STUDENTS' VOCABULARY LEARNING STYLE THROUGH ONLINE GAMES

THESIS

Submitted by

MUHAMMAD HANIF
NIM. 160203110

Student of *Fakultas Tarbiyah dan Keguruan*
Department of English Language Education

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By:

<u>**MUHAMMAD HANIF**</u>
NIM. 160203110

Student of *Fakultas Tarbiyah dan Keguruan*

English Language Education Department

Approved by:

Main supervisor   Co-supervisor

Khairiah Syahabuddin, MHSc.ESL.,   Fitriyah, S.Ag., M. Pd
M.TESOL., Ph.D

It has been defended in *Sidang Munaqasyah*
in front of the board of the Examination for the working paper
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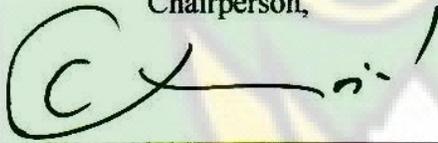
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M. TESOL, Ph. D.
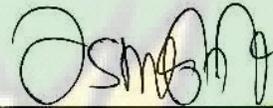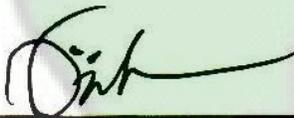
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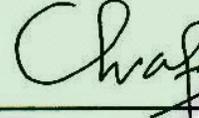
Fithriyah, S. Ag., M. Pd.   Siti Khasinah, S. Ag., M. Pd.

Certified by:
The Dean of FakultasTarbiyah dan Keguruan
Universitas Islam Negeri Ar-Raniry Banda Aceh

Prof. Safrul Muluk, S.Ag., M.A., M.Ed., Ph.D.
NIP. 197301021997031003

SURAT PERNYATAAN KEASLIAN

(*Declaration of Originality*)

Saya yang bertanda tangan dibawah ini:

    Nama   : Muhammad Hanif

    NIM   : 160203110

    Tempat/Tanggal lahir : Pulo Sejahtera/27 Juni 1999

    Alamat   : Kajhu

Menyatakan dengan sesungguhnya bahwa skripsi yang berjudul:

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adalah benar-benar karya saya, **kecuali semua kutipan dan referensi yang disebut-kan sumbernya.** Apabila terdapat kesalahan dan kekeliruan di dalamnya, maka akan sepenuhnya menjadi tanggung jawab saya. Demikianlah surat pernyataan ini yang saya buat dengan sesungguhnya.

Banda Aceh, 16 Desember 2022

Yang membuat surat pernyataan,

Muhammad Hanif

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بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

All of the good praises and names belong to the ruler of all universes, Allah SWT, who has blessed me throughout the whole process of completing this thesis. Let peace and salutation be upon my beloved prophet Muhammad SAW for the revelations and guidance. He carried a light that shines through the darkness so we could see with knowledge.

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I wish that my thesis will be a major contribution to the English Language Education Department so that it will be utilized for future studies. This research is not exactly flawless. Hence, constructive criticism and additional information is beneficial in enhancing the quality of this study.

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The writer,

Muhammad Hanif
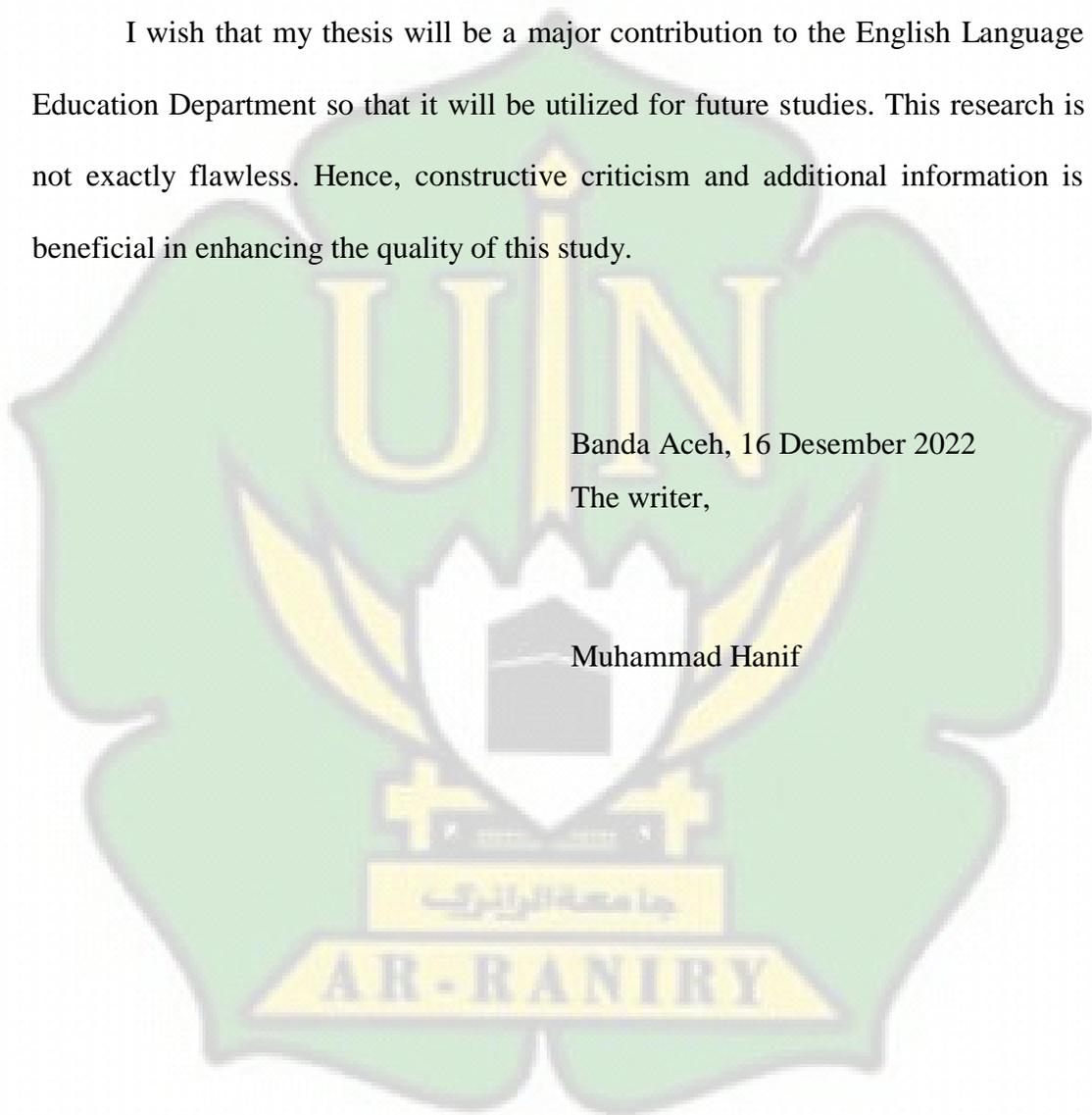
ABSTRACT

Name   : Muhammad Hanif

Reg. No.   : 160203110

Faculty   : *Fakultas Tarbiyah dan Keguruan*

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Main supervisor   : Khairiah Syahabuddin, M.HSc. ESL., M.TESOL., Ph.D

Co-supervisor   : Fithriyah, S.Ag., M.Pd

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The purpose of this research was carried to figure out students' vocabulary learning style through online games. The approached design for this scientific query is the qualitative method. Ten samples were deliberately taken from the English Language Education Department of UIN Ar-Raniry. The participants were selected through the purposive sampling technique. Interview was employed as the method of collected the required information. The analysed procedure for the information involves three steps: data reduction, data display and data verification. It was revealed that there were four contributions to students' vocabulary learning style through online games, which were students using online games as a visual learning to learned vocabulary, students using online games as an auditory learning to learned vocabulary, students using online games as both of visual-auditory learning to learned vocabulary, and students using online games as media to learned English vocabulary.

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CHAPTER I

INTRODUCTION

This chapter consists of background of study, research question, aims of research, significance of study, terminology, and scope of study. Each of them needs to be explained to gain the deeper understanding about this research.

A. Background of Study

Technology is advancing rapidly in this world, not only in large cities but also in small towns. Electronic games, especially online games, have become very popular over the past decade. Online games are an electronic and visual game played by the electronic device. Many video games spring along with the development of technology. Video games used to be known for being played by only one or two players and having limited features. Currently, with the development of technology on the internet, video games now can be played by more than hundreds or even thousands of players at the same time and many interesting things are provided.

Nowadays, teenagers and children spend their free time on the internet. New technologies such as PC (personal comn puter), PS (PlayStation) and other devices have refreshed the way how game are played. They also play video games on mobile devices like smartphones and tablets. These innovations even-

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tually produced new values; sports-based learning or digital has changed the way students perceive and process information (Pivec, 2007). Video games have become a suitable topic for increasing college student interest. During playing online games, students can improve their English skills, especially in listening, reading, writing and speaking (Wijiarti, 2016). Online games also have a positive effect on language learning. Video games can help to create motivation and a positive learning environment, problem-solving, involvement in learning communities, and cognitive skill development (Thelkar, 2018). Since the main language used in the online games is English. Students' interest in learning English outside of the classroom will directly increase because the game is fun and addictive, making students or players feel comfortable and attractive when playing games.

Most of students make online games as learning strategies, a fun way to learn English. When the students play online games for educational purposes, it can be educative and learning situation can be entertaining and more interesting (Septian, 2019). Online games can be one of learning sources or media which can independently assist students in the learning process, especially vocabulary (Octaberlina, 2021). Due to the fact that online games provide the storyline and instructions that players need to read and listen to all contents in order to play video game, some of video games also provide a feature to allow players to communicate and share messages with each other while playing video games.

As a result the students or players may acquire English Vocabulary through playing online games.

Learning English vocabulary through online games had attained a lot of attention among students. Online games are beneficial in vocabulary learning because online games can enhance students' ability to memorize words, creating fun interaction, improve their communicative skills and increase motivation (Nova, 2019). Moreover, Derakhshan and Khatir (2015), states that games is advantageous and useful in learning vocabulary. The use of video games is essential for social activities, but its use also needs to be reviewed more specifically within the scope of language learning in education, video games need to be reviewed from the students' perspective. Learning vocabulary need more effort and practice, as a result attempt is required to understand, produce and manipulate the target words. Online games help and encourage many learners to learn target language more easily (Neyadi, 2007). Therefore, Bakhsh (2016) argue that games are an effective tool to acquire vocabulary for students because games create a fun and relaxed atmosphere where students can learn easily and memorize words better. Students could highlight the necessary and important words to achieve their objectives.

The research conducted by Ambarita (2015) which the thesis is entitled "The Role of playing Online Games in Teens' Developing Vocabulary". This research aims to find out the influence of online gaming in the development of

English vocabulary teenagers. The thesis uses a quantitative method. The research is held in the SMP Neg. 45 Medan, and some of his students became participants. The data from this research are the words contained in Pointblank who made inquiries to find meaning in Indonesian. The results showed how frequently teenagers are influenced in understanding the vocabulary contained in Pointblank. The online game "Pointblank" serves as the data source for this thesis, and the researcher conducts research using tables and diagrams.

Another research conducted by Vahdat (2013) investigated the effect of video games on EFL students' vocabulary learning. The participants of the study were intermediate EFL learners, both male and female, the researcher chose participants through a TOEFL proficiency test and divide them into two groups (10 males and 10 females in each): a control group and an experimental group. The control group studied vocabulary in traditional classes, but the experimental group experienced vocabulary learning (the same words) via a video game called "Runaway: A Road Adventure". The findings of the study revealed that learning vocabulary via video games was advantageous, and it was shown that males were more exposed toward video-game learning rather than females. They argued that there is a positive correlation between gender and learning vocabulary through video games.

Based on the previous explanation above, it shows that online games can affect the way students or players perceive English vocabulary while playing

online games. Thus, the researcher wants to conduct the same research with different method and different samples. Because some of the students have different types of learning style when they learn and absorb English through playing online games, it aims to discover students' vocabulary learning style through playing online games.

B. Research Question

Based on background above, the research questions of this research is:

How do online games contribute to student's vocabulary learning style?

C. Aim of Research

The objective of research is:

To investigate the contribution of online games to student's vocabulary learning style.

D. Significance of Study

The results of this study are expected to give some benefits related to pedagogical, practical and theoretical significance.

1) Theoretical significance

The result of the research is expected to be used as a reference and contribution to the theory about online game and the use as well as to understanding of English strategies by online game.

2) Practical significance

The result of the research is used as knowledge for the researcher, English teacher, and English students in order to respond online game wisely.

3) Pedagogical significance

The result of the research is used as knowledge for the English teacher to explore students' learning style toward online game practices. As a result, the teachers can make some learning strategies by online game.

E. Research Terminologies

a) Vocabulary

According to Murcia (2011) vocabulary is the knowledge of meaning of words and phrases. Vocabulary supports the speakers to express their opinions, ideas, and feelings in communication. Vocabulary is the most important component language because it affects four language skills; there are speaking, listening, reading, and writing.

b) Learning Style

Learning style according to Nihayah (2011) can be classified into three kinds, namely visual learning style (more sensitive to the sense of sight), auditory learning style (more sensitive against the sense of hearing), and

kinesthetic learning style (more sensitive with move, work, and touch). All of the learning styles are basically owned by every individual but one is more dominant. Every individual who knows the tendency of their learning is able to implement a learning strategy so they will succeed in learning.

c) Online game

According to Chen (2015) states that an online game is a multiplayer game that involves players connected through a network. The network may be a wired or wireless LAN, and players may be connected through a device with the help of the internet. The wireless connection could be from the country's data, such as Telkomsel, or from any other telecommunications medium.

F. Scope of Study

In order to avoid excessively large discussions, this analysis is limited to make it more specific. The researcher conducts a scope of analysis that focuses on English department students at Uin Ar-Raniry. For the purpose of this study, the researcher will only consider visual, auditory, and kinesthetic learning style, as well as the students preferred method of learning vocabulary through online games.

CHAPTER II

LITERATURE REVIEW

This chapter provides some explanations of various theoretical perspectives concerning vocabulary learning styles, online games, and reviews from previous studies.

A. Vocabulary Learning style

1. Definition of Vocabulary and Learning Style

Learning English as a language cannot be separated from learning English vocabulary. In communication, vocabulary supports the speaker's ability to express their opinions, ideas, and feelings. Vocabulary is the most important component of language because it affects the four main skills in English, which are listening, speaking, reading, and writing. Vocabulary plays a crucial role in language learning because without knowing vocabularies, students will have difficulties expressing their acquisition, whether it is the first, second, or foreign language (Kurniawati, 2016). Generally, vocabulary is the knowledge of the meanings of words. Without a sufficient vocabulary, one cannot communicate effectively or express ideas.

Vocabulary is a powerful carrier of meaning. A learner, recognizing the communicative power of vocabulary, might reasonably aim to acquire a

working knowledge of numerous words. There are two types of vocabulary: which are active and passive vocabulary (O'Dell, Read, & McCharty, 2000). While learning new words, people need a lot of practice and context connections to learn them well, store the vocabulary in their memory, and recall it when speaking or writing. Active vocabulary (productive) is used in speech or writing and is made up of words that come to a person's mind immediately when he or she has to produce a spoken or written sentence. On the other hand, passive vocabulary (receptive) is known but not used by a person. People understand it when it is heard or read.

In learning English vocabulary, students often experience difficulties. The difficulties experienced by students in learning a foreign language, especially English are very diverse. The difference in students' language mastery can be influenced by their different learning styles. According to Soflano and Hainey (2015), learning style is the concept that individuals differ with regard to what mode of instruction or study is most effective for them. It is the strategy preferred by a student to perceive, interact with, and respond to the learning environment. Learning style is described as individualistic differences in approach within the process of receiving and processing information (Cabi & Yalcinalp, 2012). In more general terms, it can be defined as the preferences of individuals in the methods of gathering, organizing, thinking about, and interpreting information (Okur & Bahar 2010). In summary, learning styles are a

consistent way for students in capture stimuli or information, as well as to remember, think, and solve the problems.

There are many researchers who classify learning styles into several types, but the most commonly used is the classification as referred to in Deporter and Hernacki (2005) which divide learning styles into three categories. The first is that the visual learning style can identify something just by looking. The students will be enough when they are connected by pictures. The visual learning style emphasizes visual acuity. The characteristics of students who have a visual learning style were needed to see and capture information before understanding it. Students who have a visual learning style capture lessons through pictorial materials.

The second is an auditory learning style that derives from the word audio which means something related to the sense of hearing. Auditory learning is a listening-based learning style. Auditory learners retain information better when it is delivered through sound or speech rather than written form. The characteristics of an auditory learning style focus on listening as the primary tool for absorbing information or knowledge. As a result, the student can understand and remember what they have previously heard and then store information based on how it sounds.

The third is kinesthetic learning style, which is the ability to know where your body parts are and how they move. Hence, kinesthetic links the learning process with physical activity. It is a learning style during which the learners

have to feel or move in order to learn more effectively. The characteristics of a kinesthetic learning style are the learner need a multisensory learning environment for deep learning as they learn by "doing". A kinesthetic learner is someone who needs to be actively involved in their own learning. They are "tactile" learners who use movement, testing, trial and error, and a non-traditional learning environment to retain and remember information.

2. The Importance of Vocabulary in Learning English

Vocabulary in language learning plays an important role in developing students' language skills, because vocabulary is the first and foremost component that students must learn when learning English, especially for students in their country who make English as a foreign language, because vocabulary limitations will hinder communication success. According to Macis and Schmitt (2017), in the case of learning EFL without adequate vocabulary knowledge, learners may not represent what they want from the language learning process and its competence. Without vocabulary, students cannot achieve the desired results in learning English. Strong vocabulary recall helps students acquire speaking skills and other skills.

Wilkins states in Thornbury (2002) that very little can be said without grammar and nothing without vocabulary. In other words, ideas can be expressed and communicated without understanding the grammar, but nothing can be expressed without knowledge of the vocabulary. Furthermore learning vocabu-

lary would improve their language skills quickly, which meant vocabulary was the most important thing in learning English because it was the main key in the language component. As for conclusion, it can be concluded that vocabulary is important to learn because the more vocabulary we know, the easier it will be for us to interact and communicate with others. Then, the more vocabulary we have, the easier it will be for us to develop our skills in listening, speaking, reading and writing.

3. Aspect of Vocabulary

According to Brown (2011), vocabulary includes several aspects such as meaning, spelling, pronunciation, word classes, and word use. Students need to master all aspects of vocabulary in order to communicate successfully in English.

a. Meaning

A word may have more than one meaning when it is used in different contexts. In order to discover the meaning, the teacher can use methods such as guided discovery, contextual guesswork and the use of dictionaries.

Guided discovery involves asking questions or offering examples that guides students to correctly guess the meaning. By involving students in discovering the meaning, it will be easy for students to remember the word and meaning. Contextual guesswork means making use of the context that appears to drive an idea of its meaning or in some cases, guess from word itself.

b. Spelling

In learning vocabulary, spelling is important because it helps in reading. Due to the fact that the spellings belong to different varieties, as seen in many British or American English idioms, there may be different acceptable written forms in the same English language, or generally for the same word.

c. Pronunciation

Pronunciation is the way words are pronounced. The pronunciation of a word is not related to the spelling, so it is difficult to be learnt. Pronunciation helps the receiver communicate more effectively.

d. Word classes

Word classes are categories of word. There are grammatical patterns that should be taught fluently to the students, such as nouns (countable and uncountable), verb complementation, phrasal verbs, adjectives and adverbs. The classification of the words of a language in this way depends on their function in communication. Nouns can occur in certain places of sentences and serve certain functions. Verbs also occur in certain places and have special function, so word class membership is an important lexical feature.

e. Word use

Word use is how a word, phrase, or concept is used in a language. Word use may also involve grammar and thus be the subject of profound analysis.

B. Online Game

1. Definitions of Online Game

Game is an activity that is played for fun purposes which have rules, so there is a winner and loser. In another thing, game refers to a physical contest or mental contest governed by rules that are both entertaining and competitive. According to Adams and Rolling (2006), online game are more appropriately called as a technology than a game genre, because game have some mechanism for connecting players together rather than certain patterns in a game.

Online Games are a type of video game that requires the use of device and a network. The networks commonly used are internet networks and always use current technology, such as modems Wi-Fi and cable connections. Usually online games are provided as additional services from an online service provider company, or can be accessed directly through the system provided by the company. An online game can be played simultaneously by using a computer connected to a particular network.

Game can be structured by the meaning of game elements. Game elements are like the basic components needed to create a game experience, without game elements, a game cannot be called a game. Basic elements in a game can make the gaming experience a fun activity. In the game, a player can develop various abilities both individually and socially. Besides the explanation before, Salen and Zimmerman (2004) stated that game elements are systems in

which players engage in an artificial conflict, defined by rules, quantifiable out-
come. He offered a broad definition of the term game. Here are the definitions
of each element:

1) System: Systems are the fundamental and most important part of a game.
   Systems mean the mechanism in video game that design by the
   developer.

2) Players: A game is something that one or more participants actively play.
   Players interact with the game system to experience gameplay.

3) Artificial: Games maintain the limits of what is called "real life" both in
   space and time. Although the game clearly happens in the real world,
   Artificial is one of the defining features in the game world.

4) Conflict: All games create a contest of powers. The contest can take
   many forms, from cooperation to competition, from s olo conflict with a
   game system to multiplayer social conflict. Conflict is central to games.

5) Rules: Rules are a crucial part of games. Rules provide the structure out
   of which play arises by delimiting what the player can and cannot do.

6) Quantifiable outcome: Games have a quantifiable goal or outcome. At
   the end of a game, a player has either won or lost or received some kind
   of numerical score.

2. Online Game Platforms

Online games platform means the software and hardware infrastructure constituting the main interface between Players and the online gaming system operation. Online games platform is a system or device that is made to play online games. A video game cannot be played if there is no system to support it. According to Nepelski et al. (2010) in their report about assessing the future competitiveness of the video games software industry, there are some types of online game platforms:

1) PC-based video game

Figure 1 Some player who playing computer games in warnet

https://www.trentech.id/trik-cara-main-game-berat-di-pc-kelas-bawah/

PC games are commonly known as personal computer games. PC games are run with hardware and software installed on the computer. The hardware used is generally better than other gaming platforms starting from the high-

resolution video monitor, better graphics card, sound card, and processor. The keyboard, mouse, and joystick also become standard computer devices in playing video games. The operating system is software that must be installed to play games on a PC, and a PC cannot be run if there is no support from the software (OS). Currently, Microsoft Windows still hold the largest part of the computer system installation. Some examples of popular PC games are Grand Theft Auto, Assassin Creed, PUBG, etc.

2) Consoles Game

Figure 2 PS 5 and Xbox gaming tool

https://www.youtube.com/watch?v=R3cWsd8VjdE

Consoles games are electronic devices specifically designed to play video games that are connected to display devices (monitor, television). The game console is equipped with an output device, such as a joystick as a controller. The game console itself has many types, such as PlayStation (Sony), Xbox (Mi-

crosoft), and Wii (Nintendo). The PlayStation series is still the most widely played console product in the world.

3) Mobile Game

Figure 3 Playing fortnite game on smartphone

https://www.youtube.com/watch?v=h4BCVPl9txY

The game platform that is currently grown very popular is mobile games. Mobile game is a game that is played on a mobile device like smartphone and tablet. Even though mobile games are not as great as PC games or consoles, mobile games are in demand because of the ease of accessing games and almost everyone has a smartphone or mobile phone right now. Mobile games are usually downloaded in the app store for users of the IOS operating system, and play store on the "Android" operating system.

3. Types of online games (Genre)

Each game has its own type. The purpose of classifying types of games is to adjust with the players. Chen (2015) defines some variation of games that are commonly played online such as Massive Multiplayer Online Game (MMOG/MMORPG), FPS and RTS game. These genres of video games are the most popular game in the world. The following shortlist of game types:

a. First person shooter (FPS)

First-person shooters are the types of shooter game that relies on a first-person point of view in which the player experiences the action through the eyes of the character. FPS games can be played in two general modes; mission or quest mode and multiplayer mode. The mission mode is usually designed for a single player, while the multiplayer mode involves multiple gamers participating via a network and playing in a shared game environment. Example of the video game is Point Blank, Cross Fires and Valorant.

Figure 4 Call of duty game

https://ruanglaptop.com/game-fps-android/

b. Real-Time Strategy (RTS)

A real-time strategy games is a type of games where players progress simultaneously with each other in "real time" as opposed to taking turns. The RTS genre typically describes games where players construct buildings and wield armies in order to dominate a field of play. Real-time strategy refers to a time-based video game that focuses on using resources to build units and defeat an opponent, where each player has time to carefully consider the next move without having to worry about the actions of his opponent. In real-time strategy games, players must attempt to build their resources, defend their bases, and launch attacks while knowing the opponent is scrambling to do the same things. An example of game is Age of Empire, StarCraft II, and Company of Heroes 3.

Figure 5 Age of Empire IV

https://shoplt.secretac.org/category?name=mobile%20strategy%20games

c. Cross-Platform Online

Cross-Platform Online is a game that can be played online with different hardware and devices. Basically, to play the games the device needs to connect through the internet. The terms of cross platform online games is refers to a games that are available across many different platforms and all of the players can play in multiplayer mode with any user online, no matter which device and console they use. For example MineCraft, Need for Speed Undercover, and fortnite can be played online on the computer and the Xbox 360 (Xbox 360 is a hardware or console game that have connectivity to the internet so that you can play online).

Figure 6 Most popular cross platform online games

https://fictionhorizon.com/30-best-cross-platform-games-you-can-play/

d.   Browser Games

Browser Games are video games that are played via World Wide Web using a web browser. These games span all genres and can be single-player or multi-player. They are usually free to play. Some browser games also available in other forms, such as mobile apps, PC games, or console games. For users, the advantage of the browser version do not have to install the games, the browser automatically downloads the necessary content from the game website.
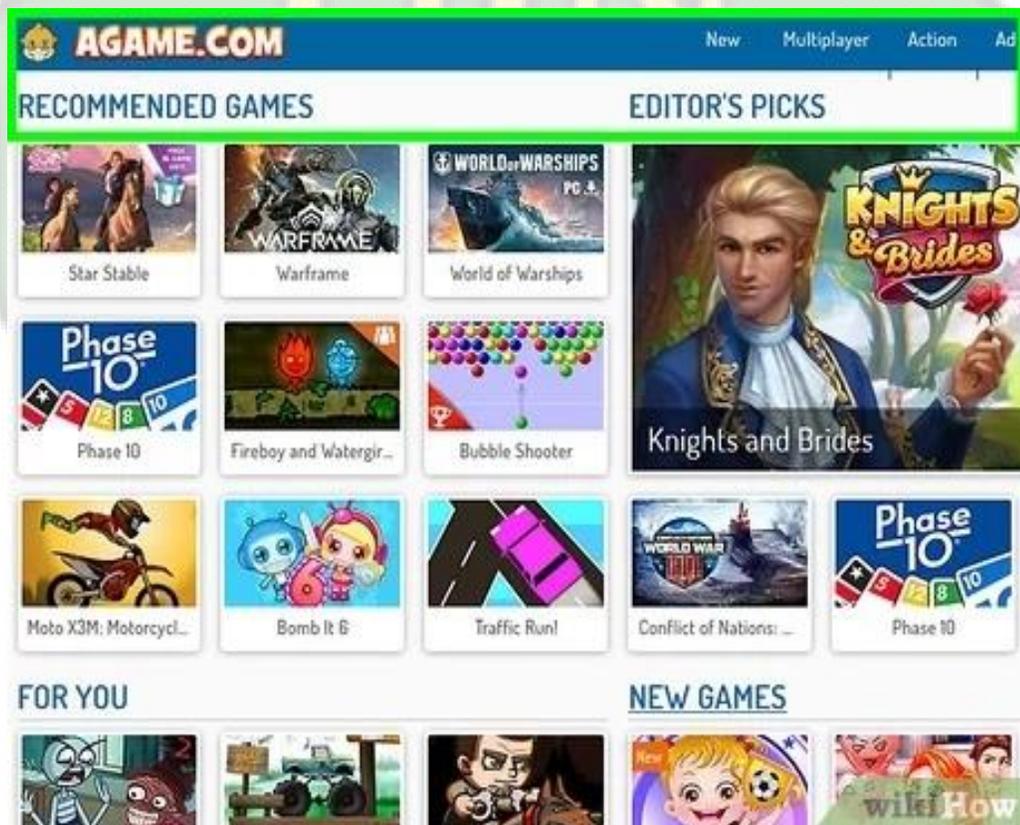
Figure 7 Most popular browser games on the web

https://www.wikihow.com/Play-Games-Online

e. Massive Multiplayer Online (MMO)

Massive multiplayer online games are games which a large number of people can play simultaneously, MMO were made possible with the growth of broadband Internet access in many developed countries, using the Internet as a main source to allow thousands of players to play at the same servers together. Many different styles of massively multiplayer game are available, but the most popular games that play among the players are MMORPG (Massively Multi-player Online Role-Playing Game).

Figure 8 Top 4 MMO games that recommended by author

https://anakgamer.com/game-mmorpg-terbaik-android-banyak-orang-indonesia/

f. Multiplayer Online Battle Arena (MOBA)

Multiplayer online battle arena (MOBA) is a subgenre of strategy video games in which two teams of players compete against each other on a battlefield or battle arena. Each player controls a single character with a set of abilities that improve over the course of the game. The typical objective of this game is for each team to destroy their opponents main structure located in corner of battle-field. In some MOBA games, the objective can be to defeat every player on the enemy team. MOBA gained popularity in the 2010s as a form of electronic sports, encompassing games such as the Defense of the Ancients (DotA) mod for Warcraft III, League of Legends, Heroes of Newerth, Mobile Legend, Arena of Valor (AoV) and Vainglory.
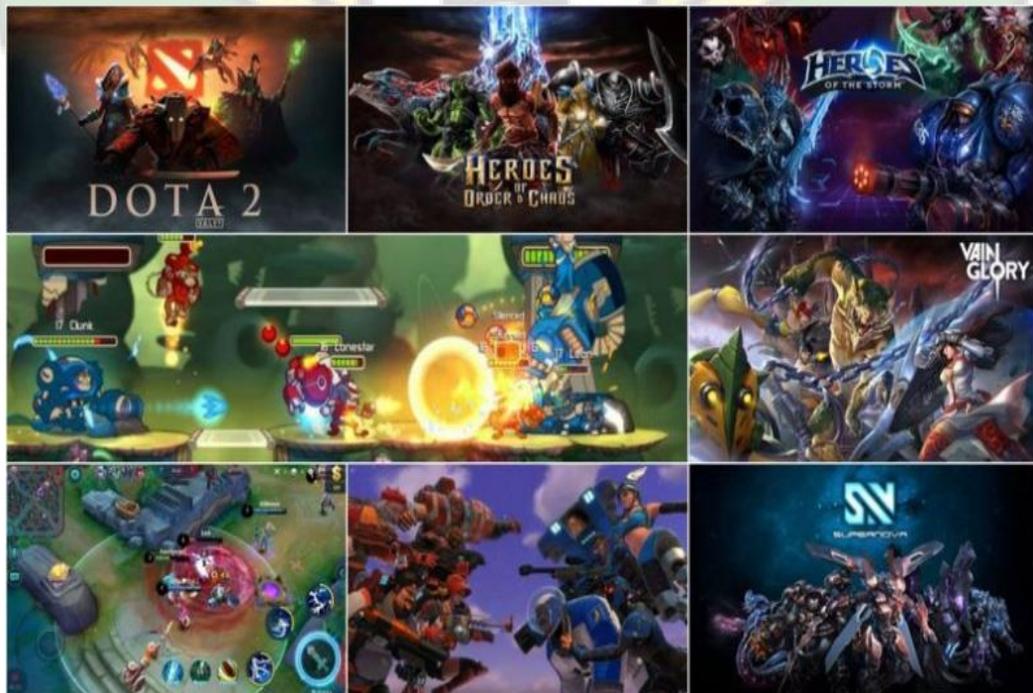
Figure 9 The best MOBA games all over the world with the highest players via webstore

https://quenster.sapoha.com.br/historia-dos-moba

C. Previous Study

The researcher discovered some studies that discuss English vocabulary learning through online games. Some article focused on "The effect of online games toward Learning English Vocabulary" according to Shahriarpour (2014) the research measure how digital games can be combined into guided language education settings. This is supported by Franciosi (2017) that claim games are advantageous and useful for learning English vocabulary. The research applies digital games to develop student's vocabularies. Furthermore Yudha and Utami (2022) asserted that online games have some benefit for students in learning English vocabulary. This supported by Pertiwi (2014) through online games students can be more interesting and motivated to learn English vocabulary.

Some of journals and articles also discuss "The usage of online games in learning English vocabulary" Castillo (2020) clarifies digital games as one of media for learning English. For further Ashraf, Motlagh, and Salami (2014) through playing digital games students can interact more actively and receive more words for increasing vocabulary. Muhanna (2012) measures online games are great learning sources for students in learning vocabulary. This is supported by Akdogan (2017) online games can develop student's vocabulary and encourage students to stay motivated and interested in learning English. Furthermore Yip and Kwan (2006) defines online games as a tool for teaching and learning English vocabulary. The research prefers to use digital educational games over traditional activity-based classes for learning English vocabulary.

CHAPTER III

RESEARCH METHODOLOGY

This chapter describes the method that was used in the research which includes research design, research participants, method data collection, and procedure of analyzing the data

A. Research Design

The type of research used in this research is a descriptive study employed in the schema of the qualitative approach. Qualitative approach is used in this research because of several reasons. Qualitative research allows the researcher to explore phenomena, such as the experience and feelings of an individual. According to Creswell (2009), research design is a plan and procedure for research that involves decisions from vast assumptions to detailed methods of data collection and analysis. The researcher wants to figure out the phenomenon discussed in the research field about "Students vocabulary learning style through online games". Qualitative research is a research intended to comprehend certain phenomenon which is happened on a research subject through the experienced by the people. It is related to their behavior, perception, motivation, implementation, etc. (Moleong, 2007).

B. Research Participants

Population and sample are very important in conducted the research. Based on Ary (2002), a population is defined as all those in a class of people, events, or objects. According to Sugiyono (2010), the population is group of subjects that are determined by the researchers to be studied and drawn the conclusions. The population for this research is students from the English department of UIN Ar-raniry batch 2017. In selecting the sample for this study, the researcher used purposive sampling. Namely, a process of taking samples on subjects that are not based on level or region, but taking subjects based on certain objectives for research (Siregar, 2014). Hereby has the aim of being able to make it easier to take samples for purposes of certain research. Furthermore, based on the sampling technique used in this research, the researcher presented several criteria for the research participants, such as:

1. The 2017 batch of students from the Department of English Language Education at UIN Ar-Raniry.

2. The student's participants have already learned English vocabulary through online games.

3. The majority of participants were male students

Regarding the number of participants, the researcher decided to have 10 participants in this research. Nine questions had been asked for the participants to answer based on their opinions and their experiences. The researcher conducted the interviews with ten participants who had learned English vocabulary through

online games. The participants were participant-1 (KA), participant-2 (LAI), participant-3 (HR), participant-4 (ZU), participant-5 (TS), participant-6 (Z), Participant-7 (MA), participant-8 (RS), Participant-9 (F), and participant-10 (M). The researcher conducted interviews with students' per-individual with the same questions. Each student conducts interviews according to the schedule agreed between the researcher and the participants.

C. Method Data Collection

The way of collecting the necessary data/information for this study is through interviews. Interviews are widely used as a tool for collecting information in qualitative research. It is commonly employed as a research strategy to gather data about participants' experiences, points of view and beliefs about the specified research question or phenomenon of interest (Lambert & Loiselle, 2007). According to Babbie (2007), there are three main categories of interviews: the fully-structured interview, the semi-structured interview, and the open-structured interview.

Semi-structured interviews were utilized for this research. According to Tod (2006), semi-structured interviews offer a more adjustable approach during the interview as it provides the interviewees the flexibility in answering the pre-pared questions. While the interview has a schedule for predetermined topics, the interviewees are allowed to explore with their answers for additional data through the use of open-ended questions, as long as it is still relevant and within the con-

text of this research. Each participant was interviewed separately with consent, and the interview lasted for approximately 10-15 minutes. It was recorded for safe data transcription. After the researcher collected the data from the interview, the data was arranged in order from participant 1 to participant 10 to make a sequence answer based on the objective of the research.

D. Data Analysis

The obtained data was examined through the function of descriptive analysis method, which means that data discovery would be assessed and articulated into words. In order to present the data, the researcher followed the procedure proposed by Miles and Huberman (2007). The steps are as follow:

1) Data reduction

Data reduction is a process of selection, concentration, attention, simplification, and transformation of the raw data that comes from audio record or some note in the field, so the data gives descriptions clearer about the result of the observation, interview, and documentation.

2) Data display

Data display is a set of arranged data that gives the possibility of withdraw and take-action. The data would be presented in the form of narration. The data would be organized and easier to understand.

3) Data verification

      In this part, the researcher made some conclusions depends on the data that had been preceded by reduction and display data. After that, the researcher concluded and elaborated the interview result, then, it would be presented in the discussion.
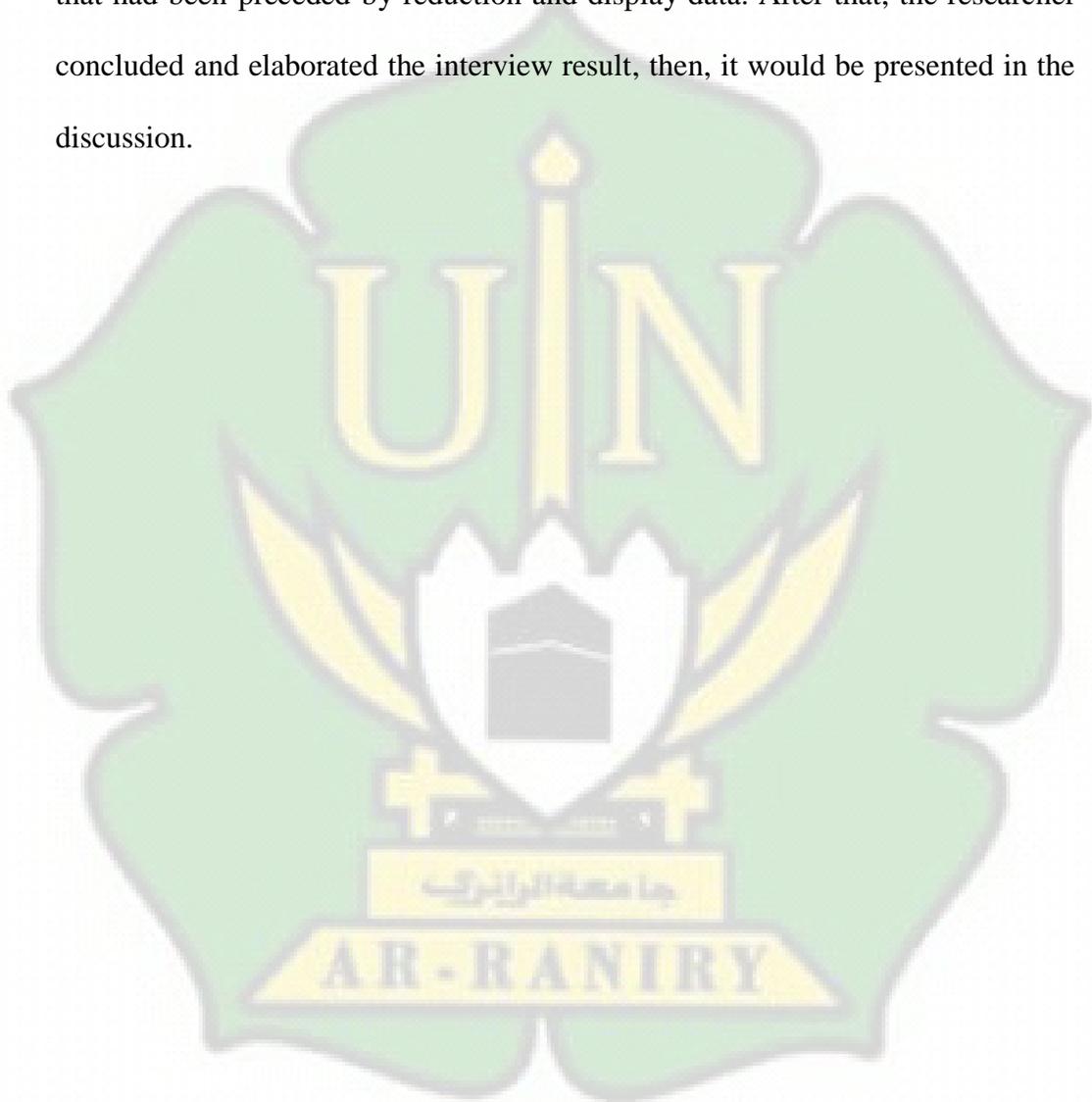
CHAPTER IV

RESEARCH FINDING AND DISCUSSION

This chapter deals with the findings and discussion of the research. The data which come from interview were analyzed to answer research question. The results are presented descriptively

A. Research Findings

The researcher used interviews as the data collection to answer research question. The participants were ten students from the English department batch 2017 of Tarbiyah at UIN Ar-Raniry. The purpose of the interview is to answer the research question which is "How do online games contribute to students' vocabulary learning style." Most students concurred that playing online games can be utilized as media for learning English vocabulary based on the experience of two senses, which are seeing and hearing. They also mentioned that online games can be practiced easily because of how the game involves with the player.

According to the answers from students, there were four contributions based on the result of the interview, they are; students using online games as a visual learning to learned vocabulary, students using online games as an auditory learning to learned vocabulary, students using online games as a visual and auditory learning (both) to learned vocabulary, and students using online games as media to learned English vocabulary.

Every participant agreed upon the immersive learning style through playing online games. Based on the research question, "How do online games contribute to students' vocabulary learning style?" It was revealed that most of the interviewees supported the notion of online games being contributable towards students' vocabulary learning style as it is fun, interesting, and enjoyable. They claimed that online games could help them learn new English words in an entertaining way.

1. **Students Using Online Games as a Visual Learning to Learned Vocabulary**

In alignment with the answers provided by the participants, the contribution lies upon the exposure of the English language within the game that can be understood through seeing. Based on the data conducted from the interview questions, there were five of ten participants who chose visual as their learning style.

LA (P2) said:

> "I learned English vocabularies through playing online games mostly from visual content like storyline of the games, reading the mission and achievement in inventory that I finished, watching and listening to the character voice, dialog and conversation that happen in the games."

TS (P5) continued:

> "The way I learn vocabularies through online games is by reading the rule first, usually I need to understand what the meaning of the word in instruc-

tion, so I must to look or search those word and translated into Bahasa, after I understand the mission on that games I can complete or finish the game more easily."

Z (P6) stated:

"Honestly, when you enter the world of online games, you will find a lot of information that are provided in English. When I found unfamiliar word, I would copy and paste it to google translate to search the meaning. So indirectly I will get new vocabularies."

RS (P8) mentioned:

"The way I learn English vocabularies through online games is by reading the rules, the menu, and the information that is provided from the games. For example, when I choose item a guns or instruction attack, defense, recall, heal. Obviously I cannot found that words in formal conversation. But I only get those words just by playing online games" RS also added "I would say visual, because I do really like to see and watching the visual element that represented by the character in the games. And online games also provide the text explanation beside item or the picture so I can learn new vocabularies from that."

M (P10) stated:

"I would prefer visual, because when I play online games, I am expected to complete certain missions in order for my gaming character level to improve. The missions were communicated by text, which I need to read. Reading causes visual engagement, which awakens my imagination and leads to the formation of conceptual images associated to these missions. Images in online games connected to these missions, in addition to text, are generally shown to help me capture and understand the mission out-line."

In line with the statement above, it can be concluded that students with

visual learning styles, learn English vocabularies by seeing the contents and

reading all of the information that is provided in English as a language like the rules, the instructions, the menu, and the settings.

2. Students Using Online Games as an Auditory Learning to Learned Vocabulary

In accordance with the answers provided by the participants, the contribution lies upon the exposure of the English language within the game that can be understood through hearing. Related to the findings of the research, there were two participants who learned English vocabulary through auditory learning style. HR (P3) said:

> "Actually, I learn English vocabularies through online games by using the feature that is provided in online games like audio voice chat or messages. This feature allowed you to communicate with my friends, my teammates, and people around the world. When I use this feature, sometimes I found the person who is native speaker so I can learn new vocabularies, pronunciation, and word of accent."

HR (P3) strengthened his statement by saying:

> "I would say auditory, because I'm a kind of person who actually learned by listening first. It much faster for me to memorized vocabularies when I listen to the word and how they are pronounce."

MA (P7) continued:

> "I learn new vocabularies through playing call of duty, it is kind of shooting games. Basically I learn new vocabulary in this game through listening. Because this game always gives audio instruction and if I found unfamiliar word I can check it and search it on Google to understand what the meaning of the word. So indirectly I get new vocabularies in that way."

MA (P7) strengthened his statement by saying:

> "Yeah I do really enjoy learning vocabularies by listening to the voice, quotes, dialogues, and instructions that represented by character in the games."

According to their answer, it can be simplified that students with auditory learning style learn English vocabulary because it captivates their sense of hearing and it is stimulates their awareness of what they are listening.

3. **Students Using Online Games as a Visual and Auditory Learning (Both) to Learned Vocabulary**

In the same line with the answers provided by the participants, the contribution lies upon the exposure of the English language within the game that can be understood through seeing and hearing. Regarding on the research findings, there were three participants who learned English vocabulary through both of visual and auditory learning styles.

KA (P1) said:

> "Actually, one of my favorite games is mobile legends. So, I find a lot of vocabulary with reading the rule, seeing the instruction or mission that I need to complete, and then talking or share some strategies with my teammates in the chat room."

KA (P1) also added:

> "Honestly I kind of person who learns with visual and auditory. It is really easy for me to learn English through visual representations that are followed by listening explanation. For example in mobile legend games when the character pick and choose the item and make some voice or

dialog I can memorize those word better because I see it and hear it at the same time"

ZU (P4) continued:

"Basically, the ways I learn vocabularies through online games is by reading the rule, watching the content that is provided in the games, and also I need to see the mission that I need to complete to finish that game."

ZU (P4) strengthened his statement by saying:

"I prefer to learn English combined with visual and auditory. Because it really helps me to first see through the visual and then listen to the detailed explanation."

F (P9) mentioned:

"Like I said before these vocabularies are provided to you and it is exposed to you in visually. But when it comes to online games the other factor that plays in role is the native speakers. They can give you different perspective and better knowledge of the vocabularies like how it is pronounced, and how the word is used."

Related to their answer, the students with both auditory and visual learning style learned English vocabulary through an audio-visual representation since it captivated their sense of hearing and their sense of vision.

4. Students Using Online Games as Media to Learned English Vocabulary

In the same line with the answers provided by the participants, the contribution lies upon the exposure of the English language within the game which can be understood as media for learning English. Most of participants agreed that online games can be one of the media to learned English vocabulary.

LA (P2) said*:*

> "Yes absolutely. Online games can be a media for learning English vocabulary whether online or offline but in my case I choose online. I grew upon learning English vocabularies through online games. Online games are a media to learn English vocabularies due to Speaking, listening and reading that is involved in playing while learning."

HR (P3) continued*:*

> "Like I mention before online game can be used as media for practicing my English skills. For example listening skill, by playing online games I would be familiar with the pronunciation of the word and also I can get a new vocabularies."

Z (p6) mentioned*:*

> "Yes I guess online games can be one of media for learning English vocabularies because we can use some feature like audio voice chat that allow me to talk with my friends. Sometime when i play in global servers I usually meet a native speaker, so when we are communicate with other, probably I found and learn a new vocabulary, pronunciation, and word accent from the native speaker on the games"

> Regarding on the responses above, it can be concluded that students are using online games as media to learn English vocabulary due to the provision of various information about the English language.

B. Discussion

The research findings were discussed by the researcher using relevant references. The researcher discussed the research by referring from one theory to another that is relevant to the answers of the scientific queries to validate the research findings. The exposition is presented below:

"The contribution of online games towards students' vocabulary learning style"

The result from the interviews showed four variables; which are students using online game as a visual learning, students using online game as an auditory learning, students using online game with a combination of visual and auditory learning styles, and students using online games as media to learn English vocabulary.

Students using online games as a visual learning style proposed that they could learn English vocabulary through online games using their sight/vision. They read whatever text that is written in the game and then try to understand those words through the course of comprehensive interaction that happens within the game itself. If they still are unable to fathom the vocabulary then they will try to search for those words on the internet for definitions whether it is from a dictionary or any other legitimate source of information. This finding was supported by Rogowsky (2015) shows that the student with a visual learning style has significant improvement in learning English vocabulary through reading.

Students using online games as an auditory learning style proposed that they could learn English vocabulary through online games using their hearing ability. They hear words that are presented in the game and then try to assimilate the meaning through the activities that occur within the game. If they are unable to do so, then they will record the sound and use any translating application to identify the meaning of the sound and the pronunciation of those words. This

finding was in line with the research conducted by Kayalar (2017) that shows the students with auditory learning style are good at remembering information through audio representation.

Students using online games as a visual and auditory learning style (both) proposed that they could learn English vocabulary through online games using their eyes and ears. Whenever they come across words in text or sound, they will search for those meanings in English dictionaries and on any translating application to maximize their comprehension of those words. This finding was relevant to the research conducted by Nurhidayat (2021) revealed that there was a significant improvement between visual and auditory students in reading and listening.

Students using online games as media to learn vocabulary proposed that they could learn English vocabulary through various information provided by the games. The exposure of the English language is really useful in terms of getting used to read, listen and other kind of interaction. Research in line with that conducted by Yip and Kwan (2006) show that online games can be one of the media which has significantly influence learning outcome for students in learning English vocabulary.

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents the conclusions derived from the findings of the research and suggestions by the researcher.

A. Conclusion

This research was conducted to figure out students' vocabulary learning style through online games. It was elaborated in the previous chapter that students' learning style is divided into four categories, students with visual, students with auditory, and students with both visual and auditory, students with online games as media to learn English vocabulary.

Based upon the research question, all students have a distinct learning style that they prefer when learning English vocabulary through online games. The learning style of students is highly relied upon the games they play. If the game is heavily involved in understanding texts, then reading is a necessity. If the games are focused on hearing, then listening is a necessity. If the games are designed for cohesive comprehension of both hearing and seeing, then you can apply both methods. Regarding those factors, the contribution of online games towards learning English vocabulary lies in the exposure of the English language that occurs in the game. Although online games are not a direct media for learn-

ing English vocabulary, online games can be a source of information for learning new words.

B. Suggestion

This intention for concluding this study is to aid students in learning English vocabulary optimally and to bestow knowledge for teachers or lectures so that they would have a better understanding of what online games can do for the students. The research advised students to learn English vocabulary through online games if they find conventional learning to be boring.
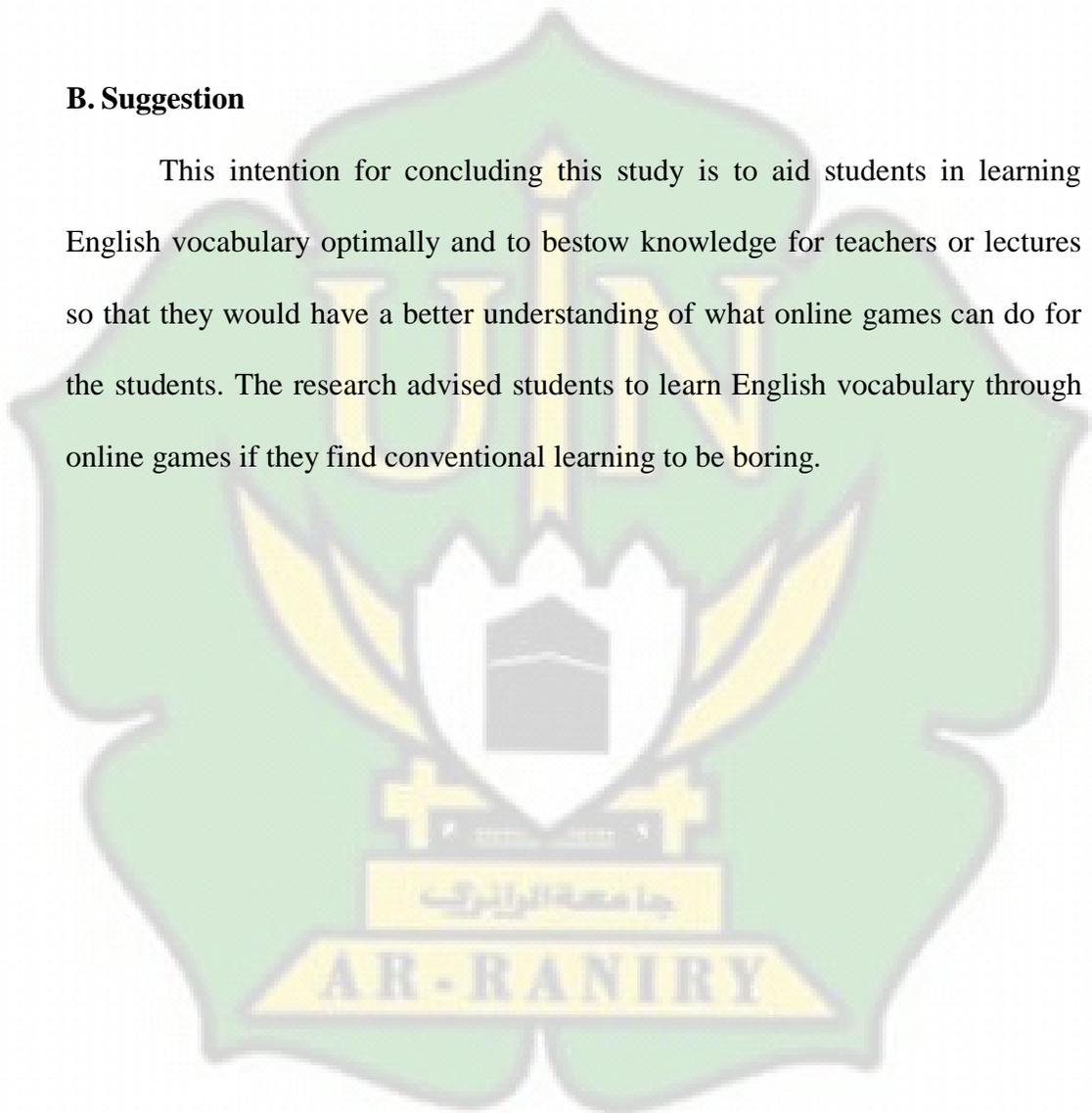
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APPENDIX A
APPOINTMENT LETTER OF SUPERVISOR

SURAT KEPUTUSAN DEKAN FAKULTAS TARBIYAH DAN KEGURUAN UIN AR-RANIRY
Nomor : B- 14068/Un.08/FTK/KP.07.6/10/2022

TENTANG
PENYEMPURNAAN SURAT KEPUTUSAN DEKAN NOMOR Un.08/DT/TL.00/5970/2015 TENTANG
PENGANGKATAN PEMBIMBING SKRIPSI MAHASISWA FAKULTAS TARBIYAH DAN KEGURUAN UIN AR-
RANIRY

DEKAN FAKULTAS TARBIYAH DAN KEGURUAN UIN AR-RANIRY

Menimbang
:
a. bahwa untuk kelancaran bimbingan skripsi dan ujian munaqasyah mahasiswa pada Fakultas Tarbiyah dan Keguruan UIN Ar-Raniry Banda Aceh, maka dipandang perlu meninjau kembali dan menyempurnakan keputusan Dekan Nomor: **B-2234/Un.08/FTK/KP.07.6/2/2022** tentang pengangkatan pembimbing skripsi mahasiswa Fakultas Tarbiyah dan Keguruan Ar-Raniry Banda Aceh.

b. bahwa saudara yang tersebut namanya dalam surat keputusan ini dipandang cakap dan memenuhi syarat untuk diangkat sebagai pembimbing skripsi

Mengingat
:
1. Undang Undang Nomor 20 tahun 2003, Tentang Sistem Pendidikan Nasional.
2. Undang Undang Nomor 14 Tahun 2005, Tentang Guru dan Dosen;
3. Undang Undang Nomor 12 Tahun 2012, Tentang Pendidikan Tinggi;
4. Peraturan Presiden RI Nomor 64 Tahun 2013, tentang Perubahan Institut Agama Islam Negeri Ar-Raniry Banda Aceh menjadi Universitas Islam Negeri Ar-Raniry Banda Aceh;
5. Peraturan Menteri Keuangan RI Nomor: 190/PMK.05/2012, tentang Tata Cara Pembayaran dalam rangka Pelaksanaan APBN;
6. Peraturan Menteri Agama RI Nomor 12 Tahun 2014, tentang Organisasi & Tata Kerja UIN Ar-Raniry Banda Aceh;
7. Keputusan Menteri Agama Nomor 492 Tahun 2003, tentang Pendelegasian Wewenang Pengangkatan, Pemindahan, dan Pemberhentian PNS di Lingkungan Depag RI
8. Peraturan Menteri Agama RI Nomor 21 Tahun 2015, tentang Statuta UIN Ar-Raniry Banda Aceh;
9. Keputusan Rektor UIN Ar-Raniry Nomor 02 tahun 2016, tentang Pendelegasian Wewenang kepada Dekan dan Direktur Pascasarjana di Lingkungan UIN Ar-Raniry Banda Aceh;
10. Keputusan Rektor UIN Ar-Raniry Nomor 28 tahun 2019, tentang Satuan Biaya Khusus Tahun Anggaran 2020 di Lingkungan UIN Ar-Raniry Banda Aceh;
11. Peraturan Kementerian Keuangan (PMK) Republik Indonesia Nomor: 72/PMK.02/2020, tentang Perubahan atas Peraturan Menteri Keuangan Nomor: 78/PMK.02/2020 tentang Standar Biaya Masukan Tahun Anggaran 2020.

Memperhatikan
:
Keputusan Seminar Proposal Skripsi Program Studi Pendidikan Bahasa Inggris Fakultas Tarbiyah dan Keguruan UIN Ar-Raniry Tanggal **04 Januari 2022**

MEMUTUSKAN

Menetapkan
:
PERTAMA
:
Mencabut Surat Keputusan Dekan Fakultas Tarbiyah dan Keguruan UIN Ar-Raniry Nomor: **Nomor: B-2234/Un.08/FTK/KP.07.6/2/2022** tanggal **14 Februari 2022**

KEDUA
:
Menunjuk Saudara:
1. Khairah Syahabuddin, MHSc.ESL., M.TESOL. Sebagai Pembimbing Pertama
    Ph.D.
2. Fithriyah S. Ag., M.Pd. Sebagai Pembimbing Kedua
Untuk membimbing Skripsi :
Nama   **Muhammad Hanif**
NIM   **160203110**
Program Studi **Pendidikan Bahasa Inggris**
Judul Skripsi **Students' Vocabulary Learning Style through Online Game**

KETIGA
:
Pembiayaan honorarium pembimbing pertama dan kedua tersebut diatas dibebankan pada DIPA UIN Ar-Raniry Banda Aceh tahun 2021 dengan Nomor: 025.04.2.423925/2022 tanggal 17 November 2021;

KEEMPAT
:
Surat Keputusan ini berlaku sampai akhir semester Genap Tahun Akademik 2022/2023

KELIMA
:
Surat Keputusan ini berlaku sejak tanggal ditetapkan dengan ketentuan segala sesuatu akan diubah dan diperbaiki kembali sebagaimana mestinya apabila kemudian hari ternyata terdapat kekeliruan dalam penetapan ini.

Ditetapkan di.   Banda Aceh
Pada Tanggal   21 Oktober 2022
Dekan

Safrul Muluk

Tembusan
1. Rektor UIN Ar-Raniry (sebagai laporan);
2. Ketua Prodi PBI Fak. Tarbiyah dan Keguruan
3. Pembimbing yang bersangkutan untuk dimaklumi dan dilaksanakan;
4. Mahasiswa yang bersangkutan

APPENDIX B
RECOMMENDATION LETTER FROM *FAKULTAS TARBIYAH DAN KEGURUAN* TO CONDUCT THE RESEARCH

KEMENTERIAN AGAMA
UNIVERSITAS ISLAM NEGERI AR-RANIRY
FAKULTAS TARBIYAH DAN KEGURUAN
Jl. Syeikh Abdur Rauf Kopelma Darussalam Banda Aceh
Telepon : 0651- 7557321, Email : uin@ar-raniy.ac.id

Nomor : B-14693/Un.08/FTK.1/TL.00/11/2022
Lamp : -
Hal : *Penelitian Ilmiah Mahasiswa*

Kepada Yth,
Ketua Program Studi Pendidikan Bahasa Inggris

Assalamu'alaikum Wr.Wb.
Pimpinan Fakultas Tarbiyah dan Keguruan UIN Ar-Raniry dengan ini menerangkan bahwa:

Nama/NIM : **MUHAMMAD HANIF / 160203110**
Semester/Jurusan : XIV / Pendidikan Bahasa Inggris
Alamat sekarang : Kajhu

Saudara yang tersebut namanya diatas benar mahasiswa Fakultas Tarbiyah dan Keguruan bermaksud melakukan penelitian ilmiah di lembaga yang Bapak/Ibu pimpin dalam rangka penulisan Skripsi dengan judul *STUDENTS VOCABULARY LEARNING STYLE THROUGH ONLINE GAMES*

Demikian surat ini kami sampaikan atas perhatian dan kerjasama yang baik, kami mengucapkan terimakasih.

Banda Aceh, 10 November 2022
an. Dekan
Wakil Dekan Bidang Akademik dan
Kelembagaan,

Berlaku sampai : 31 Desember 2022

Habiburrahim, M.Com., M.S., Ph.D.

APPENDIX C
CONFIRMATION LETTER FROM DEPARTMENT OF ENGLISH LANGUAGE EDUCATION

KEMENTERIAN AGAMA REPUBLIK INDONESIA
UNIVERSITAS ISLAM NEGERI AR-RANIRY
FAKULTAS TARBIYAH DAN KEGURUAN
PRODI PENDIDIKAN BAHASA INGGRIS
Jln Syeikh Abdur Rauf Kopelma Darussalam Banda Aceh
Email pbi.ftk@ar-raniry.ac.id Website http://ar-raniry.ac.id

SURAT KETERANGAN
Nomor: B-800/Un.08/PBI/TL.00/12/2022

Sehubungan dengan surat An. Dekan, Wakil Dekan Bidang Akademik dan Kelembagaan Fakultas Tarbiyah dan Keguruan UIN Ar-Raniry, Nomor: B-14693/Un.08/FTK.I/TL.00/11/2022 tanggal 10 November 2022, Ketua Prodi Pendidikan Bahasa Inggris Fakultas Tarbiyah dan Keguruan UIN Ar-Raniry Darussalam Banda Aceh menerangkan bahwa yang namanya tersebut di bawah ini:

Nama   : Muhammad Hanif
NIM   : 160203110
Fak/Prodi   : Pendidikan Bahasa Inggris/Fakultas Tarbiyah Keguruan

Benar telah melakukan penelitian dan mengumpulkan data pada mahasiswa Prodi Pendidikan Bahasa Inggris dalam rangka penyusunan Thesis yang berjudul:

Students Vocabulary Learning Style through Online Game

Demikianlah surat ini kami buat agar dapat dipergunakan seperlunya.

Banda Aceh, 16 Desember 2022
Ketua Prodi Pendidikan Bahasa Inggris,

Syarifah Dahliana

APPENDIX D
INTERVIEW PROTOCOL

Instrument (Interview protocol)

Project: Students Vocabulary Learning Style through Online Games

Time of interview : -

Date : -

Place : -

Interviewer : Muhammad Hanif

Interviewee : -

This is a research study about students' vocabulary learning style through online games. The purpose of this research is to figure out students' learning style through online games. The data will be collected through a semi-structured interview which will be recorded and only used for the research purposes to protect the interviewee's confidentiality based on informed consent. The interview will take approximately 10-15 minutes.

Question:

1. Do you think that online games have academic purposes for learning English? Please explain!
2. Can online games be one of the media for learning English, especially vocabulary! Why and why not? (optional)
3. How do you learn English vocabulary by playing online games?
4. Do you prefer learning vocabulary through visual, auditory, or kinesthetic learning style? Why you identify yourself with that learning style! (optional question)
5. How is it possible to learn English vocabulary through visual interaction in online games?

6. How can you learn English vocabulary through listening in online games?

7. Are you capable to learn English vocabulary by hand on experiences (kines-thetic)?

8. Why do you learn English vocabulary through online games?

9. Do you think online games are effective learning source to use to enrich vo-cabulary? Why and why not? (optional)

APPENDIX E
TRANSCRIPT OF INTERVIEW

RQ: How do online games contribute to student's vocabulary learning style?

Participant 1

Interviewee: KA (Visual, Auditory)

Date of Interview: 12 November 2022

1. Do you think that online games have academic purposes for learning English?

   Answer: *"I think it depends on the person, if you really enjoy spending your free time on online game it can be useful for you to learn English because a lot of online game used English as a main language, so it will affect your English skill."*

2. Can online games be one of the media for learning English, especially vocabulary! Why?

   Answer: *"I think yes, like I said before a lot of online games use English as main language, so you can find a new word and new vocabulary that you never found in school, in collage life or in your daily activity."*

3. How do you learn English vocabulary by playing online games?

   Answer: *"actually one of my favourite games is mobile legends. So, I find a lot of vocabulary with reading the rule, seeing the instruction or mission that I need to complete, and then talking or share some strategies with my teammates in the chat room."*

4. Do you prefer learning vocabulary through visual, auditory, or kinaesthetic learning style in online games?

   Why do you identify yourself with that learning style! (Optional question)

   Answer: *"honestly I kind of person who learns with visual and auditory. It is really easy for me to learn English through visual representations that are followed by listening explanation. For example in mobile legend games when the character pick and choose the item and make some voice or dialog I can memorize those word better because I see it and hear it at the same time"*

5. How is it possible to learn English vocabulary through visual interaction in online games?

   Answer: *"yes I think it is possible from visual because I can read the mission and see the item that used in the game even though I may not know the meaning of the word but I can understand it with action of the character."*

6. How can you learn English vocabulary through listening in online games?

   Answer: *"the way I learn vocabulary through listening in online game is listen to the character voice and sound dialog, sometime I learn some word and new vocabulary by listen to the conversation that happen in the game."*

7. Are you learns English vocabulary by hand on experiences (kinaesthetic) through online games?

   Answer: *"no, I am not a kind of person who actually learns by kinaesthetic."*

8. Why do you learn English vocabulary through online games?

Answer: *"I do really enjoy playing online games, so I decide to learn vocabulary and practice more my English skills with playing online games."*

9. Do you think that online games are effective learning source to use to enrich vocabulary?

    Answer: *"Personally, it depends on the games that you play because different types of games have different words or vocabularies used in the game. The more games you play, the more new vocabularies you will get. It is effective for me to apply such method of learning to enrich my vocabularies because I can see and listen while I'm learning it."*

Participant 2

Interviewee: LAI (Visual)

Date of Interview: 12 November 2022

1. Do you think that online games have academic purposes for learning English?

    Answer: *"yeah i think so, because I actually mastered English skills through playing games. I think there are a lot of benefits from online game because through online games I was able to interact more actively and practice more English skills like speaking, that's why it can help me to learn English more effectively."*

2. Can online games be one of the media for learning English, especially vocabulary! Why?

Answer: *"yes absolutely, because uhmm like I mention before. Online games can be a media for learning English vocabularies whether online or offline but in my case I choose online. I grew upon learning English vocabularies through online games. Online games are a media to learn English vocabularies due to Speaking, listening and reading that is involved in playing while learning."*

3. How do you learn English vocabulary by playing online games?

   Answer: *"I learned English vocabularies through playing online games mostly from visual content like storyline of the games, reading the mission and achievement in inventory that I finished, watching and listening to the character voice, dialog and conversation that happen in the games."*

4. Do you prefer learning vocabulary through visual, auditory, or kinaesthetic learning style in online games?

   Why do you identify yourself with that learning style! (Optional question)

   Answer: *"For me, I think visual is more effective because that's the first step in trying to comprehend English vocabularies."*

5. How is it possible to learn English vocabulary through visual interaction in online games?

   Answer: *"yeah like I said earlier, the first step is to learn English vocabularies through visual interaction. For example, I used to play MMORPG games. The way I process on how to learn visually is through seeing the items and*

texts that are provided within game experience. It helps me to learn English

vocabularies much easier since it is demonstrated by visual representation."

6. How can you learn English vocabulary through listening in online games?

Answer: *"I think it could be a bit complicated regarding listening because*

when you learn English through online games you need to hear the words

properly in order to learn. If you don't know the meanings you can try search

it by what you heard in the game."

7. Are you learns English vocabulary by hand on experiences (kinaesthetic)

through online games?

Answer: *"no, I'm too lazy to type or write something in the game. I would ra-*

ther use voice chat to communicate."

8. Why do you learn English vocabulary through online games?

Answer: *"when I was teenager, learning English vocabularies through play-*

ing online games were interesting. And it was fun, a lot more fun than just

learn directly through the teacher. Although the teacher or books is necessary

for guiding, but in term of self-learning online games is definitely more relax-

ing and comfortable. Because if you like the game you don't feel like you are

learning but more like playing."

9. Do you think that online games are effective learning source to use to enrich

vocabulary?

Answer: *"It is effective if you have basic English skills. You get exposed to a lot of words used in the game and from there you familiarize yourself with those words that encompass to your daily life."*

Participant 3

Interviewee: HR (Auditory)

Date of Interview: 12 November 2022

1. Do you think that online games have academic purposes for learning English?

   Answer: *"I think yes online games have a good impact for learning English, because if you play online games which used English as a language you can practice more your English skills like reading, speaking and listening."*

2. Can online games be one of the media for learning English, especially vocabulary! Why?

   Answer: *"yes, like I mention before online game can be used as a media for practicing my English skills. For example listening skill, by playing online games I would be familiar with the pronunciation of the word and also I can get a new vocabularies."*

3. How do you learn English vocabulary by playing online games?

   Answer: *"actually I learn English vocabularies through online games by using the feature that is provided in online games like audio voice chat or mes-*

sages. This feature allowed you to communicate with my friends, my team-mates and people around the world. When I use this feature, sometimes I found the person who is native speaker so I can learn new vocabularies, pronunciation and word of accent."

4. Do you prefer learning vocabulary through visual, auditory, or kinaesthetic learning style in online games?

    Why do you identify yourself with that learning style! (Optional question)

    Answer: *"I would say auditory, because I'm a kind of person who actually learned by listening first. It much faster for me to memorized vocabulary when I listen to the word and how they are pronounce."*

5. How is it possible to learn English vocabulary through visual interaction in online games?

    Answer: *"I think it is possible because through visual we can really know what they mean by seeing what they move or what they want you to do with visual representation of the character in the games."*

6. How can you learn English vocabulary through listening in online games?

    Answer: *"because my learning style is auditory I do really enjoy learning vocabularies by listening to the voice, quotes, dialogues, and instructions that represented by character in the games."*

7. Are you learns English vocabulary by hand on experiences (kinaesthetic) through online games?

Answer: *"I would say not because it is too complicated for me to learn by kinaesthetic."*

8. Why do you learn English vocabulary through online games?

Answer: *"yeah because online game is really fun and entertaining not just like learning English through some formal books or in the classroom which actually so boring for me. Different with playing online games I can entertain myself and at the same time we can also learn a lot of thing like vocabulary pronunciation from there."*

9. Do you think that online games are effective learning source to use to enrich vocabulary?

Answer: *"Yes for me learning vocabularies from online games is more effective rather than school or university. Because i will exposed with a lot of word and be familiar with vocabularies that available from the games. When I found new word and new vocabularies I can apply that word immediately."*
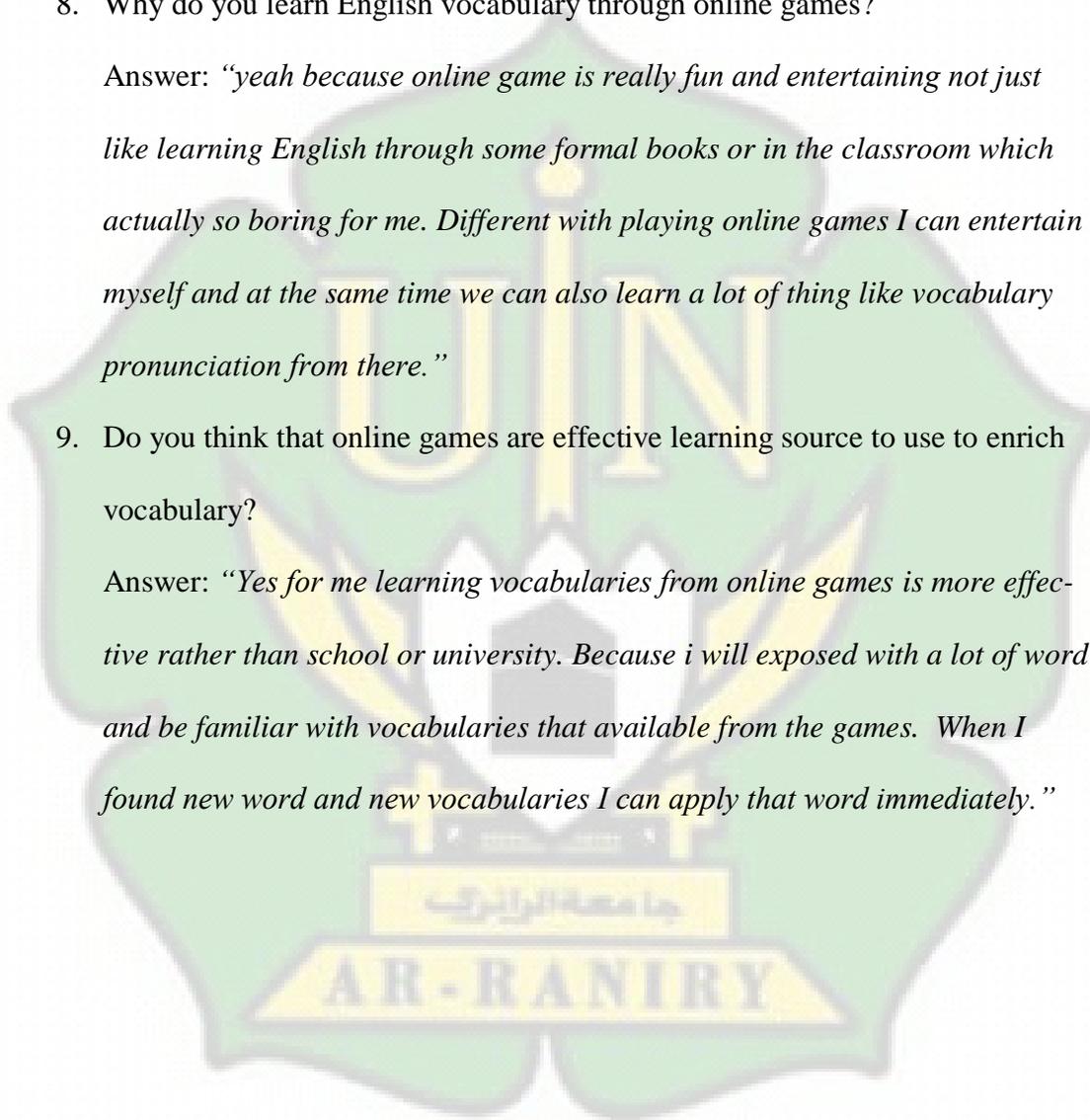
Participant 4

Interviewee: ZU (Visual, Auditory)

Date of Interview: 12 November 2022

1. Do you think that online games have academic purposes for learning English?

   Answer: *"it depends on the games you play, if the games are formulated with English as a language. I think it can be useful for you as a student because it will affect to your English skills."*

2. Can online games be one of the media for learning English, especially vocabulary! Why?

   Answer: *"of course, I have a lot of friend that learning English from online games. While we playing games we can used chatting or voice chat that allow us to talk each other and sometimes we found foreigner or native speaker so we can learn a new vocabulary pronunciation to improve our speaking skills"*

3. How do you learn English vocabulary by playing online games?

   Answer: *"basically, the ways I learn vocabularies through online games is by reading the rule, watching the content that is provided in the games, and also I need to see the mission that I need to complete to finish that game."*

4. Do you prefer learning vocabulary through visual, auditory, or kinaesthetic learning style in online games?

   Why do you identify yourself with that learning style! (Optional question)

Answer: *"I prefer to learn English combined with visual and auditory. Because it really helps me to first see through the visual and then listen to the detailed explanation."*

5. How is it possible to learn English vocabulary through visual interaction in online games?

   Answer: *"of course it is possible from visual interaction, when we see and read the mission or some instruction at the first time in that games, maybe we might not know the meaning of the word but we can comprehend it with representation element of the character like gestures or body movement."*

6. How can you learn English vocabulary through listening in online games?

   Answer: *"like I said before I learn new vocabularies through listening by voice instructions and voice character on the games and sometimes I listen to native speaker when they are speaking, it helps me a lot with how the word are pronounced in the right way."*

7. Are you learns English vocabulary by hand on experiences (kinaesthetic) through online games?

   Answer: *"I'm not sure, sometimes I used to discuss some strategies with my teammates in chat room but typing or writing is not really useful for me."*

8. Why do you learn English vocabulary through online games?

   Answer: *"because I think it more enjoyable and interesting for me to learn through online games rather than learn from text book."*

9. Do you think that online games are effective learning source to use to enrich vocabulary?

Answer: *"yeah of course, it depends on the online games that we play. If the game is design to strategically arrange the words within the game then this could speed up the learning process for an effective perception."*

Participant 5

Interviewee: TS (Visual)

Date of Interview: 13 November 2022

1. Do you think that online games have academic purposes for learning English?

Answer: *"I think it depends on yourself and depend on what types of game do you play. But for me as a student of English department, I choose online game which used English as a language, so i can learn and practicing my English skills through playing online games."*

2. Can online games be one of the media for learning English, especially vocabulary! Why?

Answer: *"Yeah nowadays, most of online games used English as main languages. So in my experience I found a lot of new vocabularies that I never knew before from the games, and also i learn the pronunciation of the word in right way. Basically it will affect to master English skill like reading, writing, speaking, and listening."*

3. How do you learn English vocabulary by playing online games?

   Answer: *"the way I learn vocabularies through online games is by reading the rule first, usually I need to understand what the meaning of the word in instruction, so I must to look or search those word and translated into bahasa, after I understand the mission on that games I can complete or finish the game more easily."*

4. Do you prefer learning vocabulary through visual, auditory, or kinaesthetic learning style in online games?

   Why do you identify yourself with that learning style! (Optional question)

   Answer: *"for me I would prefer visual because with visual element that present on the games I can learn English more fastly and I can memorize word better when I see the representation or action by the character."*

5. How is it possible to learn English vocabulary through visual interaction in online games?

   Answer: *"I think it is really possible because through visual interaction I can easily understand what the meaning of the word or instruction by seeing the body movement or watching action of the character that represented in the games."*

6. How can you learn English vocabulary through listening in online games?

   Answer: *"actually I'm not good at listening. It is really hard for me to learn vocabularies through listening because I need to see the text of the word"*

7. Are you learns English vocabulary by hand on experiences (kinaesthetic) through online games?

Answer: *"I think I'm not capable to learn English vocabulary through kinaesthetic."*

8. Why do you learn English vocabulary through online games?

Answer: *"I think there two benefits that I can get from online games, the first one is you can learn English vocabularies and the second one is you can entertaining yourself with fun. It more like you are studying while playing."*

9. Do you think that online games are effective learning source to use to enrich vocabulary?

Answer: *"it depends on the games that you play because different types of games have different words or vocabularies used in the games. But for sure I can tell you that the more games you play the more you get exposed to vocabularies and be familiar with the pronunciation of the words."*
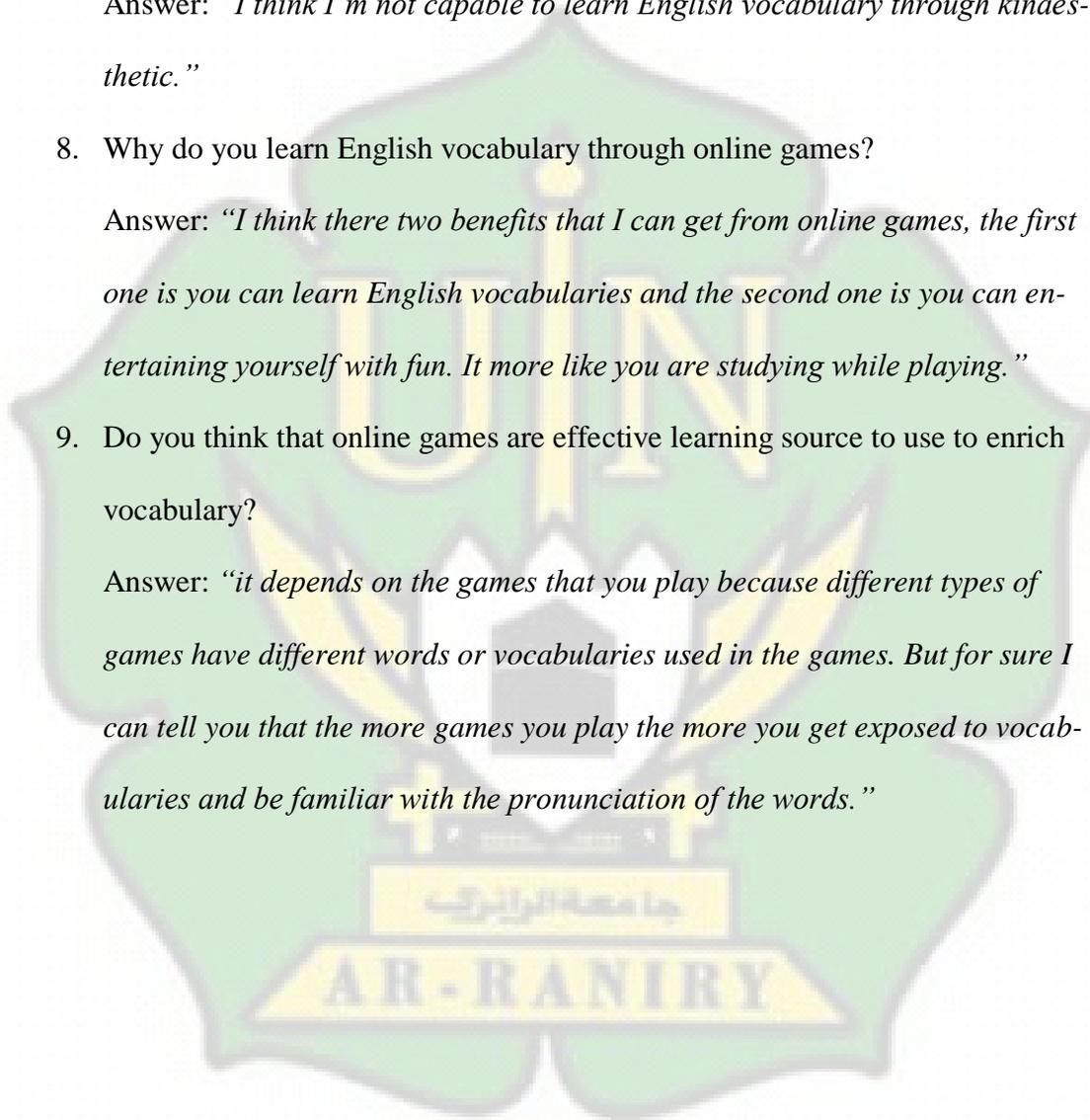
Participant 6

Interviewee: Z (Visual)

Date of Interview: 13 November 2022

1. Do you think that online games have academic purposes for learning English?

   Answer: *"Yeah of course, nowadays most of online games used English as a main language. So I think we can enhance our English skills like reading, writing, listening, and speaking."*

2. Can online games be one of the media for learning English, especially vocabulary! Why?

   Answer: *"Yes I guess online games can be one of media for learning English vocabularies because we can used some feature like audio voice chat that allow me to talk with my friends. Sometime when i play in global servers I usually meet a native speaker, so when we are communicate with other, probably I found and learn a new vocabulary, pronunciation, and word accent from the native speaker on the games"*

3. How do you learn English vocabulary by playing online games?

   Answer: *"Honestly, when you enter into online game you will found a lot of information that provide in English. Unconsciously when I found unfamiliar word, I would copy and paste it to google translate to search the meaning. So indirectly I will get new vocabularies."*

4. Do you prefer learning vocabulary through visual, auditory, or kinaesthetic learning style in online games?

Why do you identify yourself with that learning style! (Optional question)

Answer: *"I would prefer visual because I'm a kind of person who is capable learn with seeing and watching."*

5. How is it possible to learn English vocabulary through visual interaction in online games?

Answer: *"like I said before, I'm a kind of person who learned through visual so the way I process on how to learn visually is through seeing and watching the action of the character on the games. It helps me to learn English vocabularies easier since it is demonstrated. For example when you play FPS games, when the characters pick the item it always follow by text explanation."*

6. How can you learn English vocabulary through listening in online games?

Answer: *"for me it could be a little bit hard regarding listening because when i learn English through listening in online games i need to hear the words more properly and also I need more repetition of words in listening."*

7. Are you learns English vocabulary by hand on experiences (kinaesthetic) through online games?

Answer: *"no, I'm not the type of kinaesthetic learning."*

8. Why do you learn English vocabulary through online games?

Answer: *"honestly, I do really enjoy playing online games in my daily activity, beside I playing online games for fun I decide to practice and mastered my*

English skills through online games. In order to speak English fluently I need to found and learn more vocabularies."

9. Do you think that online games are effective learning source to use to enrich vocabulary?

Answer: *"yes of course, I think online games are the most interesting sources to uses for enrich my vocabularies because online games provided a lot of vocabularies in different term and different way."*

Participant 7

Interviewee: MA (Both)

Date of Interview: 13 November 2022

1. Do you think that online games have academic purposes for learning English?

Answer: *"Yes, if you can utilize online games as a source for academic purposes, I strongly believe it can be used for increasing your main English skills and English component like vocabulary and pronunciation."*

2. Can online games be one of the media for learning English, especially vocabulary! Why?

Answer: *"Obviously yes, it doesn't necessary have to be online games but games in general can be utilized as a learning source since the original language that use in online games is English. While playing games you might get*

new vocabularies, and the words pronunciation, and also the words of accent."

3. How do you learn English vocabulary by playing online games?

   Answer: *"well I learn new vocabularies through playing call of duty, it is kind of shooting games. Basically I learn new vocabulary in this game through listening. Because this game always gives audio instruction and if I found unfamiliar word I can check it and search it on Google to understand what the meaning of the word. So indirectly I get new vocabularies in that way."*

4. Do you prefer learning vocabulary through visual, auditory, or kinaesthetic learning style in online games?

   Why do you identify yourself with that learning style! (Optional question)

   Answer: *"since I played call of duty I prefer auditory, it more rely upon listening skills, because I do really enjoy learning through audio-visual element that provided on the call of duty games."*

5. How is it possible to learn English vocabulary through visual interaction in online games?

   Answer: *"I think it is possible, and the way is possible because there are visual representations that happen in the games by action of the character. Since the words are demonstrated I can memorize word better rather than just listen"*

6. How can you learn English vocabulary through listening in online games?

Answer: *"Yeah I do really enjoy learning vocabularies by listening to the voice, quotes, dialogues, and instructions that represented by character in the games."*

7. Are you learns English vocabulary by hand on experiences (kinaesthetic) through online games?

   Answer: *"I'm not sure, but sometimes I used to discuss some strategies with my teammates in chat room but I'm not a kind who actually learns by writing."*

8. Why do you learn English vocabulary through online games?

   Answer: *"Learning English vocabularies through playing online games were interesting for me. And it was fun, in term of self-learning online games is definitely more relaxing and comfortable. Because if you like the game you don't feel like you are learning but more like playing."*

9. Do you think that online games are effective learning source to use to enrich vocabulary?

   Answer: *"It kind of effective if you have basics English skills before playing games. You will expose to a lot of vocabularies that used in the games and from there you familiarize yourself with those words that encompass in your daily life."*

Participant 8

Interviewee: RS (Visual)

Date of Interview: 14 November 2022

1. Do you think that online games have academic purposes for learning English?

   Answer: *"since the original language that used in online game is English it can be useful for me if I can mastered four element skills like speaking, reading, writing and listening."*

2. Can online games be one of the media for learning English, especially vocabulary! Why?

   Answer: *"absolutely yes, let say most of student playing online game with smartphone in daily activity, and some of them used online game as a strategies to gain more vocabularies."*

3. How do you learn English vocabulary by playing online games?

   Answer: *"the way I perceive English vocabularies through online games is by reading the rules from the games. Or something like for example let say when I choose item a guns or instruction attack, defence, recall, heal. Obviously I cannot found that words in formal conversation. Apparently I only get those words just by playing online games"*

4. Do you prefer learning vocabulary through visual, auditory, or kinaesthetic learning style in online games?

   Why do you identify yourself with that learning style! (Optional question)

Answer: *"I would say visual, because I do really like to see and watching the visual element that represented by the character in the games. And online also provide the text explanation beside item or the picture so I can learn new vocabularies from that."*

5. How is it possible to learn English vocabulary through visual interaction in online games?

   Answer: *"it is really possible for me because somehow in online games you can found and matching with the different people in different country so I can interact more actively with those kind of people, I might get a new vocabularies and be more familiar with the accent of native speaker."*

6. How can you learn English vocabulary through listening in online games?

   Answer: *"actually I learned vocabularies through listening in online just by listen to the voice instructions or maybe I just listen to what native speakers are saying."*

7. Are you learns English vocabulary by hand on experiences (kinaesthetic) through online games?

   Answer: *"I don't know, I'm not really good at kinaesthetic learning."*

8. Why do you learn English vocabulary through online games?

   Answer: *"because my hobby is playing online game. Beside I'm a student of English department so I need a media to practice my English skill in order to improve and build a good confident for speaking fluently"*

9. Do you think that online games are effective learning source to use to enrich vocabulary?

    Answer: *"yes I think so because online games also design for build great information for the players. So you can share your ideas among the players and it will be a good resources for enrich your vocabularies."*

Participant 9

Interviewee: F (Visual, Auditory)

Date of Interview: 16 November 2022

1. Do you think that online games have academic purposes for learning English?

    Answer: *"Personally online games do have academic purposes or benefit for learning English.*

    In what case we can learn English by online games (optional question)

    I think in cases such as building our vocabularies, it most obvious apparent benefit form online games that we can have a new vocabularies that we not familiar with before, you know game tend to have such diver vocabularies for English learner"

2. Can online games be one of the media for learning English, especially vocabulary! Why?

    Answer: *"Yes definitely, I think it can be tremendous sources for students who are beginner in learning English, they could take a benefit from online game like some vocabularies that they cannot found in formal education."*

3. How do you learn English vocabulary by playing online games?

    Answer: *"well of course just like I said before these vocabularies are provid-ed to you and also it exposed to you in visual way. But when it comes to online games the other factor that you played with native speakers, they can give you different perspective and better knowledge of the vocabularies like how it pronounced, how the word uses."*

4. Do you prefer learning vocabulary through visual, auditory, or kinaesthetic learning styles in online games?

    Why do you identify yourself with that learning style! (Optional question)

    Answer: *"I prefer doing it through visual and auditory both."*

5. How is it possible to learn English vocabulary through visual interaction in online games?

    Answer: *"because it helps, when you are learning new word it helps that you can see what the word is like kind of how it is visualize. When it comes to vis-ualize you remember it better, much better when those word give to you with-out visualization"*

6. How can you learn English vocabulary through listening in online games?

    Answer: *"yes I do, I think listening is one of the way that we can learn new word, new vocabularies, especially when it comes to how the word are pro-nounced and how the word say it in correct way."*

7. Are you learns English vocabulary by hand on experiences (kinaesthetic) through online games?

Answer: *"actually I'm not a kind of person who learned by kinaesthetic."*

8. Why do you learn English vocabulary through online games?

    Answer: *"well because online games have a lot diver vocabularies, it give me a lot of word that I never heard before. And of course when I played with people who actually a native speakers, I can learn from them in better knowledge of the vocabularies like how it pronounced, how the word uses, it is really helpful. So that why I like to build my vocabularies through online gaming"*

9. Do you think that online games are effective learning source to use to enrich vocabulary?

    Answer: *"Obviously yes, it tremendously effective learning source for enrich vocabularies, because online games always provide the word by representation of the character. The words and vocabularies are always or almost demonstrated and visualize in the games. So you can understand the meaning of words easily"*
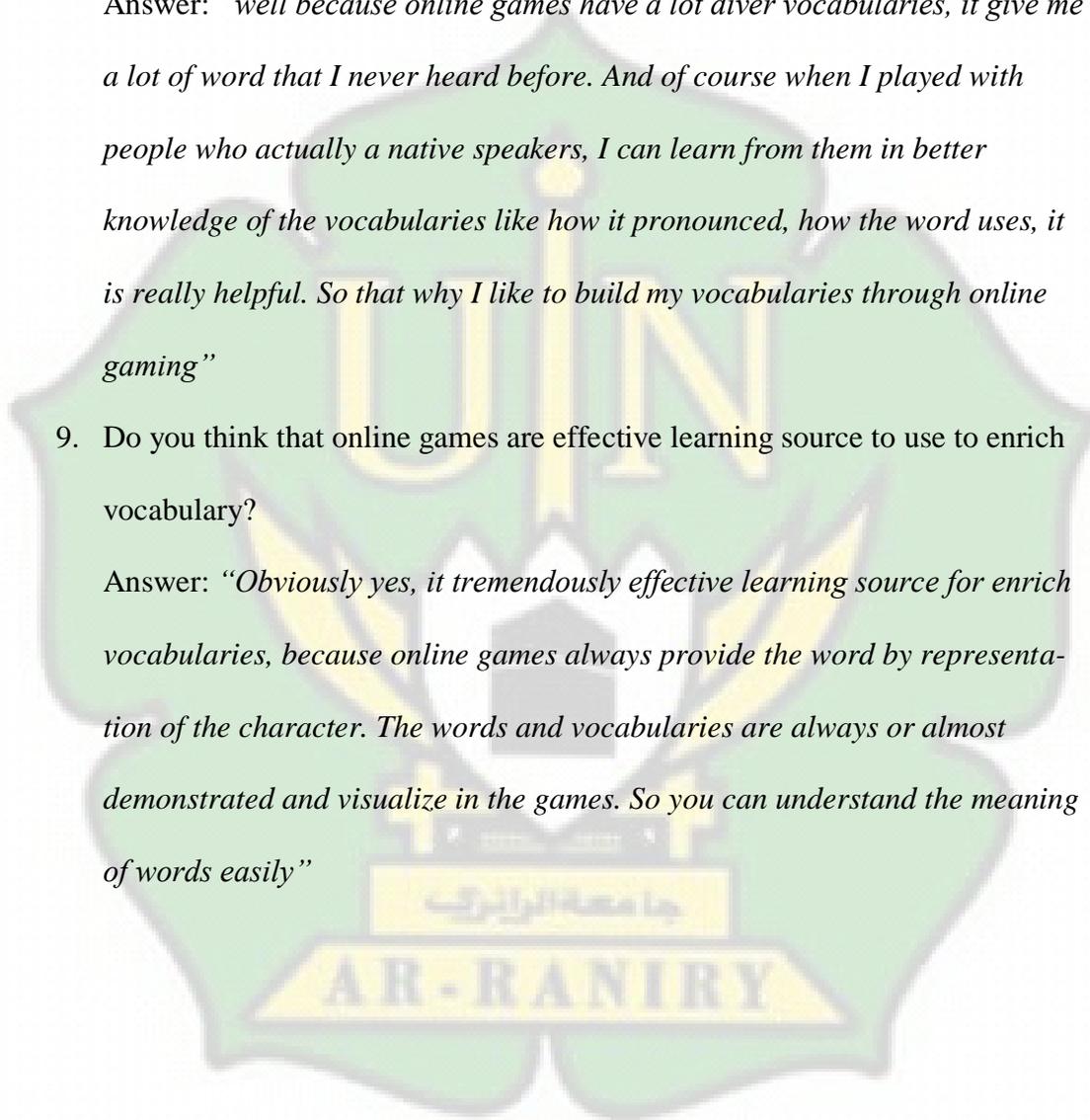
Participant 10

Interviewee: M

Date of Interview: 16 November 2022

1. Do you think that online games have academic purposes for learning English?

   Answer: *"of course, if you can uses online games as a source for academic purposes like enhance your cognitive ability or learning English. I strongly believe it can be used for increasing your four main English skills for example speaking skills or listening skills maybe."*

2. Can online games be one of the media for learning English, especially vocabulary! Why?

   Answer: *"In my opinion, playing online games in general can be a useful way to pick up English vocabulary. Considering that English is frequently used in gaming instructions. As a result, it is necessary for me to comprehend not only the text's meaning but also its contents, which give instructions and information about the task. So, indirect way, I've picked up new English words. And I think the amount of my English vocabulary will increase."*

3. How do you learn English vocabulary by playing online games?

   Answer: *"I learned English vocabulary in an informal way by playing online games and utilizing Google Translate. I usually do it when I come across unfamiliar words. I then copy and paste it into the program. I use Google Translate because it is a simple tool."*

4. Do you prefer learning vocabulary through visual, auditory, or kinaesthetic learning style in online games?

Why do you identify yourself with that learning style! (Optional question)

Answer: *"Actually, I think it is better if all three are combined but if asked to choose, I tend to be more visual because for me learning something that can be seen is easier to understand."*

5. How is it possible to learn English vocabulary through visual interaction in online games?

Answer: *"Yes it possible for example, when I play online games, I am expected to complete certain missions in order for my gaming character level to improve. The missions were communicated by text, which I read. Reading causes visual engagement, which awakens my imagination and leads to the formation of conceptual images associated to these missions. Images in online games connected to these missions, in addition to text, are generally shown to help me capture and understand the mission outline. That's what I thought."*

6. How can you learn English vocabulary through listening in online games?

Answer: *"for some people it can be possible but for me not, because I frequently have difficulty understanding what speakers are saying."*

7. Are you learns English vocabulary by hand on experiences (kinaesthetic) through online games?

Answer: *"actually, I am not a kind of kinaesthetic learner but in somehow you can get vocabularies through typing or writing in the games."*

8. Why do you learn English vocabulary through online games?

   Answer: *"Honestly, I did not learn English on purpose through internet games. If you genuinely want to learn English, I believe it is best to attend courses and so on. But, because I enjoy playing online games in which English is used to interact, I must grasp and understand whether I like it or not. So I didn't select to learn English through online games because I wanted to learn English, but rather because I wanted to enjoy the experience of playing these online games."*

9. Do you think that online games are effective learning source to use to enrich vocabulary?

   Answer: *"Online games, in my opinion can be used to improve English vocabulary, but they are ineffective. If the goal is to learn the meaning of a word simply to enjoy the experience of playing online games, it appears that online games are ineffective as a technique of expanding vocabulary. because in my experience, the vocabulary conveyed in online games tends to be more in languages often used in everyday life, such as talking to friends, listening to music, and so on. To broaden one's vocabulary, I believe it is preferable to read books or articles in English."*

APPENDIX F
LETTER CONSENT SIGNED BY THE RESEARCH SUBJECT

Title : Self concept as a Process of Inducing Motivation Towards Learning English

Researched by : Muhammad Hanif

Consent form for participation in research interview

Thank you for reading the information sheet about this study. If you are happy to participate then please complete and sign the form below. Please initial the boxes below to confirm that you agree with each statement

I confirm that I have read and understood the information sheet (interview) and have had the opportunity to ask questions ☑

I understand that my participation is voluntary and I am free to withdraw at any time without giving any reason and without there being any negative consequences ☑

I understand that my responses will be kept strictly confidential. I understand that my name will not be linked with the research materials, and will not be identified or identifiable in the report or reports that result from the research ☑

I agree for this interview to be tape-recorded. I understand that the audio recording made of this interview will be used only for analysis and that extracts from the interview, from which I would not be personally identified, may be used in any conference presentation, report or journal article developed as a result of the research. I understand that no other use will be made of the recording without my written permission, and that no one outside the research team will be allowed access to the original recording ☑

I agree that my anonymised data will be kept for future research purposes such as publications related to this study after the completion of the study ☑

I agree to take part of interview ☑

Farhan Murtan	17th November 2022	_(signature)_
Participant's Name	date	signature
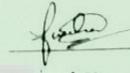
Muhammad Hanif	17 Nov 2022	_(signature)_
Researcher's Name	date	signature
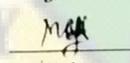
If you have any further questions or concerns about this study, please contact

Name of researcher   Muhammad Hanif
Address   Kajhu
Phone   082248079789
E-mail   160203110@student.ar-raniry.ac.id