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THE EFFECT OF “CLASH of KING” ONLINE MOBILE GAME ON TEACHING ENGLISH VOCABULARY

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Abstract

Learning Vocabulary is an important and basic part of mastering language skill. The students are able to master language skills if he has good vocabulary. On the other hand, there is a big challenge for the English teacher in the remote area to make the students enthusiastic in learning English Vocabulary. Teacher needs to use something that is close to students' life in teaching new vocabulary. Nowadays, mobile phone and games are something that cannot be separated from for students' life. The teacher can use online mobile games like “Clash of Kings” as an alternative media to make students interested in learning English vocabulary. This research was conducted to know whether or not there is an influence of playing “Clash of King” online mobile game in teaching English vocabulary at the seventh grade of MTs. Al Fattah Banyuurip Ujungpangkah Gresik. The result of the research indicated that there is an influence of online mobile game “Clash of King” in teaching English vocabulary.

Keywords: English Vocabulary, “Clash of King” Online Mobile Game.

Abstrak

Belajar Kosakata adalah bagian penting dan dasar dari penguasaan keterampilan berbahasa. Para siswa dapat menguasai keterampilan berbahasa jika ia memiliki kosa kata yang baik. Di sisi lain, ada tantangan besar bagi guru bahasa Inggris di daerah terpencil untuk membuat siswa antusias dalam belajar Kosakata Bahasa Inggris. Guru perlu menggunakan sesuatu yang dekat dengan kehidupan siswa dalam mengajar kosa kata baru. Saat ini, ponsel dan permainan adalah



sesuatu yang tidak dapat dipisahkan dari kehidupan siswa. Guru dapat menggunakan *game seluler online* seperti "*Clash of Kings*" sebagai media alternatif untuk membuat siswa tertarik mempelajari kosakata bahasa Inggris. Penelitian ini dilakukan untuk mengetahui ada atau tidaknya pengaruh bermain *game mobile "Clash of King"* dalam mengajar kosakata bahasa Inggris di kelas tujuh MTs. Al Fattah Banyuurip Ujungpangkah Gresik. Hasil penelitian menunjukkan bahwa ada pengaruh *game mobile online "Clash of King"* dalam pengajaran kosakata bahasa Inggris.

Kata kunci: Kosakata Bahasa Inggris, *Game Seluler Online "Clash of King"*.

Introduction

Learning Vocabulary is an important and basic part of mastering language skill. "Vocabulary is words known, learned, used" (Longman, 2003). People cannot communicate without knowing, learning and using vocabulary. There are four language skills which need to be mastered by language learners. They are speaking skill, listening skill, reading skill and writing skill. Speaking and listening skill are productive skills while listening and reading skill are receptive skills. One is able to master them if he has good vocabulary especially in reading skill.

Vocabulary and reading skill cannot be separated. Vocabulary helps to know the type of the text that one reads and learns. Without sufficient vocabulary mastery, it is difficult to understand the information conveyed in the text.

Many people in Indonesia consider that English is foreign language that is not very important to be learned. This phenomenon is growing in the rural and remote areas which are far from cities in Indonesia.

It was a big challenge for the English teacher there to make the students enthusiastic in learning English. Being started by teaching vocabulary is a good way. Yet, the teacher needs to make it more enjoyable, interesting and close to student daily life. So, the students will enjoy and get more excited in learn new pieces of vocabulary.

Preszler (2006) says: "Effective vocabulary instruction does not rely on definitions alone. Words should be written in a conversational manner rather than in the more formal dictionary format". It means that the teacher should be

able to use many media to make vocabulary learning more effective and interested for the students.

Azhar Arsyad (2014) says that, "Education Media is graphical, photographic or electronic tools for capturing, processing and rearranging visual or verbal information." Many kinds of teaching and learning media can be used to teach vocabulary. Usually, the teacher uses conventional media like the visual thing: pictures, audio, movies, or game.

Nowadays, mobile phone and the game inside are something that cannot be separated from for students' life. They use mobile games to reach happiness and spend their spare time. Mostly online mobile games used English as the main language of the games but they still enjoy and get interested in playing them. So, the teacher can use online mobile games as an alternative media make students interested in learning English vocabulary.

Hamid Ashrafa, in his research (2014) "The Impact of Online Games on Learning English Vocabulary by Iranian (Low-intermediate) EFL Learners" finds that, online games can be effective in mastering vocabulary. The current findings indicate that online games, exact to creating an interactive and motivating context where the students can easily and unknowingly share their information, and also due to the requirements and obligations encountered by them during playing.

Online mobile games are various in types and genres. MMOG are the most popular games genre in Indonesian online players. Clash of Kings is a MMOG with real-time strategy game which require the players to be a king of their own kingdom. As an online mobile game, "Clash of King" has great graphics with complete various kingdom buildings and clear English tutorial rule game. The type and the graphic of "Clash of King" game can be used as a media in teaching English vocabulary in seventh grade class of MTs Al Fattah.

This research is not only needed to analyze the influence of playing online mobile game in teaching English vocabulary at the seventh grade of MTs Ih Al Fattah but also able to give new function of online mobile game in student life. They can use the game in positive reason not merely for entertainment. This research can also be used by teacher as a comparison to find out the learning media which are innovative and close to the students' daily life.

Research Method

The design of this research is quantitative. The formulation of the problem is expressed in the interrogative sentence and then the researcher uses the theory of Arikunto (2016) to answer it. This research uses pre-experimental method with one-group pretest-posttest design. It means this research only uses one group as the experimental subject, without the control group as the comparison. The researcher used seventh grade class of MTs Al Fattah Banyuurip Ujungpangkah Gresik as the sample of the research. The 20 students attended the experiment. The researcher uses pretest and posttest to measure the result of the treatment for experimental group and uses observation during the treatment to mention the experiment implementation.

Quantitative research design need statistic to test the hypothesis. Statistics used in this research is comparative statistics. The comparative statistics needed to test the hypothesis, whether is any difference or not after the treatment is done. Paired Sample T-test stated by SPSS 20 is used to analyze the data of pretest-posttest result (Arikunto, 2014).

Finding and Discussion

After giving the pretest, treatments, and posttest to the students, the researcher got the result from posttest and posttest scores. The researcher finds a progress of the students English vocabulary mastery. In the pretest, the mean of students score is 54.25. It shows that students English vocabulary mastery was still low. Therefore, the researcher taught the students used “Clash of King” online mobile game as the treatment to enrich their English vocabulary mastery. While in the posttest, the means of the students score is 81.

The score of posttest compared with the pretest shows that the students increase significantly after they got the treatments. The result shows that the treatment can increase the student’s English vocabulary. The deviation of the students pretest and posttest mean score is 26.75. So there is 26.75 score improvement between pretest and posttest.

After computing the Paired Sample T-test stated by SPSS 20, the researcher finds that the significant of t-test is 0.000. Meanwhile, the t-table with the determine alpha (α) level 0.05 and degree of freedom (df) 19. It means the

significant of t-test is bigger than t-table 0.05. Thus, the alternative hypothesis (Ha) is accepted.

The result of research showed that students able to enrich their English vocabulary mastery. It means that alternative hypothesis (Ha) “there is an influence of playing online mobile game Clash of King in teaching English vocabulary mastery” is accepted.

The Documentation also showed that the treatments ran effectively. The students paid attention to the researcher during the teaching learning process. It also shows that the students are enthusiastic and enjoyable about the topic which discussed by the researcher in classroom. They also seriously to do the task that is given in the treatment. Unconsciously the students enriched their English vocabulary.

Conclusion

Based on the finding and discussion, it can be concluded that, there is an influence of online mobile game “Clash of King” in teaching English vocabulary mastery at the seventh grade of MTs Al Fattah Banyuurip Ujungpangkah Gresik. It is proved by hypothesis result that showed that the significant of t-test is 0.000 while t-table is 0.05 which means that Ha is accepted. The documentation showed the students are active, enthusiastic, and joyful during the lesson and they are fun to learning and unconsciously enriched their English vocabulary.

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