

UNDERGRADUATE THESIS

**“THE EFFECTS OF ONLINE GAME ON STUDENT'S ABILITY IN
SPEAKING AT THE SECOND GRADE IN MAN 2 POLEWALI MANDAR”**



By:

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ABSTRAK

Muhammad Akbar Burhan: Pengaruh Penggunaan Game Online dalam Meningkatkan Kemampuan Berbicara Siswa dalam Bahasa Inggris Siswa Kelas XI MAN 2 Polewali Mandar. **Skripsi. Majene: Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sulawesi Barat, 2023.**

Penelitian ini bertujuan untuk mengetahui apakah game online dapat mempengaruhi kemampuan berbicara bahasa Inggris untuk siswa kelas XI. Penelitian ini menggunakan metode kuantitatif yaitu quasi experimental design. Populasi dalam penelitian ini yaitu siswa kelas XI MAN 2 Polewali Mandar. Ada dua kelompok sampel yaitu kelompok eksperimental dan kelompok control. Masing-masing dari kelompok memiliki 17 jumlah sampel. Pada kelompok kontrol, peneliti menggunakan metode konvensional dengan media konvensional. Dan pada kelompok eksperimental, peneliti menggunakan game online sebagai media dalam proses pembelajaran untuk meningkatkan kemampuan siswa dalam berbicara bahasa Inggris. Dalam penelitian ini peneliti memberikan pre-test dan post-test sebagai acuan dalam menentukan tingkat perkembangan dari siswa dalam pengumpulan data. Peneliti menggunakan SPSS untuk memudahkan dalam menghitung hasil uji Wilcoxon Mann Whitney tes. Pada uji Wilcoxon diperoleh nilai $\text{sig } 0.054 > 0,05$ yang artinya online game tidak memberi dampak pada kemampuan berbicara Bahasa Inggris siswa. Kemudian dari data yang dianalisis yang diperoleh dari hasil uji Mann Whitney bahwa nilai $\text{Asymp.sig (2-tailed) value is } 0.834 > 0.05$. artinya H_a tidak diterima sehingga game online tidak dapat mempengaruhi siswa dalam meningkatkan kemampuan berbahasa Inggris khususnya dalam kemampuan berbicara.

Kata kunci: game online, berbicara

CHAPTER I INTRODUCTION

This chapter will explain about some topics that related to introduction of study. Those are research background, problem identification, problem limitation and formulation, research objective, and research benefits.

A. Background

Speaking is one of four basic skill in english. Speaking ability is one of the important thing that would help you in communicating. Speaking is one of the basic skills when learning english language which have to be mastered by english foreigner because its significant and use to communicate with others. (Ratna Sari Dewi, et.al, 2017, p.63). Speaking is a process in expressing, presenting and delivering certain idea, though, or opinion by using spoken language which is understandable. Speaking skill is also correlated with the confidence of the speaker to speak. Therefore, the speaker must reduce feeling of inferiority by Iskandarwassid, 2008 (in Susi D. et.al). Thus, speaking is the skill that you used to communicate by using spoken language.

In learning process, the class would be active if there is good interaction between teacher and students. In English class, good interaction would be created if the teacher and students have good speaking skills. Student who have a high skill in speaking would be more interactive in class and easy to catch the point. On the other hand, student who have a low skill in speaking would get bored easily, and try to avoid interaction with the teacher. Therefore, the teachers and the student must be creative in learning process, especially in learning media.

According to Farah Sukmawati in Hasibuan 2017, there are some problem in speaking english, namely the difficulties in getting meaning or the purpose when understanding the conversation with others, the difficulties on pronunciation, the low of self confidence, and afraid in making mistakes of meaning, and students are not interested in English.

Based on the researcher's observations in December 2021, most of the second grade students of MAN Negeri 2 POLEWALI MANDAR had low skill in speaking English. This can be seen when i was be a teacher and i asked the student tried to introduce themselves, students are not confidence, and difficult to speak what they think about. The researcher argues that necessary to apply a interesting media and "online game" was chosen as a solution. Online games according to Andrew Rolling and Ernest Adam (in Susi Darihastining etc.) is a technology of game which enables the players to have an interaction while playing. Thus, the player of the online video game would be get interaction with the other by using english language. In online games, the gamers could have an interaction to each other. Generally, online game demands the gamers to accomplish certain mission, achieve the highest score, and become a winner in certain group of online game.

Many people think that video games would only be addictive and spend a lot of time. We can apply online video games as a blessing when used properly. Online video games and speaking have correlation because students would try more to speak english in while they are playing game In video games there are also several characters and features that use English sentences and then the students would be memorized it.

According to Anhar (in Sukron Habibi Harahap and Zaka Hadikusuma Ramadan), online games do not always have negative effects on children's development, but playing online games also has positive effects, including (1) Online games allow you to make friends (2) develop thinking or reasoning. skills, by playing online games the player develops problem solving, situational analysis and mathematical skills and is trained to make quick decisions; (3) improve your English because most people speak English in online games

Based on the background above that have been described, thevideo game expected that could be as a interesting learning media to improving the skill ability of students. The purpose of this research is to find out how effective the

use of onlinegame is to improving students' speaking ability in learning English, the researcher is interested in conducting with the title: The effects of Online game on Student's skill in Speaking.

B. Problem Identification

There are some problems in speaking that students need to overcome:

1. Students are not interested in English because the use of media is less interesting.
2. Students' speaking ability is still less.

C. Problem Limitation and Formulation

Based on the difficulty stated above, this research has research questions as follows:

1. Can online game affect student's speaking ability at second grade in MAN 2 Polewali Mandar?
2. Is online game effective in improving student's speaking ability the second grade MAN 2 Polewali Mandar?

D. Research Objective

In line with the research questions above, this research purpose to knowing The effects of Online game on Student's skill in Speaking.

1. To know wheather or not online game can affect student's speaking ability at second grade in MAN 2 Polewali Mandar
2. To know wheather or not online game effective for student's speaking ability at second grade in MAN 2 Polewali Mandar

E. Research Benefits

This research is expected to provide benefits for those in need, both theoretically and practically, including:

1. The theoretical Benefits

This research expected to support learning process, technique, and theories to improving the speaking ability of student and are also expected to be a means of developing knowledge which is theoretically studied in lectures.

2. The practical benefits

This research expected can be affect to make the student interest to learn speaking english. Therefore, the student's speaking ability would be improving and the student can speak english fluently.

CHAPTER II

LITERATURE REVIEW

This chapter was divided into three main sections, those are Previous Related Studies, Theoretical Framework, and Hypothesis

A. Previous Related Studies

There are some studies on the effect of online game on student's skill in english. Those studies are presented below.

The first study conducted by Susi Darihastining et al. (2019) with the Title "*Online game as a media to improve student's speaking skill*". This study was a qualitative method. The researcher has two questions. (1) why do online game use as a media in student's speaking skill? (2) how the implementation of online game as a media in student's speaking skill?. This research analyzed of two factor of speaking such as internal and external, and two aspects of speaking skill such as language and non-language. It took 38 students of Indonesian language and Literature Department of STKIP PGRI Jombang; 10 male and 28 female students. The researcher conclude that the majority of online game users are male student. Most online game spend 1-6 hours to play. Ther result of the research confirm that the online game influence students vocabulary acquisition and language variation.

The second research conducted by Eko Prastius et. al. (2020) with the Title "*Pengaruh Game Online Terhadap Kemampuan Berbahasa Inggris*". The purpose of this research is to change people's perspectives and show how much influence online games have on English language skills, especially for teenagers aged 16-22 for the city of Batam. The researcher use quantitative and qualitative method. The results of our study show that one's involvement in learning-based games have a clear positive impact on learning, then the challenge of a learning-based game too have a positive impact on well-directed learning directly or through improvingd involvement in a games, as well as listening and speaking

skills in English skill with variable constant value of 0.257. Thus, online game have the positive effect in learning english.

The third study by Muh. Saefullah Al Fauzan 2018 this research conducted through pre-experimental method, with the title "*Improving Student's Speaking Ability Through Mobile Social Networking*". The aimed of thsi reasearch is to finding out how through mobile social networking can improving the student's speaking ability at tenth grade SMAN 8 Makassar. The sample of this research is X-MIPA 1 consist of 31 students year 2018/2019. In collecting data, the researcher gives a speaking test. There are two steps in speaking test such as, pe-test and post-test. While in analyse the data the researcher used test. The result or the finding of this research show that the mean score in pre-test in term of pronunciation was (3,06) and post-test (5,65). And the main score in pre-test in term smoothness is (3,39) and post-test is (5,74) And the total result of pronunciation and smoothness is (3,22) and posttest (5,7). Thus, based on the result that have been finding show the improvement in their speaking ability after being teach through mobile social networking, the student ability in speaking became better than before.

From three previous literature above have helped the researcher to develop this research both in term of ideas, method, and references. The first and the second studies help the researcher in improve this research on theory, information about online game. The third studies assist researcher in development the ideas about speaking skill and the method how the researcher would be carried out.

From the relevant literature above, there are some difference with the research namely: the sample of the research above there are no take the second grade in school and in this research would take the second grade of senior high school as the sample in this research. The other different form those literature above with this researck are collecting and data analysis.

B. Theoretical Framework

1. Online Game

According to fitra rahim (2016:1) *game online* is combination of two words from english language . Game in bahasa is ‘permainan’ and online is daring (dalam jaringan). Thus, if two words are combined they would create a meaning that is not much different.

Online game accroding to Kim et. al (in Rischa Pramudia Trisnani, 2018) is a game where people can play at the same time as via comunication network online. Next, online game according to Burhan (in Rischa Pramudia Trisnani, 2018) as game computer played by multiplayer through the internet. Conducted by Winn and Fisher (in Rischa Pramudia Trisnani, 2018) say multiplayer online game is a development of a game that play one person, in the same section large, using the same form and the same method and involves the concept same general as all other games the difference is that for multiplayer game can be played by many people at the same time.

An online game may be a video amusement that's played over a few shape of computer organize, employing a individual computer or video diversion comfort. These systems were more often than not the Web or comparable innovation, but diversions continuously utilized anything the current innovation was: modems some time recently Web, and difficult cable terminals some time recently modems. The development of online diversions has reflected the in general extension of computer systems from little nearby systems to the Web and the development of Web get to itself. Online diversions can extend from straightforward text-based situations consolidating complex illustrations and virtual universes occupied by numerous players at the same time. Numerous online recreations are connected to online communities, making online diversions a shape of social action past single player play.

"Online diversions are a innovation instead of a sort, a component for connecting players together instead of a specific design of gameplay." Online recreations are played over a few frame of computer arrange, as a rule the web. One of the advantages of online gaming is the capacity to associate to multiplayer recreations, in spite of the fact that single-player online diversions are very common as well. The moment advantage of online gaming is that a huge rate of recreations don't require installment. Moreover third to note is the accessibility of distinctive sorts of diversions for all sorts of gamers.

Based on the definition about online game above, it could be concluded that online games is a software in computer that played by multiplayers and make a comunication though the internet at the same time. Online game would be interesting learning media in this digital era especially in learning english. Online game would help the student to improving their motivation in learn english.

According to Newzoo (in Sapto Irawan1, Dina Siska W.2), Indonesian smartphone users have about 82 million and more than 52 million players are online players. With that, the Indonesian is in 17th place in the world the most online and unknowingly donated 624 million US dollars or corresponds to Rp. 8.7 trillion during 2019. More are currently being recorded more than 51,000 participants from all over Indonesia registered to participate in the event PINC (PUBG Mobile National Championship). However, according to minister of communication and telecommunication said Rudiantara at the 2019 IDBYTE ESPORTS press conference about 40 million Indonesians play online games. among Internet users In Indonesia, 67% of men and 59% of women play online games. It shows how many online game users there are in Indonesia, so now online games are not new or unknown to Indonesia.

2. History of online game

The beginning of online game was for education media 1969, but one year after it was created a system with time-sharing ability called Plato. Plato was created for helped the student on e-learning. While in two years after Plato IV was risen. Thus, the student could access some computers in the same time. In 1995 the online game experienced a period of very significant development, both from display, monitor, and graphics that were getting better. Therefore, that companies compete with each other.

Game online is a game that played in computer and need the network to playing the game. Online game usually connected in a rule that called End User License Agreement (EULA). The player that violate the rule would be get various punishment.

Online game consist of some type text based game, and highest graphics. There are two elements in online game, such as server and client. Online games are a type of computer game that utilizes a network computer. The network that is usually used is the internet network and the like such as modems and cable connections. Usually online games are provided as an add-on services from online service providers or can be accessed directly through the system provided by the company providing the game. A game online can be played simultaneously using a connected computer into a particular network..

3. Types of online game

1) Massively multiplayer online First-person shooter games (MMOFPS)

MMOFPS is the type of online game which takes from the point of view first person. This game can involve many people. This game has some different characters which every user must have individual skill. Usually this type of online game take setting in war with some weapons army.. Games with a large number of players playing first-person shooters online This style of online game adopts a first-person viewpoint so that the player feels as though they are playing from the perspective of the character they are controlling, with each character having unique talents

in terms of recovery, reflex, and other attributes. For example Mobile Legend Bang Bang(MLBB), PUBG, FREE FIRE, Point Blank, Counter Strike, etc

2) Massively Multiplayer Online Real-time strategy games(MMORTS)

MMORTS is the game use the strategy in palying the game. This game has characterystic where everyone must to use the strategy to completed the game. Theme of this game is history. 2. Real-time strategy games played online by a large number of players This kind of game highlights the players' strategic skill.

3) Massively Multiplayer Online Role-playing games (MMORPG)

MMORPGs, or massively multiplayer online role-playing games In these kinds of games, players frequently assume the roles of fictional characters and work together to create a tale. RPGs often emphasize social interaction over rivalry. Players are typically grouped together in RPGs. Ragnarok Online, The Lord of the Rings Online: Shadows of Angmar, Final Fantasy, and DotA are a few examples of this game genre. This game is not about the computation but corelation and social coloboration. The user usually joined in one group and make them story. RPG has the imaginary caharacters. Example Ragnarok Online.

4) Cross-platform online play

This type is playing with online device. Cross-platform online play be equipped with *open source networks*, such as Dreamcast, Playstation 2, etc.

5) Massively Multiplayer Online Browser Game

Online games, On browsers like Mozilla Firefox, Opera, or Internet Explorer, this kind of game is played. HTML and HTML scripting technologies (JavaScript, ASP, PHP, MySQL) allow for the use of simple single-player games in web browsers. Games created using web-based graphics technologies like Flash and Java are known as "Flash games" or "Java games" and are quickly gaining in popularity. Even simple games like Pac-Man may be replicated on a website using a plug-in. Web

technologies like Ajax are used in the newest browser games to provide online play.

6) Simulation game

Simulation Games These types of games aim to provide experiences through simulation. There are many simulation games including life simulation games, construction and driving simulation games and vehicle simulation games. In life simulation games, players are responsible for a character or characters and meet the needs of the characters in real life but in a virtual world. Characters have needs and are just like human life, such as chores, socializing, eating, shopping, etc. Typically, these characters live in a virtual world full of characters played by other players. An example of a game is another Life.

7) Massively multiplayer online games(MMOG)

The player can make a live interaction such like in real life. Many people play this game in developed countries.

4. Mobile legends Bang Bang

One of the most played games in the MOBA genre at the moment is called Mobile Legends. There are five players on each team, and each one uses their own gadget to control their own "hero" (Nada, 2019: 33). "Minions" are weak characters that the computer controls. They start out in the team's base, spread out into three lanes, and battle any towers or opponents who stand in their path. Gaining experience points might help you level up your hero as the game goes on. There are a number of English phrases in this game, particularly in the fast chat option, which can help players improve their vocabulary and assist their English speaking abilities .

For July 11, 2016, Mobile Legend—a Moonton creation made just for this phone—was simultaneously released for Android in China, Indonesia, and Malaysia. On November 9, 2016, the iOS mobile legends

game was released (Mawalia et al., 2020: 37). With over 10 million accounts having downloaded Mobile Legends, it is now the most popular game on both the Google Play Store and the App Store. There's a solid explanation for the popularity of this mobile legends game: it features a wide cast of characters and heroes, excellent animations and visuals, and a manageable download size.

5. Speaking

a. Definition of speaking

Speaking is a ability to produce words in language practice. Speaking that the important skill that student have to master. If we can speak english, we can make a good counication with another people. They need communication to exchange information, ideas, opinion, view, or feeling. Therefor a communication must have a sender and the reciever.

As per Irawati (Zuhriyah, 2017, p. 122) characterizes speaking as an action to deliver idioms as words and sentences orally to speak with others. Then, Speaking is fundamental since conveying inside the worldwide market is for the most part required. Bread cook & Westrup (Abdallah Ahmed Baniabdelrahman, P. 2013, p. 79) Understudies who normally communicate in English well have better possibilities in their lives as far as the sort of occupation they may be offered, acquiring advancements, or in any event, proceeding with their examinations. Nunan (Leong & Ahmadi, 2017, p. 35) in Webster New World Word reference, speaking is to say words orally, to impart as by speaking, to make a solicitation, and to give a discourse.

In relation to students' speaking skill, the writers find that speaking is an ability to pronounce articulation sounds or words in order to express feelings and state ideas (Tarigan, 2008). That definition clearly shows that

speaking has purpose of communicating ideas or feelings. Another definition is also raised by Brown and Yule in Puji Santosa, et al (Santosa, 2007) as an ability to orally pronounce sounds of certain language to express or deliver ideas, thoughts or feelings. This definition basically has the same meaning with previous one, but it emphasizes specifically to certain language that is produced orally. Furthermore, (Zamzani, 2000) believe that speaking has end purpose to make people understand the conveyed meaning. While St. Y. Slamet and Amir (Amir, 1996) believe that speaking is arranged and developed based on listeners need.

Speaking is a process of interaction where speaker intent to build meaning through producing, receiving, and processing information. Furthermore, Keith and Marrow say, “speaking is an activity to produce utterance to oral communication”. The class would be interactive if the student interest with the course. So, the english teacher should to active the students speaking ability by providing the communicative language activities in or out classroom and the teacher must be creative in use learning media and learning method.

From those theory, the researcher conclude that speaking is the basic ability that student have to master, because we can make a oral communication, exchange opinions, ideas, creativity, etc.

Low English proficiency may be associated with certain undergraduate students. Agus Suganda (2010) undergraduate students sometimes have difficulties to speak in English, this should be reflected in oral communication, where there are still problems, idiom, they do not dare to start talking with the teacher and classmates in this sense. In Melya training and learning exercises (Rohmah and Rona, 2020, p. 69), it has been repeatedly observed that some under-learners effectively convey the results of their thinking and also those who are not ready to convey their thoughts.

There are many factors that make speaking difficult for students English. Often the problem is that their mother tongue causes them difficulty to use a foreign language. Another reason is lack of motivation to practice the second language in everyday conversations. They are also too shy and afraid to participate in the conversation. Many factors can cause the problem presentation skills of students, i.e. interest, material and media of students including English language teaching techniques.

b. The element of speaking

Speaking is a complete skill, there are four elements support in speaking such as pronunciation, grammar, vocabulary, fluency, and comprehension.

a) Pronunciation

In speaking the student needs to be able to pronounce phonemes correctly, use stress, intonation in connected speech. The speaker must be able to articulate every word, and create the physical sound that carries meaning.

b) Grammar

Grammar is the sounds and the sound pattern, the basic units of meaning such as word and the rule of combine them to form the new sentence. Thus, grammar is very important so that we can get meaning of the sentence clearly. If the speakers cannot master grammar, they would find some difficulties in speaking.

c) Vocabulary

The student must memorize many words that they use to speak, because if the students lack of vocabulary they would not be able to make a conversation.

d) Fluency

Fluency is the ability to talk freely without too much stopping or hesitating. Meanwhile, according to Gower et.al, fluency can be thought of as 'the ability to keep going when speaking spontaneously.

e) Comprehension

Comprehension is discussed by both speakers because comprehension can make people getting the information they want. The definition of comprehension is the ability to understand something by a reasonable comprehension of the subject or as the knowledge of what a situation is really like.

c. Speaking performance

According to Brown (Husnawati, 2017, p. 17), there are five basic types of speaking, they are imitative, intensive, responsive, interactive, and extensive.

a) Imitative

Imitative speaking is the ability to imitate (parrot back) a word or phrase or possibly a sentence.

b) Intensive

Intensive speaking goes one step beyond imitative to include any speaking performance that is designed to practice some phonological and grammatical aspects of language.

c) Responsive

Responsive speaking is interaction at the somewhat limited level of a very short conversation, standard greeting and small talk, simple comment and request, and the like.

d) Interactive

Interactive speaking is complex interaction that sometimes includes multiple exchanges and/or multiple participants.

e) Extensive

Extensive speaking is oral production, including speeches, oral presentations, and storytelling.

d. Types of speaking activities

According to Riddel (in Sari Irianti 2011) there are the various kinds of the activities of speaking that can be implemented by teachers in order to stimulate student to speak. Those are activities ranking, balloon debate, debates, describing visual, role-plays, student's talk and discussion.

According to Brown (2004: 141-142), there are five basic types of speech, they are imitative, intensive, responsive, interactive and comprehensive. Mimi speaking is the ability to imitate (parrot back) a word or phrase, or perhaps a to condemn Intensive speech goes a step beyond imitation and includes everything speech presentation aimed at practicing some phonological and the grammatical side of the language. Responsive speech is communication at a slightly limited level very short chat, standard greeting and small speech, simple comment and prayer etc. Interactive activity; complicated an interaction that sometimes involves multiple exchanges and/or multiple a participant Broad speech is oral production, including speeches, oral performance and storytelling

e. Speaking Function

Richards (2008) uses a 3-part expanded version of Brown and Yule's framework (after Jones, 1996, and Burns, 1998): speaking becomes interaction; talk into transactions; talk into performance:

1) Talk as interaction

It refers to dialogue and describes the relationship to be a social function. when people meet, exchange greetings and news, it's because they want to look friendly as well as build a comfort zone interacting with other people.

2) Talk becomes a transaction

Speech becomes referring to the situation focused on what was said as well as done and knows more clearly than how they interact socially.

3) Talk becomes a show

It refers to a public talk, similar to a presentation, public announcements as well as talk that transmits audience. a. The components of speaking

C. Conceptual framework

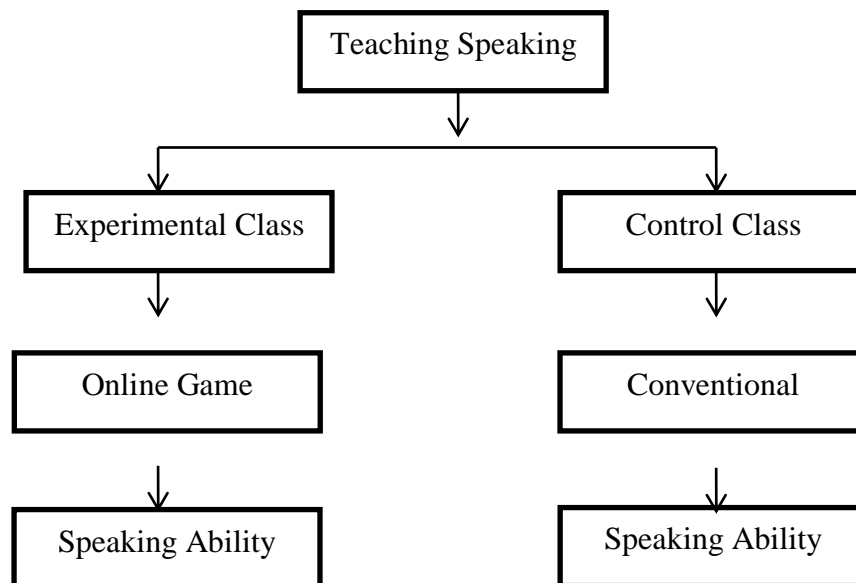


Figure 2.1 Conceptual Framework

D. Hypothesis

In this research the researcher would use two hypothesis are as follow:

1. Ha (alternative hypothesis)

The use of online game is effective to improving the speaking ability of the second grade in MAN 2 Polewali Mandar

2. H0 (null hypothesis)

The use of the online game is not effective to improving the speaking ability of the second grade in MAN 2 Polewali Mandar

CHAPTER III RESEARCH METHOD

In this chapter, the researcher explained about the research type and design, research schedule and location, population and sample, operational of the definition of variables, research procedure, instrument, and data analysis technique.

A. Research Type and Design

In this research, the researcher used the quantitative research. Quantitative method is also known as traditional method. This method as a scientific method because it has met several scientific rule such as concrete, objective, measurable, rational, and systematic.

This research qualified as quasi-experimental. Quasi- experimental research use two groups, that is experimental group and control group. This study is quasi-experimental group as the student achievement in speaking after being teach by using online game.

In this research, as usual in experimental research, the first researcher would give pre-test to student in experimental group and control group, next the researcher would give treatment to student in experimental group about speaking by using online game. The last, the researcher would give the post-test to experimental and control group to get the result of the treatment.

Table 3. 1 Research Type

EG	:	O ₁	X	O ₂
CG	:	O ₁	-	O ₂

Description:

EG : Experimental Group

CG : Control Group

X : Treatment

O₁ : Pre-test

O₂ : Post- test

B. Research schedule and location

1. Research schedule

This research started in April 2023, but this schedule cannot be fully detailed and may change according to condition and situation. Therefore, the schedule can be faster or longer than that have been planning, according to field needs. This research would be conducted outside of study hours or school operation hours.

2. Research location

MAN 2 Polewali Mandar was as the location of this research. The location has been choose based on some decision there were: (1) MAN 2 Polewali Mandar is near of the researcher's house. (2) there has been no research focused on observing about effect of using online game to their speaking ability in there. (3) the researcher has been having a good connection in there, so the researcher would easily access and get the data that researcher need in this research.

C. Population and sample

1. Population

According to Sugiyono (2013) population is objects/subjects with specific attributes and characteristics that are not totally predetermined by expert and can be focused on and then determined. Students from MAN 2 Polewali Mandar's second grade made up the study's population. There are four classes (XI IPA, XI IPS, XI Agama 1, and XI Agama 2). Class XI IPA have 23 students, class XI IPS has 21 students, XI Agama 1 has 17 students, and XI Agama 2 has 18 students. So, the total population is 89 students.

2. Sample

The population's size and other characteristics depend on the sample. According to Sugiyono (2015), the sample's size and characteristics reflect those of the population as a whole. Thus, the sample represent the smallest portion of the population.

Random sampling would be use as technique to determine the sample in this research, but the researcher would be focused on the second grade. The samples in this research was XI AGAMA I and XI AGAMA II.

D. Operational of Definition Variables

Research variables are those elements that are choosen by researcher to examine in order to learn more about these finding and develop conclusions (Sugiyono, 2015:63). Next, Kerlinger 1973 (in Sugiyono, 2017) "variable is the construct or property to be studied."

Variable is classified into dependent and independent variable, but there is some the other type of variable namely: independent variable, dependent variable, moderator variable, intervening variable and control variable.

1. Independent variable

The independent variable in this research is online game. Online game is one thing that very interesting for the students and always played wherever they are. The student really enjoy playing online game and so comfortable. Online video game is the sloftware that connecting with internet, thus the palyers can interact with the other players. So, the researcher hope that online game would help the student to improve their speaking ability

2. Dependent variable

The dependent variable in this research is student's speaking ability. Speaking ability is the way for people to comunicate by oral, so

we can interact with the other. By speaking, we can give and get th information clearly. Thus, student must be able tp speak well and clearly.

E. Research Procedure

1. Pre-test

Pre-test would be given before the researcher gives the treatment. The purpose of the pre-test is to know the level of speaking ability of the student before the researcher gives treatment by using online game as learning media. The topic is student's experience when they entering senior high school.

2. Treatment

After giving the pre-test, the researcher would gives treatment in four meetings.

a. First meeting

In the first meeting the researcher give the example sentence in every single characters in mobile legend bang bang, and then the researcher give the suggestion to the students for find out the English sentence In mobile legend and modified the sentence so that these sentences can be used easily in daily activities.

b. Second meeting

The second meeting, the researcher would suggest to the student to finding out and then imitate the sentence, after that the students would modified it the sentence that they would find in the online game. Next, the researcher would ask the student to try to speak what they are get from the game online.

c. Third meeting

The student modified the sentence that have been found in online game, and then the teacher would ask the student to try to speak eng;iosh in front of the class. Every student would be give 3 minutes to speak what they gathering or collect.

d. Fourth meeting

In the fourth meeting would be used the same method in the third meeting. Thus, the reseracher accept that the student would be familiar with english speak and can speak fluently.

3. Post-test

Researcher would give test to students to determine the level of students' speaking ability in learning English after receiving treatment. This is the same test as the pre-test, with the different topic and assessments with the pre-test. The topic in post-test was” how do you when learning English?” This aims to determine whether the post-test results are better than the pre-test and also to determine the effectiveness of online game in teaching English.

F. Research instrument

Indrawan dan Yaniawati describe how a research instrument is a measuring device that is also a key component in data collection. As a result, the data are consistent with what was anticipated when the researcher was undertaken. Thus the research instrument is the tools that we used in a research activity as measurement and data collection. It can be in the form of questioner, obsevation sheets, test, and so on.

Research instrument that use in this study is a test to determine student’s skill in speaking. The researcher would give the test to knowing the level of the student’s kill and determine their level.

Table 3. 2 Speaking Assesment Rubric

SPEAKING ASSESSMENT RUBRIC			
ASPECT	SCORE		DESCRIPTION
Pronunciation	5		Easy to understand and has a native speaker pronunciation

	4	Easy to understand even with a certain pronunciation
	3	There are pronunciation problems that make listeners have to concentrate fully and sometimes there are misunderstandings.
	2	Difficult to understand because there are pronunciation problems often asked to repeat
	1	The pronunciation problem is so serious that it can't be understood
Grammar	5	No or few grammatical errors
	4	Sometimes makes grammatical errors but does not affect the meaning
	3	Often make grammatical errors that affect meaning
	2	Many grammatical errors hinder meaning and often rearrange sentences
	1	Grammatical errors are so severe that they are difficult to understand
Vocabulary	5	Use vocabulary and expressions like a native speaker
	4	Sometimes uses inappropriate vocabulary

	3	Often uses inappropriate vocabulary, conversation becomes limited due to limited vocabulary
	2	Using vocabulary incorrectly and limited vocabulary making it difficult to understand
	1	Vocabulary is so limited that conversation is impossible
Fluency	5	Fluent like a native speaker
	4	Fluency seems a bit compromised by language problems
	3	Fluency is somewhat disturbed by language problems
	2	Often hesitates and stops because of language limitations
	1	Talking stutters and stops making conversation impossible
Comprehension	5	Understand all without experiencing difficulties
	4	Understand almost everything, even though there are repetitions in certain parts
	3	Understands most of what is said when speaking is slowed down a bit despite repetition

	2		It's hard to follow what's being said
	1		Unable to understand even simple conversations

G. Data Analysis Technique

After the researcher get the data, then the researcher would be analyzing the data of the research. The data from the experimental group would be analyzed by the researcher using specific statistical formula. The usefulness of learning about student's language acquisition through the use of the experimental method is revealed through statistical analysis used to describe or give an overview of the data that is gathered.

Finding the main data, variance, and standard deviation for the define features research variable requires processing the data by creating a frequency distribution table (Sugiyono: 2015)

- a) Classifying the level of student's speaking ability into following criter

Table 3. 3 Category of Speaking Ability by Depdikbud in Anita 2012

No.	Speaking classifying	Interval scoring
1.	Very poor	0-35
2.	Poor	36-55
3.	Average	56-69
4.	Good	70-79
5.	Very good	80-100

- b) Finding out the mean score would use the following formula :

$$\mathbf{X} = X_n$$

Description :

X : Mean score

Σ : Total score

N : The total number of student

(Gay 2014)

- c) To find out the standard deviation of students' scores on the pre-test and post-test using the following formula:

$$s = \sqrt{\frac{\sum_{i=1}^n (x_i - \bar{x})^2}{n - 1}}$$

Description :

xsS : Standard deviation

Xi : Student score

X : Mean score

N :Number of research subjects

- d) Descriptive Statistic

The function of descriptive statistic is to provide an overview or description of data seen from the average value (mean), standard deviation, variance, maximum, minimum, sum, range, mode.

- e) Test of Normality

The normality test was carried out to determine whether the research data were normally distributed or not. If the significant value more than 0.05, it means that the data in normal distribution.

- f) Test of Wilcoxon

Wilcoxon test purpose to know differences between paired data, test comparisons between observation before and after treatment and determine the effectiveness of a treatment.

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