Chapter Two

The Literature Review

This chapter discusses about theoretical review and also describes about conceptual framework. In this chapter, the researcher explains about theoretical review consists of definition of game and vocabulary. In this chapter, the researcher is going to try to elaborate DOTA2 online game as learning material, vocabulary mastery, and difficulties in learning vocabulary.

Game

Games are activities with rules, goals, and fun element (Evan, 1979). Using games in English class can be obtained students relax and enjoy using language. It may be debated that students are not like children, owning grow and don't need a game to relax alone. In on the contrary, adults sometimes feel more nervous than they are children when they face new things, and they are more afraid of losing face because the feeling of the face develops with their age. In this sense, they need a game or anything other activities that help them relax and innocent children into new languages without fear made a mistake (Noviani, 2009).

According to the oxford dictionary, game is an activity engaged in for diversion or amusement. Using game and technology as medium in language learning process is a good approach in introducing the language itself (Prensky, 2001). This means that game can help people learning something by doing it. Game can also be defined as interactive play that teaches goals, rules, problem solving, interaction, adaptations, and all represented as a story (Van Eck, 2006). Norman (1993) has also stated that games satisfy the basic requirements of learning environments identified and game can provide an interesting material for learning.

Offline game. According to Prensky (2001), offline is a term when people who uses computer cannot connect to the internet access. This means that a game which is in offline mode cannot be played with other player. This kind of game cannot be accessed through computer network.

Online game. Online game can be defined as a game which can be played with other players through computer network, by using private computer or consol video game. This network that has been mentioned is internet or other compatible technology. Game always adjusts with the technology which has been developed, as for now people call it wireless. The development of online game has reflected the expansion of wireless technology and computer system improvement. According to Prensky (2001), Computer games may create a new learning culture that corresponds better with students' habits and interests. The various development of online game has made teacher or educator easier to develop teaching techniques in many ways.

In this research, the use of DOTA 2 as learning material is very useful. This is based on the research that has been done by Prensky (2001) online game itself can be used to improve teaching and learning activity. Though DOTA 2 as learning media, learner can improve their English vocabulary mastery. By improving the vocabulary mastery, English learners can interact with foreigners easily.

Gameplay. Gameplay is the core of the game or can be defined as a rule of the game. There have been many attempts to define what gameplay is, but there is no precise definition of gampley. Rollings and Adams (2003), game designers, have been defining gameplay as linked of challenge series in a simulated environment. Not only linked of challenge series, but, in fact, gameplay also includes the actions that the players may take to face challenges. According to Costikyan (2002) statement, good gameplay keeps a player motivated and participated throughout an entire game.

Ambitions to design a game which is involving educational have probably often failed because educational aspects have displaced gameplay. Gameplay has been underestimated in many ways. Those facts can be seen in the market of entertainment and games. The game based on technology sometimes ignore the gameplay. Thus, the use of game as language learning material should be considered in the term of game design, pedagogical purpose and gameplay should be balanced in order to achieve a minimum standard quality of educational game.

Players as explorers and problem solvers. Generally, the original purpose of game is to provide experiences for the players to develop themselves in many ways. It means that a player can enhance problem solving ability, creativity, reflex, and curiosity. Through game, brain can be stimulated rapidly. Holyoak, (1991) has already stated that the ability to solve problems is one of the most important features of human skills. Thus, one of education purposes is to raise students to encounter unpredicted situations (Bruer, 1993). Problem solving can be assumed as an attempt to achieve a goal which is not instantly built. Games provide a good framework for offering problems to people. A game is composed of smaller causally linked problems. The nature of challenges that constitute the problem can vary greatly. Generally, a problem can be anything that somehow restricts a player's progress in the game world. The problems can be classified into well-structured or ill-structured problems (Hong, 1998). Well- structured problems have definitive answers. In contrast, ill-structured problems normally encountered in real life have unclear goals and incomplete information relating to the problems. For example, for English learner, simulation games offer possibilities to learners to interact with other within the game by chatting or reading the game instructions. Thus, while experiencing the game world, students become active

participants in the learning processes and their motivation may shift from extrinsic to intrinsic rewards (Bruner, 1961).

DOTA 2

Dota 2 is a multiplayer online battle arena (MOBA). It is is designed in a three-dimensional (3D) graphical sphere and being presented from a high-angle perspective. There are two team consist of five players for each team. Those teams are divided into the Radiant and Dire, and both of the teams compete in matches on an asymmetrical playing field. Each player may command one of the 111 of hero characters, which each character has unique abilities and styles of play. Each hero combat style is influenced by its primary attribute. This attribute means what type each hero belongs and those attributes are: Strength attributes, Agility attributes, and Intelligence attributes. The Dota series is begun to develop in 2003 with title Defense of the Ancients (DotA), a mod from Blizzard Entertainment's Warcraft III: Reign of Chaos created by the anonymous designer named Eul. After succeeding the first series, Blizzard Entertainment develop the next series entitled The Frozen Throne. One year after that, It was being released and a series of DotA clone mods for the new game series design competed for its popularity. Dota 2 was offered a deep and complex game which was the most original series of *DotA*. Dota 2 held the record for the most concurrent and the most playable game in game Industry's history and in March, in the same year, it reached almost 330,000 players by breaking its own record. In February 2015, *Dota 2* became the first game in Steam's history to have over one million players.

Character responses in DOTA 2. Character responses is also be called heroes responses, is characteristic voice of each character in DOTA 2 online game. This response is always followed by move or gesture before each character doing something. The responses reflect the situation which they face, for example: when a hero or

character get some gold or succeeded a mission. It is being said, learning from this perspective is more accurate rather than learning with normal listening material any other materials.

Learning Language

Language. Language is tool of communication. Every human being in this world needs language to communicate with others. Language is a primary meant of communicating thoughts from one person to another. Based on Crow and Crow"s statement, language is tool of expression for people. People really need language as a conducting pert to interact one to another. Moreover, language has some characteristics. First, characteristic of language is systematically and arbitrary. Second, language is symbolized has vocal and visual. Third, meaning has conventionalized which they refer. Fourth, language as tool of communication. Fifth, operating language in speech community or culture. Sixth, essentially human although possibly not limited for human.And the last, language as universal thing, which is acquired by all people in much same way.

Learning. Learning is one of basic activity of human. Learning has wide and universal characteristics. Whittaker (2005) organizes learning as process where behavior has appeared and has changed through trainings or experiences. Learning was done by individual differently. The reason is each individual has own characteristic and type of learning. Wright, Betteridge, and Bucky (2006) categorize some learning style: Auditory, visual, kinesthetic, creative, analytical, cooperative, individual, serious, amusing, and dramatic.

Learning also has taken in formal activity like observation. There are several factors and element need to conduct like mode possesses characteristic, mimic, attention, retention, and the last factor is motivation (Saljo, 2003). There are some main

categorizes for students" respond in learning activity. The problem is about students" respond to what they learned. Saljo described several factors as learning theory such as: learning as quantitative increase in knowledge, learning as memorizing or storing information can be reproduced, learning as acquiring facts, skills and method that can be retained and used, learning as making sense or abstracting meaning, learning as interpreting and understanding in different way. All of these factors are concentrated and focused into theory of learning.

There are personality factors involve learning. These factors such as affective domain, self esteem inhibition, risk-taking, anxiety, empathy, extroversion, character types, and motivation. The representative of affective can be emotional side of human behavior. Self esteem is the most pervasive aspect of any human behavior. Next, inhibition refers to build sets of defenses to protect the ego and risk taking while anxiety is description about feeling fear. Then empathy is ability to reach beyond the self to understand what another person is feeling. Furthermore, extroversion is the extent to which person has deep-seated need to receive ago enhancement, self esteem and a sense of wholeness from other people. Besides, character types are determined based on psychologically students" character and last is motivation which is determined as extrinsic or intrinsic motives from learners to do something.

The main objective of English teaching and learning involves some components: grammar, vocabulary, and pronunciation, with the four basic competence skills: listening, speaking, reading and writing. Because English is not the first language; some of Indonesian students feel that English is difficult to be learnt. In addition, they face some problems when they want to master it. The problems come from inside (their selves/their motivation) and outside (the materials, the school, the media, family's support, etc.). However, there is no reason for us to stop learning something in our life,

includes language, and people have to use their ability to learn language. English teachers have to pay attention on the students' characteristic. In order they can apply the appropriate method to teach. The choosing of certain method used in class should be suited with the goal of teaching-learning process, as the right method will result the better achievement.

Benefits and Difficulties Using DotA 2 as Medium to Learn Language

   Benefits. According to the oxford dictionary, benefit is taking advantages from something. In this case, game can give many benefits for language learning. In learning English using DotA 2, interaction and visualization are needed in order to process the language. Herring (2004) has stated that through 3D avatar interactions in virtual space and communication tools (e.g., chat, bulletin board, e-mail) can help solve the content-related problems in English. DotA 2 is a strategy-based game. People or player needs to do continuous communication to play it. Prensky (2001) also add that learning activity can be improved by playing online game. Costikyan (2002) also said a good gameplay keeps a player motivated and participated throughout an entire game with their game mate or friends. It means that through DotA 2, people can learn English by using enjoyable learning media. It makes them have bonds to play again in a group. Game is an efficient way to improve communication skill by speaking and interacting with foreigner (Kamra, 2010). Belz & Thorne (2006) stated that exo-lingual interactions between native speaker (NSs) and NNSs in learner–computer interactive environments are important factors for language learning.

   Difficulties. Based on oxford dictionary, difficulties can be defined as something that difficult to achieve. In learning language through game there are many difficulties that can be found. Roger (1995) there is a lot of similaries to English words already that player might have known. He also adds that once the students who play game that have

some English words that relate to an English word that they are already familiar which is easier than one, which is not. According to Kamra (2010) the difficulties often happen even the people playing game online is the vocabulary. There are a lot of people who find it difficult when they try to learn English by using online game, namely DotA 2. Sukrina (2013) stated that language accent will give negative or positive effects to the non-native speaker. He also added that sometime it could make a misunderstanding in communication. It means that some people might feel a bit confuse in understanding the accents of other foreign player.

Review of Related Study

Related to this research, the researcher chooses some literatures about previous researches which are relevant to the research. Whether thesis or journal. There are two reviews of previous study:

Rankin, McNeal, Shute, and Gooch (2007) have conducted a study entitle *User Centered Game Design: Evaluating Massive Multiplayer Online Role Playing Game for Second Language Acquisition.* In their study, the researcher focused to find out about the effect of Massive multiplayer online role playing game (MMORPG) towards English learner. The result showed that the game as learning media which is applied for English learner give a huge impact toward their language proficiency. They also found the advantages of the game as un-orthodox language learning tools for vocabulary acquisition and reveal the importance of social interaction in the virtual space of video game. However, EFL learner found some difficulties in interface of the game, the language of other player (slank words), and the game play of the game. Moreover, from the result of this study, researcher recommended to use online game as a media in learning language.

The similarity to the research above, those researchers are concerned in games. However the research is concerned in games as vocabulary learning activities. Meanwhile this research is concerned in how language itself being learnt by using online game as learning media. The researcher focuses in the benefits of the game and the diffficuties on practicing English using DotA 2.

Another research that has been conducted Written by Deguang Zhu from North China Institute of Science and Technology, Yanjiao, Beijing-East, China, entitled *Using Games to Improve Students' Communicative Ability*. This journal focused on the use of games in English learning to improve students' communicative ability where the communicative language teaching approach or abbreviated as CLTA is one of the effective methods to keep away from the weaknesses of traditional English teaching method. This journal found that using games which is communicative in essenceare effective and efficient to improve students" communicative ability. While in the traditional method of teaching English, students sit still listening to teachers talking about English language and try their best to remember English words and grammatical rules by rote memory, in the communicative language teaching approach they are actively involved in playing games which in turn can arouse and maintain their interest in learning, promote their motivation of study, and at the same time get lots of opportunities to have their basic skills of listening and speaking practiced.

Both of them are focused on games but in different goal. The journal above was using games to improve certain ability of students which is communicative ability. However, in present research, the researcher focuses on how EFL learners use game in English learning process.

Conceptual Framework

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                    │  Learning   │
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