

**THE RELATIONSHIP BETWEEN STUDENTS' HABIT IN PLAYING  
VIDEO GAMES AND THEIR VOCABULARY MASTERY OF  
ELEVENTH GRADE STUDENTS OF TAMAN HARAPAN VOCATIONAL  
SCHOOL IN 2019/2020 ACADEMIC YEAR**



**A PAPER**

**SUBMITTED AS A PARTIAL FULFILLMENT OF  
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## VALIDATION SHEET

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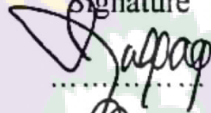

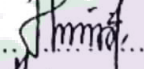
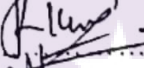
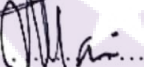
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**ABSTRACT**

**MUHAMAD FARHAN.** NIM: 1601055046. *The Relationship Between Students' Habit in Playing Video Games and Their Vocabulary Mastery of Eleventh Grade Students of Taman Harapan Vocational School in 2019/2020 Academic Year.* A paper, Jakarta: The University of Muhammadiyah Prof. Dr. HAMKA, 2020.

This research is attempted to discover the relationship between the students' habit in playing video games (X) and their vocabulary mastery (Y). The hypothesis tested is whether or not there is a significant relationship between the students' habit in playing video games and their vocabulary mastery. It was conducted in June on the eleventh-grade students of Taman Harapan Vocational School. The instruments are habit in playing video games questionnaire and vocabulary test. In calculating the correlation between students' habit in playing video games and their vocabulary mastery, the writer used Pearson Product Moment Correlation formula. In calculating the normality of the data, the writer used Kolmogorov-Smirnov in SPSS 24 program. The result of the analysis shows that the data of the two variables have normal distribution. The result of normality of the data distribution of X variable is 0.165 and it is bigger than 0.05 and the result of normality of the data distribution of Y variable is 0.57 and it is bigger than 0.05. In calculating the linearity of the data, the writer used SPSS 24 program. In the linearity test, the result of significance is 0.694 and it is bigger than 0.05. The result of the correlation between students' habit in playing video games and their vocabulary mastery ( $r_{xy}$ ) is 0.730 and it is bigger than the  $r_{table}$  ( $r_t$ ) = 0.297. As  $r_{xy} > r_{xt}$ , it can be said that  $H_0$  is rejected, and  $H_1$  accepted.

Therefore, there is a significant relationship between the students' habit in playing video games and their vocabulary mastery of eleventh-grade students of Taman Harapan Vocational School.

Keywords: relationship, vocabulary mastery, habit in playing video games.

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## CHAPTER I

### INTRODUCTION

#### A. The Background of the Study

English is a global language which is spoken by many people in the world. In Indonesia, English language has been introduced as a foreign language subject from elementary school, junior high school, senior high school, until university level.

Learning a foreign language is an integrated process in which the learners should study the four basic skills such as: listening, speaking, reading, and writing. To master the four skills, they need to master grammar and vocabulary.

Learning vocabulary is important for learners, because by learning vocabulary students will be able to express themselves. (Wilkins 1972, in AL Qahtani 2015) According to Wilkins to convey something, one must have enough amount of vocabulary besides mastering grammar.

To improve vocabulary mastery in students, need certain strategies to make learning easier, faster, and more effective. Commonly, students get new vocabulary by conventional teaching, for examples; the teacher introduces the new word and give the meaning of words.

Learning process is not always in the class, learning can be done everywhere. Students do not always have to face the teacher to learn vocabulary. Students can learn anywhere and anytime. One of the unconventional ways of teaching to learn new vocabulary is by playing video games in English.

By playing video games in English specially in Role Playing Games that have conversation and communication with the NPC (Non player character), Almost every genres of video games, there will be an instruction in English, such as rules, order in every genres of games contain about those things, students the opportunities will get to learn English vocabulary and grammar. The students have to follow the objectives of their quests or storyline in order to finish the game.

When playing the game, one has to know the meaning of the words in the video games that use English language. One cannot finish the objectives of the game if one does not know the meaning of the text of the game objectives of what one must do or finish in the game.

Video games, therefore could be a way or tool to master vocabulary and grammar, by playing video games students will be exposed by English language more often. However, most parents in Indonesia see video games as a negative thing, because they think their children will be lazy to study school subjects and play video games more often instead.

Research on the use of games in vocabulary and grammar development, especially in Indonesian context is still rare, that is why this research is important to do. Therefore, this study intends to examine the relationship between the students' habit in playing video games and vocabulary mastery of the eleventh-grade students of Taman Harapan Vocational School in 2019/2020 academic year.

## **B. The Identification of the Study**

Based on the background of study, the identification of study:

1. There is a negative perception of video games



2. The advantages of playing video games to improve vocabulary and grammar ability are not yet known and studied.

### **C. The Limitation of the Study**

Based on the background above, this study limited to analyze the relationship between students' habit in playing video games and their vocabulary mastery on the eleventh-grade students at Taman Harapan Vocational School in 2019/2020 Academic Year.

### **D. The Problem of the Study**

Based on the background of the study, the research problem of this study is formulated as follow:” Is there any relationship between students' habit in playing video games and their vocabulary mastery of eleventh-grade students at Taman Harapan Vocational School?”

### **E. The Objective of the Study**

The objective of study is to analyze the relationship between the students' habit in playing video games and their vocabulary mastery of eleventh-grade students at Taman Harapan Vocational School.

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