Chapter One

Introduction

This chapter presents introduction that contains some parts. First, the researcher discusses the background of the study. Second, the researcher explains identification of the study. Third, the researcher limits the problems of the research. Fourth, the researcher discusses the research questions and the purposes of the study. Last, the researcher discusses the significances of the study.

The Background of the Study

Games are very popular among young people as the players. They can play video games on many games devices. There are smartphones, computer, playstation, xbox, and nintendo. The design in every games are differents such as gameplay, graphic of games, command of games, plot of games, and etc. According to Prensky (2001), gameplay can be played and fun.

Game is one of the media which can be used for learning English. When people are playing game, both online and offline, they use all of their senses to gain information they need for themselves. It means that players will use their sense to find details such as the way to communicate. According to Tedjasaputra (2001), playing a game is the most important process in enhancing people to learn English, and by playing game, people can learn something to communicate.

The English language has become an important language in online game to communicate with other players. According to Prensky (2001), the most active player

on games are young man, and they use English to communicate during in game. Prensky (2011) stated that boys on junior high school in Finland has shown that their English grades become higher if they have played video games 16 hours a week which those thing are possibly happen in ELED of a private university students too.

Online Game is a game which is played in online mode. Online game has many features, and very exciting game which can be used as educational tool, especially language subject (Chan, 2011). Researcher chooses online game as the topic for the research because people from around the world get connected in this game and most of the player use English as the main language to communicate to each other. In playing Online Games, people may learn how to use English when they play the game.

Based on the researcher' experiences in communicating with English, people who have English conversation must get in touch with others, and practice the language in real situation. By doing the language skill in real life, the learning process will become easier and very effective (Ahmed, 2016). Practicing language skill means which the learner can communicate with other player by using written chat or voice chat. In this case, the researcher investigated the benefits and obstacles of learning English by using game as the learning media. Therefore, in this research, the researcher find out the perception of ELED student in playing Online Games towards their English learning.

Identification of the Problems

   In English learning, ELED students looks more interested in playing games than learning. In the following problem, students can do both at the same time. It makes language learning can be combined with games. That is where all the game uses English as the command when played game. There are some online games use voice chat as communication with another player such as PUBG, DOTA and MOBA Legends. ELED students who play games more knowing about vocabulary.

   In addition, students are curious about expressions or commands found in games. It caused them to learn the purpose of each command and the messages contained in a game. However, the learners in ELED may found some obstacles such as their lack of motivation in learning, memorizing English words and also affraid to speak English freely in playing Online Games. Then other issue is related to obstacles in learning English using Online Games. The obstacles in learning English depend on some factors, so this is the reason why the researcher wants to research about English Language Education Department Student's Perception on the Role of Online Games in Developing English Learning.

Delimitation of the problem

   Based on the background of the study and the identification of the problem above, there are some issues related to vocabulary mastering process. It is impossible for the researcher to analyze all the issues related to vocabulary mastery. Hence, this research is focused and limited on the benefit and obstacles in using online game as the role of developing media for learning English. This study was conducted at ELED

of a private university in Yogyakarta. This means that the perception offered by students will only represent the opinion of the department.

Research Questions

According to the background of the study, there are several question need to be answered in this research. The researcher arrange the question below:

1. What is the students' perception on the benefits of playing Online Games for their English Learning?

2. What is the students' perception on the obstacles of using Online Games for their English Learning?

Purposes of the Study

As the objective of the study, This goals of the research related to the research question above, the researcher has a research objective here:

1. To find the students' perception on the benefits of the role of playing Online Games for their English Learning.

2. To find the students' perception on the obstacles of using Online Games towards for their English Learning.

Significances of the Study

This research will have benefit for the students, teacher, and institution of education.

Students. The student will get some information that playing online games which is not only for fun, but also will used as their English learning media. Eventually, the result of this research will help the student to know what are the thing will be improved by online games.

Teacher. Teacher will get the benefit from this research. The teacher will know why adventure games will help the student in English language learning. This research expected to provide an overview of the benefits and obstacles of online games. The result of this research will guide the teacher to find the appropriate teaching media that will encourage the students' learning. Through the benefits and obstacles of the online games, the teacher can consider the use of online game in learning activity.

Future Researcher. This research is wished to provide information for future researcher who conduct a research with the same theme as a reference. This research not only becomes a reference but also as media of evaluation for future researcher.