

CHAPTER I

INTRODUCTION

This chapter covers the background of the study, research questions, significance of the study, and definition of terms of the study.

1.1 Background of the Study

In this modern era, there are many people have smartphones. This Covid-19 pandemic situation makes many Indonesian students have smartphone due to their online school. The use of smartphone for students is not only for teaching and learning purposes. The students may also use their smartphone for the entertainment purposes. The lists example of entertainment purposes that students can do from their smartphone are streaming videos, operating their social media, listening musics, and playing online game.

PUBG (Player Unknown's Battleground) Mobile is one of the popular online games in Indonesia. PUBG (Player Unknown's Battleground) Mobile also becomes one of the E-Sports in Indonesia. The official web page of PUBG (Player Unknown's Battleground) Mobile states that PUBG (Player Unknown's Battleground) Mobile is the game of PUBG that people may play it from their smartphone and the players have to connect their smartphone into the internet connection. PUBG (Player Unknown's Battleground) Mobile has three main types of game, they are Solo Player game, Duo Player game and Squad Player game. This battle royale typed game lets the player communicate to the other players in the game-play. Therefore, this game lets Indonesian players to communicate with the

players from other countries. The players who meet other players come from other countries will use English to communicate each other.

Communication is very important in PUBG Mobile's players. The players need to communicate each other. The players will make a team which consists of four players. The team will play a role as a soldier, they have to survive and eliminate other teams. Player A will meet player B, C and D in the same team. The team members can be from the same country or different country. They need to communicate each other in order to survive and eliminate the other teams. They can discuss some plans, strategies, and tactics. The team will be the winner if they can eliminate other teams and become the last survivor in the chosen map. An arena or a map will be consisted of 100 players.

The players can communicate in the form of spoken and written. PUBG Mobile provides the chat feature that will help the players to do written communication. PUBG Mobile also provides some quick chat list that can be instantly chosen. The default quick chat list is in English, here are some examples of quick chat list; "let's go!", "help!", "fallback to save zone!", "form up on me!", "enemies ahead!", "watch out!" and there are other quick chat lists that the player can choose. The quickchat feature contains some command will help the player to reach game victory. Understanding the command from the quickchat feature helps the player to achieve game victory. Therefore, Finegan (2004) states that a good English competency will help them get the desired achievement.

Ellis (1999) states that a form of interaction is an activity carried out by two or more people who communicate with each other. In this game, players

communicate with other players who may be from different countries. Krashen (1982) states that everyone can accidentally acquire a new language by not learning the language, but through using the language directly or it can be concluded that interaction has an important role in the process of acquiring a new language. In this game, players who communicate with players with different languages indirectly have experienced the process of acquiring a new language. Pinter (2006) states a theory from Vygotsky that a child's interaction with people in the surrounding environment will affect the child's language acquisition process.

This research analyzed the students' English vocabulary improvement from some new vocabulary lists in the PUBG Mobile. There is a large private senior high school in Surabaya that supports the students in the E-Sport skill. There is a E-Sport competition in the classmeeting program. There is also a gaming class in the school. The students who joined the gaming class will be registered to the some E-Sport competitions or tournaments. The students achieved some trophies in the some E-Sport competitions in the last three years (2019-2022). The biggest achievement is the students won the Piala Gubernur Jawa Timur competition in 2021. They won the Mobile Legend Bang Bang E-Sport competition. For the PUBG Mobile E-Sport competition achievement, the students reached the third place in the PUBG Mobile E-Sport competition held by SMA Negeri 17 Surabaya last February. The school made some appreciations to the students. The school posted the students who won the competition in the school official Instagram account and also provided some facilities to the students, such as paid the competition registration fee, bought the

students the data plan, and watched their matches in the YouTube. This case became the reason this research chose this school to be analyzed.

Not all players or students have the same educational background. The players don't have the same English skills background. Therefore, Krashen (1982) has the view that the language acquisition process for adults is also the same as the language acquisition process for young children proposed by Vygotsky. Language has four main skills, they are speaking, writing, listening and reading. The players are accustomed to communicating written and spoken, this allows a form of players to also understand aspects of listening and reading. In fact, there can also be acquisition of language components such as phonology, morphology, syntax and semantics through communicating with PUBG Mobile players in English. Inadvertently, players will slowly understand how to produce various words correctly, how to choose the right and appropriate vocabulary, and how to make a sentence.

This research analyzed the students' vocabulary from PUBG Mobile. In Indonesia there are two popular online games or E-Sport games. They are PUBG Mobile and Mobile Legend Bang Bang. There are 41,994,529 people who downloaded PUBG Mobile in their smartphone. There are 30.734.069 people downloaded Mobile Legend Bang Bang in their smartphone. This data is collected by the data from Google Play Store. This research did not choose Mobile Legend Bang Bang to be analyzed because the players' communication and interaction is not very important in this game. Mobile Legend Bang Bang provided some role in the characters the players chose. There are fighter, assassin, tank, mage, marksman,

and support role in Mobile Legend Bang Bang. Before the players started the game, there is a picture of the arena. In the picture, Mobile Legend Bang Bang provided the guideline of each roles where they should go. For example, the marksman character should go to the gold lane, fighter character should go to the exp lane and mage should go to the middle lane. In other words, there are some spesific role of each characters and after the players understood the role, the players can easily win the game without do some communications or interactions of each players. This case is very different with the condition of PUBG Mobile. There is no role character in the PUBG Mobile. The players are not provided any weapons when they started the game. The players had to find the weapon by themselves in the arena. The players needed communication and interaction to decided who become sniper, support, and rusher. PUBG Mobile also did not provide some guidelines to the players where they should go. Therefore, the players need communication to make some strategies. This case is the reason this research chose PUBG Mobile to be analyzed.

Research on the acquisition of a second language from playing games has been discussed in several previous studies. First, research by Young and Wang (2013) on Embedded Game (GeCall) which is designed to provide facilities for students to acquire English vocabulary and pronunciation. The results in this study indicate that this form of play can reduce students' anxiety in speaking and provide opportunities to practice speaking.

The second research, research from Tomlinson and Masuhara (2009) about providing competitive games for the acquisition of foreign languages and the

second which also allows for a form of *physical movement* in the game. The results obtained are that *physical movement* is very helpful and beneficial for students and also teachers for the acquisition of second and foreign languages.

The third research has content that is in line with the research being conducted, namely Thesis from Nurafidha (2018) about the acquisition of English through DOTA 2. The results obtained are that players can increase their knowledge of English because of the communication contained in the game.

The first two studies discuss games that are intended to be a language acquisition process and the last research discusses games that are intended for entertainment purposes (not for language acquisition purposes). This research has similarities with the Nurafidha's research on games used for entertainment, but the difference is about the type of the game. DOTA 2 in 2020/2021 has begun to be abandoned because players have to play it through sophisticated specifications PC. Not everyone has the computers with advanced technology. However, PUBG Mobile is one of the most popular games for players because it can be played using smart phones, which are much cheaper than computers with advanced technology.

Since PUBG Mobile is a game that allow players from all over the world to communicate verbally and in writing, a form of interaction from people of different languages can occur through English. Communication in this game is also an important factor in achieving team victory. So, the students took an active learning. The students will communicate in English actively through the PUBG Mobile online game. the assumptions and hypotheses of the researchers regarding this case are that the students who have played PUBG Mobile for 20 matches or it can be

said that these students have been playing for a long time will be experienced the English language acquisition process, especially in the new vocabulary lists from PUBG Mobile online game.

The research questions in this research is looking for information on how the PUBG Mobile game which is designed for entertainment purposes only (not for special functions in English training) can improve the English skills of its players, especially in the new vocabulary lists mastery. In this study, researcher finds out details about the process of acquiring English through communication in the PUBG Mobile game.

1.2 Research Questions

From rationale above, there are two research questions which are formulated as follow:

1. Why does PUBG (PlayerUnknown's BattleGround) Mobile enhance XI grade students' of SMAK Santa Agnes Surabaya new vocabulary list acquirement?
2. How does the learning style of XI grade students of SMAK Santa Agnes Surabaya in playing PUBG (PlayerUnknown's BattleGround) Mobile increase the mastery of English vocabulary?
3. How does learning style of XI grade students of SMAK Santa Agnes Surabaya PUBG (PlayerUnknown's BattleGround) Mobile related to the competence strategic?

1.3 Significance of Study

Based on the research questions that have been formulated, this study has two objectives, they are (1) to determine the forms and methods that occur in

mastering English through communication in the PUBG Mobile game and (2) to determine the form of language style that increases as a language style for communication. It will find out the player will acquire only focused on the style of language within the scope of war or not. Therefore, this study discusses findings and discussions related to the acquisition of English from PUBG Mobile players.

A problematic form of the purpose of this research is to study how the PUBG Mobile game affects the mastery of English. It is known that PUBG Mobile is a game designed not for learning English, PUBG Mobile is designed for games only. This research looks at the different sides of some games that are designed to learn English. With the type of game in the form of *Battle Royale*, information about the mastery of English is also sought for the gamers, also focusing on the language style that is always found in the game or also includes English for communication in everyday life.

The results of the findings of this study will be an evaluation for online game players in the process of acquiring English to the stage of mastering English. The emotional form of the players in mastering English is also investigated in this study which can be a form of evaluation for online game players in communicating with players from abroad.

This research is expected to be useful in various fields. In theory, this research will enrich the field of Linguistics and Linguistics research, especially in research on the process of acquiring foreign languages. This research will be useful in the field of Linguistics which will provide various additional information for Linguistics students. Information that is acceptable for Linguistics students is

knowledge and understanding of how the process of acquiring a foreign language in *online games* can affect people. In addition to students, this research is also useful for advanced researchers in the field of Linguistics, especially regarding the process of acquiring foreign languages. The findings in this study can be a development for further researchers. Moreover, this research can also be a motivation for further researchers to conduct research similar to this research and this research can be a source of previous research for further researchers.

In addition to the field of Linguistics, this research is also useful for *online game players*. *Online games* allow each player to meet players from other countries in the world and also be able to communicate. The communication used when the interaction occurs from people from different countries is usually done through English. This research helps players to understand the form of a foreign language acquisition process in a game. And help control the emotions of the players in mastering the new language.