Total</td>
<td></td>
<td>70</td>
<td>100%</td>
</tr>
</tbody>
</table>

Source: Data Processed by the researcher, 2023

From the table above, it can be seen that the respondents with the highest number of respondents are at the age of 16-17 years old with a percentage of 50% or half of the respondents. Followed by respondents aged 18-19 years old as many as 19 people or 27.2%. Respondents aged 14-15 years old amounted to 15 people, namely 21.4%, and 1.4% by a respondent aged 20-21 years old.

Table 5. The data respondents based on gender

<table>
<thead>
<tr>
<th>No.</th>
<th>Category</th>
<th>Frequency (n)</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>Female</td>
<td>19</td>
<td>27.1%</td>
</tr>
<tr>
<td>2.</td>
<td>Male</td>
<td>51</td>
<td>72.9%</td>
</tr>
<tr>
<td>Total</td>
<td></td>
<td>70</td>
<td>100%</td>
</tr>
</tbody>
</table>

Source: Data Processed by the researcher, 2023

Tabel 4.3 above, shows that 70 respondents, majority consist of 51 males with percentage 72.9% and 19 female or 27.1% from all total percentage. There is the conclusion of every question in the questionnaire. As follows:
The result shows majority of respondents (47.5%) used to played Mobile Legends Bang Bang with English as game Settings. 15.7% respondents agree. 9 respondents (12.9%) neutral. 7 persons (10%) disagree. And 14.3% strongly disagree.

Diagram 2. Questionnaire Number 2
Source: Data Processed by the researcher, 2023

Diagram 4.2 shows that not every respondent plays Mobile Legends every day. 11 persons (16.7%) strongly agree that they are plays mobile legends every day. 9 persons agree they played Mobile Legends Bang Bang every day. 27 persons neutral that they played Mobile Legends Bang Bang every day. 20% people disagree. And 12.9% disagree they played Mobile Legends Bang Bang every day.

Diagram 3. Questionnaire Number 3
Source: Data Processed by the researcher, 2023

Data above shows that (21.4%) 15 respondents strongly agree spend 1-2 hours for playing Mobile Legends Bang Bang. 24.3% agree they played Mobile Legends Bang Bang for 1-2 hours. 24 respondents neutral they played Mobile Legends Bang Bang for 1-2 hours. 6 respondents disagree they played Mobile Legends Bang Bang for 1-2 hours. And 11.4% respondents strongly disagree played Mobile Legends Bang Bang for 1-2 hours.

Diagram 4.4 shows 21 (30%) respondents strongly agree play twice a day. 24.3% respondents agree that they played for 1-2 hours. 16 respondents neutral that they played Mobile Legends Bang Bang for 1-2 hours. 7 respondents disagree they played Mobile Legends Bang Bang for 1-2 hours. 12.9% respondents strongly disagree they played Mobile Legends Bang Bang for 1-2 hours.
The result shows majority of respondents (45.7%) strongly agree they understand about the tools of Mobile Legends Bang Bang. 21.4% respondents agree they understand about the tools of Mobile Legends Bang Bang. 18 respondents (25.7%) neutral that they understand about the tools of Mobile Legends Bang Bang. 1 person (1.4%) disagree that they understand about the tools of Mobile Legends Bang Bang. And 5.7% strongly disagree that they understand about the tools of Mobile Legends Bang Bang.

Diagram 5. Questionnaire Number 6
Source: Data Processed by the researcher, 2023

Diagram 4.6 shows that most of respondent plays Mobile Legends every day. 18 persons (25.7%) strongly agree that they are achieve fun moods after plays Mobile Legends Bang Bang. 18 persons. 21 persons neutral that they are achieve fun moods after plays Mobile Legends Bang Bang. 4.3% people disagree. And 14.3% disagree that they are achieve fun moods after plays Mobile Legends Bang Bang.

Diagram 6. Questionnaire Number 7
Source: Data Processed by the researcher, 2023

Data above shows that (37.1%) 26 respondents strongly agree that they always asked friends for playing Mobile Legends Bang Bang. 22.9% agree that they always asked friends for playing Mobile Legends Bang Bang. 15 respondents neutral that they always asked friends for playing Mobile Legends Bang Bang. 7 respondents disagree. And 8.6% respondents strongly disagree that they always asked friends for playing Mobile Legends Bang Bang.
Diagram 4.8 shows that most of the respondent dislike to play Mobile Legends Bang Bang with randomly team. 23 persons (32.9%) strongly disagree they like to play Mobile Legends Bang Bang with randomly team. 10 persons disagree. 25 persons neutral that they like to play Mobile Legends Bang Bang with randomly team. 5.7% people agree that they like to play Mobile Legends Bang Bang with randomly team. And 11.4% totally agree that they like to play Mobile Legends Bang Bang with randomly team.

Diagram 4.9 shows that the respondents strongly agree they understand the jargon spelled by hero in Mobile Legends Bang Bang. 22 persons (31.4%) strongly agree they understand about the jargon spelled by hero in Mobile Legends Bang Bang. 17 persons agree that they understand about the jargon spelled by hero in Mobile Legends Bang Bang. 15 persons neutral that they understand about the jargon spelled by hero in Mobile Legends Bang Bang.
jargon spelled by hero in Mobile Legends Bang Bang. 11.4% people disagree that they understand about the jargon spelled by hero in Mobile Legends Bang Bang with randomly team. And 11.4% totally disagree that they understand about the jargon spelled by hero in Mobile Legends Bang Bang with randomly team.

Data above shows that (34.3%) 24 respondents strongly agree that they are get new vocabulary after playing Mobile Legends Bang Bang. 28.6% agree that they are get new vocabulary after playing Mobile Legends Bang Bang. 13 respondents neutral that they are get new vocabulary after playing Mobile Legends Bang Bang. 5 respondents disagree that they are get new vocabulary after playing Mobile Legends Bang Bang. And 11.4% respondents strongly disagree that they are get new vocabulary after playing Mobile Legends Bang Bang.

Diagram 4.12 shows that 25 persons (35.7%) strongly agree they got more than one vocabulary after play Mobile Legends Bang Bang. 15 persons agree they got more than one vocabulary after play Mobile Legends Bang Bang. 22 persons neutral they got more than one vocabulary after play Mobile Legends Bang Bang. 2.9% people disagree they got more than one vocabulary after play Mobile Legends Bang Bang. And 8.6% strongly disagree that they got more than one vocabulary after play Mobile Legends Bang Bang.

Diagram 13. Survei Nomor 14
Sumber: Data yang diproses oleh peneliti, 2023

Diagram 14 menunjukkan bahwa 27 orang (38.6%) secara kuat menyatakan bahwa mereka memahami bahasa baru karena mereka telah melihat kata-kata tersebut dalam Mobile Legends Bang Bang. 18 orang setuju dengan pertanyaan ini. 16 orang netral. Tidak ada yang menolak bahwa mereka memahami bahasa baru karena mereka telah melihat kata-kata tersebut dalam Mobile Legends Bang Bang. Dan 12.9% secara kuat menolak bahwa mereka memahami pertanyaan dengan tim yang acak.

Diagram 14. Survei Nomor 15
Sumber: Data yang diproses oleh peneliti, 2023

Data di atas menunjukkan bahwa mayoritas (52.9%) 37 responden secara kuat menyatakan bahwa mereka memahami istilah istilah bahasa Inggris yang digunakan dalam Mobile Legends Bang Bang. 27.1% responden mengatakan bahwa mereka memahami istilah istilah bahasa Inggris yang digunakan dalam Mobile Legends Bang Bang. 11.4% responden netral bahwa mereka memahami istilah istilah bahasa Inggris yang digunakan dalam Mobile Legends Bang Bang. 3 responden menolak bahwa mereka memahami istilah istilah bahasa Inggris yang digunakan dalam Mobile Legends Bang Bang. Dan 4.3% responden menolak kuat bahwa mereka memahami istilah istilah bahasa Inggris yang digunakan dalam Mobile Legends Bang Bang.

Diagram 15. Survei Nomor 16
Sumber: Data yang diproses oleh peneliti, 2023

Diagram 16 menunjukkan bahwa 12 orang (17.1%) secara kuat menyatakan bahwa mereka menggunakan bahasa baru dari Mobile Legends Bang Bang dalam kehidupan sehari-hari. 20 orang setuju dengan pertanyaan ini. 21 orang netral.
12.9% disagree that they used the new vocabulary from Mobile Legends Bang Bang in daily life. And 11.4% strongly disagree that they used the new vocabulary from Mobile Legends Bang Bang in daily life.

Data above shows that (38.6%) 27 respondents strongly agree that they understand the new vocabulary they used after playing Mobile Legends Bang Bang. 25.7% agree. 13 respondents neutral that they understand the new vocabulary they used after playing Mobile Legends Bang Bang. 5 respondents disagree. And 11.4% respondents strongly disagree that they understand the new vocabulary they used after playing Mobile Legends Bang Bang.

Data above shows that (20%) 14 respondents strongly agree that they English’s improving after playing Mobile Legends Bang Bang. 18.6% agree about these questions. 26 respondents neutral that they English’s improving after playing Mobile Legends Bang Bang. 10 respondents disagree that they English’s improving after playing Mobile Legends Bang Bang. And 10% respondents strongly disagree.

Data above shows that (22.9%) 16 respondents strongly agree that they are fun with indirect learning with Mobile Legends Bang Bang. 25.7% agree. 21 respondents answered neutral. 8 respondents disagree they are fun with indirect learning with Mobile Legends Bang Bang. And 10% respondents strongly disagree they are fun with indirect learning with Mobile Legends Bang Bang.
Data above shows that 20% respondents strongly agree that they are used the new vocabulary they get after playing Mobile Legends Bang Bang. 20% agree that they are used the new vocabulary they get after playing Mobile Legends Bang Bang. 35.7% respondents answer neutral. 12.9% respondents disagree they are used the new vocabulary they get after playing Mobile Legends Bang Bang. And 11.4% respondents strongly disagree.

In general, there are many factors that can influence students in learning vocabulary. Therefore, it can be concluded that game Mobile Legends Bang Bang is influenced student to improve English Vocabulary Mastery. The result of this study was in line with Scurati et al. (2023:425) that game-based learning can help students acquire a range of desirable learning outcomes, such as how to be more sustainable and collaborative. Also by Dananjay & Kusumastuti (2019:57), revealed that “The respondents agreed that they spotted many new vocabulary...”. As has been explained that the questionnaire instrument has questions that contain affirmative, cooperative, cognitive and coonative aspects, which concludes that mobile legends bang bang can influence students in improving English vocabulary skills in senior high school students. In addition, the questionnaire also contained 1 short question about the new vocabulary they encountered after playing mobile legends bang bang. Here mostly new vocabulary they found, as follow:

<table>
<thead>
<tr>
<th>New Vocabulary</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Well Played</td>
<td>Permainan Bagus</td>
</tr>
<tr>
<td>Surrender</td>
<td>Menyerah</td>
</tr>
<tr>
<td>Time to Shine</td>
<td>Waktunya Bersinar</td>
</tr>
<tr>
<td>Pay Attention</td>
<td>Perhatian</td>
</tr>
<tr>
<td>Win Streak</td>
<td>Selalu Menang</td>
</tr>
<tr>
<td>Bait</td>
<td>Umpan</td>
</tr>
<tr>
<td>Dealing</td>
<td>Kesepakatan</td>
</tr>
<tr>
<td>Victory</td>
<td>Kemenangan</td>
</tr>
<tr>
<td>Rank</td>
<td>Tingkatan</td>
</tr>
<tr>
<td>Gather</td>
<td>Berkumpul</td>
</tr>
<tr>
<td>High Ground</td>
<td>Dataran Tinggi</td>
</tr>
<tr>
<td>Report</td>
<td>Laporkan</td>
</tr>
</tbody>
</table>

The table above shown the most answered words of open question. The question is “What is/are the new vocabulary you get after playing Mobile Legends Bang Bang”. Well played, surrender, time to shine, pay attention, win streak, bait, dealing, victory, rank, gather, high ground and report was the most words answered by respondents.

CONCLUSION

Mobile Legends Bang Bang are gave positive impact to students in senior high school levels. Based on the questionnaire above, the data shown. This is so accurate with theory of games can improve skills from previous study that has been studied. The next research is as wishes will be give more wide sample. So this title of research will be more valid.

REFERENCES


