

## **Chapter One**

### **Introduction**

This chapter explains some points related to the main problem of the research. In this chapter, the researcher discusses the background of the research, the statement of the problem, and the research question. The objective of the research is also included in this chapter in order to answer the research question. The last of this chapter presents the significance of the study.

### **Background of the Problem**

In this era many people like games. from young to old people like playing video games, not only fun and entertaining, video games also give benefit to the players they can learn from the game that they play. According to Anderson, Reynolds, Yeh and Huang (2008). State that “Much like movies and other media, some video games provide a window onto the world, a resource that can and should be tapped for learning”.

In general, there are two kinds of games there are traditional games and modern games. According to Kylvosov (2019), traditional games are kinds of primordial play during the traditional holidays or the national calendar holidays, which are now held as ethnocultural festivals and competitions. traditional games need strength, pace, dexterity because traditional game drains the stamina. An example of traditional games are Hide-and-seek, sack race, blind man buff, etc. in the other hand modern games or video games is a game played by electronically manipulating images produced by a computer program on a television screen or other display screen. According to Tavinor, G. (2008) “digital entertainments that engage their audience through gameplay. Arguably, this would count as a general condition only in virtue of being uninformative, given the wide variation that exists in gameplay forms”.

In the previous few decades, more and more people, especially children begun to play video games. Video games and video games characters became social symbols. The innovation of video gaming has progressed far enough to be contrasted with motion pictures, Tv and books in their ability to recount a drawing in story, to be first rate and coordinated.

Video games are a tool designed or programmed by the game maker by using audio-visual materials. The video game can be played solo (individually) or multiplayer. The video game also can be played offline and online, it depends on the game itself. In the digital era, video games can run using consoles like Nintendo, PlayStation, and Computer. There are some famous online and offline video games such as Among Us, Dota 2, Player Unknown Battle Ground (PUBG). As technology develops video games also improved, today online games are the recent kind of games that not only requires devices but also require the internet. Because most online games require teamwork, players can communicate and interact with other players. Then using English is very important to them to enable communication in-game. This is indirectly the benefit of playing online video games for mastery of English, besides the benefits that they get for entertainment purposes, the players also get advantages in language acquisition. Beside they have advantage for playing video games, players or students also got negative impact for playing video games such as they understand bad language, also too much playing video games is not good for health.

The purpose of the video game is to entertain and give the players satisfaction. According to Aji (2014) Based on data of selling video games in 2000, it reaches 20 million dollars for 100 million Game Boy units and PlayStation units, meaning in that year there were many people enthusiast of video games. Also, according to Mitchell and Smith (2004), video games are really

popular among kids, teenagers, and also adults. The researcher concluded that video games are for all ages.

Because video games are quite popular and based on researcher observation in English Language Education Department (ELED) at a private university in Yogyakarta, the researcher found some students playing English online video games in their free time or after doing a discussion. The student played the video game using various media. Furthermore, because this phenomenon happens to some students of ELED, the researcher conducted an informal interview with a student of ELED. According to the student, he feels some improvement in English skills and gains new vocabulary from playing games. In addition, the student also said that playing English video games is difficult. The reason it difficult to play because the students need to understand what the instruction tries to tell, the online video games force the student to interact with other players from different countries. From the background explanation above.

### **Statement of the Problem**

Online video games is a game that is widely played by students in the English language educational department (ELED), The students playing an online video game using a mobile phone, laptop, or computer. They doing that activity during their free time. They played online video games for entertainment. some students love playing video games as a hobby. The video games that students play mostly use English as the language. The video game that is played by students is both online and offline video games. The online video game has text chat and voice chat as the communication tool with other players around the world.

The researcher finds several issues, playing video games that using the English language is not easy because the players might find a new word that they don't understand and also

sometimes player don't understand about the instruction of this games, some video games using riddle for the instruction it forces the player to understand. Second, playing online video games challenge the players to interact with other people around the world through video games voice chat, and text chat to understand each other this also forced the players to learn some language that can be used to communicate with other players. From the researcher's observation, the students who play online video games can speak fluently than students who don't play a video game.

Based on the explanation above, playing video games give the players or the students some benefits for language learning and influences student's language skills, it can improve language skills. Therefore the researcher is interested in investigating the effect of online games towards students English proficiency. It aims to figure out the benefits of online games to student's English proficiency.

### **Delimitation of the Problem**

According from explanation above, games divided into two kinds, traditional games and modern games. Modern games have two types, there are online video games and offline video games. Based from the title of this research, this research just focus on online video games, the benefit of online video games toward students English skill.

### **Research Questions**

Based on the background of research above, the question of research is:

1. How does online video game facilitate students to develop English skills?
2. What kind of video games do students used for develop their English skills?

## **Objectives of the Research**

Based on the research question. This research aimed at finding out:

1. To find out how online video game facilitate students to develop their English skills
2. To find out what kind of video games that students used for facilitate their English skills

## **Significance of the Research**

For the finding of this research, this research might give some advantages that can be useful for students, teachers, and future research.

**The students.** After the students read this research, students will understand the benefits playing online video games for language learning. Beside, this research will help students for learning through online video games. The student might have preferences whether they will play video games for English language learning

**The teachers.** This research will know some information for the teachers about the benefits of playing video games for language learning on the student point of view. In addition, this research might help the teacher in making fun classroom by using video games to motivate the student learning that can be used by a teacher outside or inside the classroom. Then, the teacher will have preferences whether they use video games for teaching English or not.

**Other researcher,** For other researchers, this research might give some information that can be used as a reference on making research or thesis that related to this benefits of online video games towards students English skill