



THESIS

**APPLICATION OF LEARNING STYLE IN ENGLISH
VOCABULARY ACQUISITION FROM PUBG
(PLAYERUNKNOWN'S BATTLEGROUNDS) MOBILE
ONLINE GAME FOR THE BEGINNERS**



By

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**MASTER OF LINGUISTICS STUDY PROGRAM
FACULTY OF HUMANITIES
UNIVERSITAS AIRLANGGA
2022**

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DECLARATION OF AUTHORSHIP

I hereby declare that this thesis submitted is my own work. All direct or indirect sources used are acknowledged as references. To the best of my knowledge and belief, it contains no material previously published by the other scholars in fulfillment of any other degree or diploma in any university except where due reference is made in the text.

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ABSTRACT

The purpose of this research was to analyze the way students improve the English vocabulary mastery from PUBG Mobile in the point of view of competence strategic that have visual, auditory, and kinesthetic learning style. The methodology of this study used the qualitative research method as the method to analyze the cases. There were ten students, which were chosen from the eleventh grade students of SMAK Santa Agnes Surabaya who have never played PUBG Mobile. The instruments used were the google form question list, students' recorded in gaming video, Pre Test-Post Test and the interview guidelines. The results obtained the description of the students can improve the English vocabulary mastery from PUBG Mobile because of the visual learning style and auditory learning style. In the visual learning style, PUBG Mobile provided some picture that help students to understand the meaning the name of the picture. In the auditory learning style, PUBG Mobile provided communication feature and quick chat feature that help students improve the mastery of English vocabulary. PUBG Mobile provided the communication feature. This case let the students develop the communication competence. The players can talk each other. The students developed their organization competence especially in the grammatical competence. The students learned the mastery of English vocabulary. The students also developed their pragmatic competence. The player used the new gained vocabulary in the communication. In order to reach the victory, the students used the new gained vocabulary when the students talked and discussed with the squad or teammate. The results of this study are important as information for English teachers about the strategic competences of visual, auditory, and kinesthetic students in solving English vocabulary mastery problems.

Keywords: vocabulary mastery, strategic competence, visual learning style, auditory learning style, kinesthetic learning style.

ABSTRAK

Tujuan dari penelitian ini adalah untuk menganalisis cara siswa meningkatkan penguasaan kosakata bahasa Inggris dari PUBG Mobile ditinjau dari kompetensi strategis yang memiliki gaya belajar visual, auditori, dan kinestetik. Metodologi pada penelitian ini menggunakan metodologi penelitian kualitatif sebagai metode yang digunakan dalam menganalisis kasus. Ada sepuluh siswa yang terpilih dari siswa kelas XI SMAK Santa Agnes Surabaya yang belum pernah bermain PUBG Mobile. Instrumen yang digunakan adalah daftar pertanyaan google form, rekaman siswa dalam video game, PreTest-PostTest dan pedoman wawancara. Hasil yang diperoleh gambaran siswa dapat meningkatkan penguasaan kosakata bahasa Inggris dari PUBG Mobile karena gaya belajar visual dan gaya belajar auditori. Pada gaya belajar visual, PUBG Mobile memberikan beberapa gambar yang membantu siswa untuk memahami arti nama dari gambar tersebut. Pada gaya belajar auditori, PUBG Mobile menyediakan fitur komunikasi dan fitur quick chat yang membantu siswa meningkatkan penguasaan kosakata bahasa Inggris. PUBG Mobile menyediakan fitur komunikasi. Hal ini memungkinkan siswa mengembangkan kompetensi komunikasi. Para pemain dapat berbicara satu sama lain. Para siswa mengembangkan kompetensi organisasi mereka terutama dalam kompetensi tata bahasa. Para siswa belajar penguasaan kosakata bahasa Inggris. Para siswa juga mengembangkan kompetensi pragmatis mereka. Pemain menggunakan kosakata baru yang diperoleh dalam komunikasi. Untuk mencapai kemenangan, siswa menggunakan kosakata baru yang diperoleh ketika siswa berbicara dan berdiskusi dengan regu atau teman satu tim. Hasil penelitian ini penting sebagai informasi bagi guru bahasa Inggris tentang kompetensi strategis siswa visual, auditori, dan kinestetik dalam memecahkan masalah penguasaan kosakata bahasa Inggris.

Kata kunci: penguasaan kosakata, kompetensi strategis, gaya belajar visual, gaya belajar auditori, gaya belajar kinestetik.