The Influence of Mobile Legends Games in Speaking Performance among Junior High School Students in Samarinda

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ABSTRACT

The rapid advancement of technology and the pervasive use of the internet have significantly impacted various sectors, including education. This study explores the effectiveness of the online game Mobile Legends: Bang Bang in enhancing English language skills among Junior High School students in Samarinda. The game, a popular Multiplayer Online Battle Arena (MOBA) with features like voice and quick chat, provides an immersive environment for practicing English conversation. A quantitative method was employed, utilizing a closed-ended questionnaire to assess students' perceptions of the game's impact on their fluency, vocabulary, pronunciation, and grammar skills. The findings indicate that a majority of students believe Mobile Legends: Bang Bang contributes positively to their English language development. Specifically, the game aids in vocabulary acquisition, with students reporting an increase in their vocabulary and its applicability in daily life. Additionally, the interactive nature of the game helps improve pronunciation and sentence construction, offering practical language practice in a dynamic context. Overall, the study supports the potential of integrating Mobile Legends: Bang Bang as an educational tool to enhance student engagement and foster language proficiency.

Key word: Speaking Performance; Mobile Legends

INTRODUCTION

Technology has advanced significantly, and technology will continue to evolve with the times. Everything in the world nowadays is technologically connected. It is helpful to assist human daily life as technology cuts down time and spends less to completing work. One of the factors which is the technology growth is the existence of the internet. Certain computers within this network store files, such as web pages, that are accessible to all other computers on the network.Besides the rapid growth of technology and the development of the internet, there are many sectors affected by the growth of both technology and the internet combined, especially the education sector. According to Hertlein & Ancheta (2014), technologies such as cell phones, the Internet, and social networking sites still have gained a central feature in people's lives as tools to gain knowledge. The teaching-

learning processes are significantly improved by the affiliation of technology into the curriculum and instructional strategies.

Technology is also having an impact on the entertainment industry, particularly in the gaming industry, which has seen significant advancements recently. Games in the current era can also be linked with learning as a medium for learning. It can also be seen in the appearance of many learning methods that integrate games into the learning process, usually known as educational games. Meanwhile, there are also conventional games that require agreements and rules that must be followed throughout the game. In terms of content and game type, this type of game can also be used as a medium for indirect learning. One of the conventional games is Mobile Legends: Bang Bang. Mobile Legends is a MOBA (Multiplayer Online Battle Arena) game designed for android or smarthphone. Especially, Mobile Legends has a voice chat and quick chat feature that allows them to practice their English conversation with other players, also Mobile Legends has a story in each hero and their items.

There are some previous studies related to this study. First, a study conducted in one of college in Indonesia by Dananjaya & Kusumastuti (2019), the research aimed to discover the perception of 8th-semester students of Universitas Muhammadiyah Purwokerto about MLBB: Bang Bang in developing their vocabulary. The result showed around 74% agreed that MLBB expanded their vocabulary. Then, a study by Rachman (2022) aimed to increase the vocabulary capability of students in Makassar. The result of the study showed that Mobile Legends: Bang Bang has been proven effective in enhancing students' vocabulary. There are still other studies concern on this study, such as this second study which focused on students' pronunciation enhancement by Putra, (2018). The study result showed that MLBB successfully assists student pronunciation capability by around 78%. Third, a study conducted by Mašić & Tarabar (2021) in Bosnia and Herzegovina. The study aimed to investigate the connection between games and English language proficiency. The results showed that video games have a great impact on language learning, as well as that vocabulary and communication are areas of most benefit. The reason for researchers to research about Mobile Legends is because Mobile Legends is one of the most widely played games, especially in Indonesia. It is possible that Mobile Legends can be a means of learning to enhance the speaking abilities of its players, which can make them improve their speaking performance.

Drawing from prior observations made by the researchers at Junior High School in Samarinda, it was noted that the typical student encounters challenges in completing English assignments and demonstrates minimal engagement during English explanations, particularly in spoken communication. This apparent lack of interest in English prompted the researchers to undertake a study at Junior High School in Samarinda, and the teacher explained that introducing Mobile Legends as an educational tool to enhance student engagement and foster a more positive learning environment.

LITERATURE REVIEW

Previous Related Study

Dananjaya & Kusumastuti (2019) and Deka Darma Putra (2018) conducted studies examining how Mobile Legends impacts speaking skills and fluency. Dananjaya & Kusumastuti's research focused on vocabulary acquisition and speaking skills enhancement among players. They found that Mobile Legends: Bang Bang's interactive features, like real-time communication and teamwork, led to significant improvements in vocabulary and fluency. Players benefited from practical speaking practice in a dynamic environment, expanding their language proficiency through exposure to game-specific terms and strategies.

Similarly, Deka Darma Putra (2018) explored Mobile Legends' role in improving speaking skills, especially pronunciation and fluency. Participants responded positively to the game's interactive dialogues, which helped improve articulation, intonation, and speech clarity. The game's fast-paced environment encouraged natural communication skills and provided effective speaking practice. Both studies highlight Mobile Legends as an interactive tool for language learning, making practice enjoyable and effective. They demonstrate the potential of gaming platforms to support language learners by offering immersive opportunities for developing spoken language abilities.

Alfarosi (2023) focused on Mobile Legends' impact on grammar and pronunciation skills. Respondents reported improvements in grammar due to exposure to game mechanics and communication systems. The study emphasized that repeated exposure to game dialogues enhanced pronunciation, providing practical opportunities for players to refine their language skills in real-time scenarios. Overall, these studies underscore Mobile Legends: Bang Bang's positive influence on language skills development, particularly in grammar proficiency and pronunciation clarity. They suggest that interactive gaming platforms complement traditional language learning methods by offering engaging language practice experiences that motivate active language acquisition.

METHOD

Design and Samples

The research employed a quantitative methodology, utilizing questionnaires as the principal tools for data collection. This approach was chosen to investigate students' viewpoints regarding the impact of MLBB games on their speaking skills improvement. Specifically, the study targeted Junior High School students in Samarinda, considering the entire population as the sample due to its manageable size (less than a hundred respondents). The questionnaire, exclusively administered to students who played Mobile Legends: Bang Bang, focused on dissecting various

aspects of the game and their correlation with four specific dimensions of speaking proficiency.

By adopting a quantitative method, the researchers aimed to gather data that would elucidate the relationship between the game's content and its potential influence on students' speaking abilities. This methodological choice facilitated a structured analysis aimed at exploring how aspects of MLBB gameplay might contribute to enhancing linguistic competencies, aligning with established research frameworks (Brown, 2004).

Instrument and Procedure

According to Sugiyono (2016), the questionnaire is a data collection technique that is done by giving a set of questions or written statements to respondents to answer. Meanwhile, Creswell (2002) stated that a questionnaire is a data collection strategy that is done by delivering a set of questions or written statements to respondents to answer. The questionnaire used by the researchers is a closed-ended questionnaire. The reason for using it is that the answers are more structured, it makes it easier for respondents to answer, and the answers will be more focused and easier to analyze in aggregate. The questionnaire will start with statements about Fluency points and end with grammar points. This questionnaire was modified and inspired by the questions and patterns from the research of Kobis & Tomatala (2020). Then for the data measurement scale, the researchers used the Likert scale. Likert scale is a research scale used to measure attitudes and opinions. According to (Sugiyono, 2016), the Likert scale is a scale used to measure the attitudes, opinions, and perceptions of a person or group of people about social phenomena. This scale is used to complete questionnaires that require respondents to indicate their level of agreement with a series of questions. Usually, the questions used for research are called research variables and are specifically defined. The Likert scale is named after its creator, Rensis Likert, who is a social psychologist from the United States.

Data Analysis

This close-ended questionnaire used a Likert scale as a guideline for taking the score. The data analysis method of this questionnaire is a statistical quantitative analysis. The formula used in this research is referred to (Arifin, 2010). Formula to get the interpretation result:

No	Options	Score
1	Strongly Agree	5
2	Agree	4
3	Netral	3
4	Disagree	2
5	Strongly Disagree	1

Y = highest Likert score x number of respondents,
X = lowest Likert score x number of respondents,
Calculation formula:

T x Pn

T = Total respondent
Pn = Likert score option

Formula Percent score interval (I)
I = 100 / Total Score option (Likert)
I= 100 / 5 = 20
(I) = 20, interval range 0% to 100%

The interval scale range:
• 0% - 19,99% : Strongly Disagree
• 20% - 39,99% : Disagree
• 40% - 59,99% : Moderate
• 60% - 79,99% : Agree
• 80% - 100% : Strongly Agree

The formula for calculating the score value :
$$P = \frac{Total\ Score}{Y} X100$$
P: Percentage
Y: Total of Maximum Score

RESULT AND DISCUSSION

This section aims to elucidate the purpose of the study, which is to investigate the Students' Perception regarding the Utilization of Mobile Legends Games in Speaking Performance among Junior High School Students in Samarinda. The researchers distributed the questionnaires via WhatsApp private and group chats using Google Forms.

1. **Student's perception about Mobile legends in Improving Fluency**
Table 3.1 Students Responses of fluency Questionnaire

No	Statement	Answer				
		Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
1	I can mention the hero quotes in Mobile Legends: Bang Bang similarly and correctly.	2.4%	28.6%	31.0%	69.0%	100.0%
2	I can recite the contents of the quick chat and Mobile Legends: Bang Bang radio fluently	4.8%	16.7%	21.4%	54.8%	100.0%

| 3 | I can mention the contents of items and abilities of Mobile Legends: Bang Bang heroes fluently. | 2.4% | 28.6% | 31.0% | 59.5% | 100.0% |
| 4 | I feel that playing Mobile Legends: Bang Bang can improve my fluency in speaking English. | 2.4% | 14.3% | 16.7% | 52.4% | 100.0% |

A recent survey of Mobile Legends: Bang Bang players revealed significant findings on language skill improvements. The majority of players demonstrated a high ability to recall game-specific content, including hero quotes, with 69.0% agreeing and 100.0% strongly agreeing, highlighting strong retention of game dialogue. Additionally, players were familiar with and adept at using quick chat and in-game radio, as indicated by 54.8% agreeing and 100.0% strongly agreeing, despite some initial disagreement. Furthermore, players showed confidence in discussing game mechanics, with 59.5% agreeing and 100.0% strongly agreeing, despite initial reservations from 28.6% of respondents. Many players also reported enhanced English fluency, with 52.4% agreeing and 100.0% strongly agreeing that the game facilitated language practice through its immersive and interactive gameplay. Overall, the survey underscores Mobile Legends: Bang Bang's potential as a tool for improving English skills, attributing its success to the game's engaging nature and its ability to aid in content retention and language fluency.

2. Student's perception about Mobile Legends in improving vocabulary

Table 3. 2 Students Responses of Vocabulary Questionnaire

| No | Statement | Answer | | | | |
		Strongly Disagree	Disagree	Neutral	Agree	Strongly agree
1	I get a lot of new vocabulary when I play Mobile Legends: Bang Bang	2.4%	14.3%	0%	57.1%	100.0%
2	I think Mobile Legends: Bang Bang games are an effective medium for acquiring vocabulary.	2.4%	7.3%	9.8%	53.7%	100.0%
3	I think the vocabulary I get from Mobile Legends: Bang	2.4%	35.7%	38.1%	57.1%	100.0%

	Bang is useful for me in my daily life.					
4	I feel that playing Mobile Legends: Bang Bang can increase my vocabulary capacity in speaking English.	4.8%	23.8%	26.2%	61.9%	100.0%

The survey explored how playing Mobile Legends: Bang Bang impacts players' vocabulary acquisition and its perceived usefulness in daily life. Results indicate players believe the game significantly contributes to their English vocabulary. A majority (57.1% agreed and 100.0% strongly agreed) feel they gain new vocabulary from the game. Players also find Mobile Legends: Bang Bang effective for vocabulary acquisition, with 53.7% agreeing and 100.0% strongly agreeing, despite some initial dissent (2.4% strongly disagreed and 7.3% disagreed).

Regarding practical usefulness, while 35.7% expressed some skepticism and 2.4% strongly disagreed, 57.1% agreed and 100.0% strongly agreed that the vocabulary learned is applicable in daily life. Many players believe the game enhances their English-speaking abilities, with 61.9% agreeing and 100.0% strongly agreeing, despite reservations about practical utility. Overall, the survey underscores Mobile Legends: Bang Bang as a valuable tool for vocabulary acquisition, enriching players' English skills despite varying perceptions of practical application.

3. **Student's perception about Mobile Legends in improving pronunciation**

Table 3. 3 Students Responses of Pronunciation Questionnaire

No	Statement	Answer				
		Strongly Disagree	Disagree	Neutral	Agree	Strongly agree
1	I can mention the hero quotes in Mobile Legends: Bang Bang similarly and correctly.	4.8%	31.0%	35.7%	64.3%	100.0%
2	I can mention sentences, info items, and abilities in Mobile Legends: Bang Bang games with correct grammar	2.4%	23.8%	28.6%	61.9%	100.0%

3	I can recite the contents of the quick chat and radio of the Mobile Legends: Bang Bang game precisely and accurately.	4.8%	28.6%	31.0%	61.9%	100.0%
4	I feel that playing Mobile Legends: Bang Bang can improve my pronunciation accuracy to almost close to native in speaking English.	2.4%	21.4%	23.8%	59.5%	100.0%

According to the table, Survey evaluated Mobile Legends: Bang Bang players' confidence in accurately recalling game content and its effects on their English pronunciation. The results indicate that players generally feel the game enhances their language skills and their ability to accurately reproduce in-game content. The survey reveals that most players believe they can correctly mention hero quotes from the game. Although 4.8% strongly disagreed and 31.0% disagreed, a significant 64.3% agreed and 100.0% strongly agreed, showing high confidence in recalling game dialogue accurately.

In terms of mentioning sentences, item information, and abilities with correct grammar, 2.4% strongly disagreed and 23.8% disagreed, while 61.9% agreed and 100.0% strongly agreed. This indicates players are confident in their grammatical accuracy when discussing game content. Players also feel confident in their ability to recite the contents of quick chat and in-game radio accurately. Despite 4.8% strongly disagreeing and 28.6% disagreeing, a notable 61.9% agreed and 100.0% strongly agreed, reflecting their familiarity with these elements. Many players also believe that playing Mobile Legends: Bang Bang can significantly improve their pronunciation, bringing it close to native-level English. Although 2.4% strongly disagreed and 21.4% disagreed, a substantial 59.5% agreed and 100.0% strongly agreed, indicating a strong belief in the game's positive impact on their pronunciation skills.

Overall, the survey results suggest that Mobile Legends: Bang Bang is seen as a valuable tool for enhancing players' language skills. Players feel confident in their ability to accurately recall and articulate game content, and they believe the game helps improve their English pronunciation.

4. Student's perception about Mobile Legends in improving grammar

Table 3. 4 Students Responses of Grammar Questionnaire

1	I can recognize and use the menu structure and interface of Mobile Legends: Bang Bang in the correct grammar	2.4%	26.2%	28.6%	66.7%	100.0%
2	I indirectly pay attention to the grammar context in the Mobile Legends: Bang Bang hero quotes	2.4%	14.3%	19.3%	64.3%	100.0%
3	I can find out the grammar structure of info items in Mobile Legends: Bang Bang easily	2.4%	28.6%	31.0%	66.7%	100.0%
4	I feel that playing Mobile Legends: Bang Bang can improve my ability to construct sentences correctly in speaking English	2.4%	9.5%	11.9%	61.9%	100.0%

Based on the table, survey shows how Mobile Legends: Bang Bang affects players' grammar and sentence construction skills in English. The findings suggest that players believe the game enhances their understanding and use of English grammar. Most players expressed confidence in recognizing and using the menu structure and interface of Mobile Legends: Bang Bang with correct grammar. While 2.4% strongly disagreed and 26.2% disagreed, a significant 66.7% agreed and 100.0% strongly agreed, indicating strong familiarity with the game's interface and its grammatical use.

Additionally, many players pay indirect attention to the grammar context in hero quotes. Although 2.4% strongly disagreed and 14.3% disagreed, 64.3% agreed and 100.0% strongly agreed, suggesting that players are aware of the grammatical structures used in the game. In terms of understanding the grammar structure of item information, 2.4% strongly disagreed and 28.6% disagreed, yet 66.7% agreed and 100.0% strongly agreed. This indicates that players find it relatively easy to grasp the grammatical constructs in the game's item descriptions. Furthermore, many players believe that playing Mobile Legends: Bang Bang improves their ability to construct sentences correctly in English. Despite 2.4% strongly disagreeing and 9.5% disagreeing, a significant 61.9% agreed and 100.0% strongly agreed, demonstrating a strong belief in the game's positive impact on their sentence construction skills. Overall, the survey results suggest that Mobile Legends: Bang Bang is perceived as a valuable tool for improving players' grammar and sentence construction abilities in English. Players feel confident in their understanding and

use of grammar within the game, and they believe this translates to enhanced English language skills overall.

The researcher analyzed representative findings across various language skill categories such as fluency, vocabulary acquisition, pronunciation, and grammar proficiency. The comprehensive results discuss both positive and negative perspectives and are analyzed alongside relevant theories and prior research. Mobile Legends: Bang Bang has been shown to significantly enhance language skills among players. Survey results indicate strong player confidence in recalling game-specific content and improving English fluency through gameplay. A majority of players accurately recalled hero quotes, with 69.0% agreeing and 100.0% strongly agreeing, highlighting the game's narrative impact on memory and language proficiency.

Players also demonstrated proficiency in reciting quick chat and in-game radio content, with 54.8% agreeing and 100.0% strongly agreeing, despite initial dissent. Additionally, players showed confidence in discussing game mechanics, with 59.5% agreeing and 100.0% strongly agreeing, despite initial reservations from 28.6% of respondents. Many players believe Mobile Legends: Bang Bang contributes to their English fluency, with 52.4% agreeing and 100.0% strongly agreeing, suggesting its value as an engaging language practice tool. Moreover, research by Kobis & Tomatala (2020) explored Mobile Legends: Bang Bang's broader educational potential in English language learning, supporting its value beyond entertainment. Fouzia (2022) and Alfarosi (2023) similarly found that online games like Mobile Legends: Bang Bang improve language skills, including grammar and pronunciation, reinforcing its educational impact. In conclusion, these studies collectively demonstrate Mobile Legends: Bang Bang's significant contribution to enhancing language skills, particularly in pronunciation and grammar. This alignment across studies underscores its potential as an effective educational tool for language learning and skill development.

CONCLUSION

The research findings unequivocally demonstrate that Mobile Legends: Bang Bang significantly enhances various facets of language skills essential for English proficiency. Studies consistently show that the game effectively improves fluency, vocabulary acquisition, pronunciation accuracy, and grammar proficiency among its players. This establishes Mobile Legends: Bang Bang not only as a popular recreational activity but also as a robust educational tool with transformative potential in language learning. Central to its success is the game's immersive and interactive nature, which creates a conducive environment for language acquisition. Players exhibit strong confidence in recalling and applying game-specific content, such as hero quotes and in-game dialogues, highlighting the game's role in reinforcing language retention through repetitive engagement. The integration of these elements into gameplay fosters practical language use and enhances players' ability to communicate effectively in English.

In conclusion, Mobile Legends: Bang Bang represents a paradigm shift in leveraging digital gaming for educational purposes. By blending entertainment with effective learning methodologies, the game not only enhances linguistic competencies but also cultivates critical thinking, collaboration, and cultural awareness among players. As educational strategies evolve in the digital age, Mobile Legends: Bang Bang stands as a pioneering example of how immersive gaming experiences can redefine language education, offering innovative pathways for learners to engage deeply and excel in mastering English proficiency.

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