



## CHAPTER I

### INTRODUCTION

#### A. Background of the Research

Games is one of the games that make people feel bored and always feel addicted to play them again, especially now that people playing games. People play a lot of games use digital games, whether it's through computers, laptops, cellphones, tablets and others.

People use to play games that use remote control or also called playstation (PS) but now technology is increasingly sophisticated, even elementary school kids are good at playing handphone. There are two ways to play digital games, namely play offline or online. Play offline can save internet quota and play online, of course we have to prepare a lot of internet quota. the uniqueness of playe this game online, people can play with fellow friends even, one game can be play with more than three people, can communicate with each other to carry out a mission in-game. Luck in this game people who play the game can know the English words that are in the game, such as the words close, open, delete, exit, etc., because each game that has English will make people who play it curious about the meaning of the word, so people will find out the meaning through book dictionaries or your internet.

The more often he plays games that have English words, it will facilitate gamers in mastering English even though through games. Not all types of games

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like war, puzzles and others. There is also educational games that can nurture children's knowledge in learning english.

The researcher had looked for preliminary data related to research on played games on February 20, 2019 on Sintuwu Maroso University and data about 30 students played the game include 9 people from semester 6 and 21 people from semester 4, the games they often played was mobile legends , helix jump, onet, pubg, candy crush jelly, action games and most of them used cellphones to play games . The researcher wanted to know the correlation between digital game play and student learning achievement in English. The reason for the researcher to be one of the supporting factors for conducted this research was that all relevant parties could know the development of students' understood of English produced from played digital games, because played games could hone skills in used English.

### **B. Problems of the Research**

In connected to the background above, the researcher formulates the problem statements as follows :

What is the correlation between playing digital game and students English learning achievement ?

### **C. Objectives of the Research**

This research was intended To find out correlation between playing digital game and students English learning achievement.

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## D. Significances of the Research

The result of this research :

1. For students could seen the technique steps to analyze the data from this studied.
2. For Teacher expected to be able to direct students by providing an inventory to see the habits of the students and to motivate students to learn in order to increase their creativity.
3. For further researcher, this result of this studied could be used as a reference for other the researcher who was interested in conducted similar studied.

## E. Scope of the Research

The data of this research were taken from semester 6 of 2016 and 4th semester of 2017 at Sintuwu Maroso University. students were asked to fill out questionnaires and fill out questions about vocabulary tests. The researcher analyzed whether there was a relationship between game playing and student learning achievement or not seen from the data collection.