

CHAPTER I

INTRODUCTION

1.1 Background of The Research

Video games have become one of the most entertaining media that are widely used by various groups of all ages. Exciting media for spending free time is one of the reasons why video games are very popular for their users. Video games also have their own community, with the majority of their users in Indonesia still being young or, more precisely, students.

Video games are specific electronic games that have a function of reading, listening, and repetition from the users as a language learning method. DeHaan et al. (2010) state that whereas students watch a video with subtitles, they are solely needed to attend to, whereas users of video games should perform extra task in their second language input, which can interfere with learning in either a positive or negative means.

Video games can often handle more serious matters and sometime maybe even academic, as the games are adjusted to the progress of each student with direct benefits. Also, DeHaan et al. (2010) state that if some students play video games, whereas others solely watch them, the latter group of students can recall considerably additional vocabulary. Moreover, each player and watchers tend to forget vital amounts of vocabulary over the course of their studies.

Video games can be practical for the users, available on cellphones or laptops and what they differ with other learning media is when someone playing video games, the target audience is having feedback to respond on the games context to learn vocabulary instead just for having fun and the benchmark if their vocabulary knowledge is expanding if the users who watch the video understands at least almost every basic English word or understand the context of the video games they watch.

The researcher expects the use of video games for students have the proper media to actually grind their vocabulary in an enjoyable way, despite the fact that

they are doing it in their particularly free time. The researcher is curious about whether what they are doing will have an effect on their vocabulary.

The researcher expect video games can offer benefits for students as their capabilities improved over all the time each, they play the games, when combined with a solid foundation in vocabulary, what video games good to be used as learning media because have basic reading, listening, and speaking as a language learning skill.

Based on the explanation above, the researcher proposes research entitled “The Student’s Perception on Video Games as Learning Media in English Education Department Muria Kudus University.”

1.2 Statement of The Problem

Based on background of the research above, the problem of the research can be formulated as:

1. What is the students’ perception of video games as vocabulary learning media?
2. What is the reason of students choose video games as a vocabulary learning media?

1.3 Objective of The Research

Based on the statement of problem above, the objectives of the research are

1. To describe students’ perception of video games as vocabulary learning media
2. To describe the reasons the students’, choose video games as vocabulary learning media

1.4 Significance of the Research

The result of this research is expected to be beneficial for the following people

1. Theoretically

The researcher wants to give an information to the reader and the other researcher about the benefits the use of video games for developing new

vocabulary learning media that will create positive, effective, and good atmosphere in English learning methods.

2. Practically

The finding of the research hopes video games can contribute to new non-conventional English learning methods that can be applied as learning media for the development of vocabulary learning in academic, to be additional reference for other researcher with similar research, to be additional material in teaching and learning for teacher and also lecturer, and increase their knowledge in teaching with another media such as video games

1.5 Scope of The Research

In this research, the researcher focuses on analyzed the specifically on students' perception on video games as learning media in English language to prevent broader research issue and the researcher will limit the subject only on the students of English Education Department of Muria Kudus University in 1st and 3rd semester in academic years of 2022/2023.

1.6 Operational Definition

The researcher will review several terms to study. The terms are:

1. Students' perception

Student's perception is an opinion toward a video games as learning media.

2. Video Games

A video games essentially is an electronic games that involves interaction with a user interface.

3. Learning media

Learning media is a tool for teaching and learning to support learning process in class.

4. English Education Department of Muria Kudus University is a department that helps the student in process of preparation teaching English.