

THE TEENAGERS PERCEPTION ON THE PLAYING OF ATLANTICA ONLINE GAME IN ENGLISH VOCABULARY MASTERY

PERSEPSI REMAJA TERHADAP BERMAIN GAME ONLINE ATLANTICA DALAM PENGUASAAN KOSA KATA BAHASA INGGRIS

Jhuan Carlos Butar-Butar¹ Drs. H. Djauzi Ilmi²

Jl. Imam Bonjol, J A T I, Kec. Medan Maimun, Kota Medan, Sumatera Utara 20151, Indonesia

Email: jhuancarlos240300@gmail.com

Abstract

This Thesis entitled “The Teenagers’ Perception on The Playing of Atlantica Online Game in English Vocabulary Mastery” This is a research of the influence of online gaming in the development of English vocabulary mastery teenagers. The purpose of research is that today’s teenagers play games not just for fun, we can learn English while playing games. This research uses qualitative methods. This research uses behaviorism theory. This research is conducted in Medan and several gamers became participant. Data of the research are the words contained in Atlantica Online, books, journal, and article who made inquiries to find meaning in Indonesian. The data source of this thesis is online game ‘Atlantica Online’. To make easy the finding of research results, the researcher use tables and diagrams. The results showed that, how frequently teenagers influential within understanding the vocabulary mastery contained in Atlantica Online.

Keywords: *Online games, Qualitative methods, Vocabulary.*

Abstrak

Tesis yang berjudul “Persepsi Remaja terhadap Permainan Online Atlantica dalam Penguasaan Kosakata Bahasa Inggris” ini merupakan penelitian mengenai pengaruh game online terhadap perkembangan penguasaan kosakata bahasa Inggris remaja. Tujuan dari penelitian ini adalah agar remaja masa kini bermain game bukan sekedar untuk bersenang-senang, kita bisa belajar bahasa inggris sambil bermain game. Penelitian ini menggunakan metode kualitatif. Penelitian ini menggunakan teori behaviorisme. Penelitian ini dilakukan di Medan dan beberapa gamer menjadi partisipannya. Data penelitian ini adalah kata-kata yang terdapat dalam Atlantica Online, buku, jurnal, dan artikel yang digunakan untuk mencari makna dalam bahasa Indonesia. Sumber data dari tesis ini adalah game online ‘Atlantica Online’. Untuk memudahkan pencarian hasil penelitian, peneliti menggunakan tabel dan diagram. Hasil penelitian menunjukkan bahwa, seberapa sering remaja berpengaruh dalam pemahaman penguasaan kosakata yang terdapat dalam Atlantica Online.

Kata kunci: *Game online, Metode kualitatif, Kosakata*

Introduction

Language is very important thing in human life. Human use language all the time. Definition of language according to *Kamus Besar Bahasa Indonesia* (The Great Dictionary of Indonesian Language) is an “arbitrary sound symbol system, which is used by three members of a society to work together, interact, and identify themselves”. Humans are social creatures who must communicate with each other. Therefore, humans cannot live without language. According to Yendra (2018) linguistics as a field of science that examines and studies everything about language starting from form, function, meaning, value, to scientific discourse. In modern era, English is the first international language.

Almost all countries give learning English to their students. In Indonesia, many Indonesians make English become their second language, especially for people who are living in cities and tour destination which are often visited by foreigners. Now, increasingly sophisticated technology, by internet, all communication can be easier to do and it cannot to denied. Now, there are so many internets cafe and more people who use the internet it is used for social networks, browsing, and even playing online games.

Online game is a game that is done through the internet to connect online game players who are in another place by using different computers. Fir most adolescents, gaming is a pleasurable pastime activity. However, research suggests that excessive online gaming may in extreme cases lead to symptoms commonly experienced by substance addicts, namely salience, mood modification, craving, and tolerance. Behaviorism is a theory of animal and human learning that only focuses on objectively observable behaviors (Waltman, 2003).

Behaviorism as developmental theory that measures observable behaviors produced by the learner to respond to the stimuli. Language-Acquisition is a language that is used without qualification for the process that produces language knowledge in language speakers (Lyons, 1981).

Online game is an artificial system which is created to confront players. Then, they will play together asallies or enemy that depend on the game the play. Every game is competition. They have some rules and goals, and there are always a winner and loser in every game. Online game to learn a language, humans have a way one of them is by playing online games. The potential of games is starting to be explored.Games have been shown students in learning language English.

Online games improve skills listening, speaking, reading, and writing Despite all that, it signifies that everyone point of view of games are different. You may see game presence as positive but other people also see game presence as negative. Here, this research wants to find out students and players perceptions on online game practices and their competence in English vocabulary mastery, then their response why online games are a means of learning English vocabulary.

Method/Metode

In this research, the research uses a qualitative approach. To gather the data needed to support the thesis this study uses qualitative observations of the games and players, and gave questionnaires with players of the games. The observations are done to establish the vocabulary used in the game’s instructions and storylines, etcetera. In this research, the data are the words which consist language acquisition that analyze vocabulary mastery and the source of the data from online games, PUBG, Valorant, and Atlantica Online

Result and Discussion/Hasil dan Pembahasan

In this chapter, the researcher analyzed the data to make some conclusion and suggestion. The data were the question about meaning of English words contained in online games ‘ATLANTICA ONLINE’. The researcher gave a brief explanation to the students about the purpose and procedure of the study. The researcher gave 50 vocabularies in paper to be done by the teenagers. I gave the questionnaires contained those vocabularies to the participants to do that time and they were collected 45 minutes later. Here are the fifty word which are chosen to be the questions to answer by the participants. The researcher chose those words which are often seen and listened by the players (teenagers) of Atlantica Online.

Table 1. The 50 words contained in Atlantica Online

Login	Reset	Speed	Grade	Enhance
Password	Attack	Ability	Gameplay	Scroll
Start	Medical	Map	Defense	Loading
Death	Weapon	Durability	Range	Sell
Exit	Skill	Melee	Run	Buy
Location	Inventory	Damage	Settings	Town
Invite	Notice	Chat	Battle	Stone
Kill	Report	Newbie	Teleport	Wing
Enemy	Screenshot	Whisper	Trade	Party
Item	Lose	Win	Visit	Follow

The table 1 above is displaying the pictures/photos to give a clearer explanation. Here is one of the tables containing the words as the listed data in online games ‘Atlantica Online’

After the researcher collecting their answers, the researcher checked the answer sheets to see how many questions were answered correctly and how many of them are answered wrongly. Based on those answers, the researcher gave score as listed below:

Table 2. The data and score of the teenagers play online games 'Atlantica Online'

No	Name	Age	Frequency	Score
1.	PA	18	Never	31
2.	HE	20	Never	45
3.	ME	15	Never	36
4.	RI	23	Never	40
5.	BE	18	Never	31
6.	IV	17	Never	23
7.	IQ	24	Never	28
8.	PG	13	Never	33
9.	JU	16	Never	33
10.	DI	12	Never	29
11.	DA	14	Never	30
12.	HN	22	Never	26
13.	AG	21	Never	28
14.	DE	17	Never	28
15.	AB	17	Never	42

16.	AK	22	Often	44
17.	SA	24	Often	47
18.	EG	19	Often	44
19.	BI	19	Often	43
20.	FI	19	Often	48
21.	IL	16	Often	42
22.	MA	19	Often	48
23.	RZ	22	Often	48
24.	NA	24	Often	42
25.	ER	22	Often	41
26.	MR	19	Often	38
27.	SR	16	Often	47
28.	GE	18	Often	40
29.	BH	23	Often	42
30.	KO	21	Often	40

From the data above, the researcher got 30 teens as participants (sample). They were 15 teens who often played online games, and 15 teens who never played online games.

Table 3. Standard score for Predicate

No	Range	Predicate/Value
1.	0 – 10	Very bad
2.	11 – 20	Bad
3.	21 – 30	Enough
4.	31 – 40	Good
5.	41 – 50	Very good

Based on the table above, the researcher compiled score for predicate based on very bad to highest very good and made the predicate of that value (range 0-10 value very bad, range 11-20 value bad, range 21-30 value enough, range 31-40 value good, range 41-50 value very good).

Table 4. Data based in order of predicate/value

No	Name	Quality	Score	Predicate/Value
1.	IV	Never	23	Enough
2.	HN	Never	26	Enough
3.	AG	Never	28	Enough
4.	DE	Never	28	Enough

5.	IQ	Never	28	Enough
6.	DI	Never	29	Enough
7.	DA	Never	30	Enough
8.	PA	Never	31	Good
9.	BE	Never	31	Good
10.	PG	Never	33	Good
11.	JU	Never	33	Good
12.	ME	Never	36	Good
13.	MR	Often	38	Good
14.	RI	Never	40	Good
No	Name	Quality	Score	Predicate/Value
15.	GE	Often	40	Good
16.	KO	Often	40	Good
17.	ER	Often	41	Very good
18.	AB	Never	42	Very good

19.	IL	Often	42	Very good
20.	NA	Often	42	Very good
21.	BA	Often	42	Very good
22.	BI	Often	43	Very good
23.	AK	Often	44	Very good
24.	EG	Often	44	Very good
25.	HE	Never	45	Very good
26.	SF	Often	47	Very good
27.	SA	Often	47	Very good
28.	FI	Often	48	Very good
No	Name	Quality	Score	Predicate/Value
29.	MA	Often	48	Very good
30.	RZ	Often	48	Very good

Based on the table above, the researcher compiled data based on lowest to highest score and made the predicate of that value. It would make easier to find out how many participants who have the title very bad, bad, enough, good, and very good.

From all these collected data, more than a half of them ever play online games 'Atlantica Online'. The data show that teenagers who ever play online games 'Atlantica Online' Were able to answer the meaning of the words contained in the questions. It could be concluded that the Atlantica Online was able increase the teenagers' vocabularies mastery. There were many factors that caused this phenomenon to happen

Conclusion/Simpulan

Conclusions came from the data analysis and findings in the previous chapters. The conclusion was to meet to the problem as shown below. Based on the data analysis and findings, it can be argued that the level of frequency of online games 'Atlantica Online' greatly influence the development of vocabulary mastery contained in Atlantica Online.

We can see in the data table 2 and show that the teenagers who often play online games 'Atlantica Online' have higher score than teenagers who never play online games 'Atlantica Online' have low score. Automatically, teenagers who often play online games 'Atlantica Online' have more vocabulary mastery than teenagers never play online games 'Atlantica Online'. Based on data analysis and findings, it can be argued that the teenagers who often play online games have better predicate/value. The number of teenagers 15 often and 15 never play online games 'Atlantica Online'. It also shows that, English is no a barrier for the teenagers to play online games. Averagely, the participants can correctly answer the questions given more than fifty percent. It can be seen in

Reference

Lyons, J. (1981). *Language and Linguistics: An Introduction*. Cambridge University Press.

Yendra 2018. *Linguistics*. Padang. Deepublish.

Waltman, Svend. 2003. *Behaviorism*