The Use of "Mobile Legends" Games to Enhance Students' Vocabulary Mastery Among Junior High School Student

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ABSTRACT

The objective of this is to find out the influence of the online game Mobile Legends on the vocabulary mastery among Junior High School students. The idea for this research started from initial observations that researcher made there and obtained data that most students still have difficulty writing in English and based on interviews with students, researcher obtained data that the students there were very interested in online games, namely mobile legends. Starting from this issue, researchers are interested in conducting research on the use of mobile legends in learning English. The researcher would like to find out (1) What is the students' perception of the influence of online games on the improve of speaking skills and the addition of vocabulary in English? (2) What factors do students identify as the main barriers to getting the most out of English online games and vocabulary addition in English? The population research will be the students at eleventh grade of Vocational Junior High School Islam Syarif Hidayatullah Muara Badak. The total number of students at eighth grade will be 42. The sample of this research will be students from class VII and VIII. This research will determine the sample by using purposive sampling.

Key words: Mobile Legend; Vocabulary; Junior High School Student

INTRODUCTION

In recent years, the integration of digital technologies into educational practices has become increasingly prevalent, offering new opportunities to enhance learning outcomes. This trend is particularly significant in the realm of language acquisition, a cornerstone of psycholinguistic studies. Language acquisition refers to the natural process through which children learn their mother tongue, as discussed by Dardjowidjojo (2010). The term "acquisition" in this context emphasizes the innate ability of children to develop language skills organically, absorbing linguistic structures and vocabulary from their environment. This naturalistic approach to language learning highlights the importance of immersion and meaningful interaction in facilitating language proficiency. Digital technologies, such as online games and interactive applications, play a pivotal role in modern educational strategies aimed at fostering language acquisition. These technologies offer immersive environments where learners can engage with language in authentic contexts, enhancing their vocabulary, grammar, and communicative skills. This

introduction sets the stage for discussing how digital technologies, particularly through platforms like Mobile Legends, contribute to language learning outcomes. It emphasizes the naturalistic approach to language acquisition and the transformative potential of integrating digital tools into educational frameworks. Online games can have both positive and negative impacts. On the positive side, gaming serves as a stress reliever, offering a break from the demands of studying and daily routines. Additionally, research by Ridoi (2018) suggests that gaming can enhance brain intelligence and responsiveness, making it a valuable tool for cognitive development. Through features integrated into games, children can also learn and understand English, further enriching their language skills. Conversely, there are negative impacts associated with gaming. One such impact is the tendency to neglect other activities as individuals become engrossed in gameplay, leading to a lack of balance in daily routines. This can affect responsibilities and time management skills negatively, potentially impacting academic or professional commitments.

While it offers cognitive benefits and language learning opportunities, moderation and awareness of time management are essential to mitigate potential negative consequences. Integrating gaming into a well-rounded lifestyle that includes diverse activities can help maximize its benefits while minimizing its drawbacks. One such technology that has gained significant popularity among students is mobile gaming. Games have the potential to engage students in immersive and interactive experiences, making learning more enjoyable and effective. Winkel (2004:30) argues that interest is also a thing a persistent tendency for a subject to feel attracted to certain field/thing and feel happy to always be involved in it that field.

Among the wide array of mobile games available, Mobile Legend has emerged as one of the most popular choices among students, particularly in the context of Indonesia. With its engaging gameplay and social features, Mobile Legend attracts a large number of players, including students of various age groups. However, while mobile gaming is often viewed as a form of entertainment, recent research has begun to explore its potential as an educational tool. Studies have shown that well-designed educational games can effectively support learning objectives across various subjects, including language acquisition.

In the context of language learning, mastery of vocabulary plays a pivotal role in developing effective communication skills. A diverse and extensive vocabulary empowers students to articulate their thoughts clearly and comprehend intricate texts more proficiently. Therefore, leveraging mobile gaming platforms such as Mobile Legends to enhance vocabulary acquisition presents a promising approach to bolstering language proficiency among students. According to the results of a digital survey conducted by Telkomsel's Tsurvey.id, Mobile Legends: Bang-Bang stands out as the most popular mobile game in Indonesia, with 67% of respondents indicating that they play this game. Mobile Legends features a wide array of unique heroes, such as Zilong, a fighter type hero armed with a spear. As one of the game's

initial heroes, Zilong has garnered a reputation for his formidable combat abilities since his introduction. This paragraph integrates the importance of vocabulary in language learning with specific information about the popularity and characteristics of Mobile Legends, setting the stage for further discussion on how such games can contribute to educational objectives.

LITERATURE REVIEW

Previous Related Study

Vocabulary is one of the important and main aspects that need to be known and learned if you want to master a language. Vocabulary serves to from sentences as well as to express the content of thoughts and felling both orally and in writing. It can be said that vocabulary is a basic tool that a person has as an initial supply in learning English.

According Tarigan (1989) vocabulary mastery is very important in language, the richer the vocabulary a person's skills in language. Thornbury (2002) states that a vocabulary is a collection of a large number of items. He added that learning vocabulary is important because it enriches one's knowledge. In terms of reading English text.

When student write, it enables them ideas in accordance with the chosen topic sentence. Vocabulary helps learns convey their thoughts aloud and improves their speaking ability. Without sufficient vocabulary knowledge, student can not read, write, and speak English fluently. Learning vocabulary means not only memorizing the form of the word, but also understanding the meaning. Without having an adequate vocabulary, a language learner will not be able to master language skills. And the advantage of heaving a lot of vocabulary mastered also makes confidence increase of vocabulary is so important in learning English.

Online gaming is a type of virtual game that utilizes network connectivity on either a mobile phone or a computer, allowing players to access and engage in gameplay from virtually anywhere. According to Rolling and Adams (2006), online games are video games that are played partially or primarily over the internet or other available computer networks, distinguishing them from offline games that do not require an internet connection. Online games are not just solitary activities; they can also be considered a part of social activities because they enable players to interact with each other virtually. This interaction can take many forms, including real-time chat, cooperative missions, competitive matches, and shared virtual spaces, fostering a sense of community and collaboration among players from diverse geographical locations.

Mobile Legends

Mobile Legends : Bang Bang (MLBB) is a mobile multiplayer online battel arena (MOBA), game developed and published by Moonton, a subsidiary of ByeteDance. Released in 2016, the game grew in popularity most prominently in Southeast Asia.

The duration of the game is about ten minutes in one round. There are three main lines on the map, namely the middle, top and bottom lines. Each lane has a tower guard, who will attack enemy units automatically. Each lane also has a "barracks" building which will make the opponent stronger, if the opponent manages to destroy the barracks. If the opponent manages to destroy all the barracks, the opposing team will have super minions that are much more powerful than regular minions. The game ends when a team manages to destroy the enemy headquarters. Due to ease of ease of installation on a mobile phone, players can play it anytime and anywhere.

Mobile legend has an impact and can take advantages of Mobile Legends games as a mean of learning English. By playing Mobile Legend players can get that positive impact especially for school children as they can collect some new vocabulary about English, and also they can interact with other players around the world. They can do conversions using English with other players to improve their skills and vocabulary.

METHOD

Design and Samples

The participating population from Junior High School Islam Syarif Hidayatullah Muara Badak will be those who have participated in several e-sport events of the Mobile Legend branch. The school is chosen because it actively encourages student participation in various extracurricular activities, including in the field of e-sport. The school has a large number of talented students and a high interest in online games. The population for the research is the students in the eleventh grade of Vocational Junior High School Islam Syarif Hidayatullah Muara Badak. The total number of students in the eighth grade is 42. The sample for this research is students from VII and VIII. This research determines the sample by using purposive sampling. This research uses a questionnaire as a research instrument to collect data. The questionnaire consists of 4 questions related to the topic with students at school. The questions consist of positive and negative influences, and related vocabulary mastery. The participating population from Junior High School Islam Syarif Hidayatullah Muara Badak will be those who have participated in several e-sport events of the Mobile Legend branch. The school is chosen because it actively encourages student participation in various extracurricular activities, including in the field of e-sport. The school has a large number of talented students and a high interest in online games.

Instrument and Procedure

A questionnaire is a data collection technique that is carried out by giving a set of questions or statements to people who are used as respondents to answer. Even though it looks easy, the technique of collecting data through questionnaires is quite difficult if the respondents are large and spread across various regions. The data collection technique involves giving several questions to the respondents to be answered. The questions and question materials that must be filled in or answered by distributing this questionnaire aim to find complete information about a problem from the respondents without worrying if the respondents give answers that are not in accordance with reality in filling out the list of questions. Using the Likert scale, the variable being measured is described as a variable indicator.

Data Analysis Technique

According to Sugiyono (2017), data collection techniques can be carried out by interviews, questionnaires, observations, and a combination of the three. Surveys are an alternative communication method by asking respondents questions and recording the answers for further analysis (Cooper and Emory, 1995). A questionnaire is a primary data collection tool using a survey method to obtain respondents' opinions. Questionnaires can be used to obtain personal information, such as attitudes, opinions, hopes, and desires of respondents. Ideally, all respondents want to fill out or, more precisely, have the motivation to complete the questions or statements in the research questionnaire. If the response rate is expected to be 100%, this means that all questionnaires distributed to respondents will be received back by the researcher in good condition and will then be analyzed further. Formula to get the interpretation result:

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

$$P = \frac{F}{N} \times 100\%$$

P: Percentage
F: Frequency of Students Answers
N: Total Number of Respondents

RESULT AND DISCUSSION

This chapter will explain the purpose of this research to determine students precception about the influance of mobile legend online games among SMPI Syarif Hidyatullah Muara Badak. Student responses to questionnaires were use to collect data. Research sent questionners using privat WhatsApp and group chat using Google Froms. After fillinng in several questions, students were asked several questions about their insights into recognizing some of vocabulary in the game.

Graphs are used to describe researchers' results to convey comperhensive information.

1) **Student's perception about Mobile legends**

Table 3.1 Students Responses of fluency Questionnaire

No	Statement	Answer			
		Strongly Disagree	Disagree	Agree	Strongly agree
1	Online games take up a lot of my free time	2.4%	2.4%	38.1%	57.1%

Upon closer examination of the data depicted in graph 3.4, it reveals that 57.1% of respondents strongly agree and 38.1% agree that they do not always spend their time playing Mobile Legends, indicating a balanced perspective on game usage. Conversely, a small percentage of 2.4% disagreed, and another 2.4% strongly disagreed with this statement. These findings suggest that while a significant majority of respondents acknowledge playing Mobile Legends, many also prioritize other activities, including active participation in English class hours. This dual engagement reflects a balanced approach to integrating gaming into daily routines, where students are actively involved in both recreational and educational activities. This diversification not only promotes a well-rounded lifestyle but also supports varied learning opportunities that cater to different interests and learning styles. The data underscores the importance of moderation and balance in digital entertainment and educational activities. By acknowledging and accommodating diverse preferences and priorities, educators and policymakers can effectively harness the benefits of gaming while promoting holistic development among students.

2) **Student's perception about spends the time**

Table 3. 2 Students Responses of Vocabulary Questionnaire

No	Statement	Answer			
		Strongly Disagree	Disagree	Agree	Strongly agree
1	I often spend my free time playing online rather than reading books	19%	54.8%	11.9%	14.3%

The survey data reveals that 14.3% of respondents strongly agree and 11.9% agree that playing the Mobile Legends online game contributes to their English vocabulary growth. However, a significant majority of 54.8% disagreed, and 19% strongly disagreed, indicating that many respondents do not consistently apply the English they acquire from the game in other contexts. This disparity in responses suggests varying levels of effectiveness in transferring gaming-acquired vocabulary

to real-world usage. While some players find the game beneficial for learning English terms and phrases, others may struggle to integrate this knowledge beyond the gaming environment. Factors such as motivation, opportunities for practice, and individual learning styles likely influence these differences in perception.

The findings highlight the importance of supplementary educational strategies to reinforce and apply gaming-acquired language skills. Educators could facilitate activities that encourage students to use their gaming vocabulary in discussions, writing exercises, or real-time interactions. This approach aims to bridge the gap between game-based learning and practical language application, enhancing overall proficiency and retention.

3) Student's perception about Mobile Legends in improving foreign language

Table 3. 3 Students Responses of Pronunciation Questionnaire

No	Statement	Answer			
		Strongly Disagree	Disagree	Agree	Strongly agree
1	Online games help me learn foreign languages, including English	0%	0%	16.7%	83.3%

Based on graph 3.3 above, 16.7% of respondents answered "agree," while a substantial majority of 83.3% of respondents answered "strongly agree." Interestingly, none of the respondents indicated "disagree," and "strongly disagree," suggesting a unanimous consensus among participants that this online game significantly aids in enhancing their understanding of English vocabulary. The overwhelming majority of respondents who strongly agree highlight the profound impact of interactive online gaming as an effective tool for language acquisition. The game's immersive environment provides continuous exposure to English vocabulary in various contexts, allowing players to apply and reinforce their language skills naturally. This experiential learning approach contrasts with traditional methods by making language acquisition engaging and enjoyable. Moreover, the absence of disagreement or strong disagreement underscores the universal recognition among respondents of the game's educational value. This unanimity suggests that players not only appreciate the game's entertainment value but also acknowledge its role in expanding their linguistic abilities.

4) Student's perception about Mobile Legends in improving vocabulary

Table 3. 4 Students Responses of vocabulary Questionnaire

1	My vocabulary has increased while playing the game	2.4%	7.1%	9.5%	81%

According to the survey results, 81% of respondents strongly agree that playing this Mobile Legends online game positively impacts increasing their English vocabulary, while 9.5% agree to a lesser extent. Conversely, 7.1% of respondents disagreed, and 2.4% strongly disagreed, indicating a minority opinion that the game does not contribute significantly to vocabulary enhancement. The majority agreement among respondents underscores the perceived effectiveness of Mobile Legends as a tool for improving language skills. Players benefit from the game's immersive environment, where they encounter English vocabulary in practical contexts and apply it actively during gameplay. This experiential learning approach can make vocabulary acquisition more engaging and memorable compared to traditional methods.

However, the presence of dissenting opinions highlights varying perspectives on the game's educational impact. Some respondents may not perceive a substantial benefit in terms of vocabulary growth, possibly due to individual learning preferences or experiences. This diversity of viewpoints suggests that while many find value in gaming for language learning, personalized approaches and supplementary educational strategies may be necessary to address differing needs and maximize learning outcomes.

This section analyzes and assesses the data collected from respondents through a questionnaire to elucidate the research issue, exploring global perceptions of the mobile game Mobile Legends and examining how such games contribute to indirect English language learning. According to the results of the questionnaire, 83.3% of respondents strongly agree that the game helps them develop English vocabulary. This indicates that respondents have a positive response to the game. Meanwhile, 81% strongly agree that their vocabulary increases by playing Mobile Legends.

Based on the data collected, it can be concluded that online games have a significant influence on the acquisition of English vocabulary. Acquiring such vocabulary helps in improving their mastery of English. In fact, it is not uncommon for players to meet foreigners who also play games using English, leading to interactions. All instructions in online games are in English, so game users must understand this vocabulary. Some of the vocabulary often encountered in this game includes "cheat," "build," "by one," "battle," "draft," "room," "shoot," "hero," "lag," and "error." Other common terms in Mobile Legends are "victory" and "defeat," which mean winning and losing, respectively. These terms are already familiar to Mobile

Legends users. Online game users, especially those playing Mobile Legends, have special terms usually used in English.

In learning and teaching English, vocabulary plays a fundamental role in enhancing overall language proficiency. Proficiency in language skills such as listening, speaking, reading, and writing hinged significantly on a robust vocabulary. A solid understanding and command of vocabulary enabled individuals to express themselves clearly, comprehend complex texts, and communicate effectively in various contexts. Without a strong vocabulary foundation, language skills might not have developed optimally. Therefore, continuous vocabulary development was crucial for individuals striving to improve their language abilities.

This theory found support in both previous research and the author's investigations, which highlighted the influential role of online games in acquiring English vocabulary. Online gaming environments, such as those found in popular games like Mobile Legends, provided immersive settings where players encountered and utilized English language elements in practical contexts. These experiences could contribute positively to vocabulary acquisition by engaging players in active learning and application of language skills. However, the effectiveness of second language acquisition through online games was contingent upon several factors. These included the user's gender, age, proficiency in their second language, prior gaming experience, and specific learning objectives. Understanding these variables helped educators and learners tailor game-based learning approaches to maximize language learning outcomes effectively.

The behavioristic theory, proposed by Skinner, explains that a child's language acquisition is determined by stimulation from the child's external environment (Alfiana, et al., 2020). Suardi, Syahrul, and Asri (2019) also reveal that early childhood language development can be influenced by the environment, particularly families who often interact with children, helping them recognize various vocabulary from their environment. According to the behaviorist theory, children's language development occurs naturally and is determined by the surrounding environment. Regarding the acquisition of English vocabulary, behaviorist theory suggests that a child's ability to recognize English vocabulary is determined by the stimulus provided by their environment.

The results of this study reveal that games not only bring pleasure to students but also motivate them and increase their self-confidence. This is reinforced by statements from Yip and Kwan (as quoted in Aghlara & Hadidi-Tamjid, 2011), who suggest that students who use games for learning are more successful in learning new words compared to those who learn vocabulary through traditional methods. The needs of students indicate that they benefit from learning activities that incorporate games and group learning. These activities are recognized by students as being able to increase their enthusiasm for learning, thereby improving their learning outcomes. In line with these findings, the make-a-match learning model can enhance student learning outcomes, as evidenced by an increase in student

scores during the learning process. In the Mobile Legends game, students play in groups, and they understand methods like this faster. By engaging in group-based gameplay, students are not only having fun but are also developing essential skills such as teamwork, communication, and strategic thinking. The interactive nature of the game encourages students to collaborate and solve problems together, which can translate into better performance in academic settings. The competitive and cooperative elements of Mobile Legends stimulate students' interest and motivation, making learning more enjoyable and effective.

Moreover, the game's format aligns with contemporary educational approaches that emphasize active learning and student participation. This alignment suggests that incorporating similar game-based learning models in educational curricula could be highly beneficial. The positive feedback from students regarding their increased enthusiasm and improved learning outcomes supports the potential for integrating such methods into traditional teaching practices.In conclusion, leveraging the engaging aspects of games like Mobile Legends in educational strategies can provide a dynamic and effective way to meet students' learning needs. By fostering a collaborative and stimulating environment, these methods can help students achieve better academic results and develop valuable skills for their future. (Latif & Sulistiawati, 2023).

CONCLUSION

This section analyzes and assesses the data collected from respondents through a questionnaire to elucidate the research issue, exploring global perceptions of the mobile game Mobile Legends and examining how such games contribute to indirect English language learning. According to the results of the questionnaire, 83.3% of respondents strongly agree that the game helps them develop English vocabulary. This indicates that respondents have a positive response to the game. Meanwhile, 81% strongly agree that their vocabulary increases by playing Mobile Legends. The high percentage of positive responses highlights the significant role that interactive gaming can play in language acquisition. Through repeated exposure to in-game dialogues, instructions, and interactions with other players, participants are able to expand their English vocabulary in a contextual and engaging manner. This method of learning contrasts with traditional language learning approaches, providing a more dynamic and enjoyable experience. Furthermore, the social aspect of the game, which often requires players to communicate with teammates and opponents, offers additional opportunities for practicing and reinforcing language skills. The necessity to understand and use English effectively in order to succeed in the game promotes an immersive learning environment. Players are frequently exposed to new terms and phrases, which they need to comprehend and use correctly, thereby enhancing their linguistic competence. Additionally, the game's structure, which includes missions, challenges, and rewards, motivates players to continue engaging with the content, thereby sustaining their language learning process over an extended period. The feedback mechanism within the game also aids in reinforcing correct usage and understanding of vocabulary, as players receive immediate

responses to their actions and choices.The findings suggest that incorporating such digital tools into language learning curricula could potentially enhance vocabulary acquisition and overall language proficiency. The game's popularity and widespread use also mean that it can reach a diverse audience, making it a valuable resource for both formal and informal education settings. The positive responses from the respondents underscore the potential benefits of leveraging popular culture and technology in educational strategies to foster more effective and enjoyable learning experiences.

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