The Students' Perceived Impacts on using Mobile Legends Game toward Their Vocabulary Mastery

THESIS

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The Students' Perceived Impacts on using Mobile Legends toward their Vocabulary Mastery, adalah benar-benar karya saya, **kecuali semua kutipan dan referensi yang disebutkan sumbernya.** Apabila terdapat kesalahan dan kekeliruan di dalamnya, maka akan sepenuhnya menjadi tanggung jawab saya. Demikianlah surat pernyataan ini saya buat dengan sesungguhnya.

Banda Aceh, 07 Juni 2023

Saya yang membuat surat pernyataan,

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ABSTRACT

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Vocabulary is one of important things in English, which is as a basic knowledge to support the skills of reading, writing, listening and speaking. Many ways can be used to improve vocabulary such as using game; one of those is Mobile Legends. This study aimed to find out the students' perceived impacts on playing Mobile Legends game toward their vocabulary mastery. This study used a qualitative method with support by purposive sampling in selecting the participant. The population of this research is the students at SMK N 3 Sinabang, 06 of them were chosen as the participants of this study. The data was collected through interviews. The result show that Mobile Legends can impacts to vocabulary mastery related to the data owned by interviews.

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CHAPTER I

INTRODUCTION

A. Background of Study

Language is very important in human life as they use language all the time. Based on *Cambridge Dictionary*, language is system of symbols communication by human living specifically country. For a long time, English has been the most popular language in the world and the most important foreign language in developing countries that does not use English to communicate. Castillo (2015) said that, it is the sense that they speak, say, and are aware, language is nothing more than human subjects. Languange is something that comes from within the subject of the speech and is reflected in the meaningful, intentional goal of the speaker.

Humans are social creatures who must communicate with each other. Therefore, humans cannot live without language. To learn a language, humans have their own way, for example by playing online games. Using games to teach vocabulary is one of a new trend to strengthen and improve someone's ability in English. Richards and Platt (1995) argue that "Games as an organized activity that usually has the following properties: a particular task or objective, a set of rules, a competition between players, and communication between players by spoken or written language" (P. 89). In essence, the game is a means of communication between humans.

Learning vocabulary through games has attained a lot of people attention. According to Kuzu and Ural (2010, as cited in Vildan, 2010), argue that, when games and education combined, it can educate and teach environments to be entertaining. The learners who learn using games gain positive attitudes and can be more motivating while learning.

When it comes to games, online games played purely for leisure and also used for educational purposes. The most important components of games are goals, rules, challenges, and player interactions. Online games, therefore, significantly affect learning a new language. Playing online games can have a favorable effect on language acquisition, especially English language proficiency, because most current-generation online games are in English. Even with little knowledge of English, they will begin to get acclimated to finding English words while playing online games.

Funk (2013) mentions that there are many types of online games, such as RPG (Role Playing Game), Puzzle, to MOBA (Multiplayer Online Battle Arena). However, MOBA games is more popular and have many fans, both young and old. Today, MOBA games are easily accessible on smartphones. One of the most popular MOBA is Mobile Legend Bang-Bang.

Yogatama et al. (2019) mentioned that, "Mobile Legends originated from China since 2016. This game was first popular in Indonesia since 2017, produced by the Moonton company, with more than 100 million downloaded in various regions over the world" (P.2259). This game is exciting and straightforward so

that it is easy to play by anyone in a 5 vs 5 battle, using different heroes and skill effects to tear down enemy bases or towers. One of Mobile Legends' competitors is AOV (Arena of Valor), but this game is still lack of in fans. Mobile Legends is not only used to spend free time. Many young people today are jumping into the world of e-Sports in order to improve their lifestyle and achievements by playing games. Therefore, many school students are competing to become Pro-players like e-Sport athletes, based on channel youtube, podcast pro-player and view of live streaming MPL (Mobile Legends Profesional Laguage) Indonesia.

Besides being used to spend for spare time, the Mobile Legends game application also use as a media to learn English with various groups, including students in the school. Based on the previous study mentioned above, the researcher is interested in conducting a research entitled "The Students' Perceived Impacts on using Mobile Legends Game towards Their Vocabulary Mastery", this research especially at SMKN3 Sinabang. The purpose of this study is to find out the perceived impact of Mobile Legends Game on vocabulary mastery.

B. Research Questions

Based on the background of study above, the formulation of the problem that is revealed in this study are as follows:

1. What are the student's perceived impacts of their playing Mobile Legends game towards their English vocabulary mastery?

C. The Aims of The Study

Based on the research question above the aim of this research is :

1. To find out the students' perceived impacts on playing Mobile Legends game toward their English vocabulary mastery.

D. The Significance of The Study

Practically, this research used to measure the benefits of online games in educational world, especially for students who spend most of their by playing games. Therefore, learning English using Mobile Legends media will considered in education world as one of the learning media in the millennial era. In addition, this research also use as material to improve the positive image of online games, which considered useless and can be used as needed, such as increasing vocabulary mastery for students.

E. Research Terminology

To avoid misinterpretation and misscomunication, the researcher would like to clarify the terms used in this study.

1. Mobile Legends

Mobile Legends in this study refers to the most popular games among students to learn vocabulary in another sense, playing online games like Mobile Legends, there are positive things that we got, if we are going to be interested in a specific object, example : to improving the abilities of problem solving, improving financial in life, increase self-confident, have a lot of friends and this abilities very important to education. One of the common problems in education is

the lack of interest in learning English because it seems complicated. With the innovation of online game-based learning media, at least it can increase students' enthusiasm for improving vocabulary. The following is a display of Mobile Legends that can be used for learning vocabulary:

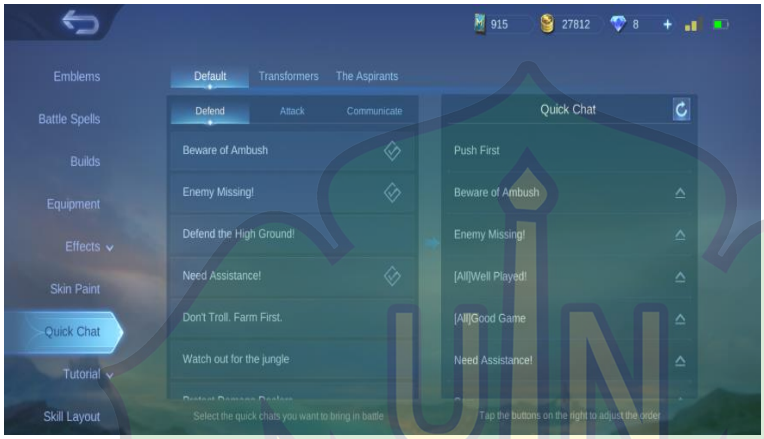

Figure 1.1 : Quick Chat

This figure shows the contents of quick chat in Mobile Legends, it can be used as additional English vocabulary.

Figure 1.2 : Equipment

This figure explain about the equipment in Mobile Legends to upgrade power of heros, also can be used as a improve the vocabulary.

Figure 1.3 : Emblems

This figure show the emblem that can be used in Mobile Legends, the function of the emblem is to upgrade ability of heros, also can be used as improving the vocabulary skill.

All figure above are screenshot from application of Mobile Legends.

2. Vocabulary

Diamond and Gutlhon (2006) claim that vocabulary is knowledge of words and their meaning. Vocabulary is an essential point to be increased by someone to support their ability when using English daily. Without vocabulary, the students cannot understand English sufficiently to communicate, to express ideas or another. English language skills are not only based on the pronunciation of the words but also on the meaning of each word, so that it is easy to match one word to another to produce a sentence that is grammatically appropriate and easy to understand.

Based on Cambridge dictionary, vocabulary is all words whether the words come from a languages or a particular set of words that want to learn. And also vocabulary called as a symbols of techniques to express our felling with using the words. For the simple definition of vocabulary is to tell other about something from the words. An examples of vocabulary is ; listen, play, study (verbs). Flower, book, computer (noun). Adorable, beautiful, cute (adjective). In addition the words above, there are many examples of other vocabulary that we get from each langange, not only in the context of English.

In British dictionary, vocabulary is a symbol parts of communication with some exspression as arts and crafts. In other words, vocabulary is the arts of communicating. In other definition from American, vocabulary is a list of words, phrases, abbreviation in infection arranged in dictionary that identified meaning in the grouping. So, relationship between game and vocabulary according to Hafiz (2023) explained that, the game are used as entertainment, meanwhile vocabulary is used for learning medium.

Vocabulary is an important part in learning English, because a lot of vocabulary makes it easier to understand. However, learning vocabulary has its own challenges, including difficulties in pronouncing words and remembering the meaning of each word. Therefore, everyone is required to be creative in forming a fun learning environment. For example, if you are a fun with the game, used game as a medium to increase vocabulary, when studying with that things loved it will be easy and make enthusiasm for learning. In other words, relationship between

game and vocabulary is intertwined but must be in accordance with the role of the game here as motivated to learn so don't make felt bored.

CHAPTER II

LITERATURE REVIEW

A. Mobile Legends

1. History of Mobile Legends

Mawalia (2020) suggest that “one of the most popular game with a lot of fans is Mobile Legends Bang-Bang (MLBB). It is published and developed by Shanghai Moonton Technology” (P.50). The game was designed for smartphone with an Android and IOS since 2016 in China, and in Indonesia Mobile Legends was popular in 2017. This game have a type of multiple-player online battle arena (MOBA)

Mobile Legends designed as a game filled with ten players in one matchmaking, five blue and five red teams. Each team fighting to destroy the opponent's tower to achieve victory. Each player will choose a hero character to use. Kobis and Tomatala (2020), believe that “the appearance, attacks, and characteristics of each hero are unique to that hero” (P.23). It is interesting to note that when a hero appears or gives instruction the hero will say something unique vocabularies in English. Mlbb hold all player over the world with a team in a match so that the player can interact with foreign player.

The system has lanes asymmetric where the three battle lines used in the game is relevant:the; first is bottom lane or area bot (Exp), Midlane or area in the mid and Toplane is a top area (Gold). Each lane have their own role of hero. Bottom lane is filled with fierce and strong hero characters when a team fight

takes place with the fighter role, then midlane is filled by mages, tank or support. On the other hand, then toplane or gold lane is filled by the marksman role.

B. The Impact of Mobile Legends

Reinders and Wattana (2012) said "the impact of using online game is undecided and the level of the proficient of them in learning something" (P.156). Chen and Jhonson (2004, as cited in Reinders and Wattana, 2015) from "*The Effect of Playing Online Games*" explained that they focuses on stimulating the context of foreign language learning so that it motivated students to practice their language skills.

1) Positive Impact

Tamba and Panday (2021) have argued that the positive impact of playing Mobile Legends is ;

a. Reduce stress during hectic learning activities.
b. Fill spare time by playing the game instead of preaching.
c. By playing games, we can find new friends, train team cohesiveness, practice patience and team fight for good war strategies to improve the essential ability of vocabulary. In addition, by playing Mobile Legends.
d. We can have money by playing accounts other (Joki) or entering team e-Sport.
e. To increase creativity to solves the problem.

2) Negative Impact

Ringgo (2021) said in en.esportsku.com the negative impact of playing the game is ;

a. Cause of addiction, so there is a decrease in rest time and uncertain sleep time.
b. Reduce eyes function due to constantly staring at the screen. Addiction to playing games also affects learning. Therefore, self-control of playing games continuously is needed to avoid the negative effect.
c. Reduce immune health and toxic in the game environtment also affect in personality.
d. Insomnia also affect to focus.

For thus, playing the game must be according to portion, don't be overdos it, by making Mobile Legends a way to increase vocabulary by avoiding negative things in it, because learning with something we enjoy is so fun.

In other impacts of Mobile Legends game according to Ta'uno (2022) suggest that the first advantages that use Mobile Legends is that users may understand many new word from the application, second from listen and interaction with players also obstacle the vocabulary, and the third is an online game that encourages students to learn in an aggressive manner. Refer to Utami (2022), the impact negative playing Mobile Legends has damage to social interaction such as students distruption to social interaction patterns, with students becoming easily and more often provoked by their emotions, students cannot control their emotion, also forget their time to worship and

forget their obligations as students. In addition Mobile Legends also have positive impacts that are will become more proficient in using digital technology, they will have better cooperation with their teacher during lessons, they will able to beat new vocabulary and social capacity to socialize online will increase. Playing game has two different points of view among the community, some consider it bad there also those who consider is good depending on the context of using the game itself, something good comes from the thoughts of each individual as well as something bad also comes from the throughts of the individual, with this research in order to open everyone's insigh that not always bad things bring badness but there is knowledge and good value in it.

2. Role and The main character (Hero) in Mobile Legends.

According to Yaya (2020) that Mobile Legends has several specific roles, the balance roles selection really determines the percentage of wins. There are several roles in Mobile Legends:

a) The Tank (Defender)

Tank it is a hero unit that can survive the damage given by the enemy team to save his team. Tank is the step role in MLBB because it is scarce for players to use tank heroes, especially when playing solo. The tasks of the Tank hero include helping Junglers eliminate buffs. Definition of junglers is (the killer of all the monster in the forest and enemy , such as Turtles and Lords). Then tank checking the bushes so that no opponent heroes to sneak or steal towers. Open for the team fights, target enemy junglers and much more; as a Tank, you have to be patient.

b) The Mage (Produce of magical damage)

It is a unit hero or character in charge of helping tanks and junglers clear the lane from enemy minions. Mage produces magic damage which increases the level of the hero. Mage is a weak hero so it is easily eliminated by the opposing team. Therefore, the mage must have a good positioning during a team fight.

c) The Assassins (Slayer)

Assasins (slayers) has an important role in a team, hero Assassins are swordsmen who are used as Junglers to eliminate buffs, minions, turtles, lords, push towers and enemies. Junglers must have more gold from his team and the opposing team. Junglers is a measure of victory. An independent junglers will find it easier to win. However, being a junglers is not easy because he become a target of the opponent's hero. Therefore, the junglers type must be able to save himself with his skills.

d) The Marksman (Produce physical attack)

Marksman is a long-range hero character who fills the toplane path, but sometimes some marksman heroes can be used as junglers according to the hero's abilities. The marksman type is also a weak hero if there is a war at close range. But the marksman can also be a deadly hero if the fight occurs at a distance so that the marksman position can determine a victory. A marksman is a type of hero who

quickly destroys enemy bases and towers. Therefore, marksman must be independent and able to care for himself so as not to die in vain.

e) The Fighter (Melee or close range)

The fighter is a types of hero with high war mechanics, the success of a team fight cannot be separated from the role of this fighter. The main task of this fighter is to be able to kidnap enemy heroes. Besides, the fighter is also believed to be a split push unit, cleaning minions and helping tanks in shuffling enemy back lanes, destroying the opposing unit's concentration during a team fight.

f) The Support (Healer)

The support is a hero unit that can help laning rotation quickly according to the ability of each type of hero. In the update patch, the support role is now much more popular than tanks because support is easier to use than tanks. In addition, several types of support can provide additional Healing from a distance during a war.

3. Terms in Mobile Legends can be use as vocabulary perceiveid

Besides that there are several terms that are often used by Mobile Legends players, according to Septoyo (2021) cited in Kompas.com :

1) AFK (Away From Keyboard or leave the match)

AFK means leaving the game online either intentionally or unintentionally. AFK it self has a bad impact on a team because it lacks a player, so it is outnumbered by the opponent. The server's detected AFK will be penalized with a reduced credit score. AFK can also occur if the internet

connection is unstable, so before starting the game, it is recommended to check the signal strength first.

2) Score Credit

Score credit is one of the requirements to play in ranked mode. If the credit score is to low then the player cannot play in ranked mode but still can play in other modes such as Classic, Brawl, Costum, Ai and Arcade.

3) GGWP (Good Game, well played or praise)

GGWP it is a compliment to teammate who managed to get a moment for victory.

4) MMR (Match Macking Rate)

MMR it is a point was calculated by most of winning in mode Rank with using a popular hero or favorite hero.

5) MVP (Most Valuable Player)

MVP it is an award that obtained by a player with the most valuable on teammate.

6) WR (Win Rate or percentage of winning)

Win rate it is overal win ratio percentage.

7) KDA (Kill Death Assist)

KDA it is a total from accumulaion with elimination enemy's, total death , and total helps the team in eliminating an enemy.

8) Battle Spells (Hero items)

According to Seanry (2017) an additional item in the game Mobile Legends, existed several types of battle spells that can be used for something that every player needs, including:

1. *Execute*, to execution an enemy lower HP (health point) under 10%.
2. *Retribution*, especially for all of jungler, and have true damage to creeps or minions.
3. *Inspire*, to enhance basic attack in 5 second and increases attack speed 1.55 times.
4. *Sprint*, long lasting speed up gains to 50% movement speed and slow immunity for 6 second.
5. *Revitalized*, to summons a healing spring that restores 2.5% max HP (health point) every 0.4s for allies within the area of effect for 4 second.
6. *Aegis*, to immediately gain a shild that absorbs 750 damage for 5 second.
7. *Petrify*, area of effect control with magic damage to nearby enemies for 0.8 second, if the enemies hit will also be slowed by 50% for 0.8 second afterward.
8. *Purify*, to move all of negative effects 1.2-second gains control immunity with 15% movement speed.
9. *Flameshot*, to attack and defend, also can used to steal lord, turtle, and kill enemies.
10. *Flicker*, to moves a certain distance in a designated direction for 1 second.

11. *Arrival*, to teleports to an allied minion, tower and trap gains extra 60% movement speeds for 3 second.
12. *Vengeance*, to reflect damage for 3 second.

C. Vocabulary

1. The Definition of Vocabulary

Vocabulary is a language component that has meaning in the form of verbs, nouns, and adjectives. Hajis (2014) an explained that vocabulary is essential to improve speaking, writing, listening, and reading skills. Without vocabulary, the 4 skills above will be difficult to learn.

Hajis (2014, as cited in Horn, 1998:1447), that vocabulary is all of the syllables that a human understands and uses, and then all the words in a particular language, terms used by people to communicate with special meaning to learning a foreign language.

2. Vocabulary Mastery

Baskarani (2016) said that "vocabulary mastery is how the teacher shows a rundown of a word" (P.12). With its implications, particularly in a book for learning an unknown dialect to the learner, with an excellent mastery to increase knowledge about the importance of vocabulary in various situations. It can assist with abstaining from committing errors in distinguishing a language with word

reference and guide us in making the identicalness of the second language to the local language.

Based on the significance of vocabulary, in unknown dialects, students need different methodologies to develop their language in the form further up that means of new words when they experience them. There are 5 fundamental stages of vocabulary discovery that are recommended by Hatch and Brown (1995, as cited in Baskarani, 2016) there are :

1) To own the resource for take on new vocabulary.
2) To obtain a reasonable picture, one of visual or hear types of the new words.
3) To study the significance of the words.
4) To create a solid memory association among the structures and implications of the words.
5) To utilize the words with making a simple sentences.

These means would make students simpler in further developing their vocabulary and make them more capable in English.

The lexicon educating remembers the absolute most complex issues for the field of instruction. Vocabulary instructing is affected by thoughts on the idea of language by reality, with speculation on the specific language being educated, and by thoughts on the way in which the language is learned. As indicated by Allen (1983, as cited in Baskarani, 2016) has argued that three methods can be utilized for instructing vocabulary:

1) Alphabet command: Even for a rundown of new words, arranging way is proper in assisting learner with tracking down a word.
2) Demonstrate the significance of words through pictures, clarifications in mother tongue, also definitions in Basic English.
3) Representation concern regarding implications prior to boring words.

The feature of learner is intricate. So it makes the educator troublesome to draw in with them. Before the instructor shows the students' new word, they is want to be comprehend the quality of their learner. Instructing vocabulary through items and activities, the educator needs to do a lot of talking and acting to build up a few connection to students between what is said and what is done. The ability to acquire a large vocabulary is called word acquisition capability. The importance of words in the context is more understood when we have a rich vocabulary. It can help us avoid making mistakes while recognizing a language with word references and help us achieve proportionality between the second language and the native tongue, which means:

1) Assisting us with dominating sorts or levels of importance. In dominating the sorts of levels of significance, for example, the words with their lexical importance, they are by no implies the primary fundamental importance in the images and gadgets of a language. Likewise, the lexical substance of the different words as recorded and characterized in a dictionary by Fromkin and Rodman (1974, as cited in Baskarani, 2016) explained that, the Vocabularies found in a language are because the dialects we use comprise vocabularies.

Whatever individuals might do when they meet up, whether they play, flight, or talk, we live in a universe of words.

2) Words can communicate our capacity. At the point when an individual shows his discourse in front of the general population, his assertion can carry us to the next world. His capacity in discourse is notable everywhere, beginning with a word.
3) Vocabulary is engaged with all angles in understudy learning, which can improve their English ability, whether in tuning in, talking, perusing, or composing. Understudy can not talk well if they do not know the vocabulary. They additionally do not listen cautiously if they do not know the vocab. They may be trapped in perusing if they do not know the jargon. So it is implied that jargon helps understudies become familiar with the language and further develop it. Recorded as a hard copy, jargon work as a device to express fruitful learning. It shows a decent criticism of the learning. From those can be reason that vocab is engaged with every parts of our live, and that mean it is pivotal to be get, particularly when we communicate.

3. The Significance of Vocabulary

Penny (2009, as cited in Baskarani, 2016), stated that “vocabulary is the most significant kind of language to inform” (P.14). It can realize a literature text and make it self-understood with half no grammar. However, it may not be obtained without vocabulary mastery. It is most significant than reading and effort to mean a text. That is as well the top singular quantify of proficiency.

Dewey (1910, as cited in Bintz, 2011), argue that vocabulary is criticism significant because words are a device to think about the implications to be expressed. The importance of mastery of vocabulary impacts the grammatical patterns used when communicating.

Moreover, the best domination of vocabulary enables the learners to specify their thoughts precisely. By owning more supply of words, inexperienced persons can recognize the analyzing materials, trap different conversations, react, communicate fluently and write a few types of subjects. On the opposite, if the study does not approve of the significance of the phrases utilized by individuals who address them, it may be incapable of participating in the communication, unable to express some ideas, or unable to ask for records.

4. Types of Vocabulary

Vocabulary has several types refer to Good (1959, as cited in Hajis, 2014), explained by four types, they are;

1) Writing, is vocabulary refers to syllable usually be used. By writing will add to collecting of vocabulary mastery.
2) Oral, usually used to describe verbal on the whole.
3) Reading is the syllable that you collected from write.
4) Listening refers to someone who knows that they listen of vocabulary.

Vocabulary mastery is essential to improving writing, listening, reading, and speaking in English. Besides that, the vocabulary has two kinds, active and passive vocabulary. Harmer (1993, as cited in Baskarani, 2016), said that, active

vocabulary is called efficient vocabulary. Studied greater generally use it accurately in be meaningful and writing. Although in the practical, the student uses the word in speaking and writing, it is most generally, even in practice, it is most challenging to do. However, the student must know how to pronounce it correctly. Vocabulary can be an active vocabulary, while college students have already discovered it and are expected to use it suitably.

Harmer (1993, as cited in Baskarani, 2016) explained that "passive vocabulary is well known as comprehensive vocabulary as being comfortable". It is miles words that commonly are uneasy about being diagnosed and understood in the context of listening and analyzing either by way of novices. The passive vocabulary refers to items newcomers will probably locate difficultly or may not be capable of producing and only apprehend after satisfying them.

Shortly, active vocabulary is simpler to apply because a person has likely discovered it properly and practiced it, even as passive vocabulary will tend to be hard to apply.

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5. Tips and Trick to Improve Vocabulary skills

There are some tricks to improve vocabulary skills, such as memorize and retain a list of foreign words learned through reading and listening, particularly when many of the terms are even difficult to pronounce or recall the meaning of. In order to remember terminology that has been meticulously memorized, tips and tricks are required. Observe the South Australian

Government (2011, as cited in Hajis, 2014) stated that, we need to know some strategies and tips to use when learning vocabulary to make it easier, such as:

1) Involve the vocabulary that we have in daily activities.

The manner in which retained new word was through rehashed practice of theword. The representation upheld by Preszler, Rowenhorst, and Hartmann (2006, mention in Hajis, 2014) explained that the characterized that understudies must utilized a word somewhere in the range of six and multiple times previously they were equipped for utilized it autonomously.

Additionally, learning through repetition and thorough evaluation of a word is more effective than openness or repeatedly encountering a word, both of which are learning methods. Sokmen (1997, as cited in Mc Carten, 2007) explained that, repeating words aloud improved student retention of the material more than repeating it quietly.

Moreover, repetition is the key to learning, which has a long-lasting effect on memory. Repetitive (using vocabulary in everyday tasks) was vital since it was the word-for-word repetition. When comprehending words, it has been determined.

2) Associate with the same words.

Trying to find the similarity of the words In English to Bahasa or local language to make it look unique and make it fun the example : *Scramble* and

Sambel (in bahasa) with the same pronounce “amble” but the meaning also different. Another examples are *Parking* with *Parkir*,*Lamp* and *Lampu* etc.

3) Reading books

As we know reading will increase vocabulary knowledge both reading books, newspapers, magazines, articles and etc. By reading it over and over again so that the words becomes a familiar words so that is easier to remember and use when communication.

4) Memorizing Vocabulary with Hobby

For example, someone who likes to listen to music can improve their vocabulary by listening to music often, watching movie, then those who like to playing games can also increase their vocabulary with their favorite games. Basically something will be easier if it side by side with what we like.

6. The Function of Vocabulary

The function of vocabulary is as a basic of knowledge that can support the 4 skills in English, (Khan et al, 2018). Thus it can be concluded that the fungtion of collected vocabulary to support skills in English, without vocabulary it difficult to communicate because the basic skill it starts from vocabulary.

The phrase “apply” means the feature or the benefit. From the meaning above, vocabulary use is the purpose or the usage of words that might be put in a language. After using the words, we must realize the characteristics of our vocabularies because it can guide us in understanding the language.

Besides, vocabulary is principal to both the machine and using language. The expressed phrases are written and arranged into sentences and different grammatical compounds. According to Romaine (1998, as cited in Baskarani, 2016), stated that phrases are what regular consumers consider language. It may be on hand and reflect the entire tradition fully and respond faster to changes in society than do different aspects of language.

7. Problem in learning Vocabulary

Learning vocabulary is not simple for students. Carter (1998, as cited in Baskarani, 2016) stated that "vocabulary is a complicated process and takes a long time". Therefore, many issues arise studying vocabulary are. One of the familiar issues the student still get several difficulties in learning because various factors frequently affectively, such as ;

1) Pronunciation

   Studies indicate that words are difficult to pronounce and still difficult to learn. Because possibility difficult words will typically be those that contain sounds that are unfamiliar for one of groups of learners.

2) Spelling

   Words contain silent letters are problematic, such as listening, reverence, foreign, honest, etc.

3) Grammar

   Grammar connecting with the words also issues, especially if it is different from that of it is first language.

4) Meaning

Scott Thornbury (2002, as cited in Baskarani, 2016), stated that two words overlap in one meaning, students may feel confused. Learn of vocabulary appear to be one of the easiest things about learning a language, but it is also one of the difficulties things to do, because learning vocabulary not only learn about the meaning of the word, but also about learning other aspects of the word such as usage, pronunciation, grammatical, etc. Therefore, it is often difficult for students to understand the vocabulary.

D. Quick chat can be used as vocabularies collection

Subhan (2021) said that, in the Mobile Legends, there are several quick chat to make easier of the players to communicate, using the quick chat must also accordance in that situation and condition in the game. There are three types of quick chat ;

1. Deffence

   Deffence, is the sign can used to protect teammates when beware of enemy in bushes. For the example is :

   a. *Enemy missing*
   b. *Clear up the lane*
   c. *Beware of ambush*

d. *Defend the highground.*

e. *Need assistance*

2. Attack

Attack is a sign to lead the team to fight and attack enemies hero, minion, and base tower, for the example is;

a. *Attack the lord/ turtle.*

b. *Push first.*

c. *Ultimate is ready*.

d. *Gather*

e. *Wait for me*

E. Communication

Commucation is an important thing became during tha game, this quick chat is advantages to raising the spirit and appreciate the effort of teammates, for the example is ;

a. *Sorry*

b. *Thank you*

c. *Well played*

d. *Unstable network*

e. *On the way*.

CHAPTER III

RESEARCH METHODOLOGY

A. Research Design

According to Creswell (2008) “research design are plans and tactics for researcher that span the choices from wide assumptions to exact methods of data collection and evaluation based on case study”(P.22). In the sense that this study seeks to explain the methods used by researcher to solve problems in the research. This study using qualitative research to explain the student perceived impacts on using Mobile Legends game to improve their vocabulary mastery based on the personal experience of each student.

Creswell (2008) also stated that “qualitative research is a way for trying out objective theories through examining the relation among variable to numbered data to analyzed using qualitative procedure”. Data collection based on the result of direct interviews can be done through by electronic media, voice recorder, and taking note. With qualitative research methods will explain in more detail about all theories of researcher results as expected.

B. Research Participants

This research was conducted at SMK N 3 Sinabang and the sample was students of Xll grade. The researcher used interview method to select the

participant is also known as judgment, selective or subjective the population to participate in case by face to face with using guide or without guide.

Creswell (2012) added, to complete qualitative research system, the researcher, maintains a recognition on gaining knowledge of which means that the participants hold about the hassle or issue, now not the which means that the researchers bring to the researcher or writers express in the literature. Participant who took part in this research were students of Grade Xll at SMK N 3 Sinabang as many as 06 students. The names of the participants are mentioned below:

Tabel 3.1 Participants' Initial Name

No	Initial	Class	Sex
1.	EAH	XII	Female
2.	RAB	XII	Male
3.	AHJ	XII	Female
4.	FQ	XII	Male
5.	FA	XII	Femal
6.	RDAB	XII	Male

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C. The Technique of Data Collection

To collect the data, the researcher used interview, which is a list of question that was given to participants to get some information, before investigating the research issues. The questions aims to find out how the students play Mobile Legends impacts to improve and enrich their vocabulary mastery. According to Yusuf (2014) suggest that the interviews is a single most effective technique for

gathering research data. It is possible to state clearly that an interview is conversation or process between the interviewer and the subject of the interview.

The process of conducting an interview using this method also involves putting the data to use while maintaining eye contact between interviewer and respondent. Interview's goal is to communicate opinions, beliefs, feelings, and other information relating to individual by conducting an interview.

D. The Technique of Data Analysis

Data analysis is a process of examining, cleaning, transformating and modeling data with the aim of finding useful information, informing conclusions and supporting decision making from the respondent. This interviews was analyzed by awarding points for each answer selected by the participant using the descriptive analitycs. Descriptive analitycs is the process o using current and historical data from respondent to identify trends and relationships in simple form.

Based on the data generated in the interviews, the researcher provided asked several questions related to Mobile Legend as a media which aim to determine the effect of playing game in increasing vocabulary. The writer used descriptive analytics, to describe the data.

CHAPTER IV

FINDINGS AND DISCUSSIONS

A. Findings.

The following research finding explained the whole data based on research question. The research question were "What are the student's perceived impacts of their playing mobile legends game towards their English vocabulary mastery?". The researcher distributed question to 06 students of SMK N 3 Sinabang. The results can be seen in the following table:

Table 4.1: Question interviews.

No	Question of interviews
1	Do you think Mobil Legends Bang-Bang (MLBB) game can improve vocabulary skills?
2	What features are there in MLBB that can be used as English Learning?
3	What vocabulary in the MLBB is easily to pronounce and remember?
4	What is your favorite hero that you often use when playing MLBB?
5	What words or quotes do the heroes you used often said?
6	Can MLBB train your listening skills?
7	Do you agree if MLBB is used as a learning media, give reasons!

8	The most you often play MLBB the most improve vocabulary or vice versa?
9	What negative effects do you get when playing MLBB?
10	What positive impact do you get when playing MLBB?
11	Do you play other games besides MLBB, give reasons if yes and reasons if not.
12	What do you think if schools make MLBB part of the extracurricular program?

From the results of interviews, the writer obtained a variety of answers that variated greatly according to the students perspective, here's the following answer.

The first question : "Do you think Mobil Legends Bang-Bang (MLBB) game can improve vocabulary skills?" *EAH* " I think MLBB games improve vocabulary skills, because the game contains English words that can be used as a means of increasing vocabulary".Also another reason from *RAB* his argue that " MLBB able that, because there are many explanations about items, heroes, spell uses, and a lot of terms that we have never heard".*AHJ* also agree that "MLBB can improve Vocabulary"

The next answer from *FQ* his said that "MLBB can be used as a means of increasing vocabulary, especially focusing on English"And from suggestion from *FA* she said that "MLBB can increase vocabulary, because before knowing MLBB there are many words never I heard" ,The last suggestion from *RDAB* his argue that " MLBB able to improve vocabulary, because MLBB is played by

many teenagers who say sentences that I have never heard before". From the first question of interview that all of participants are agree if MLBB can improve their vocabulary and also have a good impact of themselves.

The second question "What features are there in MLBB that can be used as English Learning?"*EAH* ". For example, such as the quick chat feature where while playing mobile legends we can find out words such as "wait, enemy missing, attack the turtel, and others". *RAB* "in it there is a language selection feature, which if we choose English, we indirectly learn it at the same time". *AHJ* "Features that can be used as learning such as quick chat, for example "well played, push the turret first, clear up the lane, I will take the buff". *FQ* "Features that can be used when playing mobile legends games vary greatly such as quick chat, hero stories, settings, emblems, builds and descriptions of hero skills".

FA " feature that I often use in MLBB such as the description heroes skills, shop and skin heroes." *RDAB* "the feature that can be used as English learning is language selection, we can choose English and all the words in the mobile legend game become English, thus we can learn some English words." With the second question that the students adjusted the feature that they tought improved vocabulary, the dominant feature used was quick chat, because the appearance and words in it were simple and easy to understanding.

The next third question "What vocabulary in the MLBB is easily to pronounce and remember?. *EAH* "Easy to remember vocabulary such as first blood, double kill, triple kill, unstoppable, legendary, wiper out". *RAB* "many, but

the ones I remember the most include: *indomaret* (said when losing a retribution fight), nice! (said when there is a moment that is very meaningful to the team), reset" (said when there has just been a mistake in the team) bot! (usually I spontaneously say it deliberately to tease the opponent) and many more". *AHJ* "Vocabulary that is easy to remember and say such as "sorrry, thank you, okay, good game, retreat, gather, reset." *FQ* "Vocabulary that is easy to remember and say includes "welcome to mobile legends, well played, good game, beware of ambush, take down the lord, lounds attack, request to back up." *FA* " The word often used by me in MLBB such as, Help in jungle, wait, thank you, nice try, Win rate, Lose streak. *RDAB* "the vocabulary that is often spoken in the mobile legend game is quite a lot, for example, tutor (usually mentioned when our friends / opponents play badly)" Each students has their own memory among the vocabulary that they often heard and say in the communicate in the game.

The fourth question What is your favorite hero that you often use when playing MLBB ?". *EAH* ". Luo yi's favorite hero." *RAB* "ling's favorite hero, because I like high adrenaline" *AHJ* "Nana's favorite hero, nana is from the leonin race." *FQ* "My favorite hero is Nana." *FA* " My favorite hero come from tank the name is Kufra". *RDAB* "there is one hero that I use very often in the mobile legend game is kadita" the same favorite hero from *AHJ* and *FQ*.

The fifth question here "What words or quotes do the heroes you used often said? The first answer from *EAH* "Hero luo yi's favorite saying is "gaze at the stars and seek your path, never look back if you have nothing to regreat". *RAB* " my favorite hero saying " Nothing feels better than playing with blade, I shall

regain what I deserve, I don't know myself either, and the last this my favorite quotes from Ling is " Alone, is another word for splendid"

AHJ "What nana often says in the game like "do you want to make friends with nana?, Do you hate nana?" *FQ* "Words that are often spoken by my favorite hero such as " do you want to make friends with nana, the sky, cloud, the grass and the berry, nana has learned to control her power, meoww, nana doesn't like the scary monster" *FA* " Let's see what's beneath these bandages, may my rule, add some fun to this boring world, no one can stop me, I shall be the end of you" *RDAB* "the words that my favorite hero (kadita) often says that The southern seas are my domain!,Stop, and listen to my graceful songs"

The sixth question about "Can MLBB train your listening skills? And students answer: *EAH*" Yes, I think playing mobile legend can also train listening." *RAB* "yaps right, the most weighty when the map is closed and we hold the map for example to the lord buff, there if we carefully listen there will be a sound from the lord / buff, which indicates that there are enemies in the area" *AHJ* "Yes, mobile legends can also train my listening skills." *FQ* "I think mobile legends can also train the ability to hear instructions from teammates" *FA* " not really, because I don't really focus on listening" *RDAB* ".able, because when we play the hero we use will usually make a sound when certain circumstances" . For the question number 6 a lot of students are agree that MLBB can increase listening but one of them not really focused on listening.

And than for the seventh question ” Do you agree if MLBB is used as a learning media, give reasons” the answer is *EAH* “I agree if mobile legends is used as a learning media and can master vocabulary that I have never heard.” *RAB* “from me I agree, because the students themselves will feel the thrill of playing by learning” *AHJ “*. I agree if mobile legends becomes one of the learning media.” *FQ* “ I agree if mobile legends becomes a learning media with the support of its features”. *FA*” I agree if MLBB is used as one of support the learning media, as long as it is not too excessive so that it makes you forget about real obligation”. *RDAB* “strongly agree, because I also feel this myself, when I’m in a bad mood I usually play mobile legend games to make me feel happier” that’s all suggestion for seven question, students have different reasons but the goal is very seems.

The eighth question “The most you often play MLBB the most improve vocabulary or vice versa? *EAH* “Increasingly, with new vocabulary as time goes by. *RAB* “increasingly improving, because every update will present a new explanation” in which there must be a lot of new vocabulary” *AHJ* “According to my experience, the more I play mobile legends, the more I add vocabulary because mobile legends sometimes updates the game so that there are many new vocabulary” *FQ* “Increasing vocabulary because mobile legends sometimes makes updates and adjustments so that many new words appear” *FA* “ I don’t really know, I just follow the flow” *RDAB* “it is increasing, because we play together and our playmates can say vocabulary that we don’t know yet”

For the Ninth question that “what negative impact do you get from playing MLBB? *EAH* “The negative effect is when you find players who are toxic and

mentally dropping" *RAB* "maybe if you play for too long you will feel tired, starting from the eyes to the mind because of tension" *AHJ* ". Negative influence often staying up late, stress due to experiencing successive defeats." *FQ* "Negative influences include that it can take a lot of time, because one game can reach 20 minutes." *FA* " the negative impact in my experience is forgot time, reducing social interaction with people" *RDAB* "maybe if we are too serious playing it we can forget about time. There are several negative impats why students feel when playing MLBB, therefore we must be able to control ourselves.

For the Tenth question about "What positive impact do you get when playing MLBB? Here's the positive impact according to students suggestion. From *EAH* "Positive influences such as improving listening skills, increasing vocabulary and problem solving" *RAB* "feel entertained and there is a point of satisfaction if we have achieved what we want, original fun" *AHJ* "The positive influence is that we can get to know friends from various regions, even countries and can increase concern for the team".

FQ "The first positive impact is increasing vocabulary, getting to know new friends, and can train interaction skills with foreign players using English." *FA* " in my opinion, one of the positive impacts of playing MLBB in world of buying and selling, where I sell diamonds and make money, the diamonds are used to buy certain items in the game like heroes skin." *RDAB* "can increase the feeling of excitement when we win a match". From some of students' reasons about the positive influence of MLBB there are also those who make MLBB as a business place to increase pocket of money.

For the Eleventh question “Do you games besides MLBB play other, give reasons if yes and reasons if not.” *EAH* “Not playing other games, because mobile legends is an interesting game” *RAB* “yes, I play another game, because if I’m bored or fed up with losing streaks I need another tranquilizer” *AHJ* “Yes, I also play other games such as PUBG mobile, but more often play Mobile legends” *FQ* “I play genshin impact.” *FA* “ yes of course, I play many game because I love playing game. *RDAB* “Yes, I play other games, because if I only have one game, I easily get bored”. According to students’ statements most of them play games not only Mobile Legends, with some quite interesting reasons.

And for the last question that “What do you think if schools make MLBB part of the extracurricular program? *EAH* “I agree if mobile legends is made part of extraculicular as long as it runs according to the program and under supervision.” *RAB* “verytt agreeuuu because now the world of esports in Indonesia is very developed, there are also many esport competitions, especially mobile legends games that can be used as an achievement event”.

AHJ “2 I agree if mobile legends is made part of extraculicular as long as it doesn’t interfere with class hours.” *FQ* “Strongly agree, even in some of my friends’ schools there are often tournaments between students. And also keep closer for silaturahmi *FA* “ it will be very exciting if it is held at school, I will also participate” *RDAB* ” .strongly agree, because nowdays many children and teenagers are playing mobile legend games, so if it is made into an extracurricular activity, there will be many fans” The point is that students are very interested if their school makes MLBB as one of the activities in extraculicular.

B. Discussion

This section discussed the researcher explained about students vocabulary mastery by using game. Refers to Hajis (2014) vocabulary is essensial to improve speaking, writing, listening and reading skills. Therefore, to improve the 4 skills student must have a lot of vocabularies. In playing mobile legends there are many examples of vocabulary that can be used in daily life, sound effects that come from heroes and games also very interesting to be used as material to practice listening skill. Some heroes also used British accents when the game starts, from this we can upgrade listening in British accent.

For speaking skill there are flashly in this game, because all of player used quick chat in game to communication, but if they want to speak with friends in game firstly you must activate the speaker and mic in game. For reading skill in mobile legends, they have a lot of story, by read is a story student get new vocabulary in mobile legends. So that why this research focus on Mobile Legends player only, most spend a lot time for playing games.

Refer to question number 4, a lot of students selected agree that the vocabulary in Mobile Legends is easy to pronounce and remember, this question refers to The Ronal Carter (1998), he said that to incrase vocabulary is a complicated process and takes a by long time. Students issues in studying vocabulary like pronounciation, spelling, grammar, and meaning. Therefore, words by words featured in mobile legends was simple design and easy to spelling, but most for grammar. Words in Mobile Legends have a lots of repetition so that they are learn it easy to remember and spell. This certainly adds

anthusiasm of students in playing games, because it is not only just for fun but also get knowledge that can be practily by day. To remember, this only done by students who play game and to tell this game not only for fun but there is a little knowledge gained in game Mobile Legends.

The terms of student's perceived impacts on question number 6, because they learn the most important they by playing game, game is not only supporting media for learning they hobbies related to Tamba and Panday (2021), that Mobile Legends can release stress during hectic learning activities to spare time by play. Therefore students who playing games still prioritizes learning, because games are only limited to entertain when they mind was tired during doing of assignment in school end. By deviding time between studying and playing games, they make life not boring. In an other word, playing game is just to avoide the depression and will have any advantages, of some people don't think that should be imitated.

Based on the results of the research above, it can be concluded that, to improve vocabulary skills in English, can strongest several methods, one of them is using MOBA (Multiplayer Online Battle Arena) games. Over time, playing game discreate them anthusiasm, a lot of people spend time to play game, either playing solo or playing with friends. Therefore, researcher try is to find the positive impacts by playing for education, such as by playing game are toward vocabulary can increase the four skills in English, and the results show it used student's perceived impacts of the using Mobile Legends in life have a the good impact. It means the playing game not always badly even though that is has a good things that can be taken by students.

CHAPTER V

CONCLUSIONS AND RECOMMENDATIONS

A. Conclusions

This study aims to determine students' percepived impacts of using Mobile Legends to improve learning English, especially vocabulary. Based on the data collected in previous chapters. The proved that use of Mobile Legends games really supports the group of students who play it while learning English. Students also get advantages to fullfill their hobbies as a medium of learning. Because playing game can release students stress and avoid depression through communication between the players. The game can also manage the students responsibility.

The finding show that, it is students easy to learn English by doing and playing game without a variety of feature. The they do not feel boring by playing sophisticated level of game. In addition playing game can be done anytime and anywhere but it does not mean this is the main choice. Because it is easy to access and relatively high level of interest. They sometime create and love most anthusiasm to learn, especially for those who like to spend their time with games.

B. Recommendations

The researcher would like to recommend that playing game from other students can be conducted another this study research. The researcher hopes that can assist and formulate recommendations for the future research. It is hopes that this study will be used as subsequent research by future researchers and students.

In order to make online games educate the students, they should concentrate more on expanding their understanding about the elements and the advantages of Mobile Legends. This research becomes the solution for students to manage their vocabulary and resource. And for parents to support the learning and about the benefits of playing game. Game is not only for fun but also for increasing the facility and encourage the interest in learning English, especially in vocabulary. Therefore, this will be able to handle the difficulties during learning English. Finally researcher found that Mobile Legends become an application to help students learning vocabulary through hobbies.

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APPENDIX A

SURAT KEPUTUSAN DEKAN FAKULTAS TARBIYAH DAN KEGURUAN UIN AR-RANIRY
Nomor : B - 6673/Un.08/FTK/KP.07.6/06/2023

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-6424/Un.08/FTK/KP.07.6/6/2022** 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 **18 Mei 2022**

MEMUTUSKAN

Menetapkan :

PERTAMA : Mencabut Surat Keputusan Dekan Fakultas Tarbiyah dan Keguruan UIN Ar-Raniry Nomor: **Nomor: B-6424/Un.08/FTK/KP.07.6/6/2022** tanggal **3 Juni 2023**

KEDUA : Menunjuk Saudara:

1. Dr. Muhammad Nasir, M.Hum		Sebagai Pembimbing Pertama
2. Rahmi Fhonna,M.A.		Sebagai Pembimbing Kedua

Untuk membimbing Skripsi :

Nama	:	**Elfika Amanda**
NIM	:	**170203157**
Program Studi	:	**Pendidikan Bahasa Inggris**
Judul Skripsi	:	**The Students' Perceptions on Using Mobile Legends Towards Their Vocabulary Mastery**

KETIGA : Pembiayaan honorarium pembimbing pertama dan kedua tersebut diatas dibebankan pada DIPA UIN Ar-Raniry Banda Aceh tahun 2023 dengan Nomor: 025.04.2.423925/2022 tanggal 17 November 2021;

KEEMPAT : Surat keputusan ini berlaku sampai akhir semester Ganjil Tahun 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: 13 Juni 2023

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;*
5. *Arsip*

APPENDIX B

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-15632/Un.08/FTK.1/TL.00/12/2022
Lamp : -
Hal : ***Penelitian Ilmiah Mahasiswa***

Kepada Yth,
Kepala SMK N 3 Sinabang
Assalamu'alaikum Wr.Wb.
Pimpinan Fakultas Tarbiyah dan Keguruan UIN Ar-Raniry dengan ini menerangkan bahwa:

Nama/NIM : **ELFIKA AMANDA / 170203157**
Semester/Jurusan : XI / Pendidikan Bahasa Inggris
Alamat sekarang : Darussalam Banda Aceh

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 ***The Students' Perception on Using Mobile Legends Toward Their Vocabulary Mastery***

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

Banda Aceh, 05 Desember 2022
an. Dekan
Wakil Dekan Bidang Akademik dan Kelembagaan,

Berlaku sampai : 05 Januari 2023

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

APPENDIX C

PEMERINTAH ACEH
DINAS PENDIDIKAN
SMKN 3 SINABANG
Jln. Sinabang - Luan Balu KM. 10 Kode Pos 23891
E.Mail.smkn3sinabang09@gmail.com

SURAT KETERANGAN
Nomor : 421.5/150/SMKN.3/2022

Sehubungan dengan Surat dari Fakultas Tarbiyah dan Keguruan Universitas Islam Negeri Ar-Raniry Nomor : B-15632/Un.08/FTK.1/TL.00/12/2022, Hal Izin Mengadakan Penelitian pada tanggal 22 Desember 2022, maka Kepala SMK Negeri 3 Sinabang dengan ini menerangkan Nama Mahasiswa di bawah ini :

Nama	: Elfika Amanda
NIM	: 170203157
Jurusan	: Pendidikan Bahasa Inggris
Prodi	: Bahasa Inggris
Jenjang	: S1

Benar telah mengadakan Penelitian di SMK Negeri 3 Sinabang Pada tanggal 22 Desember 2022 guna melengkapi data pada penyusunan Skripsi yang berjudul " **The Students' Perception on using Mobile Legends Toward Their Vocabulary Mastery**"
Demikian Surat Keterangan diperbuat untuk dapat dipergunakan seperlunya.

Sinabang, 24 Desember 2022
Kepala Sekolah,

MARJUITA,S.Pd
NIP.19700714 200212 2 001

APPENDIX D

Question of interview students.

No	Question of interviews
1	Do you think Mobil Legends Bang-Bang (MLBB) game can improve vocabulary skills?
2	What features are there in MLBB that can be used as English Learning?
3	What vocabulary in the MLBB is easily to pronounce and remember?
4	What is your favorite hero that you often use when playing MLBB?
5	What words or quotes do the heroes you used often said?
6	Can MLBB train your listening skills?
7	Do you agree if MLBB is used as a learning media, give reasons!
8	The most you often play MLBB the most improve vocabulary or vice versa?
9	What negative effects do you get when playing MLBB?
10	What positive impact do you get when playing MLBB?
11	Do you play other games besides MLBB, give reasons if yes and reasons if not.
12	What do you think if schools make MLBB part of the extracurricular program?

جامعة الرانري
AR-RANIRY

APPENDIX E

Documentation of research