Enriching English vocabulary mastery through online games: English club students' experiences at an Islamic institution

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ABSTRACT

There are numerous resources available as a way to help students" increase their vocabulary in English as technology advances. Online games can be utilized as a tool for English learning outside of the classroom as the majority of them used English. This study investigated the kind of online games that college students" of English Club frequently play to hone their English vocabulary and to figure out the benefits and drawbacks of doing so. Five college students" who were members of the English club at an Islamic institution took part in this study. The study applied a qualitative descriptive approach. The data was gathered using two separate methods, including interviews and documentation. The study's findings revealed that students" played Mobile Legend the most frequently to increase their vocabulary. Some students" learned the vocabulary they typically use on a daily basis, while others simply learned about the words used in the game. Apart from that, the players or students" get the chance to play with foreigners so they can enrich their vocabulary. Online games provide benefits such as improving English vocabulary mastery and English skills, earning money, having fun, and meeting new people. Even though online games are beneficial for improving English vocabulary, there are drawbacks for them as well, including ocular system degradation, time wastage, and a diminished sense of learning.

INTRODUCTION

Vocabulary, sometimes known as words, is one of the crucial components of language learning since words and Language and communication are inextricably linked. This idea is consistent with Lin et al. it was said that "vocabulary is an integrated aspect of a dialect." While Keser, Wood, and Harmon (2009) claimed that expanding one's vocabulary is a crucial component of language learning. When Someone desires to converse with others, he

he or she needs to convey it in a positive and correctly; otherwise, others wouldn't Recognize what has been expressed. In other words, using appropriate language and vocabulary will make communicating easier. Similar reasoning can be found in Averil's (2006) statement that "...the more vocabularies students'' know well and can use, the more meaning they can communicate in a wide variety of situations." According to David Wilkins, who was referenced by Alqahtani (2015), "while without grammar very little can be conveyed, without vocabulary nothing can be conveyed," vocabulary plays a crucial part in communicating what the speaker wants to say when learning English. Because it relates to the four language abilities of listening, writing, speaking, and reading, vocabulary is the most crucial component of every language. Vocabulary, according to Averil (2006), is an essential component of language.

There are numerous ways to study vocabulary because it is crucial if one wishes to comprehend a foreign language. For instance, it can be learned from games, as shown by some later-stated research studies. Games, one of the quickly evolving technologies in this day, can facilitate learning for pupils. Additionally, it can engage students'' in learning. Obviously, people like playing games. According to a survey that was published by Wijman at newzoo.com in 2018, it was discovered that there are 2.8 billion active gamers all over the globe. This is an astounding number. At this point in time, a significant number of games are played online, and in order to play them, a connection to the internet is required. Mobile Legends is one of these games. The primary objective of games, whether they are played online or offline, is only to provide enjoyment, or at least that is how the majority of people believe it to be. It is the same as what Ahmadi and Munawar (2005) said, which is that the reasons for playing games are to have fun and to be entertained.

According to Walgito (2010), our five senses—hearing, smelling, tasting, touching, and seeing or vision—are the foundation of human perception. Slameto (2010) argues that "Perception is a process related to the move of message or information into human's brain" Information, signs or cues, objects, conditions, and situations can all be sources of perception. People's responses to stimuli influence their perception, which leads them to draw conclusions about what they have experienced. How we perceive the world around us can be characterized as perception.

Through games, EFL students' may experience interest, fun, and encounter new terms that they had never heard before. As a result, Word acquisition will be less complicated, and students of English as a foreign language will be more motivated. Regarding the learning of a second language, Reinders and Wattana (2011) presented a comprehensive analysis of the advantages and disadvantages of playing games online. It is advantageous since the game enables users to communicate with players from other countries and compels them to use English in their interactions with one another. As a result of the engagement, it creates opportunities for vocabulary and grammatical use to grow. In addition to the benefits, playing online games can also provide drawbacks including making lazy, damaging the eye system. Therefore, online game players must be wise in using online games.

In this study, researchers took four previous studies as reference and comparison materials, Nisrinafatin (2020) in his research entitled The Effect of Online Games on Student Learning Motivation. While Christopher G. Thompson, Sam von Gillenb (2020) with the title Video-game based instruction for vocabulary acquisition with English language learners: A Bayesian meta-analysis. Then Asih Prihandini, Dadang Sudana, Eri Kurniawan (2021) with the title Online Game to Improve English Vocabulary Awareness in Daily Speech. Hafidz Tresna Yudha, Alvi Raihan Utami (2022) with the title The Effect of Online Game Dota 2 In Students''' Vocabulary.

Based on previous studies on how games can affect students' mastery of English and can provide benefits and drawbacks, the researcher is curious and wants to examine the perceptions of English Club Students' at An Islamic Institution, students' perceptions of online games for vocabulary learning.

METHOD

This research is field research, according to the source of the data. Data from the field must be collected because field research collects information to answer problems that exist in the field. The author used a descriptive qualitative method for this study. This study intends to investigate how university students'' perceive online games that aim to improve vocabulary among English Club Students', at An Islamic Institution. Although this approach has a methodology to follow or several broad stages of research, the author uses the descriptive qualitative method because the specifics of this approach change as the research progresses. Since the researcher will soon visit the field, collect data, and then establish certain preconceptions, a qualitative approach is appropriate to apply in this circumstance since the author also does not know the exact hypothesis or preconceptions.

RESULTS AND DISCUSSION

Many significant things can be implemented as a result of playing online games. Participants in this study practiced their English by playing online games. The majority of online games are played in English. People can so play and learn at the same time in the online game.

Throughout the interviews the researcher has conducted. An Islamic institution's English Club students' incorporate gaming into their daily lives. Some individuals use it to learn English. Due to the fact that the majority of online games are in English, players can use them as a means of learning basic or general English. The administrators and former members of the English club for college students'' admit that they also play online games to sharpen their English. Online gaming may be a useful way to learn English, especially for young people.

Online games are used for more than only English language instruction. In contrast, players regularly use online games in real life to decompress after a hard day of work or activity and to refuel their minds. Professionals and members of the college English club can also unwind after a long day by playing video games online. People who work best at night when they can relax.

Users of online games claimed that they pick up a lot of linguistic skills when playing these games. Along with learning it from the characteristics of the games themselves, learning this language comes from playing online games that incorporate narrative into the gameplay. In games featuring a storyline, the player will be provided a narrative for each job they must do. If the player does not understand English, they will surely struggle to complete the game. Therefore, in order to understand it, players must comprehend the meaning of each word and sentence. To be able to comprehend and grasp what it means, they must certainly open the dictionary.

As time goes on, players are beginning to know an increasing number of online gaming genres or brand names. Students' that participate in the English Club at an Islamic Institution play a variety of games, including PUBG, Free Fire, Mobile Legend, LOL, and Honkai Impact. However, according to the findings of interviews with English Club Students' at Islamic Institutions, they play a lot of Mobile Legend since it is popular and more thrilling to play when

they want to mabar. Like other online games, Mobile Legend has the potential to have an impact on both an improvement in English proficiency and vocabulary.

Mobile Legend has a ton of features that are useful for learning English. This mobile mythology game can help players improve their English vocabulary. You can choose from a variety of character options, configuration options, chat features, and voice features in this mobile legend game. This is why students' in an Islamic institution's English club are able to broaden their vocabulary by playing online games.

One of the online games that is currently well-liked in Indonesia is mobile legend. even throughout the entire world, not just in Indonesia. Many players decide to play Mobile Legend. Mobile Legend can also be played cooperatively by friends in addition to being played alone. Because in Mobile Legend the way to play is to battle adversaries where later they can also fight other groups, the goal of this cooperative game is to fulfill missions against foes. According to the findings of the interviews that were performed, the respondents also claimed that the majority of them play Mobile Legend for the same reason, namely because it is popular and is more enjoyable to play with lots of friends.

In addition to getting new vocabulary, the benefits obtained from playing online games are that you can get money, namely when someone wins the tournament in the E-Sport match, besides that, it can also be from when jockeying other people's games to increase the level of the game. In addition, a game player will be able to make new friends from playing this online game because most of these online games can be played with other people both domestically or abroad.

Along with the benefits of playing online games, the members of the students' English club at an Islamic institution also cited some drawbacks, like deteriorating eye health, wasting time, being lazy, and also diminishing one's motivation to learn.

Table

The following are words that are often found in online games that can increase vocabulary skills in the English club students' at an Islamic institution. The researcher will summarize it in the form of a table.

Table 1. Vocabulary list in online games

No	Vocabulary	Description
1	Away from Keyboard (AFK)	*Istilah ketika seorang pemain meninggalkan permainan untuk sementara atau lama.*
2	Invalid	*Istilah yang digunakan ketika match batal dilakukan.*
3	Early game	*Detik awal bermain sampai menit ketiga.*
4	Mid game	*Waktu permainan dari menit ketiga hingga menit ke sepuluh.*
5	Late game	*Waktu permainan diatas sepuluh menit sampai selesai.*
6	Farming	*Istilah yang mengacu pada kegiatan salah satu pemain yang mencari atau mengumpulkan emas.*
7	Pushing	*Cara bermain ketika melakukan strategi objektif dengan menghancurkan benteng musuh.*
8	Ganking	*Sebuah strategi untuk mengeliminasi lawan yang sedang sendirian,*
9	Roaming	*Sebuah strategi untuk berpindah.*

10	Stunned	*Mencegah musuh untuk menyerang.*
11	Taunted	*Memaksa target untuk menyerang.*
12	Noob	*Istilah ketika permainannya buruk.*
13	Over Power (OP)	*Istilah ketika permainannya sangat bagus.*
14	Army camp	*Tempat berkumpul pasukan yang sudah selesai dilatih.*
15	Attack's remaining	*Sisa serangan yang mampu dilakukan pemain.*
16	Finish now	*Untuk mempercepat pembangunan suatu bangunan.*
17	Headshot	*Tembakan di kepala*
18	Blue zone	*Zona aman*
19	Sandwich	*Situasi ketika dikepung oleh musuh*
20	Rush	*Menyerang bersama-sama secara kompak.*
21	Red zone	*Zona paling merugikan*
22	Prone	*Tiarap.*
23	Winner winner chicken dinner	*Kemenangan dalam game berlangsung.*
24	Compound	*Tempat pertahanan.*
25	Flank	*Menyerang musuh.*
26	Forting	*Melindungi pemain.*
27	Knock down	*Kalah.*
28	Spray down	*Menembak lawan secara terus menerus.*
29	Too soon	*Kalah terlalu cepat.*

*Source by the interview and internet.

CONCLUSION

The researcher came to the conclusion that the English club for students at an Islamic institution uses online games to help students learn the language. They learn a lot of language from playing online games, from the features of the games, and by playing with foreign players. Because Mobile Legend is a popular online game in Indonesia, every respondent plays it. It will be simple for them to play together if there are many players. Online games provide benefits such as improving English vocabulary mastery and English skills, earning money, having fun, and meeting new people. Even though online games are beneficial for improving English vocabulary, there are drawbacks for them as well, including ocular system degradation, time wastage, and a diminished sense of learning.

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