An Analysis of Students’ Perception on the Use of Online Games in Increasing Vocabulary
A Thesis

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# TABLE OF CONTENTS

ACKNOWLEDGEMENT...............................................................................................i
TABLE OF CONTENTS..........................................................................................ii
ABSTRAK..................................................................................................................iv
ABSTRACT ..................................................................................................................v
CHAPTER 1 INTRODUCTION..................................................................................1
1.1. Background of the Study ...............................................................................1
1.2. Field of the Study .........................................................................................2
1.3. Scope of the Study .......................................................................................2
1.4. Problem Formulation ...................................................................................3
1.5. Objectives of the Study ...............................................................................3
1.6. Significance of the Study ...........................................................................3
1.7. Definition of Terms.....................................................................................4
CHAPTER 2 LITERATURE REVIEW......................................................................5
2.1. Previous Study .............................................................................................5
2.2. Perception .....................................................................................................6
2.3. Definition of “Game” ..................................................................................7
2.4. Types of Online Games ..............................................................................8
   2.4.1. Multiplayer Online Battle Arena (MOBA) ...........................................8
   2.4.2. Massively Multiplayer Online Role Playing Game (MMORPG) ........9
   2.4.3. First Person Shooter (FPS) .................................................................10
2.5. Kinds of Vocabulary ....................................................................................11
2.6. Strategies in Learning Vocabulary .............................................................12
CHAPTER 3 RESEARCH METHODOLOGY.......................................................14
3.1. Method of Data Collection ..........................................................................14
   3.1.1. Participants .........................................................................................14
3.1.2. Instruments.................................................................15
3.1.3. Procedure.................................................................16
3.2. Method of Data Analysis.................................................18
CHAPTER 4 DATA ANALYSIS.....................................................20
4.1. Playing Online Games Makes English Lesson Easier.............21
4.2. Playing Online Games Helps to Learn More Words in English.....23
4.3. Preference for Increasing Vocabulary through Online Games over...24
    Watching Movies
4.4. Preference for Increasing Vocabulary through Online Games over...26
    Listening to Music
4.5. Playing Online Games Improving Vocabularies.......................28
4.6. Opening Dictionary when Playing Online Games to Know the.....30
    Meaning of a Word
4.7. Taking Notes of New Words Found in the Game.....................32
4.8. Feeling Curious when Finding New Words in the Games.............34
4.9. Perception of Online Games as the Best Way to Improve Vocabulary....36
4.10. General Discussion......................................................38
CHAPTER 5 CONCLUSION AND SUGGESTION..............................39
5.1. Conclusion......................................................................39
5.2. Suggestion......................................................................40
BIBLIOGRAPHY....................................................................42
APPENDIXES
Penelitian kuantitatif ini bertujuan untuk menganalisa persepsi pelajar pada penggunaan online game untuk meningkatkan kosa kata bahasa inggris mereka. Penelitian ini menggunakan kuesioner dengan 9 pertanyaan sebagai instrument utama dan 100 pelajar SMA St.Bernardus Pekalongan menjadi narasumbernya. Game yang menjadi bahan penelitian ini adalah FPS (First Person Shooter), MMORPG (Massively Multiplayer Online Role-Playing Games), dan MOBA (Multiplayer Online Battle Arena).

Hasil dari penelitian ini menunjukan bahwa online game memberikan efek cukup signifikan dalam membantu pelajar untuk meningkatkan kosa kata bahasa inggris mereka.
This quantitative study aimed to analyze the students’ perception on the use of online games to improve their vocabulary. This study used a questionnaire with 9 questions as the main instrument and 100 St. Bernardus Pekalongan senior high school students be the respondents. Games that became the subject of this study are FPS (First Person Shooter), MMORPG (Massively Multiplayer Online Role-Playing Games), and MOBA (Multiplayer Online Battle Arena).

The results of this study indicate that online games provides a significant effect in helping students to improve their English vocabulary.