CHAPTER I

INTRODUCTION

This research elaborates on the background of the study, research question, research purpose, research significance, research scope, conceptual framework, and research methodology.

A. Background

The competitive multiplayer game "Player unknown's Battleground" makes "Battle-Royale" its primary genre. A 1999 published novel served as the basis for the 2000 Japanese classic movie Battle-Royal. The PUBG Mobile game can be played alone, in a pair with two other players, or in a squad with four other players, either at random or by inviting friends from the buddy list. Because the opponent will move according to a specific strategy format when playing in this format, it is harder to win. Therefore, additional winning tactics must be considered (Santoso, 2017). (Cobobi, 2020) claims that PUBG Mobile is one of the numerous virtual engagement tools. It also offers elements that let players of this game work together in group projects while still giving them the choice to play alone.

After its debut, PUBG Mobile's popularity has grown even more. It is understandable why there are mobile gaming aficionados all across the world, including Indonesia. It may also be argued that the growth of PUBG Mobile in Indonesia has been much more important, particularly in terms of popularity. Even though PUBG Mobile faces stiff competition from other Battle Royale games, it still boasts a higher rating on Google Play. PUBG Mobile overtook Fortnite as the most well-known Battle Royale game in 2020, according to Esports Charts statistics. With a cumulative viewing time of 134.5 million hours, PUBG Mobile is the most viewed game ever according to the Esports Charts report. Free Fire is only able to garner a total viewing time of 132.2 million hours, which is inversely proportionate to its rival battle royale games. This can demonstrate that, among mobile games with a battle royale theme, PUBG Mobile continues to have the greatest level of popularity.

Because students may use English while they play online games, they will also be exposed to learning the language. They will broaden their English vocabulary by playing PUBG Mobile. English as a second language requires four abilities. In addition to speaking and writing, they are also listening. English is the official language of the world, thus it is essential to study it thoroughly (Lutfiatun, 2017). In other words, English serves as a vital communication tool for people living in different nations. To acquire a wider range of knowledge and information, people need to comprehend and be proficient in English. The key to learning English fluently, according to Wardani (2015: 133), is developing your vocabulary. We can improve our English by having a large vocabulary since expanding one's vocabulary is crucial to learning any language, not only because it closely correlates with pupils' intellectual development but also because doing so greatly enhances all four language abilities.

Meanwhile Dalimunte (2018) says that utilizing games to increase vocabulary has certain benefits, the first is that kids love playing games in general. They constantly engage in games. They play more during their leisure time. Second, the game provides an environment for natural dialogue between them. They occasionally forget about their shoes when playing games. Third, playing games can encourage kids to use the language they are learning. Then, creating a game to engage kids in the learning process and get them excited about it is one method to do it. According to Risnawati (2019: 15), games are engaging, inspiring, and difficult for young learners. The pupils can practice social skills by playing games.

Preliminary findings from the English Education Departement student's in Bandung suggest that students' perceptions that studying English is challenging are a factor in their lack of enthusiasm to do so. Additionally, studying English is difficult due to a lack of resources and educational facilities. More than ten students from the English Language Education Department played PUBG Mobile, and they had no trouble understanding the game's use of English jargon. Furthermore, the Department's student body has organized tournaments in PUBG Mobile.

The Department of English Education will get inspiration and creativity from the results of the current research to expand students' English vocabulary. Any language's instruction and learning depend heavily on vocabulary. It is essential that language learners master this language foundation (Ashraf et al., 2014). In general, a person's vocabulary is the collection of words that they use when speaking a certain language. Speaking, reading, listening, and writing in a foreign language all depend on vocabulary, which is a crucial component (Huyen & Nga, 2015). Students must grasp language since it is necessary to communicate ideas and interpret meaning from others (Alqahtani, 2015). According to Kridalaksana (2013), vocabulary is a part of the language that preserves all of the knowledge about the meaning and use of words.

There are several studies related to research on the impact of PUBG mobile on vocabulary. First, a study was conducted by (Sastradwija Putra Perkasa & Dedi Rahman Nur, 2020), entitled Effectiveness of Player Unknown Battleground (PUBG) video Game in Improving Vocabulary. This research was conducted quantitatively by using an experimental design. Second, research from Yuli Andriyanto (2019) titled "The Influence of Online Games on Student Achievement in Communication Studies, University of Semarang." This study focuses on the effect of using online games on value achievement. This study used the quantitative method. Third, a study was conducted by (Lusy Angraeni, Chuzaimah, & Fadli Nasir, 2019) entitled "Investigating EFL Students' Perception of English Vocabulary Acquisition Through Online Gaming." This study has investigated students' perceptions of learning English vocabulary through online game media. In addition, this study uses quantitative research with the results that students get some new vocabulary when they play online games.

From these three studies, there are differences with the current research in 2023, the first and second researchers have examined the impact of playing online games while the current researcher focuses on student perceptions of the PUBG online game in 2023, the third research has examined students' perceptions of English vocabulary using quantitative methods. while the current researcher takes students'

perceptions about the PUBG online game on English vocabulary in speaking and then explore the perceptions of students that have been collected.

B. Research Questions

From the description above, this research is intended to answer the two following questions:

1. How do the students use PUBG Mobile for their English vocabulary mastery?
2. What are the student's perceptions of the effect of PUBG Mobile on their English vocabulary?

C. Research Purpose

From the research questions above, this study is aimed at obtaining the following purposes:

1. To investigate how the students use PUBG Mobile for their English vocabulary mastery.
2. To find out the student's perceptions of the effect of PUBG Mobile on their English vocabulary.

D. Research Significances

The researcher expected that the results of this study are useful both theoretically and practically.

Theoretically, The results of this study can be utilized as resources and references for English teachers who are seeking for efficient and effective approaches to increase their pupils' vocabulary. This study has the potential to serve as a data source for educators interested in establishing cutting-edge vocabulary development approaches as well as a source for future academics interested in improving English vocabulary utilizing PUBG mobile game media.

Practically, Teachers and lecturers will take the student responses from this study into consideration when deciding how to teach English vocabulary using online gaming media. The study's findings are meant to inspire students to acquire

and broaden their English vocabulary outside of the classroom in order to improve their four English-language proficiency abilities listening, reading, speaking, and writing.

E. Research Scope

This study aims to investigate how students' use of PUBG Mobile affects their mastery of English vocabulary. This study focuses on how students interpret utilizing online game media to increase their vocabulary in English. Students from the Department of English Education at a state Islamic University in Indonesia served as the subjects of this study.

F. Conceptual Framework

The conceptual framework is a written or visual representation of the expected relationship between variables. A variable is simply a characteristic or property that you want to study. The conceptual framework is generally developed based on a literature review of existing studies and theories on the topic. Therefore, the research has used several supporting theories for this research to be carried out.

1. English vocabulary

According to Nugroho and Suprapto (2017:192), vocabulary is a set of words in a language that an individual speaker uses to convey meaning or communicate what they wish to say. According to Pravijanti (2015:9), vocabulary includes all words with meanings that are commonly used by users of a certain language. According to Alqahtani (2015:21), vocabulary learning is an important aspect of foreign language learning since the meaning of new terms is frequently highlighted, whether in books or in the classroom. According to Dalimunte (2018), vocabulary is one of the components of language that plays the most crucial role in developing four language skills. It suggests that vocabulary is extremely essential because without vocabulary we cannot learning four language skill especially speaking skill.

According to Harmer in Purnama (2018), vocabulary is one of the most evident aspects of language and the area to which practical linguistics pays the most

excellent attention. According to Bowman in Ababneh (2013), vocabulary is incorporated into all subject areas. It is included in the curriculum, which implies that using vocabulary is a necessary aspect of reading, writing, and laying the groundwork for efficient communication. Furthermore, according to Wilkin in Thornbury (2002:13), without vocabulary, nothing can be spoken, and only a very limited amount may be said without grammar.

2. Learning vocabulary using online game

Language researchers have begun to focus their attention to vocabulary learning through games. According to Donmus (2010), integrating games into the classroom has been demonstrated to increase students' command of language vocabulary while making language learning appear fun. This relates to the assertion made by Kuzu and Ural (2010) that the synergy between games and education results in enjoyable education. Students who learn via playing games exhibit favorable attitudes and emotions, and they are more motivated to study.

In the contemporary global period, English has grown in importance. International language proficiency is a requirement for everyone, including both students and non-students. Veronika (2018) argues that teachers need a proper approach to teaching English to pupils in order to prepare students for acquiring English as a foreign language.

3. PUBG online game

Online games are games that require an internet connection. In general, online games are video games that can be played if the user uses an internet connection. According to the Indonesian Spelling Guidelines (PUEBI), online games consist of two words, namely online and game, game is a set of systems commonly used to play, while online means that the system is connected to the internet. With the development of millennial online game technology, there are already many fans and users among children, teenagers and adults (Sagara & Masykur, 2018). A survey conducted by the Association of Indonesian Internet Network Providers (APJII) in

2016 found that 132.7 million Indonesians were connected to the internet out of total population of 256.2 million people.

Playerunknown's battleground, or PUBG for is a game where you must survive against 100 other players and be the last to live (pubgmobile.gcube.id, 2018). Regarding battle royale games, it's clear that PlayerUnknown's Battlegrounds (PUBG) is the game best known as the originator of the battle royale game. Even now, other popular games such as Call of Duty and Battlefield are also starting to embed game modes similar to PUBG. PUBG Corp recently announced that it had sold 50 million copies of the PUBG game for the Xbox One console and PC. According to the company, the total number of cross-platform players reached 400 million people. If 50 million people play on PC and Xbox One, another 350 million play on Android and iOS mobile devices (Pratomo, 2018).

4. Students' perception

Students' perceptions are thoughts, opinions, and feelings about people, the environment, and things (Schunk & Meece, 2009). However, students' perceptions must be a learning process that is built to train their thoughts and opinions. However, students must take part in the learning process. In addition, students' perceptions will be meaningful when applied in the learning process. According to Shuell (1986), as quoted by Schunk & Meece (2009) states that student perception is a type of metacognitive process, two types of metacognitive in learning; a). The first type helps organize necessary learning activities, such as planning, organizing information, and measuring one's level of understanding; b). The second type relates to what students do and do not understand, the information being taught, and the methods used in the learning process.

However, students' perception of learning English is very important, especially in this study. Because when learning English as a foreign language, we will encounter several obstacles, both in terms of methods or approaches to learning English. According to Ekalestari et al. (2018), students' perceptions of learning

English are important because many studies have found that students feel insecure about learning English.

G. Previous Study

There are several studies related to research on the impact of PUBG mobile on vocabulary in speaking. First, a study was conducted by Perkasa and Nur (2020), about the use of these games in the classroom contributes to greater engagement and promotion learning process and children's academic development. This research was conducted quantitatively by using an experimental design. This study used a questionnaire instrument, post-test, and pre-test. The population includes 20 College students in Samarinda are participants involved in this research. The results of this study are greater in encouraging the learning process and children's academic development and the learning process becomes fun and stress in the learning process is greatly minimized by involving children in these activities. The similarities between previous and current research are that both research online games. While previous research discussed the effects of video games on vocabulary development, the current research focuses on students' perceptions of using PUBG Mobile for English vocabulary development. Data collection in previous studies used a questionnaire, while the current study used a questionnaire and interviews. The previous research participants were twenty students, while the current study involved ten students from the English department.

The second study was conducted by Andriyanto (2019), in the study discussed the effect of online games on the achievement of English scores. This study has used a quantitative method with a survey approach. This study has used a questionnaire instrument and library research. In this study, 87 students at the University of Semarang were used. The results of this study indicate that the higher the level of online gameplay for students, the lower student achievement, especially for male students, and vice versa, the lower the level of online gameplay, the higher the learning achievement of female students. Online gameplay is related to student achievement. The similarities between current and previous research are discussed in online games on learning. While previous research has focused on the effect of

online games on student achievement, the current research focuses on student perceptions of developing English vocabulary. In the previous study, the quantitative method was used, and a questionnaire and library research was used, while in the current study, a questionnaire and interview were used as instruments.

Third, a study was conducted by Angraeni et al. (2019). This study investigates students' perceptions of learning English vocabulary through online game media. In addition, this study uses quantitative research with the results that students get some new vocabulary when they play online games. This study involved 30 students from semester 4 of the English Department of UMI Foreign Language Academy as participants. This study uses questionnaires and interviews. The questionnaire uses 12 questions to see students' perceptions, after collecting their answers, an interview will be conducted to seek more information. From the data analysis, it can be concluded that the results of the research based on the 12 items above, the most chosen by students are items 2 and 8, students who understand the meaning of new vocabulary while playing games, and Students who make a list of new vocabulary and write the translation in Indonesian are the opinions that are mostly chosen by students with an occasional scale of 60%. The similarities between the previous and current researchers are the same focus on students' perceptions of English vocabulary using online game media. At the same time, the difference is that the previous research focused only on online games. In contrast, the current research focuses on developing English vocabulary using pubg mobile as a medium. The quantitative method was used in the previous study, and the data was collected using a questionnaire. In contrast, the qualitative method was used in the current study, and the data was collected using a questionnaire and interviews. The previous study involved thirty students, while the current study used ten students.