

ABSTRACT

Efi Ismayanti: The Students' Intensity in Playing PlayStation Game for Mastering English Vocabulary (A Research on Year Two of the SMPN 8 Bandung)

This research comes from the phenomenon that occurs to adolescents in Indonesia. They like playing PlayStation game, they spend their time to play it, and even they master many titles of PlayStation game. Most PlayStation games use English; therefore, this research intends to find out the correlation between the students' intensity in playing PlayStation and their mastery of English vocabulary. The research is done into the students of Year Two of the SMPN 8 Bandung.

This research uses descriptive method to describe the correlation between the students' intensity in playing PlayStation game and their mastery of English vocabulary; therefore this research is correlational descriptive research. To collect the data, questionnaire and test are used as the technique. The questionnaire is used to find out the students' intensity in playing PlayStation game (variable X). It consists of 20 items and comprises interest, motivation, and activity. Meanwhile, the test as variable Y is used to find out the students' mastery of English vocabulary. It consists of 30 items and comprises noun, pronoun, verb, adjective, adverb, and preposition.

After calculating the data, the average score of each variable is attainable. The average score of variable X is 3.1. It is on scale 2.5 – 3.5 and the qualification is **average**. Meanwhile, the average score of variable Y is 75. This score lies on scale 70 – 79 and the qualification is **good**. Based on the correlational analysis, $t_{\text{count}} (2.176) > t_{\text{table}} (2.022)$, it means the hypothesis is received. In other word **there is a correlation between students' intensity in playing PlayStation game and their mastery of English vocabulary**. This correlation is low because the correlation coefficient is 0.329. This score is on scale 0.30 – 0.49. In addition, the influence of students' intensity in playing PlayStation game on their mastery of English vocabulary is 10.8%. In other word, students' mastery of English vocabulary is influenced by other factors as much as 89.2%.

Based on calculation, there is a correlation between students' intensity in playing PlayStation game and their mastery of English vocabulary. Therefore, video game, for example PlayStation game, can be a learning source. Students' can attain new vocabularies from their favorite activity, for example playing video game.