Chapter One

Introduction

This chapter discusses the background of the study, statement of the problem, formulation of the problem, objectives and the significance of the research. The background includes the reason why the researcher chose the research topic. Then, it discusses issues happening around the researcher which is discussed in the statement of the problem. After that, the researcher formulates the problem. The objective of the research and significance of the research are explained at the end of this chapter.

Background of the Study

English, as one of the many foreign languages, is a language which is usually spoken in international community. English can be used in all situations to connect people, plays a crucial role in communication, and is no doubt the foremost and most important tool of communication all over the world (Ahmed, 2016). People can learn English almost everywhere, whether it is inside or outside of the classroom. It means that English can be learnt from the book, conversation with foreigner or friends, computer, game, and any other media (Merisotis & Philip, 1998).

In learning English as a foreign language (EFL), understanding the vocabulary is important. It is needed to make English learners understand and develop a better English skill. It is irreplaceable, and it can affect four language skills, namely speaking, listening, reading, and writing. In order to be able to communicate well using a foreign language, people must acquire an adequate number of words. People should know, learn, and understand how to use those words accurately. The acquisition of vocabulary could help people in gaining, understanding, and enhancing the learning process.

The success of language learning process depends on several factors. Larsen and Freeman (2000) said the most important things in the virtualization of language

learning process is the learner knowledge, motivation, and strategy. In addition, in order to make the language learning process effective, the needs of media is very important to develop learner' skill. Therefore, it is suggested to use media in conducting language learning process

There are a lot of media which can help people learn English, such as English movie, song, and game (Chang & Meng, 2011). By using those media, people who are willing to learn English can enjoy the process of learning, and can improve their own ability through material which they enjoy most in the process of learning (Chan & Wai Meng, 2011). Media are physical form that can stimulate and convey knowledge to be learnt (Richard and Morison, 2014). In this term, media is tools to learn English as a foreign language. Many of the English as foreign language (EFL) learners may choose to use any other alternative learning media as option. Learning English as a foreign language can be done in informal education, through game and training simulation as an example (Orkin & Roy, 2007).

Game is one of the media that can be used for learning English. When people are playing game, both online and offline, they use all of their senses to gather information they need or important for themselves. Tedjasaputra (2001) stated that playing is the most important process in enhancing people to learn English, and through playing game, people who wish to learn something can gain many experiences. It can be defined that in learning English, learner needs to be involved directly in a situation where English is used.

There are many studies that have been conducted related to language learning using game, such as the studies that were conducted by Febriyansyah (2014) and Habidah (2015). In their research, they did a research about language learning through computer-based game and the result was unexpected. They found that learning

language using computer-based game could enhance learners communication' skill better. By using game as the alternative or optional choice, learner is hoped to enjoy their time to gain some experiences in learning English (Prensky, 2001). Although there are some researchers who have conducted research about learning through game, yet there are still few researchers who conduct the research using online game Defend of the Ancient 2 (DotA2) as a learning tool in language learning.

DotA 2 is a game which is developed by VALVE, one of the biggest game industries. It is a role playing game (RPG). RPG helps gamer or people who are willing to play RPG develop their ability in many aspects. It has many features, and is very exciting game which can be used as educational tool, especially language subject (Ahn, 2004). Researcher chooses DotA 2 as the topic for the research because people from around the world get connected in this game and most of the players use English as the main language to communicate with each other. In playing DotA 2, people may learn how to use English when they play the game.

Based on the researcher' experiences in learning languages, people who learn languages must get in touch with others, and practice the language in real life situation. By practicing the language skill in real life, the learning process will become easier and very effective (Ahmed, 2016). Practicing language skill in this case means that the learner can communicate with other players by using written chat or voice chat. In this case, the researcher will investigate the benefits and challenges of learning English by using game as the learning media. Therefore, in this research, the researcher will find out the perception of senior high school student in playing DotA 2 towards their English learning.

Identification of the Problem

Based on the observation in which the researcher has done in this past two years, students who play online game in one internet café in Klaten know and understand English very well. They are able to use some of English vocabulary to communicate with other player through written message or spoken message which is provided in the game as communication features. Here, the researcher discusses more about the issues that may be faced by students from their point of view.

The first issue is related to the students' motivation and capability. According to Liu and Huan (2011), students who had received English education through formal education tended to have an anxiety and did not have a high motivation in learning English. As the result of their lack of motivation, those students had difficulties in memorizing English words. In addition, in the teaching and learning process, they tend to be passive. Students did not have confidence in their ability and they intended to ignore the lesson. Some of these students said that they do not enjoy the learning and teaching process (Gardner, 2011).

The next issue is related to the strategy in learning. Learning strategies refer to Students' self-generated thoughts, feelings, and actions, which are systematically oriented toward attainment of their goals (Hasanbegovic, 2012). Based on the experience of the researcher in internship program, sometimes students feel uncomfortable with the way the teacher teaches them. This situation is caused by some students who were confused with the vocabulary and had difficult to understand the content. Game can be one of the strategies in language learning (Prensky, 2001). Online game itself can be used to improve teaching and learning activity (Prensky, 2001).There are a lot of teachers who still apply a traditional method in language learning process by looking for difficult words, finding the meaning of words or

sentences, and memorizing the words. It makes students feel bored and they do not enjoy the learning and teaching process.

The third issue is related to the benefits of playing the game. Game can be used as learning media in learning English. There are many benefits of the game as a learning media, such as teaching on how to solve problem, adapting on the situation, interacting with other people (Van Eck, 2006). Therefore, the use of games can provide benefits in learning English (Prensky, 2001).

The last issue is related to difficulties in learning English using DOTA2. According to Roger (1995), the difficulties in learning English depend on some factors. Those factors are similarity to L1 (first language), similarity of English vocabulary, spelling and pronunciation, connotation, and the word which has double meaning. These factors may confuse the learner in language learning process.

Delimitation of the Problem

Based on the background of the study and the identification of the problem above, there are some issues related to language learning process. It is impossible for the researcher to analyze all the issues related to language learning. Hence, this research is focused and limited on the benefit and difficulties in using DOTA2 as learning media to learn English.

Research Question

Based on the problem that has been mentioned in this research, the research question was formulated as follows:

1. What is the senior high school students' perception on the benefit of playing DotA2 on their English learning process?

2. What are the difficulties on practicing English using DotA 2?

Purposes of the research

Based on research question, the purposes of this research are:

1. To find out the senior high school students' perception on the benefits of playing DotA 2 towards their English learning process.

2. To find out the difficulties on practicing Engllish using DotA 2.

Significances of the Research

The main purpose of this research is to find out the senior high school student' perception on playing DOTA 2 towards their English learning process. In learning a language, types of materials are very important for the learners to enhance their skill and can give big effect on the learner future. That is why this research is very useful for:

Learners. This research gives information about the benefits and difficulties in mastering vocabulary. This information is useful for learner because this research provides the alternative way in language learning.

Teachers. This research provides some information on mastering vocabulary using computer-based game. The information can be applied in English teaching and learning activity. It will provide teacher alternative method in language teaching and learning.

Future Researcher. This research is hoped 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 and as back up data.