

**THE INFLUENCE OF MOBILE LEGENDS ONLINE GAME ON
VOCABULARY IMPROVEMENT OF THE STUDENTS OF ENGLISH
EDUCATION STUDY PROGRAM**



THESIS

As a Requirement for Completing a Thesis
English Education Study Program

Submitted by :
NURHADIZAH
Reg. Nomor 200110017

**ENGLISH EDUCATION STUDY PROGRAM
FACULTY OF TARBIYAH AND TEACHER TRAINING
ISLAMIC UNIVERSITY OF AHMAD DAHLAN
YEAR 2024**



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**ENGLISH EDUCATION STUDY PROGRAM
FACULTY OF TARBIYAH AND TEACHER TRAINING
ISLAMIC UNIVERSITY OF AHMAD DAHLAN
YEAR 2024**

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Sinjai, July 29th 2024

The Researcher,



Nurhadizah
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PENGESAHAN SKRIPSI

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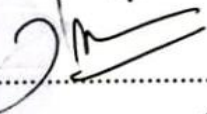
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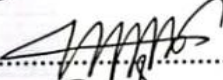
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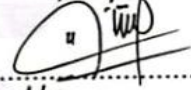
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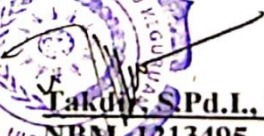
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Abstrak

Nurhadizah. *The Influence of Mobile Legends Online Game on Vocabulary Improvement of The Students of English Education Study Program.* Skripsi. Sinjai: Program Studi Tadris Bahasa Inggris, Fakultas Tarbiyah dan Ilmu Keguruan Universitas Islam Ahmad Dahlan Sinjai, 2024. Penelitian ini bertujuan untuk menganalisis dampak permainan Mobile Legends terhadap peningkatan kosakata mahasiswa Program Studi Pendidikan Bahasa Inggris di Universitas Islam Ahmad Dahlan Sinjai. Dalam era globalisasi, penguasaan bahasa Inggris menjadi keterampilan penting, terutama dalam komunikasi global dan pengembangan akademik. Salah satu metode pembelajaran yang menarik adalah melalui game online berbahasa Inggris, seperti Mobile Legends, yang memungkinkan pemain memahami dan menggunakan kosakata dalam konteks nyata. Penelitian ini menggunakan metode Ex-Post Facto dengan desain angket dan pendekatan kuantitatif. Populasi penelitian terdiri dari 15 mahasiswa aktif yang memainkan Mobile Legends. Data dikumpulkan melalui observasi, angket, dan dokumentasi. Observasi dilakukan untuk mengamati kebiasaan mahasiswa dalam bermain serta penggunaan kosakata dalam game. Angket digunakan untuk mengukur penguasaan kosakata sebelum dan sesudah bermain, sedangkan dokumentasi mencatat aktivitas pembelajaran mahasiswa. Analisis data menggunakan uji hipotesis dengan SPSS menunjukkan nilai signifikansi 0.001, yang lebih kecil dari 0.05, sehingga hipotesis alternatif diterima. Hasil ini menunjukkan bahwa Mobile Legends berpengaruh signifikan dalam meningkatkan kosakata mahasiswa, terutama dalam istilah strategi, perintah, dan deskripsi karakter. Penelitian ini memberikan kontribusi dalam pengembangan metode pembelajaran bahasa Inggris yang lebih modern dan interaktif dengan memanfaatkan teknologi digital. Hasilnya diharapkan menjadi referensi bagi dosen dalam merancang strategi pembelajaran yang lebih menarik. Selain itu, penelitian ini membuka peluang studi lebih lanjut mengenai pengaruh game online terhadap keterampilan bahasa lainnya, seperti berbicara, mendengar, dan menulis.

Kata Kunci: Pengaruh, Mobile Legends, Peningkatan Kosakata, Pembelajaran Bahasa Inggris.

ABSTRACT

Nuhadizah. The Influence of Mobile Legends Online Game on Vocabulary Improvement of the Students of English Education Study Program. Thesis. Sinjai: Tadris English Study Program, Tarbiyah Faculty and Teacher Training Science of Islamic University Ahmad Dahlan Sinjai, 2024.

This study aims to analyze the impact of the mobile legends game against the increase in student vocabulary of the English education program at Ahmad Dahlan Sinjai Islamic University.

In the era of globalization, mastery of English is an important skill, especially in global communication and academic development. One interesting learning method is through English-language online games, such as mobile legends, which allow players to understand and use vocabulary in the real context. This study uses the ex-post facto method with questionnaire design and quantitative approach. The study population consisted of 15 active students playing Mobile Legends. Data is collected through observation, questionnaire, and documentation. Observation is done to observe students' habits in playing and using vocabulary in the game. Questionnaire is used to measure mastery of vocabulary before and after play, while the documentation records student learning activities. Data analysis using hypothesis tests with SPSS shows a significance value of 0.001, which is smaller than 0.05, so the alternative hypothesis is accepted.

These results indicate that Mobile Legends have a significant effect in increasing student vocabulary, especially in terms of strategy, commands, and character descriptions. This research has contributed to the development of more modern and interactive English learning methods by utilizing digital technology. The results are expected to be a reference for lecturers in designing a more interesting learning strategy. In addition, this study opens up opportunities for further study of the influence of online games on other language skills, such as speaking, listening, and writing.

Keywords: Influence, Mobile Legends, Increased Vocabulary, Learning English

مستخلص البحث

نورهديزة. تأثير لعبة موبايل ليجندز الإلكترونية على تحسين مفردات طلاب قسم تعليم اللغة الإنجليزية. البحث. سنجائي: قسم تعليم اللغة الإنجليزية، كلية التربية وعلوم إعداد المعلمين بجامعة أحمد دحلان الإسلامية سنجائي، 2024.

تهدف هذه الدراسة إلى تحليل تأثير لعبة موبايل ليجندز على زيادة مفردات طلاب برنامج تعليم اللغة الإنجليزية في جامعة أحمد دحلان الإسلامية سنجائي.

في عصر العولمة، يُعد إتقان اللغة الإنجليزية مهارةً مهمة، لا سيما في التواصل العالمي والتطوير الأكاديمي. ومن أساليب التعلم المثيرة للاهتمام ألعاب الإنترنت باللغة الإنجليزية، مثل موبايل ليجندز، التي تتيح للاعبين فهم المفردات واستخدامها في سياقها الحقيقي. تستخدم هذه الدراسة أسلوبَي الاستبيان والتحليل الكمي. تكون مجتمع الدراسة من 15 طالبًا نشطًا يلعبون موبايل ليجندز. جُمعت البيانات من خلال الملاحظة والاستبيان والتوثيق. وتهدف الملاحظة إلى رصد عادات الطلاب في اللعب واستخدام المفردات في اللعبة. استخدم استبيان لقياس إتقان المفردات قبل اللعب وبعده، بينما تُوثَّق الوثائق أنشطة تعلّم الطلاب. يُظهر تحليل البيانات باستخدام اختبارات الفرضيات باستخدام برنامج SPSS قيمة دلالة إحصائية قدرها 0.001، وهي أقل من 0.05، لذا تُقبل الفرضية البديلة.

تشير هذه النتائج إلى أن لعبة موبايل ليجندز لها تأثير كبير في زيادة مفردات الطلاب، لا سيما من حيث الاستراتيجية والأوامر ووصف الشخصيات. وقد ساهم هذا البحث في تطوير أساليب تعلّم إنجليزية أكثر حداثة وتفاعلية من خلال استخدام التكنولوجيا الرقمية. ومن المتوقع أن تكون النتائج مرجعًا للمحاضرين في تصميم استراتيجية تعلّم أكثر تشويقًا. بالإضافة إلى ذلك، تفتح هذه الدراسة فرصًا لمزيد من الدراسة حول تأثير الألعاب الإلكترونية على مهارات اللغة الأخرى، مثل التحدث والاستماع والكتابة.

الكلمات الأساسية: التأثير، موبايل ليجندز ، زيادة المفردات، تعلم اللغة الإنجليزية.

ACKNOWLEDGEMENTS

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

وَمَوْلَانَا أَمْرُ سَلِيلِنَا لَأَنْبِيَاءِ أَشْرَفِ فَعَلْنَا السَّلَامَ صَلَاةً وَعَالِمِينَ بِرِ اللَّهِ الْحَمْدُ
أَمَّا بَعْدُ فَمِنْ عَيْنِ صَحْبِهِ إِلَهُ عَلْمُ مُحَمَّدٍ

On this occasion, the author would like to express her gratitude to all parties, who provided assistance in the form of direction and encouragement during the study authors. Therefore, the author expresses her gratitude and appreciation to:

1. My beloved parents, Mr. Amir who always raised me, and given me a lot of support and motivation during my education at universities, and Mrs. Hasmiati in paradise who has given birth, someone who always motivates me through my dreams;
2. Dr. Suriati, S.Ag.,M.Sos.I. as Rector the Islamic University of Ahmad DahlanSinjai;
3. Dr. Jamaluddin, M.Pd.I. As Deputy Chancellor I Islamic University of Ahmad Dahlan Sinjai;
4. Dr. Rahmatullah, M.A. As Deputy Chancellor II Islamic University of Ahmad Dahlan Sinjai;
5. Dr. Muhlis, M,Sos.I. As Deputy Chancellor III the Islamic University of Ahmad Dahlan Sinjai;
6. Takdir, S.Pd.I, M.Pd.I as dean of Faculty of Tarbiyah and Teacher Training, the Islamic University of Ahmad DahlanSinjai;
7. Dr. Mustamir, M.Pd. as Supervisor I and St. Rahmania Bahrn,S.Pd., M.Pd. as supervisor II;
8. Harmilawati, S.S., S.Pd., M.Pd. as head of English Education Study Program;
9. All lectures who have guided and taught during my studies at the Islamic University of Ahmad DahlanSinjai;
10. All employees and ranks of the Islamic University of Ahmad DahlanSinjai who have helped smooth academic;
11. Head and Staff of the Library of the Islamic University of Ahmad DahlanSinjai;
12. Students of the Islamic University of Ahmad DahlanSinjai, especially the students of English Education Study Program who has always faithfully colored my life and always supported me in everything, as well as various

parties who cannot be mentioned one by one, who have provided moral support so that author can finish her study.

With prayers that the good deeds of the various parties get a reward that doubles from Allah SubhanahuWaTa'ala. Hopefully this scientific work is useful for anyone who read it. AamiinAllahummaAamiin.

Sinjai, July 29th 2024

Nurhadizah
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CHAPTER 1

INTRODUCTION

A. Background of the problem

Language is a tool that allows humans to reflect and understand their world. This is the first gateway that helps humans gain understanding and knowledge. As a symbol of understanding, language plays a central role in facilitating human understanding of the surrounding reality. By using language, humans can gain knowledge, understand the complexity of the world, and develop the skills and expertise needed to thrive. Language for individual and group development is very influential in the current era of globalization. Language is an essential tool for social groups to promote communication, facilitate interaction, and express individual and collective identity. The ability of language guides us across dimensions of space and time, helping us absorb vast knowledge. In addition, language also functions as a mirror of personal identity, allowing individuals to communicate with others and build social relationships.

In the era of globalization that we are currently experiencing, technological developments continue. Therefore, mastery of English, which is an international language, is becoming increasingly important to face various challenges in modern society. One of the main goals of learning English is to help students be able to communicate well, both orally and in writing. This allows them to understand and express their thoughts and ideas in English, including in the form of everyday conversations, writing letters, articles, and various other types of communication.

More importantly, the ability to communicate in English also allows students to understand information presented in English, such as news, literature, and other resources. This opens the door for them to engage in global cultural and knowledge exchange. When students can communicate in English fluently, they are able to interact with people from various backgrounds and languages of origin. In this context, they are not only able to speak, but also listen and understand well.

In Indonesia, there are many English training and course options that offer various unique advantages, trying to attract students to join. However, for those facing economic constraints, the cost of training is often a significant obstacle in honing their

English skills through conventional courses. Fortunately, in today's digital era, learning English is no longer limited to course institutions. There are various conveniences available for those who wish to gain English language skills, including downloading various mobile learning applications which can be found on the Playstore or App Store.

Mobile learning applications are a modern solution that allows individuals to learn anywhere and at any time. This app is available on the Android platform and provides easy access to various learning resources, making it a practical and flexible learning tool. With this application, learning English no longer depends on the availability of courses or high costs, but can be accessed by anyone who has a smartphone. This opens up wider opportunities for everyone to hone their English skills in an efficient and affordable way (Andika & Mardiana, 2023).

One effective means of applying vocabulary improvement is by using mobile game applications. Currently, games or games have experienced very rapid development. You can play games on various devices such as gadgets or cellphones. There are many types of games that can be played or accessed via mobile devices. One example of a game that is currently popular and in demand by various groups, from children, teenagers to adults, is Mobile Legends. Mobile Legends is an online fighting game specifically designed to be played on your cellphone or gadget.

Mobile Legends, which first appeared in 2016 and became widely known in 2017, even until 2020, has become dominant in various circles. The success of this game is reflected in the fact that it has been downloaded more than 100 million times by mobile users worldwide. However, what is interesting is how Mobile Legends, apart from being entertainment, also has hidden educational potential.

This game is actually able to help students enrich their English vocabulary. In an unexpected way, this game can be an effective tool for increasing student learning motivation. In the process of playing Mobile Legends, players will consistently be exposed to various vocabulary and phrases in English. They must understand terms like "attack," "defense," "teamwork," and more. Therefore, without realizing it, they can improve their understanding of English, especially in game-relevant contexts.

Of course, there are problems that arise regarding students' understanding of English, especially for those with weaker vocabularies. In this case, educators and

parents need to consider how they can utilize students' interest in Mobile Legends as an additional tool for English language learning. With the right approach, this game can be a strong source of motivation to improve students' English skills, while also bridging existing vocabulary gaps (Wailissa et al., 2023).

In this study, researchers tried to see opportunities in using the mobile legends application as a medium to enrich the English vocabulary of English Education Study Program. The large number of Mobile Legends users is now proof that this application allows it to be used as a learning tool to improve English vocabulary, by paying attention to how it is used. as in the Al-Quran surah Al-Qamar 49 :

إِنَّا كُلَّ شَيْءٍ خَلَقْنَاهُ بِقَدَرٍ.

“Indeed we create everything according to measure”

Everything created by God Almighty is definitely useful, depending on how we as humans put things in their place. Like the Mobile Legends Game, when we are able to use it as well as possible, the application will be useful for its users and vice versa.

Mobile Legends has many features that are used as references in this research with the aim of making these features a medium for enriching English vocabulary, one of which has a "language" feature, by changing the English language in the Mobile Legends Application settings, allowing us to see all devices in the application as English as a whole according to choice. There are still many other interesting features that enable users to absorb existing English vocabulary.

In this era, the online game that is very popular with the younger generation is Mobile Legends. Players engage in combat, either alone or as part of an online team, with the goal of destroying the opponent's base while protecting their own. Each character is unique in appearance, attacks and abilities. Interestingly, each character has their own phrase that is said when appearing or attacking, all in English. In addition to the English phrases of the characters, Mobile Legends also provides instructions in English, allowing players from different countries to participate in the same team. This allows interaction between Indonesian players and single players, using English (Ananda & Hasibuan, 2023).

Therefore, researcher is interested in carrying out research with the title **“The Influence of Mobile Legends Online Game on Vocabulary Improvement of The Students of English Education Study Program”**

B. Problem of Research

Does using the Mobile Legends application have an on vocabulary in English education study programs?

C. Obejective of The Research

To see the influence of the Mobile Legends Online game application in increasing vocabulary in English education study programs

D. Significanse of the Research

1. Theoretical

This researcher has the potential to make a contribution to the academic community by enriching students' English vocabulary.

2. Practical

This researcher can provide insight into how using the mobile legend game application can improve vocabulary.

CHAPTER II

THEORICAL REVIEW

A. Online Games

1. Definition of Online Games

Online games are digital games that require an internet connection to play, allowing players to interact with other players who are also playing at the same time (Perdana, 2015). According to Chandra Zebah Aji, online games are a type of game that is connected via the internet network. This game is not limited to certain devices and can be played on computers, laptops or other devices as long as they are connected to the internet.

Technological developments have an impact on the progress of the internet network. At the same time, technology also developed, including the emergence of online games. Like other technological developments, online games have positive and negative impacts. Some of the positive impacts of online games for students are as follows;

- 1) Reduce pressure, this means students can feel more relaxed and overcome fatigue from school activities by playing online games.
- 2) The ability to solve learning problems quickly indicates that the habit of playing online games has an impact on students' ability to solve problems that require problem solving.
- 3) Even though students' social interactions are limited to new friends who have the same interests, this has a positive impact on the development of maturity in adolescent students' thinking patterns in strengthening their socialization process.

2. Characteristics of Online Games

Online games have various characteristics based on the type of game. Instructions and all technical guides in this game are in English (Diantoro et al., 2022). Online game users come from all over the world, including Indonesia. They often interact with each other. For example, in the online game Mobile Legends, the game is played in groups. When players enter the game, they will be placed in a team of 5 people. If players choose the random option, they can

communicate with strangers. Based on interviews and direct observations by researchers, communication between teams is very important, so chat rooms and voice calls are provided. This provides an opportunity for users to practice and learn a second language. All technical instructions in Mobile Legends are in English.

B. Mobile Legends

1. Definition of Mobil Legends

Currently, what is becoming a trend among young people is online games, one of which is the Mobile Legends game. Mobile Legends is a MOBA game for mobile devices developed and published by Moonton (Suckley & MAtt, 2018).

Mobile Legend is an online fighting game and is designed to be used on mobile phones (gadgets). This game is played by 10 people divided into 2 teams with 5 players in one team. Both teams fought each other and struggled to destroy the enemy's base and defend their own base. This game uses strategy to win. This game has 3 lines (lines) that can be used as a place to fight, namely the top line (top), middle line (mid), and bottom line bot), where each line is reinforced with 3 towers that attack opposing players when they enter the area. the tower. The goal in this game is to destroy the enemy's main tower with the character we play. The battle ends when one team can destroy the enemy's base. The team that destroys the base is the winner, while the team whose base is destroyed is the team that loses. This game is currently popular in the community. The players are of all ages, from children to adults (Yogatama et al., 2019).

Mobile legends game is a MOBA game designed for mobile phones. Both opposing teams fight to reach and destroy their own bases to control the paths, three paths known as top, middle and bottom, that connect the bases (Fauzi & Prima, 2018).

Mobile Legends is the first online game of 2017 which is currently the most popular. This Mobile Legends game was actually created at the end of 2016, but only became popular at the beginning of January 2017 until now. This

mobile legends game is an action strategy genre game. So, here players have the vision of fighting online enemies using various heroes, starting from marksman, tank, mage (magic), support and fighter type heroes. This mobile legends game also has several match modes in the game, namely classic mode, ranked mode, human vs AI mode, and custom mode. In playing this game, users can spend a minimum of 20 minutes to 30 minutes in one game. Then what makes this game always increase in users is that the game always updates their appearance and adds new heroes, which means that users will not feel bored, on the contrary, game users will play this game more and more often to get the heroes they want (Ireztyawan, 2018).

Therefore, the Mobile Legends game is an application that is still relatively new but is already in great demand by many groups, not just looking for entertainment sensations, but the Mobile Legends game can be a means in the process of enriching English vocabulary. In the independent curriculum, educators are encouraged to consider the learning methods given to each student in order to maximally improve their respective skills, so that educators can sort out the psychology of each student who has a different character, and can see what interests are the source. enthusiasm for learning for students, especially students. In this case, the Mobile Legends application is a game that has proven to be one of the most popular games among teenagers, even making Mobile Legends a work medium and also used as a tool to improve English vocabulary.

2. Mobile Legends Game Goal

Usually the activity of playing Mobile Legends games is aimed at having fun, refreshing or filling free time and can be played alone (solo) or together (squad). There are also certain rules so that someone wins and someone loses. Generally, mobile legends games provide a reward system, for example the score is calculated based on the level of success achieved in completing the tasks in the game. So playing Mobile Legends games can provide players with a sense of curiosity and self-satisfaction. Several mobile legends game tournaments have been held both in Indonesia and abroad. Not only for entertainment, but online games can also be a means of acquiring second language vocabulary, English.

This is possible because the language used for game instructions is English. The language of instruction in online games is English (Ratnalestari, 2023).

3. Impact of Mobile Legends

When playing online games, there are positive and negative effects. The positive effects of playing online games are things that provide benefits or good influences for users. Meanwhile, negative effects are things that can harm players or other people (Mawalia, 2020). The positive and negative impacts of playing the Mobile Legends game are similar to the effects of playing other online games.

1. Positive impact

The positive impact of playing online games is as a source of entertainment during free time, relieving stress, and overcoming boredom and boredom that arise from busy and tiring routines (Mawalia, 2020). Another positive impact is that their mastery of foreign vocabulary indirectly increases.

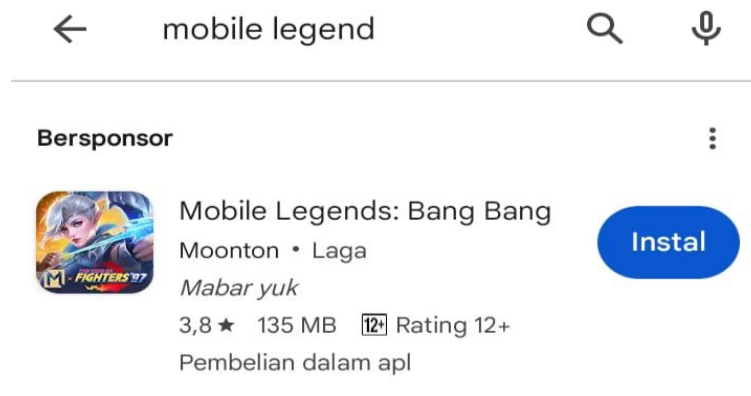
2. Negative impact

Waste of time and economic resources, as well as being trapped in a gaming addiction that neglects time and social interaction. A person can lose the balance between playing games excessively and considering the perspectives and social relationships with those around him. They may also have difficulty expressing disappointment in a healthy way, often using harsh words or blaming others. This can cause them to forget real responsibilities such as worship, relationships with family and friends in the real world. Some also experienced more severe sleep disturbances than those who were not heavily involved in online gaming (Rani et al., 2018). The prominent impact is mental disorders in the form of being easily emotional and uttering harsh words while playing the Mobile Legends game, especially if you lose (Barseli & Sriwahyuningsih, 2023).

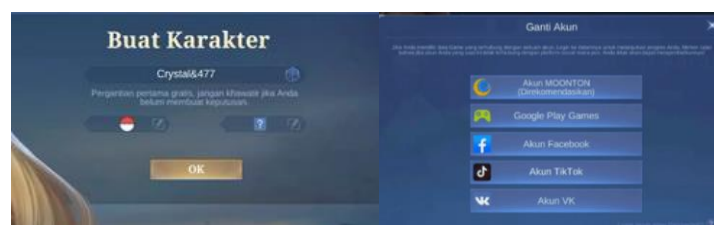
4. Steps to use the mobile legend game

1. Download the Bang-Bang mobile legend application on the Play Store

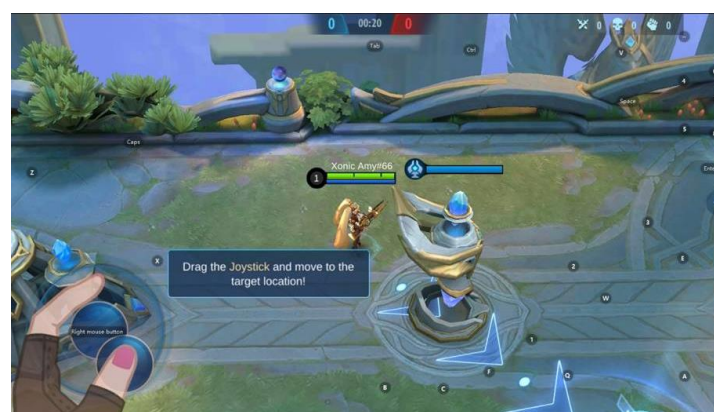
2. Download the Bang-Bang mobile legend application on the Play Store



3. Then open the application and register with a social media account (Facebook, Google) or create a Moonton account.



4. Next, fill in the requested data, such as mobile legend account name, country flag and gender.
5. The application will provide several tutorials for playing Mobile Legends.



6. After going through the tutorial session, you will be on the Mobile Legends homepage.



7. On the homepage you will find many interesting features about the Mobile Legends Application, such as the Hero section, equipment, events, profiles, battle locations and many more.
8. After getting to know some of the available features, you can enjoy this Mobile Legends application with solo or squad battles with a large selection of interesting heroes and each with their own characteristics.



5. Vocabularies in Mobile Legends

Table 2.1 Vocabularies in Mobile Legends

No.	Heroes	Sentences	Meanings
1.	Alice	The darkness can also be friend	Kegelapan juga dapat menjadi Teman
2.	Eudora	You should be ashamed for not trusting yourself	Kau seharusnya malu karena tidak mempercayai diri sendiri
3.	Cyclops	Target sighted! Target sighted!	Target terlihat! Target terlihat!
4.	Pharsa	You don't know how close death is	Kau tidak tahu betapa dekatnya kematian itu

No.	Heroes	Sentences	Meanings
5.	Chang'e	Isn't my master just the greatest!?	Bukankah tuanku yang terbaik?
6.	Vale	My magic flows as freely is the winds	Sihirku mengalir bebas seperti angin
7.	Lylia	Adults are so booring! I don't want to grow up	Dewasa sangat membosankan! Aku tidak ingin tumbuh dewasa
8.	Cecilion	Living forever is not a blessing, but a curse	Hidup selamanya bukan berkah, tapi kutukan
9.	Luo Yi	Like a string puppet, you are totally under my control	Seperti tali boneka, kau sama sekali di bawah kendaliku
10.	Harith	Sometimes, wisdom works better than brute strength	Terkadang, kebijaksanaan bekerja lebih baik daripada kekuatan keras
11.	Gord	Stop pissing me off, or I'll destroy you!	Berhentilah membuatku kesal, atau aku akan menghancurkanmu!
12.	Kagura	Curse simply means Restriction	Kutukan hanya berarti Larangan
13.	Aurora	Listen to the sound of Snowing	Dengarkanlah suara salju
14.	Vexana	You will all become my slaves!	Kamu semua akan menjadi budakku!
15.	Harley	The hero always defeats the villain	Pahlawan selalu mengalahkan penjahat
16.	Kadita	The Southern Seas are my domain!	Laut selatan adalah kawasanku!
17.	Esmeralda	I have foreseen your Fate	Aku telah meramalkan Takdirmu
18.	Valir	Everything engulfed in flames!	Semuanya dilalap api!
19.	Balmond	My blood boils until the day I die	Darahku membara sampai aku mati
20.	Alucard	Nothing can stop me once I've drawn my sword	Tidak ada yang dapat menghentikanku jika aku telah mengeluarkan Pedangku
21.	Zilong	Only the fearless heart can soar to the Heavens	Hanya hati pemberani yang bisa terbang ke langit

No.	Heroes	Sentences	Meanings
22.	Ruby	I love the feeling of chasing prey!	Aku suka perasaan mengejar mangsa!
23.	Argus	Bloodshed and violence, nourish me	Pertumpahan darah dan kekerasan, beri makan aku
24.	Martis	With invincibility, comes solitude	Dengan tak terkalahkan, datanglah kesendirian
25.	Silvanna	Abyssal Demons, you are doomed to perish	Iblis jurang neraka, kau ditakdirkan untuk binasa
26.	Bane	My anger is more terrifying than the tsunami	Kemarahanku Lebih menakutkan daripada tsunami
27.	Freya	A scar is the testament of a warrior's honor	Sebuah bekas luka adalah bukti dari kehormatan Kesatria
28.	Chou	The man who can beat me has not been born yet!	Orang yang bisa mengalahkan ku belum dilahirkan!
29.	Alpha	We are not weapons, we are also humans	Kami bukanlah senjata, kami juga manusia
30.	Hilda	I will not dishonor the name you gave me	Aku tidak akan mencemarkan nama yang kau berikan kepadaku
31.	Lapu-Lapu	Forest and mountains will be our best reinforcements!	Hutan dan pegunungan akan menjadi bala bantuan terbaik kami!
32.	Roger	A gun is not my only weapon!	Pistol bukanlah satu-satunya senjataku!
33.	Jawhead	Hop aboard. Well, it's my job to protect honey bear	Ayo naik, tugasku untuk melindungi gadis kecilku
34.	Kaja	I am the power of light Incarnate	aku adalah kekuatan dari inkarnasi cahaya
35.	Aldous	My fists! Are unflinching!	Pukulanku! TakTerkalahkan!
36.	Leomord	Fidelity, Humility, Heroic, Sacrifice	Kesetiaan, Kerendahan Hati, Heroik, Berkorban.
37.	Thamuz	Treachery is for cowards!	Pengkhianatan hanyalah untuk para pengecut!
38.	Minisitthar	Loyalty, is the greatest Glory	Kesetiaan, adalah kemuliaan Terbesar
39.	Badang	I'm the perfect fusion of speed and strength!	Aku adalah perpaduan yang sempurna antara kecepatan dan kekuatan!

No.	Heroes	Sentences	Meanings
40.	Guinevere	I am the top student of the academy, after all	Aku adalah murid terpintar di Akademi
41.	Terizla	The world should be enshrouded in darkness	Dunia harus diselubungi dalam Kegelapan
42.	X-Borg	Boom-paa! Nothing can ever heal me from the wounds of disaster	Boom-paa! Tidak ada yang bisa mengobatiku dari luka Malapetaka
43.	Dyrroth	Your life, shall be shattered in an instance!	Hidupmu, akan menjadi hancur seketika!
44.	Masha	Stand firm, strike hard. My motto is that simple	Berdiri teguh, serang dengan keras. Mottoku sesederhana Itu
45.	Yu Zhong	Kindness is the shortest path to ruination	Kebaikan adalah pintu gerbang kehancuran
46.	Khaleed	My determinations is a thousand times stronger than my scimitar	Tekadku seribu kali lebih kuat dari pedang Lengkung ku
47.	Barats	No bargaining! Whoever you are, the price is fixed!	Jangan menawar! Siapapun itu harganya tidak akan pernah berubah!
48.	Paquito	Every scar mine is a badge of glory	Setiap bekas lukaku adalah lambang kejayaan
49.	Sun	Every mistakes could be a lesson	Setiap kesalahan bisa menjadi Pelajaran
50.	Aulus	All their weaknesss must be exploited	Semua kelemahan mereka harus dieksploitasi
51.	Uranus	Themasteronce promised, to make me a bride	Tuan pernah berjanji, untuk menjadikanku pengantin
52.	Yin	Win or lose, I do it with dignity	Menang atau kalah, aku menghadapinya dengan harga diri
53.	Tigreal	A warrior's duty, is to bring victory	Kewajiban seorang petarung, adalah membawa kemenangan
54.	Johnson	Installment of vehicle missiles is a must for safe driving	Pemasangan rudal kendaraan adalah suatu keharusan untuk keselamatan berkendara
55.	Akai	I'm not fat, I'm just chubby!	Aku tidak gendut, aku hanya tembem!
56.	Franco	A real fighter never runs	Seorang pejuang sejati tidak akan lari
57.	Minotaur	I have a hammer to swing!	Aku memiliki palu untuk diayunkan!
58.	Lolita	A painless lesson is also meaningless.	Pelajaran tanpa rasa sakit adalah yang tidak memiliki makna

No.	Heroes	Sentences	Meanings
59.	GatotKaca	We are unity in diversity	Kita adalah kesatuan dalam Keanekaragaman (Bersatu kita teguh bercerai kita berantakan)
60.	Grock	Evolution and Research are completely different	Evolusi dan Penelitian sangatlah berbeda
61.	Hylos	Protect the fairy forests, protect my people	Lindungi hutan peri, lindungi rakyatku
62.	Belerick	Green leaves may fade, but wisdom is evergreen	Daun hijau mungkin memudar, tapi kebijaksanaan selalu hijau
63.	Khufra	By accident? Or by design? There is no difference	Kebetulan atau direncanakan tidak ada bedanya
64.	Baxia	Strength does not come from the flesh, but from an unyielding Will	Kekuatan tidak datang dari otot, melainkan dari keinginan yang kuat
65.	Atlas	Tides rise, tides fall. This is the way	Pasang naik, pasang turun. Beginilah caranya
66.	Gloo	For better or for worse. (We are in this together!)	Untuk yang lebih baik atau untuk yang lebih buruk (kita bersama-sama dalam hal ini!)
67.	Miya	The way of the arrow : swift, silent, and precise	Cara memanah : cepat, tenang, dan tepat
68.	Bruno	I Love the warm feel of my passion burning!	Aku suka perasaan kehangatan semangatku yang membara!
69.	Layla	I'm not that whiny girl Anymore	Aku bukan lagi gadis kecil yang cengeng
70.	Lesley	I am neither the hungry wolf nor the sacrificial lamb	Aku bukan serigala yang lapar atau domba pengorbanan
71.	Yi-Sun Shin	My Reputation is built on my bravery and loyalty	Reputasiku dibangun di atas keberanian dan kesetiaan
72.	Clint	You girls can't resist a gunslinger like me, you can't blame them for that	Kalian (gadis) tidak bisa menahan penembak sepertiku, kau tidak bisa menyalahkan mereka untuk itu
73.	Moskov	Treachery has too many faces	Pengkhianatan memiliki banyak sekali wajah
74.	Karrie	Speed, precision, and Strength	Kecepatan, presisi, dan Kekuatan
75.	Irithel	You cannot bear my Wrath	Kau tidak bisa menanggung Kemurkahanku
76.	Hanabi	Show me that Umbrella and see what happens	Tunjukkan aku Payung dan lihat apa yang akan terjadi

No.	Heroes	Sentences	Meanings
77.	Claude	Gold is dear, diamond is deareer. Neither can be given up though	Emas sangat berharga, berlian lebih berharga. Tidak ada yang bisa aku berikan padamu
78.	Kimmy	Combine magic with technology and you shall have true power!	Mengkombinasikan sihir dengan teknologi dan kamu akan memiliki kekuatan sebenarnya!
79.	Granger	Experience the euphony of suffering	Rasakanlah bunyi merdu dari Penderitaan
80.	Wanwan	Stop spreading rumors! Seeing is believing!	Berhenti menyebarkan kabar angin! Kamu akan percaya jika Melihatnya
81.	Popol and Kupa	Don't move! Don't move! I'm aiming my spears at you!	Jangan bergerak! Jangan bergerak! Aku membidikmu dengan tombakku!
82.	Brody	Pain, is the proof that I'm still alive	Rasa sakit adalah bukti bahwa aku masih hidup
83.	Beatrix	My inventions are meant to serve humanity	Penemuanku bertujuan untuk membantu Manusia
84.	Natan	It is in despair that I see the fondest hopes	Dalam keputusan aku melihat harapan yang paling terang
85.	Edith	When lightning strikes, one can hear the heavens furious roar	Saat petir menyambar, seseorang dapat mendengar langit mengaum dengan marah
86.	Melissa	Good girls avoid trouble, well I make it	Gadis yang baik menghindari masalah, sedangkan aku adalah pembuat onar
87.	Angela	Friendship is a magic string that binds us Together	Persahabatan adalah untaian ajaib yang menyatukan kita
88.	Rafaela	Knowledge and faith are always my companions.	Pengetahuan dan keyakinan selalu menjadi temanku
89.	Estes	I am only a shepherd.	Aku hanya seorang gembala
90.	Nana	The sunshine is so warm and sky is so clear	Sinar matahari begitu hangat dan langit begitu cerah
91.	Carmilla	The curse of blood stretches far and wide!	Kutukan darah membentang jauh dan luas!
92.	Floryn	Miracles may happen in every choice we make	Keajaiban mungkin terjadi pada tiap pilihan yang kita buat
93.	Mathilda	Above the Horizon rises the beautiful sun!	Di atascakrawala terbit matahari yang indah!
94.	Faramis	To become my slave is your greatest glory!	Menjadi budakku adalah kemuliaan terbesar bagimu!

No.	Heroes	Sentences	Meanings
95.	Diggie	I have a clumsy new apprentice, called Einstein!	Aku memiliki murid baru yang ceroboh, namanya adalah Einstein!
96.	Saber	Move like the wind, be steady like a rock	Bergerak seperti angin, tegap seperti batu
97.	Gusion	Our strength and courage will be eulogized in the Galaxy	Kekuatan dan keberanian kita akan dipuja di galaksi
98.	Lancelot	They seem so flawed, in front of my perfect soul	Mereka terlihat sangat cacat, di hadapan jiwaku yang sempurna
99.	Hanzo	The strongest, and the Loneliest	Terkuat dan paling kesepian
100.	Karina	Darkness nurtured me, but it's time to end its reign	Kegelapan mengasuhku, tapi inilah waktunya untuk mengakhiri pemerintahannya
101.	Fanny	I'll show you how to dance in midair!	Aku akan menunjukkan cara menari di udara!
102.	Hayabusa	Betrayal must be paidback by blood!	Pengkhianatan harus dibayar oleh darah
103.	Natalia	Fate forced to me to become an assassin	Takdir telah memaksaku untuk menjadi seorang pembunuh
104.	Helcurt	I'll devour the light	Aku akan melahap cahaya
105.	Selena	When you gaze into the abyss, the abyss gazes back!	Ketika kamu melihat kegelapan, Kegedapan akan menatapmu kembali
106.	Ling	My blades strikes like a splitting wind	Pedangku menyerang seperti angin yang membelah daun
107.	Benedetta	When the body suffers, the spirit blooms	Ketika tubuh menderita, semangat mekar.

There are some words classes appear in sentences of Mobile Legends game online, such us :

1) Noun

Table 2.2 Noun

Words	Meanings
Darkness	Kegelapan
Friend	Teman
Trusting	Percaya
Death	Kematian
Master	Tuan

Words	Meanings
Magic	Sihir
Wind	Angin
String	Tali
Puppet	Boneka
Strength	Kekuatan
Restriction	Larangan
Slaves	Budak
Hero	Pahlawan
Villain	Penjahat
Domain	Kawasan
Fate	Takdir
Blood	Darah
Sword	Pedang
Heaven	Surga
Feeling	Perasaan
Prey	Mangsa
Bloodshed	Pertumpahan darah
Violence	Kekerasan
Invincibility	Tak terkalahkan
Solitude	Kesendirian
Demons	Iblis
Anger	Marah
Scar	Bekas luka
Warrior	Kesatria
Honor	Kehormatan
Weapons	Senjata
Humans	Manusia
Forest	Hutan
Mountains	Gunung
Reinforcements	Bala Bantuan
Gun	Pistol
Job	Pekerjaan
Power	Kekuatan
Light	Cahaya
Fists	Tinju
Fidelity	Kesetiaan
Humility	Kerendahan Hati
Treachery	Penghianatan
Loyalty	Kesetiaan
Speed	Kecepatan
Student	Murid
World	Dunia

Words	Meanings
Wounds	Luka
Kindness	Kebaikan
Ruination	Kehancuran
Determination	Tekad
Scimitar	Pedang Lengkung
Price	Harga
Badge	Lambang
Mistake	Kesalahan
Lesson	Pelajaran
Weakness	Kelemahan
Bride	Pengantin
Dignity	Harga Diri
Victory	Kemenangan
Vehicle	Kendaraan
Fighter	Pejuang
Hammer	Palu
Unity	Persatuan
Diversity	Keragaman
Evolution	Evolusi
Research	Penelitian
Fairy	Peri
People	Orang-orang
Leaves	Daun-daun
Accident	Kebetulan
Design	Perencanaan
Strength	Kekuatan
Flesh	Daging
Arrow	Panah
Passion	Semangat
Girl	Gadis
Wolf	Serigala
Lamb	Domba
Reputation	Reputasi
Bravery	Keberanian
Gunslinger	Penembak jitu
Treachery	Penghianatan
Face	Wajah
Precision	Ketelitian
Umbrella	Payung
Gold	Emas
Diamond	Berlian
Technology	Teknologi
Euphony	Bunyi merdu

Words	Meanings
Suffering	Penderitaan
Rumors	Kabar angina
Spears	Tombak
Pain	Rasa sakit
Proof	Bukti
Invention	Penemuan
Humanity	Ummat manusia
Lightning	Petir
Trouble	Masalah
Friendship	Persahabatan
Knowledge	Pengetahuan
Faith	Keyakinan
Companion	Teman
Shepherd	Gembala
Sunshine	Sinar matahari
Sky	Langit
Miracles	Keajaiban
Choice	Pilihan
Horizon	Cakrawala
Apprentice	Murid
Rock	Batu
Courage	Keberanian
Galaxy	Galaksi
Soul	Jiwa
Reign	Pemerintahan
Midair	Di udara
Betrayal	Pengkhianatan
Assasin	Pembunuh
Gaze	Tatapan
Abyss	Jurang yang dalam
Blade	Pedang
Splitting	Pemisahan
Body	Tubuh
Spirit	Semangat
Curse	Kutukan
Flame	Api

2) Verb

Table 2.3 Verb

Words	Meanings
Flows	Mengalir

Words	Meanings
Grow	Tumbuh
Pissing me	Membuatku kesal
Destroy	Menghancurkan
Defeats	Mengalahkan
Foreseen	Meramalkan
Engulfed	Menelan
Boil	Membara
Die	Mati
Stop	Menghentikan
Drawn	Menarik
Soar	Terbang
Love	Suka
Chasing	Mengejar
Perish	Binasa
Beat	Mengalahkan
Dishonor	Mencemarkan
Gave	Memberi
Protect	Melindungi
Sacrifice	Berkorban
Glory	Kemuliaan
Heal	Mengobati
Stand	Berdiri
Strike	Serang
Bargaining	Menawar
Win	Menang
Lose	Kalah
Bring	Membawa
Driving	Berkendara
Run	Lari
Swing	Mengayun
Fade	Memudar
Rise	Naik
Fall	Turun
Resist	Menahan
Blame	Menyalahkan
Bear	Menanggung
Show	Menunjukkan
Combine	Menggabungkan
Spreading	Menyebarkan
Move	Bergerak
Aiming	Membidik
Serve	Membantu
Despair	Putus asa

Words	Meanings
See	Melihat
Strike	Menyambar
Hear	Mendengar
Roar	Mengaum
Avoid	Menghindari
Bind	Mengikat
Stretches	Membentang
Eulogized	Dipuja
Nurtured	Mengasuh
Dance	Menari
Force	Memaksa
Devour	Melahap
Suffer	Menderita
Bloom	Berkembang
Become	Menjadi
Work	Bekerja

3) Adjective

Table 2.4 Adjective

Words	Meanings
Ashamed	Malu
Boring	Membosankan
Sighted	Terlihat
Adults	Dewasa
Blessing	Berkah
Wisdom	Kebijaksanaan
Brute	Kasar
Snowing	Salju
Fearless	Pemberani
Doomed	Terkutuk
Terrifying	Menakutkan
Born	Lahir
Incarnate	Inkarnasi
Unflinching	Tak Terkalahkan
Heroic	Heroik
Cowards	Pengecut
Shattered	Hancur
Exploited	Eksplorasi
Promised	Berjanji
Chubby	Tembem

Words	Meanings
Painless	Tanpa rasa sakit
Meaningless	Tak berarti
Green	Hijau
Evergreen	Hijau abadi
Better	Lebih baik
Worse	Lebih buruk
Swift	Cepat
Silent	Diam
Precise	Tepat
Warm	Hangat
Burning	Membara
Whiny	Cengeng
Hungry	Lapar
Sacrificial	Pengorbanan
Built	Dibangun
Wrath	Murka
Fat	Gemuk
Dear	Berharga
Deareer	Lebih berharga
Furious	Sangat marah
Clear	Cerah
Far	Jauh
Wide	Luas
Beautiful	Indah
Greatest	Terbesar
Clumsy	Canggung
Steady	Tegap
Flawed	Cacat
Perfect	Sempurna
Strongest	Terkuat
Loneliest	Kesepian
Different	Berbeda
Simple	Sederhana
Top	Terbaik
Safe	Selamat
Southern	Selatan
Control	Kendali

4) Adverb

Table 2.5 Adverb

Words	Meanings
Freely	Bebas
Forever	Selamanya
Together	Bersama
Sometimes	Kadang-kadang
Always	Selalu
Totally	Sama Sekali
Also	Juga
Above	Di atas
Still	Masih
Only	Hanya

C. Vocabulary

1. Definition of Vocabulary

In English classroom there are four language skills, they are listening, speaking, reading and writing and the language used by the teachers in teaching and learning process is usually in English, However, there are also skills that need to be considered when learning English. This is vocabulary teaching. Therefore, this research will focus on teaching vocabulary (Bahrin & Aminah, 2020).

According to Soedjito in Hilaliyah (2018), vocabulary refers to a collection of words used in a language, a collection of words owned by a speaker or writer, as well as words used in certain fields of science. Mastery of vocabulary is very important in a language context, because this supports smooth communication both verbally and in writing in Indonesian. Therefore, vocabulary is always closely related to words. Words themselves are basic units in language that have free form and are the most important elements in a language. Vocabulary is a collection of words that have meaning. Apart from that, vocabulary has an important role in people's daily lives. According to Hasanah, L. (2016), vocabulary is a very important language element because someone's thoughts can only be understood clearly by other people if they are

expressed using the right vocabulary. A person's ability to master vocabulary affects their competence and skills in expressing ideas and communicating accurately (Zahro et al., 2020).

Vocabulary is a key element in language proficiency that provides an important foundation for speaking, listening, reading and writing skills. The emphasis on vocabulary takes precedence over grammar, although all four skills (reading, writing, speaking, and listening) are developed early, and oral communication is considered basic. Vocabulary is a collection of words known to a person and is an important part of the language system that must be learned. Vocabulary development plays a critical role in helping students learn new words, strengthen reading, decoding, spelling and overall school performance skills. It is also an effective way to build linguistic awareness, which in turn will enrich language and literacy development. Experts in vocabulary development agree that vocabulary is a central element in the language learning process, and increasing vocabulary is important at every stage of a student's language development. This confirms that vocabulary is the foundation that English language learners must master in order to have a good command of the language (Evy Tri Widyahening & Sri Rahayu, 2021).

It can be concluded that vocabulary is all the words that a language has or that a speaker has. This vocabulary has a very important role in language teaching. Because mastery of vocabulary has a big influence on language skills. The more vocabulary one has, the more skilled a person's patterns are in writing, the skills to express ideas and language appropriately.

2. The importance of Vocabulary

Mastery of vocabulary is one of the main requirements that determines the success of a person's language skills. The richer a person's vocabulary, the more likely a person is to be skilled in language and the easier it is for him or her to convey and receive information either verbally, in writing, or using signs and gestures. In this case, Tarigan explained that vocabulary can increase the growth of writing, speaking, reading and listening activities.

Another expert who states that the importance of vocabulary in language

learning is Byre, he states that "vocabulary is the vital aspect of language". Another expert who states the importance of vocabulary is Tarigan. He argued that "language mastery is determined by the size of the vocabulary" (Hastjarjo, 2019).

So it can be concluded that by having good command of vocabulary and grammar, language learners will have no difficulty in the language learning process. In other words and without ignoring pronunciation as an aspect of language, vocabulary and grammar are important aspects in the acquisition of a foreign language.

3. vocabulary function

Before we talk about the function of vocabulary, we need to understand what vocabulary is. Vocabulary is the total number of words that make up a language, including the rules for combining them. It can also refer to words known or used by a person in a particular context, such as a profession or trade. "Use" here means the function or benefit of the words. So, from this understanding, vocabulary use refers to the function or use of the words used in a language. In other words, when we use words, we must clearly understand the purpose and benefits of the vocabulary we use because it will help us understand the language we are learning. In addition, vocabulary is very important for the structure and use of language. The words we speak, write, and arrange into sentences and other grammatical structures. Words also represent what lay people think of as language. This is important because language, through vocabulary, can quickly reflect changes in society and is more responsive cultural developments than other aspects of language.

4. Indicators of Student Vocabulary Improvement

The indicator to see the mastery of English language students' vocabulary is to see the students' ability to recognize, understand, and use vocabulary in the right context (Shafira et al., 2023), which can be explained in more detail as follows:

1) Vocabulary Recognition

The ability of students to understand and recognize words that have been taught, both through visual display (written text) and hearing (audio). At this stage, students are able to recognize words based on their spelling, sound, or appearance in a particular context.

2) Using Vocabulary

The ability of students to apply vocabulary actively in various communication situations, both oral and written. This includes the ability to make sentences, explain a concept with certain words, or answer questions using relevant vocabulary.

D. Relevant Research

Hendro Sirait with a thesis entitled "An Analysis Of Register In Mobile Legends Game: A Sociolinguistic Approach" this research discusses the use of registers contained in the mobile legend application (Sirait, 2020).

The similarity between Sirait's research and the research that will be carried out is the use of the media application used, namely Mobile Legend, but it is different from previous research which studied the registers in the Mobile Legend application with a sociolinguistic approach, while the researchers discussed increasing English vocabulary.

Amir Rasyid entitled "The Correlation Between Habit In Playing Mobile Legends Game And Students' Listening Proficiency" This research discusses how the Mobile Legend application is able to influence students' listening levels in acquiring English vocabulary (Amir Rasyid, 2018).

This previous research has similarities with research conducted by researchers in terms of using the Mobile Legend application to improve English vocabulary, but research from Amir Rasyid focuses more on students' hearing abilities when using the Mobile Legend application. Meanwhile, researchers focused on the entire content of the Mobile Legend application which was able to increase the acquisition of English vocabulary.

Debby Pratiwi and M Khaliq entitled "Using Mobile Legend Media In Procedure Text To Increase Students Writing Skill At Grade Ix Of Smp It Al Ikhwan

Tanjung Morawa Academic Year 2021/2022" which discusses students' writing abilities using the Mobile legend application (Pratiwi & Khalid, 2022).

This previous research also used the same application as the media that the researchers used, namely Mobile Legend, but this previous research focused on students' writing abilities when using the Mobile Legend application.

E. Hypothesis

A hypothesis is a temporary answer whose truth is to be tested through research.” Based on the description of definitions from several experts, it can be concluded that in a hypothesis there are several important components, namely temporary assumptions, relationships between variables and truth tests (Ratnalestari, 2023). The hypothesis proposed is in the form of a statement containing two possibilities. The hypothesis of this research is:

Ho: The use of the mobile legend game application has no influence on increasing vocabulary in English students.

Ha : The use of the mobile legend game application has an influence on increasing the vocabulary of English students.

CHAPTER III

RESEARCH METHOD

A. Type & Approach of The Research

1. Types of research

The type of research used is Ex-Post Facto research. This research is conducted by observing the dependent variables after the independent variables have already occurred. In Latin, ex post facto means "from after the fact." This indicates that the research is carried out after differences in the independent variables have naturally occurred due to the progression of events (Ibrahim et al., 2018).

The term ex-post facto indicates that changes in the independent variables have already occurred, and the researcher is faced with the challenge of determining the cause of the observed effects. Due to the lack of control, it is more difficult in ex-post facto research to conclude that there is a true relationship between independent variable X and dependent variable Y.

In ex-post facto research, researchers will look for phenomena that have occurred related to the influence of the online game Mobile Legends on increasing the vocabulary of students in English education study programs.

2. Research Approach

The approach applied in this research is a quantitative approach. This approach is based on the philosophy of positivism and is used to research certain populations or samples. Data collection is carried out using research instruments, and data analysis is quantitative or statistical in nature (Sugiyono, 2019).

Quantitative research is methods used to test theories by examining the relationships between variables (Creswell, 2019). The aim of quantitative research is to test the hypothesis in the research by looking for the influence of the online game Mobile Legends on increasing the vocabulary of students in English education study programs.

B. Variabele Definition

Variables are attributes, values, or characteristics of an object, individual, or activity that have various variations and have been determined by researchers to be studied in order to obtain information and draw conclusions (Hastjarjo, 2019). In this research there are 2 research variables, these variables are:

1. Independent Variabele

This variable is often referred to as a stimulus, predictor or antecedent variable, which in Indonesian is known as an independent variable. Independent variables are variables that influence or cause changes or the emergence of dependent (dependent) variables (Hastjarjo, 2019). Therefore, in this research, the independent variable is the use of the Mobile Legends game application.

2. Dependent Variabele

Also known as output, criterion, or consequence variables, in Indonesian they are called dependent variables. The dependent variable is a variable that is influenced or is a result of the existence of an independent variable (Hastjarjo, 2019). In this research, the dependent variable is increasing student vocabulary.

C. Place and Time of Research

1. Place

This research was conducted in the English Language Education Study Program class of Ahmad Dahlan Islamic University located on Jalan Sultan Hasanuddin, North Sinjai District.

2. Time

The research was conducted from May 2024 to July 2024.

D. Population and Sample Research

1. Population

Population refers to the total number of entities, units, or individuals whose characteristics you wish to investigate. In particular, there are 15 English education study programs that use the Mobile Legends game (Dokumentation of English education study programs).

2. Sample

The Sample is part of the number and characteristics possessed by the population. In this study, the researcher used a sampling technique, namely random sampling. Random sampling is a technique for selecting samples randomly from a population, so that each member of the population has an equal chance of being selected as a sample. This method is used to ensure that the samples taken are representative of the population as a whole, so that the results of the analysis can be generalized. The sample in this study was the English language education study program and the researcher chose the random sampling technique because not all populations met the sample criteria as subjects of this study, the sample was 15 students.

E. Data Collection Techniques

This study uses a quantitative approach. Therefore, data collection techniques in this research are in the form of observation, questionnaires, tests and documentation.

1. Observation

Observation is a method used to obtain information about actual behavior, (Mania, 2008). In this research, observations were carried out as an initial stage to determine the extent to which students mastered vocabulary in English lessons. Apart from that, observations were also used to see the application of the Mobile Legends game in student vocabulary learning.

2. Questionnaire

The data collection technique used is by giving questions or statements to respondents to answer. This question aims to obtain data on how well students improve their vocabulary in using the mobile legend game application. The questionnaire used in this study is a closed questionnaire using a Likert scale.

3. Documentation

Documentation is one of the data collection techniques. The data collected is in the form of documents, which can be in the form of images or written documents. Documentation collected by researchers includes student

attendance lists, observation sheets, questionnaire sheets, and documentation in the form of photographs during the research.

F. Research Instruments

Research instruments are the means used to collect data in a study. In this research, the tools used include observation sheets, questionnaire sheets, tests (pretest and post-test), and documentation lists.

1. Observation Sheet

Using the data collection method through observation, the research instrument used will be an observation sheet. This sheet is used to obtain direct observation results at the location, not from respondents' answers. In this research, the observation sheet will use a Likert scale.

2. Questionnaire Sheet

If the data collection method involves a questionnaire, then the questionnaire instrument is a questionnaire sheet. This sheet is given to respondents as a first step to find out students' views or responses to statements or questions in the questionnaire. In this research, the questionnaire sheet will also use a Likert scale.

the Likert Scale is employed as the measurement scale. This involves translating the variables to be measured into indicators, which are then utilized as a foundation for constructing instrument items. These items can take the form of either questions or statements. For the purposes of quantitative analysis, the answers can be given a score such as strongly agree with a score of 4, agree with a score of 3, disagree with a score of 2 and strongly disagree with a score of 1 point (Sugiyono, 2019).

Answer Criteria	Score
Strongly agree/always/very positive	4
Agree/often/ Positive	3
Disagree/almost never/ negative	2
Strongly disagree/never/negative	1

3. Documentation List

The final research instrument is a documentation list. This list includes various lists collected as part of the documentation process. The documentation list includes student attendance lists, observation sheets, questionnaire sheets, pre-test and post-test sheets, as well as photos during the research.

G. Validation and Reliability Test

The collected data, such as questionnaires and observation notes, will undergo Validation and Reliability Tests, which are important steps to ensure that the research results are valid and reliable.

1. Validity Test

The validity test is the accuracy between the data collected and the data that actually occurs on the object under study (Sukardi, 2019).

Validity test will use to measure whether a questionnaire and test are valid or not. A questionnaire and test are said to be valid if the statements in the questionnaire and test are able to reveal what the questionnaire and test will measure. Test the validity of each question the results of r count compared to r table where $df = n - 2$ for a significant 5% $n =$ number of sample. If a significant value is $<$ than $\alpha = 0.05$, it can be said to be valid, whereas if a significant value is $>$ than $\alpha = 0.05$, it can be said to be invalid.

2. Reliability Test

According to Ghazali, reliability testing is a tool for measuring a questionnaire which is an indicator of a variable. A questionnaire is said to be reliable if a person's answer to the statement is consistent (stable) over time. In SPSS, the benchmark for reliability is the Cronbach alpha value. Questionnaire items can be said to be reliable if the Cronbach's Alpha value is > 0.70 and said to be unreliable if the Cronbach's Alpha value is < 0.70 .

H. Data Analysis Technique

Data analysis techniques are one of the research processes carried out to solve researched problems that have been completely obtained. To determine the

effectiveness of the Busuu application in student vocabulary learning, this research will be carried out using a paired difference test (paired sample t-test) with data from pre-test and post-test results. To find out the average score and frequency of students' scores, descriptive statistics were also carried out. Before applying the t test, a normality and homogeneity test is first carried out to find out whether the data obtained is normally distributed or not.

1. Normality Test

The normality test is carried out to determine whether these variables are normal or not. In measuring the normality test in this research, researchers will use SPSS One Sample Kolmogorov – Smirnov with a significance value (α) = 0.05. The normality test results are as follows:

- a) If the significance value is > 0.05 then the data is said to be normally distributed
- b) If the significance value is < 0.05 then the data is said to be not normally distributed

2. Linearity Test

The linearity test aims to determine whether two variables have a linear relationship. This test examines how variable X influences variable Y. To assess whether the data affects the variables, a statistical test is conducted using SPSS 26 based on the test for linearity (Bustani et al., 2014).

To calculate linearity in this research, researchers using the help of the SPSS for Windows program. With using the ANOVA table in SPSS, you will see the significance of the sig. Deviation from linearity, and the conditions for the linearity test in SPSS are:

- 1) If the significance value is > 0.05 then there is a significant linear relationship between variable X and variable Y.
- 2) If the significance value is < 0.05 then there is no significant linear relationship between variable X and variable Y.

After the prerequisite tests are met, you can proceed to the simple linear regression test (Hartano & Yuliana, 2019).

3. Hypothesis Test

To test the truth of the proposed hypothesis and the type of analysis using data that will search for between the independent variable, namely the influence of the use of unny situational topic cards (X) with the dependent variable, namely students' narrative writing skills (Y).

Analyzed using a simple linear regression test to determine whether the regression coefficient is significant or not (in the sense that variable X has an effect on variable Y). This test can be done by comparing the significance value (Sig) with a probability of 0.05 or in another way, namely by comparing the value of count with the value of table. The questionnaire data analysis was carried out using a simple regression test and T-Test using the SPSS tool.

CHAPTER IV

RESEARCH FINDINGS

A. General description of the research location

1. History of Ahmad Dahlan Islamic University

One of the higher education institutions in the city of Sinjai is Ahmad Dahlan Islamic University Sinjai, located at Jalan Sultan Hasanuddin No. 20, Balangnipa, North Sinjai, Sinjai. This campus is accredited "Good" with the accreditation decree from the National Accreditation Board for Higher Education (BAN-PT) No.1088/SK/BANPT/Akred/PT/IXX/2020.

Before 1974, the Muhammadiyah Islamic Higher Education School Sinjai was known as the Faculty of Tarbiyah of Unismuh Makassar, Sinjai branch. As one of the few private Islamic higher education institutions in Indonesia, STAI Muhammadiyah Sinjai operates under the Ministry of Religious Affairs of the Republic of Indonesia and is under the coordination of Kopertais Region VIII, Directorate General of Islamic Education. Until 1986, the Rector of Unismuh provided an opportunity for the Muhammadiyah School of Islamic Education (STIT) Sinjai to stand independently by changing its name. Then, in 1995, requirements and government regulations, in this case, the Ministry of Religious Affairs.

The campus is under the auspices of Muhammadiyah and has been operating since June 16, 1995, with the decree No. PT 266/1995. UIAD is often referred to as the "blue campus" because most of its walls are blue. UIAD is currently known with the tagline "Islamic, Quality, and Credible." (Admin, 2023b)

2. Profile of the Faculty of Tarbiyah and Teacher Training

Following the Rector's Decree of the Muhammadiyah Islamic Institute Sinjai Number: 216/1.3.AU/D/KEP/2016 regarding the establishment of the Faculty of Tarbiyah and Teacher Training, the Director General of Islamic Education issued Decree Number: 6722 of 2016 concerning the Permit for

Changing the Status of the Muhammadiyah Islamic Higher Education School Sinjai to the Muhammadiyah Islamic Institute Sinjai.

The Faculty of Tarbiyah and Teacher Training consists of three study programs: Arabic Language Education (PBA), Elementary School Teacher Education (PGMI), and Islamic Religious Education (PAI). Based on this, the Muhammadiyah Islamic Institute Sinjai opened the English Tadris Study Program based on the Director General of Islamic Education Decree No. 1081 of 2017 dated February 21, 2017. The English Tadris Study Program and Mathematics Tadris are currently available through the Faculty of Tarbiyah and Teacher Training. (Admin, 2023)

a. Vision

To become a quality and credible Islamic University based on Islamic values

b. Mission

Strengthening internal capabilities in improving human resources, student achievements, accreditation quality, and the application of technology, as well as fulfilling governance elements.

c. Objectives

- 1) To enhance the quality of the academic community at Ahmad Dahlan Islamic University.
- 2) To improve the competencies of graduates through strategic and comprehensive academic programs.
- 3) To enhance higher education management that produces graduates with Islamic personality, quality, noble character, and the ability to be academic, professional, skilled, and innovative, as well as capable of developing and applying science and technology.
- 4) To increase research and community service programs to improve community welfare through the application of science and technology.

- 5) To promote an academic life based on national cultural values and the identity of the Muhammadiyah organization in an effort to create a progressive society.

3. Profile of the English Tadris Program

The Rector of Ahmad Dahlan Islamic University Sinjai issued Decree Number: 1164/1.3.AU/B/KEP/2016 concerning the opening of the English Tadris Study Program at the undergraduate level (S1) in order to advance the existing study programs at Ahmad Dahlan Islamic University Sinjai. In response to this proposal, the Director General of Islamic Education issued Decree Number 541 of 2017 regarding the Authorization of Study Programs at Private Islamic Colleges, which included the English Tadris study program.

Based on this decree, the English Tadris study program was well-received by the Faculty of Tarbiyah and Teacher Training at Ahmad Dahlan Islamic University Sinjai. After the issuance of the Director General's decree, the university officially opened its first enrollment in 2017, admitting 36 students who passed the entrance test. These students were the first to be accepted into the English Tadris Study Program, followed by 38 students in the second batch in 2018. By the seventh year of its operation, the English Tadris study program had 126 registered students.

a. Vision

to produce educators and educational professionals in the field of English who are adaptive, communicative, and innovative.

b. Mission

- 1) To provide quality English education to produce superior and competitive English language educators.
- 2) To conduct research and community service in the field of English education based on technology to create an intelligent, creative, and prosperous society.

- 3) To carry out educational and teaching activities professionally in the field of English by integrating Islamic values and local culture.
- 4) To develop an effective, efficient, transparent, and accountable quality management system to ensure the quality of graduates and the management of the study program.
- 5) To establish sustainable cooperation with institutions, alumni, and stakeholders to enhance the quality of the study program and its graduates.

c. Objectives

- 1) To produce graduates who are innovative and competitive in English language learning.
- 2) To produce graduates who possess knowledge and character based on Islamic values.
- 3) To produce graduates capable of conducting research and community service in the field of English education to enhance the quality of life for an intelligent, creative, and prosperous society.
- 4) To produce graduates with knowledge and skills in related fields, such as tourism entrepreneurship and translation.

B. Result and Discussion of the Research

1. Result of the Research

a. Data analysis

1) Validity Test

Test the validity of the research instrument using SPSS 22 to determine whether the test questions are valid or not, if $r_{count} > r_{table}$ then is considered valid. If the $r_{count} < r_{table}$ items and invalid questionnaires.

The validity test results are presented in table 4.1 as follows :

Table 4.1. Variabele X of the Test

Variabel	No. Question Item	Pearson Correlation	Rtable (Sig. 0.05)	Information
The use of the Mobile Legends game application (X)	1.	0,5354	0,051	Valid
	2.	0,5586	0,051	Valid
	3.	0,5579	0,051	Valid
	4.	0,7273	0,051	Valid
	5.	0,5264	0,051	Valid
	6.	0,5405	0,051	Valid
	7.	0,8696	0,051	Valid
	8.	0,6010	0,051	Valid
	9.	0,7723	0,051	Valid
	10.	0,5552	0,051	Valid
	11.	0,5827	0,051	Valid
	12.	0,5834	0,051	Valid
	13.	0,8717	0,051	Valid
	14.	0,5390	0,051	Valid
	15.	0,5754	0,051	Valid
Vocabulary Improvement	1.	0,6726	0,051	Valid
	2.	0,7850	0,051	Valid

(Y)	3.	0,8060	0,051	Valid
	4.	0,5423	0,051	Valid
	5.	0,6665	0,051	Valid
	6.	0,5247	0,051	Valid
	7.	0,5579	0,051	Valid
	8.	0,5188	0,051	Valid
	9.	0,5891	0,051	Valid
	10.	0,7789	0,051	Valid
	11.	0,5664	0,051	Valid
	12.	0,5412	0,051	Valid
	13.	0,5743	0,051	Valid
	14.	0,6645	0,051	Valid
	15.	0,5681	0,051	Valid

Source: Result of data analysis with SPSS 22.0

From table 4.1 it can be seen that an item is declared valid if the result of the person correlation calculation $> r\text{-table}$ (Sig. 0.05). To find out the $r\text{-table}$ value (sig. 0.05) can be seen in the product moment $r\text{-table}$ table with the number of data $(N) = 15$ in the appendix. Based on the r product moment table at 5% significance, it is known that the $r\text{-table}$ is 0.051. Thus, the question items for Variables X and Y each totaling 15 questions are declared valid.

2) Reability Test

According to Ghazali, reliability testing is a tool for measuring a questionnaire which is an indicator of a variable. A questionnaire is said

to be reliable if a person's answer to the statement is consistent (stable) over time. In SPSS, the benchmark for reliability is the Cronbach alpha value. Questionnaire items can be said to be reliable if the Cronbach's Alpha value is > 0.70 and said to be unreliable if the Cronbach's Alpha value is < 0.70

Table 4.2 Reliability of the Test of Variabel X

Reliability Statistics	
Cronbach's Alpha	N of Items
.883	15

Source: Result of data analysis with SPSS 22.0

Based on table 4.2 above, the results of the reliability test of variable X (The use of the Mobile Legends game application) with a Cronbach Alpha value of 0.883. Thus it can be concluded that $0.883 > 0.70$ which means the instrument is reliable.

Table 4.3 Reliability of the Test of Variabel Y

Reliability Statistics	
Cronbach's Alpha	N of Items
.880	15

Source: Result of data analysis with SPSS 22.0

Based on table 4.3 above, the results of the reliability test of variable Y (Vocabulary Improvement) with a Cronbach Alpha value of 0.880. Thus it can be concluded that $0.880 > 0.70$ which means the instrument is reliable.

1) Normality Test

The normality test is carried out to determine whether these variables are normal or not. In measuring the normality test in this research, researchers will use SPSS One Sample Kolmogorov – Smirnov with a significance value (α) = 0.05. The normality test results are as follows:

Table 4.4. Tes Normality of the Test

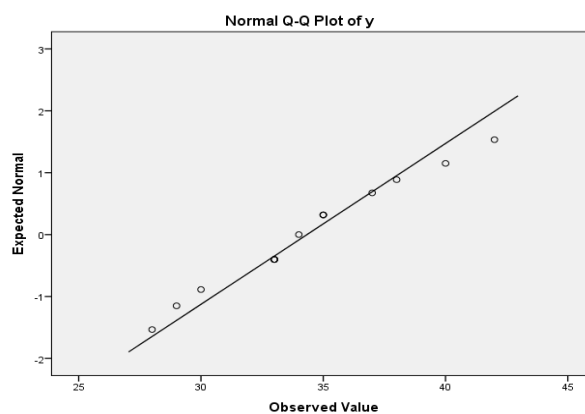
Tests of Normality						
	Kolmogorov-Smirnov ^a			Shapiro-Wilk		
	Statistic	Df	Sig.	Statistic	df	Sig.
X	.093	15	.200 [*]	.983	15	.984
Y	.165	15	.200 [*]	.963	15	.737

*. This is a lower bound of the true significance.

a. Lilliefors Significance Correction

Source: Result of data analysis with SPSS 22.0

Based on table 4.4 above, it is known that the significance value of variable X (The use of the Mobile Legends game application) is $0.984 > 0.05$ while the significance value of variable Y (Vocabulary Improvement) is $0.737 > 0.05$. So, based on the table above, it can be concluded that the residual value of the data is normally distributed.

Graphic 4.1

Source: Result of data analysis with SPSS 22.0

1) Linearity Test

Linearity test is used to determine whether the independent variable of the dependent variable has a linear relationship. Linearity is an absolute requirement for regression analysis because basically significant regression shows the existence of linearity (linear relationship) between the independent variable and the dependent variable.

Table 4.5. Result of the Linearity test

ANOVA Table					
	Sum of Squares	Df	Mean Square	F	Sig.
y * Between Groups (Combined)	96.333	11	8.758	.237	.968
Linearity	22.289	1	22.289	.602	.494
Deviation from Linearity	74.044	10	7.404	.200	.977
Within Groups	111.000	3	37.000		
Total	207.333	14			

Source: Result of data analysis with SPSS 22.0

Based on the aforementioned linearity test results, the deviation from linearity has a significance value of 0.977, which is greater than 0.05 or $0.977 > 0.05$. So it was determined that there is a linear relationship between Variable X and Variable Y.

2) Hypothesis of the Test

Simple regression is used to predict or test the influence of one independent variable or independent variable on the dependent variable. The influence of mobile legends online game on vocabulary improvement of the students of english education study program.

Analyzed using a simple linear regression test to determine whether the regression coefficient is significant or not (in the sense that variable X has an effect on variable Y). This test can be done by comparing the significance value (Sig) with a probability of 0.05 or in another way, namely by comparing the value of count with the value of table.

Table 4.6. Result of the simple linear regression test

ANOVA ^a					
Model	Sum of Squares	Df	Mean Square	F	Sig.
1 Regression	267.173	1	267.173	16.495	.001 ^b
Residual	210.561	13	16.197		
Total	477.733	14			

a. Dependent Variable: Vocabulary Improvement

b. Predictors: (Constant), the use of the Mobile Legends game application

Source: Result of data analysis with SPSS 22.0

Based on the table 4.6 above, the value of Sig. (2-tailed) of 0.001. the significance value obtained is less than 0.05 or $0.001 < 0.05$, then H_0 is rejected and H_a is accepted. Therefore it can be concluded that H_a is accepted and H_0 is rejected. in other words, The influence of mobile legends online game on vocabulary improvement of the students of english education study program.

Table 4.7. Result of the T-test

Coefficients ^a				
Model	Unstandardized Coefficients	Standardized Coefficients	T	Sig.

		B	Std. Error	Beta		
1	(Constant)	1.390	4.237		.328	.000
	the use of the Mobile Legends game application	.879	.096	.931	9.187	.000

a. Dependent Variable: Vocabulary Improvement

Source: Result of data analysis with SPSS 22.0

Based on the table above, the results of the study indicate that there is a positive influence between the mobile legends game application and the increase in vocabulary of students in the English language education study program. This shows that the regression coefficient between the variables The use of the Mobile Legends game application (X) is in the same direction as the Vocabulary Improvement (Y) variable, so the regression equation is $Y = 1.390 + 0.879X$. The magnitude of this influence can be seen in the following table;

Table 4.8. Results Determination Coefficient

Model Summary ^b				
Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.931 ^a	.867	.856	2.295

a. Predictors: (Constant), the use of the Mobile Legends game application

b. Dependent Variable: Vocabulary Improvement

Source: Result of data analysis with SPSS 22.0

Based on the SPSS version 22 output above, a correlation or relationship value of 0.931 was obtained. From the output

results, a determination coefficient or R Square of 0.867 was obtained, which indicates that there is an influence of the mobile legends game application on increasing students' vocabulary.

C. Discussions

Based on the results of data analysis, it shows that there is a significant influence between the mobile legends game application on increasing vocabulary. This is evidenced by the results of the hypothesis test on a simple linear regression test carried out using SPSS Version 22. The test was carried out using two methods (Awaliyah, 2022). Namely by comparing the significance value (Sig) with a probability of 0.05 and comparing the value of count with table. The results show that the comparison of the significance level is $0.000 < 0.05$. In addition, in the comparison of count and table it produces $(16.495 > 0.051)$, meaning that H_0 is rejected and H_a is accepted so that it can be concluded that there is an influence of the mobile legends game application on increasing student vocabulary. the influence of the mobile legends game application on increasing student vocabulary. of 86.7%, this can be seen in the model summary table which obtained an R Square of 0.867. Data collection using observation techniques is carried out using an observation sheet that includes observations from various aspects. The observation sheet is filled with the choices of Strongly agree (SA), Agree (A), Disagree (D), Strongly disagree (SD). The observation sheet shows that the mobile legends game application has a positive influence. This application has succeeded in improving students' vocabulary. This can be seen from the number of students who get good (B) and fairly good (CB) categories in the aspects of attention and participation.

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion of the Research

From the results of the research conducted by the author, it can be concluded that the Mobile Legends game application has a significant influence on improving the vocabulary of students of the English education study program. This statement is supported and proven by the results of the hypothesis test seen from the calculated value which is greater than the table ($16.495 > 0.051$), then it can be said that each item of the X variable and Y variable instruments is declared valid or the probability value is significant $0.001 < 0.05$ so that H_0 is rejected and H_a is accepted. This means that the Mobile Legends game application has a positive influence on improving the vocabulary students of English education study program with an influence of 86.7%.

B. Suggestion of the Research

The suggestions put forward by the researcher related to this research are as follows:

1. For students to be able to use the mobile legends game application in vocabulary learning and should be more active in learning in order to obtain higher learning outcomes
2. For lecturers to be able to use fun learning methods or media and can make it easier for students to understand the subject matter so that students are more motivated to learn
3. For the campus to be able to improve facilities and infrastructure that support the learning process properly.

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APPENDICES

Appendix 1

Research Instrument Grid

RESEARCH INSTRUMENT OUTLINE

The Influence Of Mobile Legends Online Game On Vocabulary Improvement Of The Students Of English Education Study Program

Number	Variables	Indicators	Sub Indicators	Item Indicators		Number of Items
				(+)	(-)	
1.	Vocabulary Improvement	Vocabulary Recognition		1,3,5,7,9, 11,13,15	2,4,6,8,1 0,12,14	15
		Using Vocabulary		1,3,5,7,9, 11,13,15	2,4,6,8,1 0,12,14	15

Appendix 2

Questionnaire Sheet

(Variabele X)

Name :

Class :

A. Filling Instructions

1. Read carefully each question in this observation sheet before answering it
2. Give your answer by ticking (√) on the answer choices provided
3. This answer is purely scientific
4. Thank yo for your help dan participation
5. Description

Sangat setuju : Strongly agree (SA)

Setuju : Agree (A)

Tidak setuju : Disagree (D)

Sangat tidak setuju : Strongly disagree (SD)

No	Pernyataan	SA	A	D	SD
1.	I have learned many new words in Mobile Legend App				
2.	I can use new vocabulary words correctly in Mobile Legend App				
3.	Mobile Legends helps me to relax and relieve stress				
4.	Playing mobile legends games has a positive impact on my English pronunciation skills.				

5.	Mobile legend application improves my English grades.				
6.	Mobile Legend game motivates me to study				
7.	Mobile legends online games make it easier for me to memorize vocabulary				
8.	When playing mobile legends games I get new vocabulary.				
9.	I feel happy to learn English vocabulary when playing mobile legend				
10.	Mobile legend application provides good communication friends with English				
11.	I enjoy using English vocabulary while playing mobile legend with my friends				
12.	Mobile legend application is equipped with various language features including English				
13.	Every Hero in Mobile legend has an interesting vocabulary				

14.	When the battle begins in the Mobile game, many words are continuously spoken so that they are easy to memorize				
15.	The Mobile Legend application provides many benefits in absorbing English words				

Appendix 3

Questionnaire Sheet

(Variabele Y)

Name :

Class :

A. Filling Instructions

1. Read carefully each question in this observation sheet before answering it
2. Give your answer by ticking (√) on the answer choices provided
3. This answer is purely scientific
4. Thank yo for your help dan participation
5. Description

Sangat setuju : Strongly agree (SA)

Setuju : Agree (A)

Tidak setuju : Disagree (D)

Sangat tidak setuju : Strongly disagree (SD)

No	Statement	SA	A	D	SD
1.	Vocabulary is the basis of fluent English				
2.	Insecure when speaking up because of the lack of vocabulary that I know				
3.	I use apps or other tools to improve my vocabulary				
4.	I often have difficulty remembering the words I learn.				
5.	I feel confident using new words in everyday evaluation conversations.				

6.	I like playing games or doing activities that can improve my vocabulary.				
7.	I prefer to learn vocabulary through visual media.				
8.	I often look up the meaning of words I don't understand.				
9.	I often encounter words that I don't understand in academic reading				
10.	I find it difficult to write essays due to limited vocabulary.				
11.	I try to memorize new vocabulary every day				
12.	I often make notes of new words I encounter.				
13.	I feel my vocabulary is still limited even though I have been studying for quite a long time.				
14.	I often use the new vocabulary I learned from game apps with my friends.				
15.	I am not confident in pronouncing the vocabulary that I have memorized.				

Appendix 4

Respondents

No	Nama	Class
1.	Ahmad fauzi Mz	2021
2.	Andi restu Ramadan	2021
3.	Bunaken dwi saputra	2021
4.	Ulfayanti	2021
5.	Mut'amal trifadel	2021
6.	Nurul mutmainnah	2021
7.	Rangga aditya	2022
8.	Haerullah	2022
9.	Musriani	2022
10.	Agam maulana riski	2022
11.	Al farisa	2023
12.	Almutazam	2023
13.	Ibnu hajar	2023
14.	Nurul hidayah	2023
15.	Andi syahrul ramadhan	2023

Appendix 5

The output of SPSS

1. Validation test

a) Variable X

Correlations

	R01	R02	R03	R04	R05	R06	R07	R08	R09	R10	R11	R12	R13	R14	R15	TOTAL
R01 Pearson Correlation	1	.568*	.393	.131	.582*	.000	.753*	.148	.294	.423	.147	.440	.479	.452	.440	.673**
Sig. (2-tailed)		.027	.148	.642	.023	1.000	.001	.598	.288	.117	.602	.100	.071	.091	.100	.006
N	15	15	15	15	15	15	15	15	15	15	15		15	15	15	15
R02 Pearson Correlation	.568*	1	.671*	.487	.453	.347	.528*	.444	.053	.451	.413	.413	.441	.342	.587*	.785**
Sig. (2-tailed)	.027		.006	.065	.090	.205	.043	.097	.850	.092	.126	.126	.100	.212	.022	.001
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R03 Pearson Correlation	.393	.671**	1	.336	.614*	.365	.456	.326	.315	.653*	.569*	.338	.640*	.513	.238	.806**
Sig. (2-tailed)	.148	.006		.221	.015	.181	.087	.236	.253	.008	.027	.218	.010	.051	.393	.000
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R04 Pearson Correlation	.131	.487	.336	1	.299	.504	.220	.140	.261	.509	.008	.238	.301	.197	.338	.542*
Sig. (2-tailed)	.642	.065	.221		.278	.055	.432	.620	.347	.053	.978	.393	.275	.481	.218	.037
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R05 Pearson Correlation	.582*	.453	.614*	.299	1	.206	.213	-.103	.347	.279	.108	.535*	.753*	.409	.233	.667**
Sig. (2-tailed)	.023	.090	.015	.278		.461	.446	.714	.205	.315	.701	.040	.001	.130	.402	.007
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R06 Pearson Correlation	.000	.347	.365	.504	.206	1	-.057	.433	.507	.533*	.468	.078	-.207	.300	.507	.525*
Sig. (2-tailed)	1.000	.205	.181	.055	.461		.840	.107	.054	.041	.078	.782	.459	.277	.054	.045
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R07 Pearson Correlation	.753*	.528*	.456	.220	.213	-.057	1	.268	.133	.491	.152	.152	.294	.389	.227	.558*

	Sig. (2-tailed)	.001	.043	.087	.432	.446	.840		.335	.637	.063	.590	.590	.287	.152	.415	.031
	N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R08	Pearson Correlation	.148	.444	.326	.140	-.103	.433	.268	1	.496	.601*	.678**	.157	-.043	.268	.365	.519*
	Sig. (2-tailed)	.598	.097	.236	.620	.714	.107	.335		.060	.018	.005	.577	.880	.334	.181	.048
	N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R09	Pearson Correlation	.294	.053	.315	.261	.347	.507	.133	.496	1	.732*	.379	.250	.190	.443	.397	.589*
	Sig. (2-tailed)	.288	.850	.253	.347	.205	.054	.637	.060		.002	.163	.369	.498	.098	.143	.021
	N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R10	Pearson Correlation	.423	.451	.653*	.509	.279	.533*	.491	.601*	.732*	1	.509	.136	.334	.446	.422	.779**
	Sig. (2-tailed)	.117	.092	.008	.053	.315	.041	.063	.018	.002		.053	.628	.223	.096	.117	.001
	N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R11	Pearson Correlation	.147	.413	.569*	.008	.108	.468	.152	.678*	.379	.509	1	.224	.127	.575*	.164	.566*
	Sig. (2-tailed)	.602	.126	.027	.978	.701	.078	.590	.005	.163	.053		.422	.653	.025	.560	.028
	N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R12	Pearson Correlation	.440	.413	.338	.238	.535*	.078	.152	.157	.250	.136	.224	1	.549*	.310	.164	.541*
	Sig. (2-tailed)	.100	.126	.218	.393	.040	.782	.590	.577	.369	.628	.422		.034	.261	.560	.037
	N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R13	Pearson Correlation	.479	.441	.640*	.301	.753*	-.207	.294	-.043	.190	.334	.127	.549*	1	.325	-.021	.574*
	Sig. (2-tailed)	.071	.100	.010	.275	.001	.459	.287	.880	.498	.223	.653	.034		.237	.940	.025
	N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R14	Pearson Correlation	.452	.342	.513	.197	.409	.300	.389	.268	.443	.446	.575*	.310	.325	1	.354	.665**
	Sig. (2-tailed)	.091	.212	.051	.481	.130	.277	.152	.334	.098	.096	.025	.261	.237		.195	.007
	N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R15	Pearson Correlation	.440	.587*	.238	.338	.233	.507	.227	.365	.397	.422	.164	.164	-.021	.354	1	.568*
	Sig. (2-tailed)	.100	.022	.393	.218	.402	.054	.415	.181	.143	.117	.560	.560	.940	.195		.027
	N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15

TOTAL Pearson Correlation	.673*	.785**	.806*	.542*	.667*	.525*	.558*	.519*	.589*	.779*	.566*	.541*	.574*	.665*	.568*	1
Sig. (2-tailed)	.006	.001	.000	.037	.007	.045	.031	.048	.021	.001	.028	.037	.025	.007	.027	
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15

*. Correlation is significant at the 0.05 level (2-tailed).

**. Correlation is significant at the 0.01 level (2-tailed).

b) Variable Y

Correlations

	R 01	R 02	R 03	R 04	R 05	R 06	R 07	R 08	R 09	R 10	R 11	R 12	R 13	R 14	R 15	TOTAL
R Pearson Correlation	1	.525*	.502	.184	.333	-.084	.498	-.038	.331	.470	.073	.120	.514*	.283	.462	.535*
01 Sig. (2-tailed)		.044	.056	.511	.225	.765	.059	.894	.228	.077	.795	.671	.050	.306	.083	.040
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R Pearson Correlation	.525*	1	.448	.329	.091	.301	.381	.000	.355	.335	.262	.428	.408	.337	.000	.559*
02 Sig. (2-tailed)	.044		.094	.231	.746	.275	.161	1.000	.194	.222	.346	.112	.131	.219	1.000	.030
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R Pearson Correlation	.502	.448	1	.498	.503	-.096	.638*	.225	.481	.134	.021	.332	.366	.242	.099	.558*
03 Sig. (2-tailed)	.056	.094		.059	.056	.734	.010	.421	.070	.635	.941	.226	.180	.385	.726	.031
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R Pearson Correlation	.184	.329	.498	1	.305	.405	.624*	.377	.539*	.196	.429	.638*	.716*	.089	.398	.727**
04 Sig. (2-tailed)	.511	.231	.059		.269	.134	.013	.166	.038	.484	.111	.011	.003	.753	.141	.002
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R Pearson Correlation	.333	.091	.503	.305	1	.015	.732*	.301	.410	.164	.077	-.083	.523*	.271	.312	.526*
05 Sig. (2-tailed)	.225	.746	.056	.269		.959	.002	.275	.129	.560	.786	.767	.045	.328	.257	.044
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R Pearson Correlation	-.084	.301	-.096	.405	.015	1	.245	.302	.361	.629*	.449	.275	.410	.460	.298	.541*
06 Sig. (2-tailed)	.765	.275	.734	.134	.959		.379	.274	.186	.012	.093	.322	.129	.084	.280	.038
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15

R Pearson Correlation	.498	.381	.638*	.624*	.732*	.245	1	.564*	.658*	.455	.391	.312	.830*	.411	.448	.870**
07 Sig. (2-tailed)	.059	.161	.010	.013	.002	.379		.028	.008	.088	.150	.258	.000	.128	.094	.000
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R Pearson Correlation	-.038	.000	.225	.377	.301	.302	.564*	1	.542*	.120	.638*	.467	.439	.326	.429	.601*
08 Sig. (2-tailed)	.894	1.000	.421	.166	.275	.274	.028		.037	.670	.011	.079	.102	.236	.111	.018
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R Pearson Correlation	.331	.355	.481	.539*	.410	.361	.658*	.542*	1	.212	.231	.681**	.676*	.606*	.247	.772**
09 Sig. (2-tailed)	.228	.194	.070	.038	.129	.186	.008	.037		.449	.407	.005	.006	.017	.374	.001
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R Pearson Correlation	.470	.335	.134	.196	.164	.629*	.455	.120	.212	1	.312	-.096	.456	.452	.369	.555*
10 Sig. (2-tailed)	.077	.222	.635	.484	.560	.012	.088	.670	.449		.257	.735	.087	.091	.176	.032
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R Pearson Correlation	.073	.262	.021	.429	.077	.449	.391	.638*	.231	.312	1	.538*	.356	.047	.404	.583*
11 Sig. (2-tailed)	.795	.346	.941	.111	.786	.093	.150	.011	.407	.257		.039	.192	.868	.136	.023
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R Pearson Correlation	.120	.428	.332	.638*	-.083	.275	.312	.467	.681*	-.096	.538*	1	.437	.173	.188	.583*
12 Sig. (2-tailed)	.671	.112	.226	.011	.767	.322	.258	.079	.005	.735	.039		.104	.537	.501	.022
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R Pearson Correlation	.514*	.408	.366	.716**	.523*	.410	.830*	.439	.676*	.456	.356	.437	1	.413	.674*	.872**
13 Sig. (2-tailed)	.050	.131	.180	.003	.045	.129	.000	.102	.006	.087	.192	.104		.126	.006	.000
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R Pearson Correlation	.283	.337	.242	.089	.271	.460	.411	.326	.606*	.452	.047	.173	.413	1	.223	.539*
14 Sig. (2-tailed)	.306	.219	.385	.753	.328	.084	.128	.236	.017	.091	.868	.537	.126		.425	.038
N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
R Pearson Correlation	.462	.000	.099	.398	.312	.298	.448	.429	.247	.369	.404	.188	.674*	.223	1	.575*
15													*			

T O T A L	Sig. (2-tailed)	.083	1.000	.726	.141	.257	.280	.094	.111	.374	.176	.136	.501	.006	.425		.025
	N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
	Pearson Correlation	.535*	.559*	.558*	.727**	.526*	.541*	.870*	.601*	.772*	.555*	.583*	.583*	.872*	.539*	.575*	1
	Sig. (2-tailed)	.040	.030	.031	.002	.044	.038	.000	.018	.001	.032	.023	.022	.000	.038	.025	
	N	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15

*. Correlation is significant at the 0.05 level (2-tailed).

**. Correlation is significant at the 0.01 level (2-tailed).

Appendix 6

Research Permit Application

**UIAD** UNIVERSITAS ISLAM
AHMAD DAHLAN

SURAT IZIN PENELITIAN
Nomor: 581.R/III.3.AU/D/KET/2024

Yang bertanda tangan dibawah ini Rektor Universitas Islam Ahmad Dahlan Sinjai menerangkan bahwa:

Nama	: NURHADIZAH
Tempat/Tanggal Lahir	: Sinjai, 5 Juni 2002
NIM	: 200110017
Program Studi	: Tadris Bahasa Inggris (TBI)
Program Pendidikan	: Strata (S1)

Yang bersangkutan diatas diberikan izin untuk melakukan Penelitian di Universitas Islam Ahmad Dahlan (UIAD) Sinjai dalam rangka penyusunan Skripsi dengan judul : *"The Influence Of Mobile Legends Online Game On Vocabulary Improvement Of The Students Of English Education Study Program "* dari tanggal 01 Juli s/d 01 Agustus 2024.

Demikian surat izin penelitian ini dibuat untuk digunakan sebagaimana mestinya.

Ditetapkan di : Sinjai
Pada Tanggal : 06 Muharram 1445 H
: 12 Juli 2024 M



Rector,
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Appendix 7

Supervisor Decree



UIAD

**UNIVERSITAS ISLAM
AHMAD DAHLAN**

**FAKULTAS TARBIYAH
DAN ILMU KEGURUAN**

SURAT KEPUTUSAN
NOMOR: 601.DI/III.3.AU/F/KEP/2023

TENTANG
DOSEN PEMBIMBING PENULISAN SKRIPSI MAHASISWA
FAKULTAS TARBIYAH DAN ILMU KEGURUAN T.A. 2023/2024

DEKAN FAKULTAS TARBIYAH DAN ILMU KEGURUAN
UNIVERSITAS ISLAM AHMAD DAHLAN

- Menimbang** : 1. Bahwa untuk penulisan Skripsi mahasiswa Fakultas Tarbiyah dan Ilmu Keguruan Universitas Islam Ahmad Dahlan Tahun Akademik 2023/2024, maka dipandang perlu ditetapkan Dosen Pembimbing penulisan Skripsi dalam Surat Keputusan.
2. Bahwa nama-nama yang tercantum dalam Surat Keputusan ini dipandang cakap dan memenuhi syarat untuk melaksanakan tugas yang di amanahkan kepadanya.
- Mengingat** : a. Anggaran Dasar dan Anggaran Rumah Tangga Muhammadiyah.
- b. Undang-undang No. 20 tahun 2003 tentang Sisdiknas.
- c. Undang-Undang R. No. 12 Tahun 2012, tentang Pendidikan Tinggi.
- d. Keputusan Menteri Agama R.I No. 1502 Tahun 2022, tentang perubahan nama Institut Agama Islam Muhammadiyah Sinjai menjadi Universitas Islam Ahmad Dahlan.
- e. Pedoman PP. Muhammadiyah No. 02/PED/10/B/2012 tentang Perguruan Tinggi Muhammadiyah.
- f. Statuta Universitas Islam Ahmad Dahlan.
- Memperhatikan** : 1. Kalender Akademik Fakultas Tarbiyah dan Ilmu Keguruan Universitas Islam Ahmad Dahlan Tahun Akademik 2023/2024.
2. Surat Keputusan Rektor Institut Agama Islam Muhammadiyah Sinjai nomor: 293.R/III.3.AU/F/KEP/2023 tanggal 02 Desember 2023 tentang nama-nama Dosen Pembimbing Skripsi Mahasiswa Universitas Islam Ahmad Dahlan Tahun Akademik 2023/2024.

MEMUTUSKAN

- Menetapkan** : Keputusan Dekan Fakultas Tarbiyah dan Ilmu Keguruan Universitas Islam Ahmad Dahlan tentang Dosen Pembimbing penulisan skripsi mahasiswa.
- Pertama** : Mengangkat dan menetapkan saudara(i) :

Pembimbing I	Pembimbing II
Dr. Mustamir, M.Pd.	St. Rahmadiyah Bahrin, S.Pd., M.Pd.

untuk penulisan skripsi mahasiswa:

Nama : Nurhadizah
NIM : 200110017
Program Studi : Tadris Bahasa Inggris
Judul Skripsi : The Influence of Mobile Legend Online Game on Vocabulary Improvement of English Education Study Program UIAD Sinjai

- Kedua** : Hal-hal yang menyangkut pendapatan/nafkah karena tugas dan tanggung jawabnya diberikan sesuai peraturan yang berlaku di Universitas Islam Ahmad Dahlan.
- Ketiga** : Keputusan ini disampaikan kepada yang bersangkutan untuk diketahui dan dilaksanakan sebagai amanat dengan penuh rasa tanggung jawab.
- Keempat** : Keputusan ini berlaku sejak tanggal ditetapkan, apabila dikemudian hari terdapat kekeliruan dalam keputusan ini akan diadakan perbaikan sebagaimana mestinya.

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**FAKULTAS TARBIYAH
DAN ILMU KEGURUAN**

Ditetapkan di : Sinjai

Pada Tanggal : 20 Jumadil Awal 1445 H
04 Desember 2023 M



Dekan,

Dr. Takdir, M.Pd.I.
NBM. 1213495

Tembusan Disampaikan Kepada Yang Terhormat:

1. Ketua BPH Universitas Islam Ahmad Dahlan
2. Rektor Universitas Islam Ahmad Dahlan
3. Ketua Program Studi PAI, PGMI, PBA, TBI & TM

Appendix 8

Research Certificate

**UAD UNIVERSITAS ISLAM AHMAD DAHLAN**

PROGRAM STUDI
TADRIS BAHASA INGGRIS

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

SURAT KETERANGAN PENELITIAN

No: 055.P10.1/III.3.AU/KET/2024

Yang bertanda tangan di bawah ini Ketua Program Studi Tadris Bahasa Inggris Fakultas Tarbiyah dan Ilmu Keguruan Universitas Islam Ahmad Dahlan Sinjai:

Nama : Harmilawati, S.S., S.Pd., M.Pd.
Jabatan : Ketua Program Studi TBI
Alamat : Jl. Sultan Hasanuddin No. 20 Kab. Sinjai

Dengan ini menerangkan bahwa:

Nama : Nurhadizah
NIM : 200110017
Program Studi : Tadris Bahasa Inggris (TBI)
Semester : VIII (Delapan)

Adalah benar Mahasiswa Program Studi Tadris Bahasa Inggris Universitas Islam Ahmad Dahlan Sinjai dan melakukan penelitian dengan judul **"The Influence Of Mobile Legends Online Game On Vocabulary Improvement Of The Students Of English Education Study Program"**.

Demikian surat keterangan ini dibuat dengan benar dan untuk dipergunakan sebagaimana mestinya.

Sinjai, 13 Muharram 1446 H
19 Juli 2024 M

Ketua Prodi,


Harmilawati, S.S., S.Pd., M.Pd.
NBM 1280037

Tembusan:

3. Dekan Fakultas Tarbiyah dan Ilmu Keguruan UIAD Sinjai
4. Wakil Rektor I UIAD Sinjai

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Appendix 9

Research Documentation







Appendix 10

Biography

BIOGRAPHY

Name	: Nurhadizah
Students ID	: 200110017
Place and Date of Birth	: Sinjai, June 5th, 2002
Address	: Tellulimpoe village, Sinjai district, South Sulawesi Province
Organizational History	: 1. English Students Association 2021-2022
Educational History	
Primary School	: SDN 232 Koro
Junior High School	: SMPN 20 Sinjai
Senior High School	: SMAN 9 Sinjai
Hand phone Number	: 082349801272
Email	: nhadizah02@gmail.com
Parents Name	: Anto (Father) Ratna (Mother)

Appendix 11

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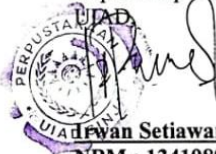
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Kepala Perpustakaan



Iwan Setiawan, S.I.P., M. I. Kom
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