EXPLORING ENGLISH VOCABULARY KNOWLEDGE THROUGH PLAYING MOBILE LEGEND GAME IN E-SPORT COMMUNITY AT UIN RADEN MAS SAID SURAKARTA

THESIS

Submitted as A Partial Requirements for the degree of Sarjana

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ENGLISH LANGUAGE EDUCATION STUDY PROGRAM

FACULTY OF CULTURES AND LANGUAGES

RADEN MAS SAID STATE ISLAMIC UNIVERSITY OF SURAKARTA

2023

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     Thank You for your attention

Wassalamu'alaikum Wr. Wb

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DEDICATION

This thesis is dedicated to.

1. Allah SWT who always blessing me to finish my thesis.

2. Prophet Muhammad who always giving me the best examples for doing anything.

3. My beloved parents, who support me mentally to finish this exam and give me money.

4. My advisor, Mr. Wildan Mahir Mutttaqin, M.A. TESL., who give me advice and support in finishing my thesis.

5. Me!. Thank me.

MOTTO

When I was young I thought that money was the most important thing in life; now

that I am old I know that it is.

(Oscar Wilde)

PRONOUNCEMENT

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I hereby sincerely state that the thesis titled **"Exploring English Vocabulary Knowledges through playing Mobile Legend game in E-Sport Community at UIN Raden Mas Said Surakarta"** is my real masterpiece. The things out my masterpiece this thesis were signed by citation and referred in the bibliography.

If later proven that my thesis has discrepancies. I am willing to take the academic sanction in the form of repealing my thesis and academic degree.

Sukoharjo, March 27ᵗʰ 2023

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ACKNOLEDGEMENT

Alhamdulillah, all praise be to Allah the single power, the Lord of the universe, master of the Day of Judgement, God almighty, for all blessing and mercies so the researcher was able to finish this thesis entitled **Exploring English Vocabulary Knowledges through playing Mobile Legend game in E-Sport Community at UIN Raden Mas Said Surakarta.**

The researcher is sure that this thesis would be completed without the helps, support, and suggestions from several sides. Thus, the researcher would like to express her deepest thank you to all of those who helped, supported, and suggested her during the prosess of writing this thesis. This goes to:

1. Prof. Dr. H. Mudofir, S.Ag., M.Pd., the Rector of Raden Mas Said State Islamic University of Surakarta.

2. Prof. Dr. Toto Suharto, S.Ag., M.Ag., as the Dean of Cultures and Languages Faculty of Raden Mas Said State Islamic University of Surakarta.

3. Elen Inderasari, S.Pd., M.Pd., as the Head of English Language Education of Cultures and Language Faculty.

4. Wildan Mahir Muttaqin, M.A. TESL., as the Coordinator of English Language Education of Cultures and Language Faculty.

5. Wildan Mahir Muttaqin, M.A. TESL., as the Advisor of the thesis, who has give guidance, precious, advice and corrections to revise the mistake during the entire process of writing this thesis.

The researcher realizes that this thesis is still far from being perfect and hopes that this thesis would be useful for the next researcher of for readers in general.

Sukoharjo, March 27th 2023

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ABSTRACT

Oriza Fatmawati N, 2023. ***Exploring English Vocabulary Knowledges through playing Mobile Legend game in E-Sport Community at UIN Raden Mas Said Surakarta***. Thesis. English Language Education, Culture and Language Faculty.

This research focuses on vocabulary both notification that appear on screen and quotes of Hero in the mobile legend game played by E-sport community at UIN Raden Mas Said Sukakarta. The purpose of this research are: 1) to explain the steps of the E-sport community as a player explore the vocabulary knowledge through mobile legend game. 2) to describe the levels of vocabulary known by the E-sport as a player while playing mobile legend game.

Researcher used mixed methods they are Qualitative and Quantitative research because the researcher employs this method to collect and analyze data, which is suitable for the purpose of this research in order to get information about what steps which used by players and measure the level own by them in mastering vocabulary through mobile legend game. Data collection techniques used in this study were interview and test which the type of the test are multiple choice and subjective. The subjects of this research were two teams of Mobile Legend game players who were members of each team consisting of 5 players at the E-Sport Community of UIN Raden Mas Said Surakarta.

The results of this research 1) based on the data analysis of interview, the researcher found that there are three steps that used by players to explore vocabulary knowledge through mobile legend, such as: Discrimination, Understanding meaning and Remembering. 2). According to the test, the level of Vocabulary Knowledge of Mobile Legend matches is known by E-Sport Community players at UIN Raden Mas Said Surakarta it is categorized that 20% to level 1, 50% to level 2 and 30% to level 3.

Keywords: Vocabulary Knowledges, Mobile Legend game, Vocabulary in Mobile Legend.

CHAPTER I

INTRODUCTION

A. Background of the Study

The English vocabulary is complex and comprehensive with three main aspects that are interrelated with form, meaning, and usage according to the context of individual words (Nation & Meara, 2010). Vocabulary can be defined as a collection of words from a language, including single items and phrases or snippets that convey a particular point or main topic and meaning the way individual words do lexical phrases or snippets. As we know in general vocabulary refers to the knowledge and understanding of words and their meaning. Vocabulary knowledge is not just citing the definition of a word, this requires the reader to use the word appropriately based on the given context, like paraphrasing from words that have the same context and meaning. Based on Richard's theory (2009:4) the process of learning vocabulary is still a mystery. However what we can be sure of is that learning or adding words is not instantaneous, at least not for adult second language learners.

In terms of virtual proof of vocabulary knowledge, one of the forms is to understand vocabulary through online games. Games create useful context, enabling intensity of language training, particularly English as a system language, in addition use meaningful language, games too require movement, object handling, touch, and many other nonverbal forms communication (Emilsen, 2001). Online games are an artificial

system with a system language, namely English which is usually played by a player who aims to win a challenge faced in exchange for scores or coins and with level calculations. In this case, learning English with game media is a modern learning that can make players have high quality motivation so that the mastery of vocabulary obtained will also be of high quality.

Game development is very fast starting from single player, then becoming a collective which has a function where players can interact with each other (multiplayer game). One of the games that is currently booming in Indonesia is the online game Mobile Legends Bang-bang (MLBB), which is also a MOBA genre game. MOBA stands for Multiplayer Online Battle Arena, which means online multiplayer games with the theme of battle arenas. They also have a number of rules that prevent the game from being played haphazardly and the target is achieved. Some important parts of online games are the goals, rules, challenges, and interactions that occur in the game, as well as support from the quality of the internet network (Hafidz & Alvi, 2022).

In a game, there must be a character to play the game that is being controlled by the player. Likewise in the Mobile legend game which has player characters called heroes. They have unique potential namely movement, agility and speech or quotes from each hero that appears in each game, and hero selection space that makes the game look more exciting by increasing Hero levels. So that readers can continue playing and defending their base. How to level up a hero when you can kill enemies and jungle to

increase the exp composition, and every full exp hero will rise to a higher level.

Mobile legends are usually also played in the form of a circle of friends or community with the provision that one team game contains 5 people and can be played by 2 teams with the context of hostility between teams. Which proves that this game has been widely remembered by the public, even this game is also often used as a competition event with prizes that are not trivial, of course.

In this study, the researcher is interested in knowing how much understanding of the influence of online games, especially Mobile Legend for the learning process of mastering English vocabulary. Opinion written by Abdul (2022) mobile legend can also make a new habit for students to mention everything in English. In this study, the case can be investigated through the concept of understanding the meaning and exploring the vocabulary spoken by the hero and notification that appear in the game. As previously written that every hero in the game pronounces English terms according to the context of the atmosphere that occurs in the game that every player should understand.

The researcher chose the e-Sport community at UIN Raden Mas Said Surakarta as the research subject. It is an electronic sports community that uses games as a competitive field. The player consists of two teams that play games against each other on a professional level to win some money as prizes and of course trophies. Previously this community has advanced in the student league up to 4 times that 3rd place Dewa United E-sport.

League Tournament and 3rd place fight esports : campus legend play-off with the winning team namely Isura Z and 4th place Telkomsel city Esports Surakarta Community season 2 ladies series and 2nd place telkomsel ledies series with the winning team namely Lily. It also doesn't only focus on mobile legends, there are many branches, for example, Dota 2, PES mobile, counter strike, PUBG Free fire and more.

This community opens the recruitment of male and female players every time. There is a new student admission at UIN Raden Mas Said Surakarta and holds a gathering after the recruitment is complete with the aim of playing together (MaBar) for each team and taking care of reorganization in the community. In each gathering event there are several activities, starting from the opening session then welcoming community leaders and if there is a chairman or representative of the MSL (mobile star league) or known to the head of the community coordinator this is also welcome to fill in the speech and continue for the mini tournament.

There are two teams for the criteria of open recruitment, namely team A and team B. Team A is like a group whose entry requirements are more difficult like the highest rank it has to be mythical glory, it's like the highest rank of the player who is understand the micro and macro of the game like patient, disciplined player and the communication continues. Furthermore, team B is like a medium team for the minimum rank of epic-mythical glory have the passion to win, painstaking, discipline and communication.

There are several study that are almost the same as this study which are used as references by researcher. The first is Fariska Wulandari (2021) research entitled "Student's Perception of Games in Learning Words". This study aims to determine students' perceptions of games in vocabulary learning. This research to examine the phenomenon of online games in Indonesia with the aim of this study is to determine the significant effect of using online games to expand vocabulary mastery. Results of this study Based on the interview, the students' perception about game are positive. Second is journal by Abdul, Nazriani, Rini and Teguh (2022) entitled "Tertiary Students' Perception of Mobile Legend Game on Vocabulary Mastery" they proved from the results of their research that concluded the theme which found after interviewing students which is using four main questions and the researcher found curiosity, interaction, obstacles, confidence, stars that all students have the same level in the theme of curiosity and self-confidence, besides that all students have a high level of interaction and different obstacles. The last studies is journal by Arik Diantoro, Tri Mulyati and Abdul Halim (2020) with the title "The Effect of Mobile Legend Game on Vocabulary Mastery of the Tenth Grade Student of SMAN 1 Cluring" with the results it shows that there is a significant effect of Mobile Legend Game on the vocabulary mastery of the tenth grade students at SMAN 1 Cluring in the 2018/2019 Academic year. It was supported by data analysis with 5% significant level. The t-test result was 7,833 and t-table was 2,048. It means that the result of t-test analysis was higher that t- table (7,833 > 2,048), so null hypothesis (Ho) was rejected and

alternative hypothesis (Ha) was accepted. Based on the result, the English teachers could use Mobile Legends as the alternative teaching media to make students Vocabulary mastery. Further, students are suggested to use Mobile Legends to increase their vocabulary.

From the conclusion of the description above, the gap in this research is in the results that focus on mastering the material without paying attention to whether players only master or can better understand the meaning of terms in Mobile Legend by also paying attention to the ways and obstacles they face through vocabulary mastery. It is known that this community does not have a tour in the direction of playing this game and it is also common for players to ignore the quotes and notifications of this game by only following the directions of friends. Without the background of English students, they have an obstacle in exploring the Mobile Legend game which is a game using the English system language.

In the mobile legend game, it is known that there are several notifications and announcements that appear during the match. Besides notifications, in the mobile legend game, there are also sentences spoken by each hero in English. These heroes can be obtained for free and some must be purchased. How to buy it can use battle points and diamonds. Battle points are earned from the number of matches made, while diamonds are obtained by exchanging a certain amount of money. Each hero has several quotes which are spoken in English and will be spoken alternately during the match when the player selects the skill of that. Each hero speaks English

words which are sometimes appropriate and also inappropriate during the game. The example as follows:

- The hero named "Lancelot" when the hero is selected, Lancelot will say "Time to see the handsome"

- And when walking to look for enemies Lancelot says "Odette, beautiful Odette".

In the following examples, it is necessary to check whether the reader understands the meaning of the hero's speech. That way, it can be noticed whether players only master or really understand the meaning of the English words spoken by the heroes. For this reason, researcher are interested in studying this problem in the concept of understanding English vocabulary or sentences contained in the mobile legend game, both sentences spoken by characters and notifications or announcements that exist during the match. Based on the above observations and analysis, the researcher decided to examine this issue in mixed method approach and entitled "**Exploring English vocabulary knowledges through playing Mobile Legend game in E-sport community at UIN Raden Mas Said Surakarta**".

B. Identification of the Problems

Based on the background of the study, the researcher can identify the following problems as follow:

1. Because English is a foreign language for players from Indonesia, it takes time to understand the meaning of the English vocabulary that appears on the notification to be able to play this game smoothly.

2. Newbies are more focused on the course of the game to hunt so that notifications that appear are ignored.

3. The community doesn't provide a tour guide in exploring this game so newbie players will do it themselves.

4. Players are general students who on average do not have an English student background

5. The motivation of players to learn vocabulary is still lacking.

C. Limitation of the Problems

Based on the identification of the problems, the writer will limit the research on:

1. Focus on mobile legend players in the e-sports community at UIN Raden Mas Said Surakarta

2. The hero used is nine heroes that are obtained for free.

3. Focus on notification that appear on screen and quotes of Hero in the game.

D. Formulation of the Problems

Based on the limitation of the study, the formulation of the problem of this research are as follows:

1. How do the players explore vocabulary knowledge in the mobile legend game?

2. What are the levels of vocabulary knowledges of mobile legends matches known by the players of E-sport community at UIN Raden Mas Said Surakarta?

E. Objectives of the Study

Based on the problem statement, the research objectives are arranged as follows:

1. To explain the steps of the E-sport community as a player explore the vocabularies knowledge through mobile legend games.

2. To describe the levels of vocabularies known by the E-sport as a player while playing mobile legend game.

F. Benefits of the Study

In order to clarify the benefit, the writer would like to elaborate as follows:

1. Theoretically

This research is intended to explore the process of players in mastering the vocabulary of the Mobile legend game. The results of this study are expected to be a positive aspect for players and the general public regarding online games.

2. Practically

   a. For the researcher

   Hopefully this research can provide more information related to vocabulary knowledge in playing games, especially the meaning of the dominant vocabulary contained in the hero's conversation with the player during the game.

b. For players

Hopefully through this research, players can classify speech that is either spoken or not in order to avoid fights and become a factor that is not good for public consumption.

c. For the reader

Hopefully that through this research, readers can understand online games wisely

G. Definition of key Terms

To get the clear understanding about this study, the writer would like to give some definitions of the following terms,

1. Vocabulary knowledges

Vocabulary knowledge is the ability to understand words for the best capital in studying situations or pronouncing sentences with complex content

2. Mobile Legend game

Mobile legend game is an online game where the game destroys the opposing team while defending their team with the aim of increasing the level of the hero (controlled avatar) in order to maintain the player's avatar. One team contains 5 players who can communicate virtually with the *voice all* feature.

3. Vocabulary in Mobile Legend

Vocabulary in Mobile Legend are the terms contained in the mobile legend game in the form of hero notifications that appear during the

match and hero speech when the player chooses a skill or there is defeat or victory.

CHAPTER II

LITERATURE REVIEW

This chapter presents some theory that related to this study. It consists of theoretical description and previous study.

A. Theoretical Review

1. Exploration

Exploration is a term for exploring many things will be used as objects by paying deeper attention and understanding more broadly an object to get unexpected results in accordance with its small scope. Sysoyev (1999) defines exploration as a stage characterized by "inductive learning". The stage where one can summarize what could previously be found, now focuses on form. Exploration is not only the initial stage of knowing something but it also an effort to deepen knowledge in a broader way as written by Robert (2011) in his journal writing the meaning of exploration. It means taking a walk or through certain spaces for the purpose of discovery and adventure, which is in the introduction referred to as spatial exploration. Therefore exploration is a form of delivery of goals in an adventure about the meaning of an object. Exploration is characterized as a test or experiment that can be explored in a form such as a new painting, it can also be through cooking, or the sound of music or methods or even in a device.

Exploration can also be referred to as the search for new things such as "trying to achieve a goal", try is often close to effort but can emphasize effort or experimentation carried out with the hope of testing or proving something. In that sense it can also be said that exploration is a way to gain knowledge by exploring with the aim of finding something that is already known but requires strong evidence. With evidence written in the oxford dictionary that exploration is a form of search activity to find information or resources. Exploration occurs in all creatures including humans history, its most dramatic and phenomenal rise was during the Age of Discovery when European explorers sailed and charted most of the rest of the world for various reasons. Since then, massive exploration after the Age of Discovery has taken place for reasons largely on information discovery.

Based on theory, in this study defines exploration is meant by activities in the course of studying strategies to find out the vocabulary in the mobile legend game by paying attention to meaning so that they can find concepts that can make it easier for players to play this game.

2. Vocabulary Knowledge

a. Definition of Vocabulary Knowledge

Stephen Stahl (295), state that vocabulary knowledge is the ability of knowing the word implies not only the definition, but how it applies words fit the world. It means that the knowledge of vocabulary is not only knowing the meaning but also understanding in using the word according to the sentence situation. Vocabulary is the basic in learning

English. Without adequate vocabulary, students cannot understand others or express their own opinions ideas.

Direct vocabulary knowledge is important in causal chain understanding of the resulting text (Richard,1981). Vocabulary knowledge is often viewed as an important second language tool learners because limited vocabulary in the second language hinders success Communication, Nunan (2003). Vocabulary is the words that known and used by someone when speaking, therefore it is important in knowing and mastering vocabulary state by Nur Aeni (2012). Then, Utler (2010:1) states that vocabulary is described in outline as knowledge of words and their meanings. Duffi (2009:14) Vocabulary actually plays an important role in understanding the message. Likewise, Nation (2008:66) states that vocabulary is the central knowledge of language. Read (2000:16) said that vocabulary knowledge involves the activity of knowing the meaning of words. Based on the explanation above, the researcher concludes that vocabulary is a set of linguistic words arranged in a language alphabetical order is used explicitly with semantic explanation. Vocabulary acquisition, on the other hand, is a person's skills, abilities of words knowledge or lexemes. Therefore, the aim of the research is to find out the ability of the players to interpret the definition of each notifications and quote heroes.

b. Elements of Vocabulary Knowledge

In learning vocabulary, there are some elements that have to be considered. Ur (1996:60) defines what should be learnt in learning vocabulary as follows:

1) Form : pronunciation and spelling

   The learner has to know what a word sounds like (its pronunciation) and what it looks like (its spelling).

2) Collocation

   A collocation is two or more words that often go together. These combinations just sound right to native English speakers. Who use them all the time. An example of collocations that many learners of English may be familiar with is the different adjectives that are used to describe a good-looking man and good-looking woman.

3) Aspects of meaning (1) : appropriateness

   Appropriateness means something that is suitable or acceptable for a particular situation. It includes how people choose appropriate words to be used in a particular situation based on the context.

4) Aspects of meaning (2) : meaning relationship

   How the meaning of item relates to the meaning of others can also be useful in teaching.

- Synonyms : items that mean the same, or nearly the same, for example : bright, clever, smart may serve a synonyms of intelligent.

- Antonyms : items that mean the opposite, for example : rich is an antonym of poor.

- Hyponyms : items that serve a specific examples of a general concept or superordinate term dog, lion, mouse, are hyponym of animal.

5) Word formation

Word formation is the creation of new words. It is the formation of words in a language by the processes of derivation and composition.

Based on the explanation, it can be concluded that vocabulary mastery is the ability to master words in certain language, including understand the pronunciation, spelling, collocation, appropriateness, synonyms, antonyms, hyponyms, and formation of words.

c. **Kinds of Vocabulary Knowledge**

Lehr, Fran, Jean Osborn, and Elfrieda H. Hiebert wrote about the types of vocabulary in their article (2004) that :

1) First, the word has two forms are:

a) Spoken

Spoken vocabulary contains words that are recognized and used when listening or speaking.

b) Printed

Printed vocabulary includes words that are recognized and used when reading and writing.

2) Second, word knowledge is also added In two forms:

a) Receptive

Receptive vocabulary contains recognizable words as can be heard and seen.

b) productive.

Productive vocabulary includes the words used when speaking and writing.

Jo Ann Aeborsold and Mary Lee (1997:139) distinguish vocabulary into active vocabulary and passive vocabulary:

1) Active vocabulary

Also known as productive vocabulary. Must know how to pronounce vocabulary well, must know Able to use grammar of target language, must be familiar with collocation and understand what it means what is the meaning of the word This type is often used in speaking and writing function

2) Passive vocabulary

Refers to recognizable language elements understood in the context of reading and listening, it also receptive vocabulary.

d. Factor of Vocabulary Knowledge

This research is very relevant for the reason that by studying vocabulary there are factors state by (Norbert,2000) that influence, as follows:

1) Attitude

A positive attitude has four characteristics: resistant to change, stable over time, and influential. About effects on cognition and behaviour (Krosnick & Petty 1995). As written that Attitude is the behaviour of a person in interacting with other people accompanied by a tendency to act in accordance with that attitude (Gramedia). And Augoustinos/Walker (1995) argue that all attitudes have differences which can be specific and tangible. Thus, it can also be called an emotional attitude that determines a person's behaviour. This is because will or willingness to act determines who acts according to the character of the person's attitude.

2) Motivation

Motivation is the reason of someone has to act or behave in a certain way with the encouragement and will of oneself (James, 2018). Motivation is often the result of the action, not the cause. Getting started, even in very small ways, is an active form of inspiration that naturally generates momentum.

3) Gender and Age

Age can affect and increase the ability of individuals to exercise their rights. Risk has different impacts at different ages.

Gender refers to socially constructed roles of two types: female and male.

Age also refers to the knowledge where people are in their life cycle is important because their skills and needs change over time. Gender is socially constructed and is often central to how people define themselves and are defined by others. Gender roles are learned, change over time, and vary within and across cultures. Gender often defines the duties, responsibilities, limitations, opportunities and privileges of women, men, girls and boys.

e. Vocabulary leveling

To develop the context of interaction and words is important to involve students through level frameworks in developing complex thinking skills (Anderson, 2009). The level are :

1) Level 1: Missions to Remember, Understand and Apply.

As Marzano (2004) said that the players start to understand the basic words. The way to develop linguistic and non-linguistic representations for vocabulary is started with remembering the new words and tried to understand them. For example, when studying hero traits, act out clues to the terms cunning, confident, courageous, and athletic by observing a game screen.

2) Level 2: Mission to Analyze and Evaluate.

The players are ready to advance to level 2 when they succeed in remembering and understanding the basic words as explained in level 1. In this section, the higher-order thinking framework of the

students are begun in playing vocabulary searches to develop analytical and evaluation skills. Using the unit's key terms, students can examine the relationships between words.

3) Level 3: Missions To Create.

The final level focuses on content creation. It requires students to apply key terms in new situations or design creative projects. This rate is not about giving the right answer but rather expanding information to find solutions and develop new ones ideas.

f. Steps in exploring vocabulary through the Game

There are several terms that appear as a trend in games to facilitate learning. One of the most common terms is gamification. Gamification enhances second language learning, creates meaningful experiences and motivates collaboration and teaching, but requires alignment of learning objectives and clear formal evaluation criteria. Educational gamification is instructional a method that turns learning into a game (Walter Grauberg, 1997). This study shares how gamification design can be the guideliness for vocabulary instruction. It engages someone through playing games to develop a broad and rich vocabulary by paying attention to steps such as:

1) Discriminations

The main stage of learning vocabulary is discrimination. It includes the ability to distinguish sounds, sounds and letters of similar words during listening and reading and separate them in speaking and writing. As we will see later, failure to discriminate

is common source of error. Players can distinguish between words that have the same meaning but different contexts according to the atmosphere of the game. They learn how to understand the meaning of new vocabulary by listening to in-game audio, as shown in hero notifications and quotes. They remember how the word is written or spelled by seeing how it is written. Generally, online games provide these two strategies to facilitate students in acquiring second language vocabulary.

2) Understanding meaning

It means understanding the meaning of a foreign word or phrase. The word can be connected dirrectly because it has an English equivalent. Thus, the players can understand the meaning dirrectly. In stage of understanding the meaning, players can understand foreign vocabulary concepts so that they can explain them to another. The context is supported by images, animations, narration or descriptions, characters, and other visualizations which play a big role in shaping the player's understanding of vocabulary. The good understanding of vocabulary learned by the players is influenced by quality animation or game visualization.

3) Remembering

The next step is remembering. All players are still involved pretty good at this stage. This is probably because the vocabulary which they find in the game usually appears to several times, after students find the meaning of a word.

4) Consolidation and Expansion of meaning.

It means that players can use vocabulary in daily life according to the context and integrate vocabulary as a provision words. The player agrees that the game is categorized in survival games are more related to the context of daily life. However, they realize that they are not involved in this stage. Most of vocabularies are only used for game needs.

g. **Definition of Testing Vocabulary**

Vocabulary test is a test made specifically to measure how well students master their own vocabulary.

a) The meaning of testing

The vocabulary test is a test that measures vocabulary or ability, especially how well students master the lesson vocabulary obtained either by listening, or reading. As Robert Rudd (1961) put it, "Test the vocabulary made as a measure of general ability or intelligence and as a measure of performance in the subject".

b) Purpose of testing

There are four purpose of test according to Artur Hughes (1989), they are:

1) To measure language proficiency.

2) To see how far students reach the goal is to master vocabulary.

3) Diagnosing students' strengths and weaknesses.

4) Support student placement by identifying stages.

c) Kinds of testing

As it is known that the need for selecting the use of the appropriate test to obtain information on students' ability to master vocabulary. There are four kinds of test according to Arthur Hughes (1961), on his book "testing for language teacher" there are:

1) Proficiency tests are Designed to measure language proficiency regardless of educational background.

2) Achievement test are Directly related to language the course aims to determine how student groups, successful students or individuals.

3) Diagnostic tests are used to identify students" strengths and weaknesses.

4) Placement tests are to provide inside information help put students at the educational stage a program that best suits their abilities.

In this study, the researcher chose a test in the form of a placement test which aims to place players at a level according to their vocabulary knowledge abilities.

h. Vocabulary Assessment

According to Cameron (2001), "Assessment will be affected by the model learning or student performance. Brown (2004) state "Vocabulary assessment is clearly form-oriented Assignments are

given but the steps are creatively related with the meaning of the word

target, its collocation, and Morphological Variant.

John (2000) said, The use of objective test items multiple choice,

text, gap filling, and word translation. Therefore the researcher chose

the test model by translating words or sentences and multiple choice.

Calculating total score assessment and the formula for calculating

percentages of the test by Sugiyono (2017)

1) Objective

Tabel 2.1 Objective Assessment

Statement	Score
Correct answer	1
Incorrect answer	0
Blank answer	0

2) Subjective

Tabel 2.2 Subjective Assessment

Statement	Score
Correct answer	2
Incorrect answer	1
Blank answer	0

$$S = \frac{F}{N} \text{ X } 100$$

Which :

S : Score

F : Frequency of items

N : total Score

$$P = \frac{F}{N} \text{ X } 100 \text{ \%}$$

Which :

P : Percentage

F : Frequency of items

N : total items

3. Mobile Legend

a. Online Game based Review

Game-based learning and gamification is trending Implemented in many settings Including corporate, school and social training media. Many people are exposed to game-based interaction techniques in some way, whether they are consciously aware of it or not. As written by Natasha, Annika, Hanna and Neena (2014) Online games, the most popular digital games, made possible by modern information and communication technology and played on Internet-based platforms. There are many types of online games. Among the most popular puzzle, logic and card games of all online games, followed by action, sports, strategy and role playing. Casual and Board Games and Multiplayer Universe Games Important Category Massively Multiplayer Online Role-Playing Games (MMORPG), in which the player creates a new identity, navigates an avatar in a 3D environment, Interact with others in a "real" environment.

Game theory has received a lot of attention since the mid-201s (Neumann & Morgenstern, 2007) but research has focused on simple

or traditional games, with small numbers of players and pure strategy, although real game systems often involve a large number of players. And possible strategies. While many of the observed properties of traditional games carry over directly to more difficult ones, it is becoming increasingly clear that complex games can exhibit important types of behaviour not found in simpler systems. Early work in game theory focused on the concept of balance (Nash, 1950) in which players strategize in such a way that no player cheats by improving his own skills without the knowledge of other players. Supposedly in a game set, players do not repeatedly play in their own way choosing from a series of different strategies without consulting each other. Therefore the results that will be generated by a certain combination of strategies for them and are only interested in maximizing their own results. It will not create a balance between the teams which will create losses within the team. Some organizations recognize hobbies like working on games that invite creator participation enthusiastic, creative and fun staff with quite advanced technology some organizations also recognize that online gaming is one aspect to earn personal income and also useful and relevant experience and skills. this can create the Development of the Esports League and among students there are college scholarships for esports, or Individuals in other words spend their free time on this activity.

Indonesian Journal of Social Sciences (Volume 12 No. 02, July - December 2020, page 49-61) formulate:

Tabel 2.3 List of Legend Players Informants

Name	Age	Gender	Hour/day	Rank
APU	19 years	Female	6-10 hours	Elite
NN	23 years	Female	6–8 hours	Legend
SP	20 years	Male	3-5 hours	Legend
AK	24 years	Male	2-4 hours	Legend
APR	24 years	Male	3-5 hours	Mythic
ASK	26 years	Male	5-10 hours	Mythic
SH	24 years	Female	3-5 hours	Legend

b. Online Game Genres

Stacie, Connie, Diane, Robyn (2018) categorizes the game genres as follows:

1) Action: activity is physical hand-eye coordination needs training capacity

2) Adventure: Solve puzzles and complete challenges interactive environment with players or programmable characters; normal history not confrontational.

3) Action adventure: The genre is a combination of action and adventure. Probability or likelihood of long-term and short-term goal No collaboration or competition required with other people.

4) Board/card: Computerized version of the existing board card games and games.

5) Casual: Some requirements to continue game level but offers upgrades the challenge of the whole game. confession price and often given game

6) MMO: Multiplayer online game with details graphics and worlds played on the Internet with a large number of players; possible

cooperative or confrontational. online world survives even if the player is inactive please login to play.

7) Role playing: A predetermined story where players appear enter the character role and participate environment and/or with other players.Many of these games are also MMO

8) Simulation: Designed to steal plans or reality world reality

9) Sports: Simulate real or fictional sports. Possible play against other program players

10) Strategy: critical thinking and planning needs of team goals rule the world.

c. Mobile Legend Bang-bang

In this study, the researcher took one of the online games, namely mobile legend based on the genre category above, the mobile legend game belongs to the MMO, sports and strategy genres because if drawn from the definition mobile legend game is MOBA (Multiplayer Online Battle Arena) based game. Mobile Legend Bang-bang presents a game where you have to fight and destroy alone or as an online team to destroy enemy base while defending himself (Dananjaya,2019). Each team basically consists of 5 players who manage avatar or usually called Hero. Each hero has his own characteristics Appearance, Attack, and Specs. Each hero also has his own line, it will happen be spoken when a hero appears or attacks. All utterances are spoken in English. Besides having a hero who spoke the line in English, Mobile Legend also provide instructions in English. In addition, it allows players to play

with international players. Which means in one team or even individuals are players from different countries. For this reason, Indonesian players can add foreign players to their team and even interact with English. A team of Mobile Legends, each occupying a base in the corner of the map. Each Fort contains a building called "Ancient" that the opposing team must destroy to win the game.

As explained in the one e-sport mobile legend website that in this game, there are six classes, namely Tank, Fighter, Assassin, Mage, Marksman, and Support. Each class is unique, and plays a different role in the team as follow:

a. **The tank**

Is the team's shield. These heroes have high health points (HP) and high defense. Health point is defined as an attribute that determines how many hit points a unit has. When the unit's health reaches zero, the hero will die. With their abilities, tanks break up the enemy team and help absorb damage.

Examples of tank heroes are Tigreal, Johnson and Grock.

b. **A fighter**

Is a hero who has a good balance between HP, defense, and damage. Their balanced stats allow these heroes to enter and exit the fight alive.

Examples of fighter heroes are Chou, Sun and Ruby.

c. **The assassin**

Is the ninja of the team. heroes who have low HP but have high damage, can explore the map, and ambush enemies on the path. Examples of assassin heroes are Fanny, Helcurt and Hayabusa.

d. **Wizards**

Are damage ambushers from a distance. These heroes have high security and low defense, relying on their powerful spells to destroy enemy HP and control team battles.

Examples of Mage heroes are Alice, Eudora and Harith.

e. **Snipers**

Are assassins nicknamed team heroes. These heroes have high damage but low defense and mobility. Snipers help eliminate enemy heroes during team fights.

Examples of Marksman heroes are Miya, Layla and Lesley

f. **Support**

Is a hero nicknamed the backbone of the team. mage-like defensive qualities. However, their spell keeps their team alive.

Examples of support heroes are Angela, Diggie and Rafaela

B. Previous Related Studies

There are several researcher regarding vocabulary knowledge in gaming that have been carried out by researcher. What is mentioned below will explain the findings of the researcher.

The first is Fariska Wulandari (2021) research entitled **"Student's Perception Of Games in Learning Words".** This study aims to determine students' perceptions of games in vocabulary learning.

This research is a descriptive research which done at the Polytechnic of Tonggak Equator. To examine the phenomenon of online games in Indonesia with the aim of this study is to determine the significant effect of using online games to expand vocabulary mastery. This research was conducted by applying descriptive research choose a third semester English student for Business and Professional Communication as a research subject because students this semester have attended vocabulary lessons and have an expert the meaning of playing games in vocabulary learning in class. It research subjects consist of 10 students to interview with criteria willing to be an informant in this study, ever attended and completed vocabulary subject, have experience learn vocabulary through the game at least twice and elaborative in speaking. In this study, researcher used Interview guide as an instrument data collection. Then, in this study, researcher use unstructured interviews to gather t data and interviews are done using video calls. Based on the interview, the students' perception about game are positive.

The second research has been conducted by Abdul, Nazriani, Rini and Teguh (2022) entitled **"Tertiary Students' Perception of Mobile Legend Game on Vocabulary Mastery"** This study aims to know perception students about mobile legends on vocabulary. This research use Qualitative research methods with thematic analysis are applied in this study and the subjects of this study were four students of the Muslim Nusantara University Al-Washliyah. Come to different departments namely; 2 English students with higher English learning experience, and 2 non-English students with

less experience learning English. The survey method was applied to describe the phenomenon of the Mobile Legends Online Game from vocabulary mastery.

The results of this study were found four themes, namely; Curiosity, Interaction, Obstacles, Confidence, it is implied that all students have the same level in the theme of curiosity and self-confidence, besides that all students have a high level of interaction and different obstacles. Educational background is very influential on the research. Four EFL students had different perceptions in the interaction of themes and barriers, about parameter vocabulary in the ELT context. For students from the English department, they don't find it difficult with vocabulary because they have learned about vocabulary before, especially for students from Indonesian department, they just feel there are difficulties that make it a challenge for them. While for interaction with this theme, students majoring in English feel quite often interacting using English and for students from the Indonesian language department they do not often interact using English because they also do not understand.

And the last study is a journal entitled **"The Effect of Mobile Legend Game on Vocabulary Mastery of the Tenth Grade Student of SMAN 1 Cluring"** was conducted by Arik Diantoro, Tri Mulyati, Abdul Halim (2020). The purpose of this study is to measure whether there is a significant effect of Mobile Legends game on students' vocabulary mastery that researcher use experimental design.

It uses a Quantitative experimental method because the researcher wants to measure the influence of mobile legend games on students' vocabulary. The researcher will be conducted at the tenth grade of SMA N 1 Cluring, it has 6 classes divided into 2 majors, namely, TKJ, Accounting. In this study the researcher used purposive method to determine the research area. In collecting data, the instrument that researcher used to collect data was a test. Exams in this study is used to get more vocabulary about students' test. It the data in this study were collected by giving a test. Based on the research results of the data analysis that have been discussed and interpreted in the previous chapter, it can be concluded that there is a significant effect of mobile legend on the students vocabulary mastery of tenth grade students at SMAN 1 Cluring in academic year 2018/2019. It was supported by data analysis with 5% significant level. The t-test result was 7,833 and t-table was 2,048. It means that the result of t-test analysis was higher that t-table (7.833 > 2.048), so null hypothesis (Ho) was rejected and alternative hypothesis (Ha) was accepted.

This study has different data compared to related studies. The researcher focuses on trying to analyse whether the types of vocabulary displayed with notifications and quotes of hero can be understood by Mobile Legend players that occur in the process of playing with the team in Mobile Legend Bang-Bang. The object if this research is the players from each team in Mobile Legend.

CHAPTER III

RESEARCH METHODOLOGY

This chapter describes how the data for this study were selected and analyzed. This chapter is divided into several sub-headings, including Research Design, Research Setting, Research Subject and Informant, Techniques of Collecting the Data, Research Instrument, Trustworthiness of the Data and Techniques of Analyzing the Data.

A. Research Design

This research in implementation requires two methods, namely quantitative and qualitative which are commonly referred to as mixed methods. Mixed methods involves combining or integrating qualitative and quantitative research and data into one research studies (Creswell, 2018). Qualitative data tends to be open without a predetermined response while quantitative data the data usually include closed responses such as those found on questionnaires or test.

Based on the previous statement in this study, the researcher will present the results of the data by analyzing the details of the meaning of the word according to the phenomena that occur at the research location and using the results of percentage data or statistical data.

Furthermore, the author will explain the understanding of the meaning by the players of vocabulary knowledges in Mobile Legend and the way that

players use to master this game. Finally, the steps in conducting mixed method research are Research Setting, Research Subject and Informant, Data and Source of the Data, Techniques of Collecting the Data, Research Instrument and Trustworthiness of the Data.

B. Research Setting

The setting of the research consists of location and time in which the Researcher conduct the research. The research setting will be explained boardly as follow:

1. The Location of the Research

The Researcher will conduct this research in one of the communities at UIN Raden Mas Said Surakarta, namely the e-Sports community located at UIN Raden Mas Said Surakarta. Instagram: @uinrmsesports and the official website bit.ly/UINRMSESPORTS. The author chooses the e-sports community because this community was deliberately formed as a forum for online game lovers. This community was formed in 2020, consisting of 120 people. with Mobile Legend Bang-bang, PUBG, VALORANT and FREE FIRE divisions. Apart from being a forum for online game lovers, this community was also formed to be intended as a training forum for the purpose of tournaments with other communities of game lovers. The researcher will take data on the Mobile Legend *Bang-bang* division.

2. The Time of the Research

In terms of time, this research will be conducted in about 7th months. The researcher started the research in September 2022 by conducting pre-observation, and will continue until November 2022 tournament observation. This research will be carried out according to the game tournament schedule carried out by this community. The first time is at 15 November 2022 then second is at 27 November 2022. The researcher stopped the observation in the last time because the data has completed an there is no data that must be observed again.

Tabel 3.1 Research Timeline

No.	Activity	Sep 2022	Oct 2022	Nov 2022	Dec 2022	Jan 2023	Feb 2023	Mar 2023	Apr 2023
1.	Pre-Research	■							
2.	Writing a proposal chapter I,II,III and Revising Proposal	■	■						
3.	Seminar Proposal and Revising Intrument			■					

No.									
4.	Make the research of the instrument			███					
5.	Instrumenti ng and testing with players			███	███				
6.	Analyzing the data					███	███		
7.	Reporting the research or munaqosah							███	███

C. Research Subject and Informant

From the research case, in the mobile legend game there are several terms that indicate the position of the players, starting from the lowest position, namely warrior, elite, master, grandmaster, epic, legend, mythic, and the highest position is mythical glory.

The main subject of this research is actually a player from the Mobile Legend Game who is a member of each team in the game with a different background and is not an English student, so those studied are players with general knowledge of the e-Sport community. Researcher chose 2 teams, each team consisting of 5 players, teams were chosen randomly so that the data obtained was more realistic.

D. Data and Source of the Data

The main source of this research is the vocabulary that appears in the form of notifications and hero quotes which are then explained based on the understanding of the players in the e-sports community at UIN Raden Mas Said Surakarta during the game process by testing vocabulary knowledge through the game. There is data in the form of words, phrases, and words spoken or occurring on the mobile legend game recording screen as a form of documentation.

In addition, this research data was also obtained from the way players explore mobile legend vocabulary knowledge and players' responses to their process of exploring vocabulary in this game with interviews.

E. Techniques of Collecting the Data

Researcher used several data collection in this study are interviews and test. As explained by Cresswell (2018:257) Qualitative researcher collect their own data through examination observe behavior, or interview participants. In quantitative studies, with the aim of testing or verifying theories rather than developing them, researcher propose theories, collect data to test it, and reflect on its confirmation or disconfirmation based on the results.

Interview is a collection of data carried out with conversations that have a purpose. The interview protocol aims to ask questions and record answers during qualitative interviews (Cresswell, 2018). Interviews can be conducted in various ways, in person, over the phone or even online. There are also 3 types of interviews, namely structured interviews, semi-structured

interviews and free interviews. In this study, the researcher chose the semi-structured interview method by giving questions to the players with an outline.

Test is an activity in testing a data by giving a question related to the data source. The researcher gave a test in the form of player understanding in the vocabulary in the Mobile Legend during the game, to find the player level category in vocabulary knowledge with the final result in the form of a percentage.

Several procedures were then followed by the steps are as follows:

1. Give time to players to play in one game

2. Give a test to the player in testing the player's understanding of the meaning of the quote stamped by the hero in the game that has been played.

3. Interview with players to find ways to explore vocabulary by players

4. Make descriptions of responses from player data obtained from interviews and assessment of test results followed by categorizing players in levels 1,2 or 3

F. Research Instrument

According to Ary (2018), the most commonly used research instruments in qualitative research are: observation, interviews, and document analysis and quantitative are the administration of tests or questionnaires. In this study, researcher used interviews to collect data, and test to verification the data.

Therefore, Instruments in the form of interview tests were also used to assist researcher in identifying and analyzing data. This identification is as stated in the appendix as research evidence.

The data findings of the ways players to explore Vocabulary Knowledges in Mobile Legend Game performed by the players by data of interview is :

Result…………………………………………………………………

………………………… *{data,int,I,22/11/22}*.

Note :

Int   : interview

I   : initials

22/11/22 : Date of Interview

G. Trustworthiness of the Data

According to Pritha Bhandari (in article, 2022) there are 4 types of triangulations of research, as follows:

1. Triangulation using sources means that the researcher will compare and re-check the credibility of the information found in the interviews and compare it with related documents.

2. Investigator triangulation: Involving multiple researcher in collecting or analyzing data. It means the Researcher way of triangulation the sources of data by checking the data to some experts to reach the data validation.

3. Theory triangulation: Using varying theoretical perspectives in your research. Refers to the triangulation process on the use of some related theories by the Researcher to validate the data f this research.

4. Methodological triangulation: Using different methodologies to approach the same topic. Refers to the Researcher's techniques in collecting the data to obtain data validation.

This study uses the triangulation method. To achieve data validation, researcher will analyze the data obtained, namely interview data which had been held after playing the game and given the test which have the same sources. The Researchers also used triangulation using sources. In this way the researcher will re-check the information from the results of interviews and test results got to relevant documents, in this case the screen recorder during the game. It is a command to get trust from checked data.

H. Techniques of Analyzing the Data

According to Miles and Huberman (1984: 21-23) The data analysis consists of three streams of activity, they are data reduction, data display, and drawing conclusion or verification. Then, the researcher adopted the framework of techniques of data analysis developed by Miles and Huberman with the description as below:

a. Data reduction can be interpreted as summarizing, choosing the main things, and gathering important information related to the research problem, as well as looking for the necessary data so as to provide a clear picture. Thus, researcher will see the results of interviews and tests. Then the results of the interviews and tests will be summarized and sort the data that have similarities.

b. Data presentation is the second stage after data reduction, data presentation can be done in the form of brief descriptions, charts, relationships between categories and the like. Therefore, the researcher presents interview scripts to analyze how they can explore vocabulary knowledge in games and the results of testing hero quotes and notifications during matches which are then identified based on players' understanding of the mobile legend game vocabulary.

c. Conclusion and Verification. Therefore, the researcher compiled a classification of notification data and hero quotes based on player memories and made verification data by interviewing each player. Then categorize the players into levels 1,2 and 3 based on score of tests vocabulary knowledge through mobile legend game.

Tabel 3.2 Indicator of the Vocabulary test

Variable	Indicators	Item Number
Vocabulary	Remembering	1,3,6,9,21
	Meaning	8,10,11,12,13, 14,17,22,24,25
	Synonym	4,5,15,19
	Analysis situation	2,7,16,18,20,23
	Create sentence	23,25

For the number of indicators above, so that the researcher gets a total score of 100. From the total score the researcher divides it into 3 parts of the score range with the results :

Tabel 3. 3 Score category level

Level 1	1-35
Level 2	36-70
Level 3	71-100

CHAPTER IV

RESEARCH FINDINGS AND DISCUSSIONS

This chapter, the results of the research that has been conducted are explained in detail. Similar to this title, this chapter is divided into two main parts: research findings and discussion. All are explained in the following parts.

A. Research Findings

Analysis of English vocabulary knowledge through mobile legend game are focused on the utterances spoken by the hero in English during the game and also focused on the notifications that appear on the game screen. In this section the researcher will include the results of the research that has been done before.

Analysis is an activity of observing object activity by describing the composition of the object and rearranging its components to be studied or studied in detail in order to form a discovery. (Syafitri, 2020). When viewed from a scientific perspective, logical analysis is the process of solving complex problem molecules into small parts such as atoms to facilitate understanding in detail. Whereas in linguistics, analysis is an activity carried out on a language in order to examine the structure of the language in depth.

Analysis activities will definitely produce a result from the research findings studied in order to achieve the research objectives carried out. Research findings are the results obtained from data analysis and factual relationships or the variables studied by researcher. It is whatever result is

reached and describes the actual position on how two or more variables relate to one another.

As previously stated, there are two research questions guiding this research. First, exploring the ways of the E-sport community as players in understanding vocabulary knowledge through mobile legend games. Second, describe the level of vocabulary knowledge that is known by E-sport players when playing mobile legend games. The answers to the research findings come from the results of calculating the players' test scores and interviews taken from e-Sports community in UIN Raden Mas Said Surakarta. The following is a description of research findings related to each research question:

1. **The steps of the E-sport community as a player explore the vocabularies knowledge through mobile legend games.**

   After the Researcher conducted research with Mobile Legend game players from the E-sport community UIN Raden Mas Said Surakarta using the interview method, it can be explained research findings as follows:

   The steps taken by players in exploring vocabulary knowledge in the mobile legend game will taken by the theory of Walter Grauberg (1997) that success in understanding vocabulary knowledge in this game is influenced by the process of discrimination, understanding meaning, remembering and also consolidation Expansion of meaning.

There are 4 ways described by Walter Grauberg (1997) to explore vocabulary knowledge through games in this study, namely:.

1. Discrimination

    This includes a way to distinguish sounds, letters from those next to them and sounds and letters of similar words during listening and reading; separate them in speaking and writing.

2. Understanding Meaning

    In stage understand the meaning, players can understand foreign vocabulary concepts so that they can explain them to another.

3. Remembering

    The next step is remembering. This is probably because the vocabulary they find in the game usually appears to several times, After students find the meaning of a word.

4. Consolidation and Expansion of meaning.

    Which means that players can use vocabulary in everyday life context of life and integrate vocabulary as a provision words.

Based on the results of interviews conducted by researcher with players, it was found that only 3 ways of theory were used with player perceptions while playing game named mobile legend, like discrimination, understanding meaning and remembering. Vocabulary knowledge in Mobile Legend is taken from the hero's speech and notifications that appear on the screen during the game.

There are 40 data that are considered as a way for players to explore knowledge of mobile legend vocabulary. Based on research findings obtained from interviews conducted using a semi-structured model, the data obtained has almost the same classification. Context analysis will be explained in detail in the following explanation.

a. Discrimination

Discrimination is the most obvious way of knowing the meaning of the vocabulary. In this section the activity used is how to differentiate or classify the vocabulary displayed by the game.

In this study the game used is the Mobile Legend game which is an online game with tempting visuals, as evidenced by the sound from the system for notifications that appear on the screen according to the circumstances.

Mobile legend game has players who are fortified or hostile who have the goal of winning or defeating the opponent's base, and the notifications on the screen are not systemically distinguished whether the notification is for the red team or the blue team. Therefore there is a similarity in receiving notifications on the screen but if the player does not know the situation or concept of the game then the player cannot evaluate the notification as well as the hero quote.

Figure 4.1 Notification on Mobile Legend Game

Therefore, In this stage with the results of interviews, players say that the initial form they take in knowing vocabulary is as follows:

"kalau saya biasanya tau maksut notifikasi itu untuk team saya atau tidaknya dengan melihat konsep pertahanan lawan yang saya pelajari pada akun youtube MPL" ("I usually know the meaning of the notification for my team or not by looking at the concept of the opponent's defense that I learned on the MPL YouTube account") {data,int,SRD,22/11/22}.

SRD players say to know that notifications that appear on the screen are information for their team through in-game conditions. Because usually this notification appears with the logo of the weapon used to kill or the Hero logo that appears. Then SRD can see whether the notification is for himself and his team or otherwise.

As well as what was said by RA :

"banyak cara seperti liat youtube, tik-tok, tanya pemain lama dan lihat web MPL untuk bisa belajar membedakan suara-suara

sistem karena saya malas membaca" ("there are many ways like watching youtube, tik-tok asking old players and seen the MPL web to be able to learn to distinguish system sounds because I'm too lazy to read") {data,int,RA,22/11/22}.

Even though social media can be used as a medium for general knowledge. Therefore the weakness that RA has because he is lazy to read does not close access to knowledge of Mobile Legend that he has.

Many of the players cornered their role to the MPL account as also stated by TK :

"menonton youtube dari pro-player dan menonton MPL biasanya nanti ada suara dan notifikasi dari sistem" ("watching YouTube from a pro-player and watching MPL, usually there will be sound and notifications from the system") {data,int,TK,22/11/22}.

Basically the Mobile Legend game does present an interesting form of visualization and backsound. And the presentation of these YouTube accounts is also presented with a Host that makes the viewers understand the meaning of the game better. This is used by TK to understand vocabulary knowledge in games.

But there are also those who can directly discriminate through sound or visualization as well as in the game as said by IF :

"Didalam game ini kan banyak suara-suara sistem yang menggambarakan keadaan jadi sebenarnya dengan mendengar nada dari suara tersebut saja bisa diketahui situasinya sedang seperti apa" ("In this game there are a lot of system sounds that describe the situation, so actually by hearing the tone of the sound it can tell what the situation is like") {data,int,IF,22/11/22}.

As it is known that games are a medium where players can see interesting characters, listen to distinctive backsounds and also understand the game to master each level gradually. As off IF also makes more use of exploring it by focusing on the dimensions presented by the game including this Mobile legend game. he preferred to just monitor the state of the game with it.

From the interview script that the player states that the main step taken in knowing the vocabulary in the game is by looking at the previous video game with the same appearance and also producing system sound, the player can classify according to the situation that happened so if the player doesn't read the notification, they can hear his voice of course with a different tone of voice. For example something like "our turret has been destroyed" will have a lower pitch because it is semi-defeated than "your team destroy the turrets" the sound will be upbeat because it is semi-victorious.

b. Understanding meaning

At the stage of understanding the meaning, players can understand foreign vocabulary concepts so they can explain them to other players. This can be supported by the presence of pictures, animations, narration or descriptions, characters, and other visualizations that play a major role in shaping the player's vocabulary understanding.

At this stage it is an important stage because it is believed that every player who can understand the meaning in the context of the sentence, the player will understand the situation that is happening and will take further action to smooth the game to achieve the goal of victory.

As explained by the players of Mobile Legend at E-Sport community UIN Raden Mas Said Surakarta :

"biasanya saya memahaminya melewati situasi didalam game dan pemberitahuan tim karena saya juga tidak mengerti Bahasa inggris" ("I Usually understand it through in-game situations and team notifications because I also don't understand English") {data,int,PTR,22/11/22}.

According to this statement, PTR is a player with no background knowledge of English. In this sentence PTR presents a way of knowing the meaning of the notification that appears and understanding the Hero by understanding the situation he is facing in his game. In this way, he has some comfort in ignoring the background in continuing to play this game.

As well as what RA & EK conveyed in the interview with the answers:

"melihat situasi dalam game serta melihat dari youtube" ("see the situation in the game as well as see from youtube") {data,int,RA,22/11/22}.

"saya lihat youtube, otomatis tahu ketika notifikasi muncul saya tahu persis harus apa,,misalkan "retreat" saya akan bergerak mundur" ("I watched YouTube, automatically know when a notification appears I know exactly what to do, for example "retreat" I will move backwards") {data,int,EK,22/11/22}.

Figure 4.2 Account MPL Pro player Mobile Legend Game

With the two statements above based on the results of the interviews, RA and EK apply the same method as was done by the PTR. But the difference is, they find it easier to understand via pro-player youtube account first, before they execute it in their own game. This method is a fairly efficient way to do it because there is a form of understanding visualization and making it a guide in playing.

As well as TK and HQA players who explained that memory is sharpened in the process of exploring vocabulary knowledge in games. Like someone explained that remembering words in the dictionary to those who only remember in-game notifications with lots of practice.

"Hafal dengan sendirinya seiring berjalannya waktu sering bermain" ("Memorize by itself as time goes by often play") {data,int,HQA,22/11/22}.

In a statement said by HQA to recognize vocabulary is by relying on lots of games then it will be memorized by itself. Different from what TK does in understanding vocabulary, she chooses to rely on friends or open a dictionary and look up the vocabulary. As she explained that :

"untuk kosakata yang saya tidak megerti biasanya saya bertanya dengan kawan tim atau menggunakan kamus untuk mengetahui suatu arti kosakata Bahasa inggris" ("For vocabulary that I don't understand, I usually ask teammates or use a dictionary to find out the meaning of English vocabulary") {data,int,TK,22/11/22}.

If it is related to the education of the players, indeed they are students but not the majority of English students. However, even though they are not English students, they do not rule out the possibility of still looking for the meaning of words, as many people do by reading the dictionary, as HQA and TK said. They prefer the method of interpreting the meaning by looking in the dictionary or also asking the references of their team mates. This will risk more time in the course of the game as it should.

And also described by DS & IF :

"kadang gausah tau artinya sudah tahu dan bisa memahami maksutnya karena ada simbolnya atau kadang saya juga cek kamus" ("Sometimes you don't have to know what it means, you already know and you can understand what it means because there are symbols or sometimes I also check the dictionary") {data,int,DS,22/11/22}.

DS explained that without knowing the meaning, players can understand the meaning of the notification and the hero's condition because there are symbols that also appear on the

screen along with the notification. But IF describes more that all games are actually the same, namely having unique qualities with attractive visualization and backsounds. Because IF was a gamer before working on this Mobile Legend game, in playing this game he was used to the atmosphere in the game. Although each game has differences in mastery. As he said :

"untuk mengetahui makna semua kata tentunya cukup mudah, karena saya sudah bermain berbagai macam game mulai dari TK sampai Kuliah, dari yang saya pelajari, hampir semua istilah-istilah di game adalah istilah yang juga dipakai di game laim. Namun apabila mengalami kesulitan dalam eksplore makna saya akan baca penjelasan melalui google dan sumber-sumber lainnya. Sehingga semua istilah atau notifikasi bahkan perkataan hero bisa diketahui maknanya dengan baik." ("To find out the meaning of all the words is of course quite easy, because I have played various kinds of games from Kindergarten to College, from what I have learned, almost all the terms in the game are terms that are also used in other games. However, if I have difficulty exploring meaning, I will read explanations through Google and other sources. So that all terms or notifications and even the words of the hero can be understood properly.") ***{data,int,IF,22/11/22}.***

From the statements of the players they know the bigger meaning not because they already know what it means, but many know it from asking other players and can also see from the situation that happened and maybe also be able to interpret it manually. But not a few players in this game are true game players who have played a number of online games since childhood which are consumed with English words. By practicing this often, it means that there is also a habit factor to be able to play professionally.

From the results of interviews with PTR, RA and EK as team players in this game. To get their way involves in remembering the transfer of conditions seen with pro player accounts with in-game conditions as ingredients in every game they do also consulting team mates.

When paired at the way of PTR,RA and EK do, it turns out that there is a slight difference from what TK and HQA do. They rely more on remembering vocabulary in a professional manner such as selecting information from more pro players and also a dictionary for understanding meaning

Maximum training with maximum time will also produce an expertise in vocabulary mastery which leads to mastery in games which can also be proven by DS and IF. Because they put more emphasis on discriminating through games by continuing the remembering process. They prefer the path of continuing to play the game because it means they will get more different problematic situations but the same notification.

c. Remembering

All the players are still pretty well engaged at this stage. This is probably because the vocabulary they find in the game usually appears several times, after students find the meaning of a word.

The process of remembering words will be greatly helped if the word is accompanied by a pleasant sound and visualization. Therefore, mastering Vocabulary through games is very

effective because players will always get new vocabulary in a way that is unique and very easy to remember.

Based on the results of interviews with SRD as a player say:

"ya awalnya saya kan melihat youtube pro-player sering sekali, sambil melihat-lihat kenapa kok situasinya seperti ini disaat notif ini muncul oh ternyata artinya seperti ini jadi saya mengingat hal tersebut lalu saya aplikasikan dalam permainan saya" ("Yes, at first I watched pro-player YouTube quite often, while looking at why the situation is like this when this notification appears oh it turns out it means something like this so I remembered this and then I applied it to my game") {data,int,SRD,22/11/22}.

At the time before the tournament took place, the SRD Player took advantage of the time to view the online tournament on the pro player's YouTube account, and when the tournament took place SRD applied the understanding taken in the previous tournament to his own match. Therefore, SRD applies the remembering stage to its own matches.

As well as what was explained by the player TK :

"saya ingin menguasai makro dan mikro dalam in game berlangsung dan menguasai permainan agar level terus meningkat yaitu hanya dengan menguasai item dan emblem pada hero, nah biasanya saya melihat teman saya bermain dulu lalu saya ingat-ingat bagaimana mencocokkan emblem dan item dengan role yang saya pilih seperti yang dilakukan oleh teman saya tadi dan juga di MPL Youtube" ("I want to master macros and micros in-game progress and master the game so that the level continues to increase, namely only by mastering items and emblems on heroes, so usually I see my friends play first and then I remember how to get emblems and items with the role I choose. Like what my friend did earlier and also on Youtube MPL") {data,int,TY,22/11/22}.

TK players are more focused on how she can continue to level up positions in the game. So she focuses on mastering

heroes by selecting emblems and hero skills according to the team. Because usually success in the game to victory is good cooperation between teams. And this is done by selecting the mastered hero by looking at references and hero history, players will usually apply these heroes to their games.

As also said by player EK as follows :

"Pertama saya baca web, kemudian saya liat youtube nah dari situ saya otomatis tahu notifikasi yang muncul dan ciri khas hero dari setiap perkataan yang muncul. Dengan itu saya mengingat dengan sendirinya". ("First I read the web, then I watched YouTube, so from there I automatically knew the notifications that appeared and the characteristics of the hero from every word that appeared. With that I remember by myself") {data,int,EK,22/11/22}.

Based on the results of interviews with AMP as a player say:

"saya ingin menguasai role hero sesuai kemampuan saya sehingga saya melihat youtube por-player untuk mengetahui karakter hero. Dari situ saya bisa mengingat-ngingat role mana yang bisa saya gunakan dan notifikasi yang bagaimana yang harus saya waspadai dan saya perhatikan" ("I want to master the hero role according to my abilities so I look at YouTube por-player to find out the character of the hero. From there I can remember which roles I can use and which notifications I should watch out for and pay attention to") {data,int,AMP,22/11/22}.

With the quality and facilities offered in the mobile legend game, such as the display of attractive visual images, the heroes provided have their own character and are heroes that are not usually played as actors in games usually because they have their own history, giving rise to quotes interesting and also items and emblems that must be mastered. in this game and sound that really supports the mentality of players so that players can learn it first by looking at the accounts that display how to play this

game and the activities carried out by players, namely of course by looking carefully at how pro-players play in a professional way, matching the role he chooses and other things that must be done. all of that will be recorded by the player's brain to be applied later when they play their real game with their teammates.

2. The level of vocabulary knowledge that is known by E-sport players when playing mobile legend games.

Based on the results of research with interview conducted in the field by researcher with players, there are kind of ways for players to play this game without a background in mastering English. Because of that the strategies they use to interpret vocabulary knowledge in games are only independently and manually. Therefore researcher presents the vocabulary test used to measure players' understanding of in-game vocabulary knowledge, focusing on pop-up notifications and audible hero quotes and also to find out at what level players understand vocabulary knowledge based on level theory by Anderson (2009) :

1. Level 1: Missions to Remember, Understand and Apply.

At level 1 players should start practicing understanding basic words in context. For example, when studying hero traits, act out clues to the terms cunning, confident, courageous, and athletic by observing a game screen.

2. Level 2: Mission to Analyze and Evaluate.

In this section, the higher-order thinking framework, students begin playing vocabulary searches to develop analytical and evaluation skills. Using the unit's key terms, students can examine the relationships between words.

3. Level 3: Missions To Create.

Final level design search chain focuses on content creation, requires students to apply key terms in new situations or design creative projects.

In accordance with the missions above, the researcher compiled questions with basic competition adapted to the theory applied by Anderson (2009) as follows:

Tabel 4.1 The indicators test of Vocabulary knowledge

Indicators Vocabulary Knowledge	Description	Item Number	Score
Meaning	The players are able to understand the meaning of the word or sentence spoken by the hero, or the notification which appear during the match. Understanding the meaning here can be weather	8 10 11 12 13 14 17 22	1 2

	understanding meaning literally or conditionally.	24	
Synonym	The players can mention or even explain the synonym of the word or sentence spoken by the hero or notification appeared on the screen.	4 5 15 19	1
Remembering	The players can guess the name of the hero just by reading the quote written on the questions. The players can fill in the blank which written the quotes of the hero or the notification which used to be listened by the players.	1 3 6 9 21	1 2
Analysis situation	The players can already analyzed or even explained the situation happened on the match by listening the quote of the hero or the notification	2 7 16 18 20	1

	appeared on the screen by habitually remembering the characteristics of the hero through their quote or the notification.		
Create sentence	The players are provided the quotes of the hero, then the players are asked to explain the situation based on the quote spoken by the hero in English.	23 25	2 2

The results above are obtained by calculating the formula :

$$S = \frac{F}{N} \text{ X } 100$$

Which :

S : Score

F : Frequency of items

N : total Score

The researcher used the indicator above, to arrange the question to test the player's knowledgment of the vocabulary. The number of the questions are arranged based on the difficulties level. Beside the difficulties level, the questions also are arranged in variation forms. The questions of the test are written in multiple choice and essay. Totally, there are 25 questions to answer.

The researcher arranged the level difficulties of the questions from the easiest to the most difficult. The category easy and difficult are established by the kind of word mention on the questions or the number of the word or sentence used. However, the category easy and difficult also depends on the quote or notification which are often to appear.

For the indicator "meaning" the researcher arranged the easiest level to mention the meaning of words. Then, for the next number, the researcher provided the longer words, or even sentences. Both the words and sentences taken from the quote of the hero or the notification which appeared on the screen of the mobile legend game. The players are asked to choose the possible meaning of the word mentioned on the multiple choice question. On the essay form of questions, the players are asked to explain the meaning of the notification on the screen either in English or in Bahasa.

For the indicator "synonym" the researcher provided the questions still in multiple choices forms. the researcher only provides the words, not a sentence, to be found the synonym. The researcher also did not provide the questions in essay. It is because the players are coming from another fields, so it can simplify the players to answer the questions. The researcher provides a quote of the hero, then the researcher provides the underlined word to mention the synonym.

"Remembering" is designed to the players for fiilling in the blank or mention the name of the hero by reading a quote. For the multiple choices questions form, there are some kinds of the questions type. The

players can be asked to fill in the blank parts of the quotes, or to mention the name of the hero which the quotes are provided. Meanwhile, in the essay form, the players given some situation, then they can mention the notification which used to appear to sign that situation.

The next indicator used is "analysis situation". On the analysis situation, the researcher designs the questions only in multiple choices form. On this game, one hero has a few quotes, and each quotes explain its own situations. Thus, on this indicator, the researcher provides the quotes of the heroes, then the players asked to mention the situation happened with the heroes. The quotes can be formed by the same heroes but in different situation or also formed by another heroes. Then, the players are asked to choose the possible situation of the heroes by crossing the answer.

The last indicator is creating sentences. The indicator of creating sentences, the researcher designs the questions only in essay forms. After the players passing the easiest to the medium level of the questions, creating sentences are the most difficult level. In this indicator, the researcher designs the questions by providing the quotes. Then the players are asked to translate it into Bahasa and also find the synonym of the specific words. Yet, the players also asked to explain the situation of the hero when the quotes are said with their own words. They are asked to write it in English.

Scoring on the indicators above are classified into two categories of scoring. As mentioned before, the player answer the multiple choices

forms correctly, they will get 1 score in each numbers. Then, the players will get 2 score if answer the essay form correctly. If the players answer the questions almost correct, they can get 1 score in each numbers. To score the answer, the researcher find the key by searching or watching MPL youtube channel. For the calculating the final score, the researcher makes their owns calculation as explained above on the indicators. The frequency of answered by the players is devided by the totally number of the correct answer then multiplied by one hundred. The final score gotten by the players, then will accumulate to the range score, so the researcher can get the level of each players.

From the calculation results above, the score results are obtained which researcher can classify into levels. Categorized as level 1 if the player has a score range of 1-35 fulfilling the conditions of being able to carry out the mission of understanding the meaning and also remembering vocabulary as forming a game strategy. A player is categorized at level 2 if the player has a score range of 36-70 who has fulfilled the mission to analyze vocabulary for situations by translating the atmosphere into vocabulary that has the same meaning or can be called synonyms. Which means that the player is already at the stage of understanding meaning, building strategies by being able to interpret it in other contexts with an understanding of the same concept. And a player is categorized at level 3 if the player obtains a score range of 71-100 by completing missions able to produce new sentences with new vocabulary without drifting away from the real meaning. At this level

it works for if a team player communicates with team members to give

presentations of in-game treats.

The results obtained are as follows.

Tabel 4.2 The results of calculating test scores and

classification into levels

Name	Rank the players based on the game	Score	Levels in vocabulary testing
TY	Mythic	35	Level 1
SRD	Legend	35	Level 1
AMP	Warrior	42	Level 2
EK	Mythic	42,7	Level 2
RA	Mythic	45	Level 2
PTR	Mythic	45	Level 2
DS	Legend	45,67	Level 2
IF	Legend	83,3	Level 3
HQA	Epic	93,3	Level 3
TK	Mythic	100	Level 3

When viewed from the results of calculating test scores and

classification into levels, the player's rank position does not affect the

understanding of the player's vocabulary knowledge through the Mobile

Legend game. As is known from the rank level above the highest is

Mythic, players who are already at that rank level are TY, EK, RA, PTR

and TK, but not all scores and their level positions are the same at level

3, if you look at the level occupied by TY is at level 1 where this level

is the lowest level. And it can also be seen from the table above that

EK, RA and PTR are in the same position at level 2 and also with a perfect score with the highest rank level also occupied by TK with a score of 100 and categorized at level 3.

From the rank order of the Mobile legend game the lowest is Warrior where AMP occupies that rank. In the third row table with a score of 42, he has occupied level 2 which means AMP has completed a mission to understand and analyze a vocabulary in the game as seen from knowledge through notifications and hero quotes spoken by heroes.

The last and highest level is occupied by IF with a Legend rank, HQA with an Epic and Tk rank which has been mentioned in the explanation above that he has got a perfect score. Therefore the three players with the acquisition of scores have the potential to occupy level 3, which means that the three players are already able to produce sentences with their vocabulary understanding.

B. Discussions

The discussion is based on data analysis in the previous chapter. The discussion is structured to answer the formulation of the research problem. Thus, the data analysis consists of the ways of the E-sport community as players in exploring vocabulary through the mobile legend game and the level of vocabulary known by E-sport as a player when playing mobile legend games.

As it is known that mobile legend game is a game that can be played by anyone at any time. Both domestic and foreign people so to understand each game the system provides information in the form of sound and is

written in notifications that appear on the screen. As well as to help the mentality and mood of the players, this game also presents cool, funny and various characters which are also accompanied by positive sentences to characterize the chosen role. In the Mobile Legends game there are quite a number of terms used when playing, sometimes for types of player understanding include killer notifications and hero tones (Bayu Nugroho, 2020)

Based on the findings from interviews conducted by researcher in November 2022, the results were obtained research by interviews in outline with players Mobile Legend as a form of data search and direct involvement in the field later Researcher's Analysis. Which is focused on the concept of questions by researcher to find out how players can explore vocabulary knowledge in this game with or without background knowledge of English.

Based on the results of the interviews, this study shows that the initial steps taken by players in understanding vocabulary knowledge related to screen notifications and also hero quotes are by receiving information from other players, viewing the MPL pro-player YouTube account and also watching the ongoing tournament live. The researcher found that this method is the dominant method used in the early stages by players because it is quite effective if there is an initial display that explains with explanations and visual images, as of that they will automatically distinguish the sentences they want to know. With these findings when compared with the theory put forward by Walter Grauberg (1997) about step knowing Vocabulary Knowledge through games are understanding

meaning, discrimination and remembering is very relevant and also has significant research data results with theory. Even though there are only 3 steps taken by players in the application to explore vocabulary knowledge in the game. It is known when researchers do not find data that players apply the fourth step, namely the consolidation and expansion of meaning in everyday life at all or during playing games. Because this game uses English language system maybe if players implement this step they can codes switching language.

The steps taken by the Players to play this game by implementing the steps to differentiate conditions in the game and also applying memory vocabulary knowledge that has been seen in the game on the YouTube account which is learned by looking at notifications and also quote Hero. If these two things can be mastered, then the player will understand what strategy will be carried out in the game.

The next step are according to the analysis researcher regarding the results of the tournament held by 2 Mobile Legend teams in November 2022, which starts with Hero selection in Room. One of the factors is understanding the Hero character with the spoken Quote Hero because this can make players understand what skills the Hero has, whether shooter or fighter, apart from seeing the logo displayed by the system. Understand the opponent's character team by also understanding about the Hero that are used more dominantly in the shooter or attacker category. These two things are done by the players with the initial step, namely the understanding meaning of sentences carried out by players as the results of the interviews

that have been explained, namely by asking team mates, or by playing often and even looking at the dictionary.

Apart from conducting interviews with players, the researcher also gave a test to measure at what level of mastery of vocabulary knowledge the players have through this game.

With the leveling concept used by the researcher, namely using the concept from Anderson (2009) which focuses on:

1. A player will be categorized at level 1 if the player can implement the mission to remember start to practice understanding basic words in context by applying the knowledge that has been learned from step -step used by the player.

2. A player can be categorized at level 2 if the player can implement the mission to analyze and evaluate word or sentence by Notification and quote Hero.

3. A player is categorized at level 3 if the player can implement a similar mission to create the sentence in the form of a quote Hero after player can implement a mission at level 2.

From the theory that have been presented, the researcher draws conclusions using the percentages formulated as :

$$P = \frac{F}{N} \text{ X } 100 \text{ \%}$$

Which :

P : Percentage

F : Frequency of items

N : total items

Diagram 4.1 Level Vocabulary Knowledge Of The Players

When seen from the diagram above, there is a presentation of the results of classifying the level measurement. That the player has on the Vocabulary Knowledge Mobile Legend game which has been presented with a percentage.

With the result that 20% of Mobile Legend players get a score between 1-35. Which means that as many as 20% of players have been categorized at level 1. They can complete the mission of understanding basic words in the game. At this level players can interpret vocabulary based on memories that have been captured by the brain when players apply the steps used, namely viewing a YouTube account or remembering the meaning of words in a dictionary.

At level 2 occupied by 50% of the players, which means they have completed the mission to analyze a sentence with a new vocabulary builder in the game.

At level 3, which is the highest level, there is a score range of 71-100 with the result that 30% of players enter at this level. At this level, players are able to produce new sentences with their vocabulary knowledge, which is obtained from the stages of understanding meaning, situation discrimination and also remembering strategies.

From the description above, it means that in this case, the player's understanding of the vocabulary in the mobile legend game is mostly not based on the meaning, but understanding the situation. With this understanding, players can remember and apply it in their game to anticipate the opponent's strategy. It is also known that the players are also not English students, which means that their knowledge of English is also lacking. However, it does not rule out the possibility that players can continue to play this game and explore the words in the game.

This research is also only aimed at pop-up notifications and quotes of heroes to measure the extent to which players understand vocabulary and how players can explore this vocabulary. When compared to previous research, they took the object of understanding vocabulary across the entire language system in the game.

A study conducted by Fariska Wulandari shows that there is a significant effect of using online games to expand vocabulary mastery. The researcher Fariska Wulandari also said that the significant effect of using

online games to expand vocabulary is based on having experience learning vocabulary through games at least twice and is elaborative in speaking. As well as the existence of external factors with the acceptance of vocabulary learning that has been carried out in class. As well as researchers taking samples with the criteria of English students. Thus, the significant effect of using online games to expand vocabulary mastery is to achieve research goals or objectives.

Likewise it was done by researchers Abdul, Nazriani, Rini and Teguh who preferred respondents with an equal percentage coverage. They chose 2 English students and 2 Indonesian students which they examined to find out students' perceptions of mobile legends on vocabulary. They described that educational background was the main factor related to the results of the research. For students majoring in English, they don't find it difficult with vocabulary because they have learned about vocabulary before. Meanwhile, students majoring in Indonesian do not often interact in English because they also do not understand.

In contrast to the research conducted by researchers Ari, Tri and Abdul. Their research on vocabulary mastery through the Mobile legend game found that the relationship between educational background and vocabulary mastery in Mobile legend was not significant. They prove that vocabulary knowledge through games owned by non-English students has a high value.

The results of Ari, Tri and Abdul research are actually the pros with the results of this study without seeing that the player is someone who has

knowledge in English. This research proves that everyone can play this game. In any circles and however. By utilizing the social media technology that is served, these players can explore by themselves.

Based on the results interview that have been submitted by players to researcher as well as the results of the tests given to the players regarding the problems that the players need to meet such as:

1. Recognize the Hero character used in the game which is known as the main reason, by understanding the skills that the Hero has and also the emblem that the Hero gets. This can be seen in every quote that the Hero says.

2. Understand the situation in the game which generally includes understanding the opponent's character to chase victory. The need to follow a pattern of play. This can be done by watching the notifications that appear.

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter contains conclusions and suggestions. Conclusions are delivered based on data analysis and problem statements submitted by researcher. Suggestions are offered to other students, especially mobile legend game players who are interested in conducting research on vocabulary materials such as vocabulary knowledge and mastery, and for other researcher to conduct future research on related topics.

A. Conclusion

The conclusion provides the final response to the formulation of the problem stated at the beginning of the paper. With these conclusions, the research objectives were achieved.

In the game Mobile Legends *Bang Bang* there are verbal communication channels and non-verbal communication. While forms of verbal communication in the form of mabar (playing together), squads (teams or groups playing in games with hero was choosen), non-verbal forms of communication in the form of special terms or notification such as noob, AFK, GG, GGWP, savage, buff, and so on.

Based on the lack of knowledge of English from e-sport community players, of course understanding the vocabulary knowledge contained in the game will be difficult to reach. But in this study the researcher found the strategies carried out by players based on the results of interviews as follows:

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1. Watching account matches of pro-players can be found on YouTube live or Tik-tok. From here players will try to understand the situation where the notification appears and also understand the character of the hero that can be heard from their quotes.

2. The next step players will try to interpret the situation that occurred.

3. Try to remember when this situation will be encountered by them so they will understand what to do.

Based on the scoring test that has been given to find out what level of e-sport community player in vocabulary knowledge in the game it has been found that 50% of players occupy level 2 with the player category can interpret just by looking at the situation. Only 30% of players occupy level 3 with category players can interpret, analyze words and produce new sentences according to the same context. And the remaining 20% of players occupy level 1.

B. Suggestion

Based on an analysis of vocabulary knowledge through Mobile legend games by e-sport Community players at UIN Raden Mas Said Surakarta. The researcher proposes some suggestions for readers as follows:

1. For the community

   To minimize the lack of vocabulary knowledge through games, MSL (mobile star league) can make classrooms a kind of guide for explore mobile legend game. So that players do not only learn self-taught but are also trained step by step.

2. For other Researcher

   It is expected to conduct further research related to this topic with various analyses. It is also hoped that other researcher can make this research a reference for conducting similar research and expanding the theory applied in this study.

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APPENDICES

A. APPENDIX 1: **List name of Player**

Table 7.1 List name of Player with their initials

Team	Name of the Player	Initials
A	Denita Sekarningrum	DS
	Eka Melani	EK
	Teguh Kiranto	TK
	Reza Andriani	RA
	Tiya Amelia Putri	TY
B	Agri Mahendra P	AMP
	Sarada	SRD
	Hanif Qori Arrofi	HQA
	Putra Nourizqi H	PTR
	Ilham Febrianto	IF

B. APPENDIX 2 : Interview Guidelines

Table 7.2 Blue print of interview guidelines

Research problem	Question	Theory
1. How do the players explore vocabulary knowledge in	1. Berapa kali dalam sehari Latihan bermain mobile legend? 2. Saat pertama kali mengenal	1. Discriminations The main stage of learning vocabulary is discrimination. It includes the ability to

the mobile legend game?	Mobile Legend, bagaimana tahapan strategi untuk belajar menguasai permainan agar terus meningkatkan level dan posisi rankmu?	distinguish sounds, sounds and letters of similar words during listening and reading and separate them in speaking and writing. As we will see later, failure to discriminate is common source of error. Players can distinguish between words that have the same meaning but different contexts according to the atmosphere of the game.
	3. Hambatan apa yang kamu hadapi sampai kamu ada diposisi rank ini?	
	4. Bagaimana caramu mengeksplore untuk tahu makna dari setiap kosa kata notifikasi yang muncul dalam permainan padahal kamu tidak mempunyai background	2. Understanding meaning In stage of understanding the meaning, players can understand foreign vocabulary concepts so that they can explain them to another. The context is supported by

| | | dari mahasiswa Bahasa inggris ? | images, animations, narration or descriptions, characters, and other visualizations which play a big role in shaping the player's understanding of vocabulary. |
| | | | 3. Remembering
The next step is remembering. All players are still involved pretty good at this stage. This is probably because the vocabulary which they find in the game usually appears to several times, after students find the meaning of a word. |

C. **APPENDIX 3: Interview script**

INTERVIEW SCRIPT FOR GETING INFORMATION OF THE STEPS THAT USED BY PLAYER MOBILE LEGEND E-SPORT COMMUNITY UIN RADEN MAS SAID SURAKARTA ON TUESDAY, NOVEMBER 22, 2022.

Interview 1 with AMP

Researcher : Selamat malam, bisa disebutkan nama, usia dan posisi rank dalam mobile legend?

AMP : Nama saya Agri mahendra dengan usia 22 mba dan rank saya baru di warior

Researcher : Okay, berarti baru awal ya. bera

pa kali dalam sehari latihan atau bermain mobile legend ini?

AMP : Kurang lebih dalam satu hari log in sebanyak 3 kali.

Researcher : Saat pertama kali mengenal game ini, untuk belajar menguasai permainan agar terus meningkat levlenya itu dengan bagaimana?.

AMP : Kalau saya cuma dari lihat youtube sih mba notifikasinya begitu biar tau yang ngekill dan di kill siapa.

Researcher : Hambatan apa sih yang kamu hadapi saat bermain game ini?

AMP : Karna game ini kan biasanya mainnya sama orang luar ya mba jadi ya Bahasa inggrisnya.

Researcher : Dari situ bagaimana kamu bisa explore makna atau setidaknya bisa mengartikan notifikasi-notifikasi tersebut?

AMP   : Dengan liat situasinya mba, lihat di youtube kan juga kadang ada penerjemah game. Selama ini cuma ngandelin tanya temen dan perbanyak main aja sih nanti juga isa dengan sendirinya.

Researcher   : Berarti sama saja bisa dikatakan kalo kamu mengingat dari yputube itu tadi ya?

AMP   : Iya mba.

Researcher   : Okay makasih ya informasinya.

Interview 2 with TY

Researcher : Selamat malam, bisa disebutkan nama, usia dan posisi rank dalam mobile legend?

TY : Nama saya Tiya Amelia mba dengan usia 22, kebetulan rank saya sudah di posisi mythic.

Researcher : Waw, kamu perempuan gamer ya. Kira-kira ni berapa kali dalam sehari latihan atau bermain mobile legend ini?

TY : Dalam sehari saya bermain mobile legend ini minimal hanya 2x sehari sih mba.

Researcher : Minimal 2x tapi mungkin bisa sampai 4-5 kali ya kemungkinan, haha.

TY : Haha, iya mba mungkin banget soalnya udah punya teammates juga.

Researcher : Oh gitu, Saat pertama kali mengenal game ini, untuk belajar menguasai permainan agar terus meningkat levlenya itu dengan bagaimana?

TY : Saya kan ingin menguasai makro dan mikro dalam in game berlangsung dan menguasai permainan agar level terus meningkat yaitu hanya dengan menguasai item dan emblem pada hero, nah biasanya saya melihat teman saya bermain dulu lalu saya ingat-ingat bagaimana mencocokkan emblem dan item dengan role yang saya pilih seperti yang dilakukan oleh teman saya tadi dan juga di MPL Youtube.

Researcher : Okay, berarti untuk step awal memang kamu lihat dari teman ya, terus menurut kamu perlu ga si tau tentang notikasi dan quote dari hero?

TY : Perlu mba, untuk buat strategi selanjutnya biasanya.

Researcher : Nah, dari sini kamu bisa mengasai knowledge dari notifkasi itu dari mana kalau misalnya permainan kamu sedang ada di fase kamu gaada waktu untuk membaca notifikasi?

TY : Kalau dari game kan memang ada tulisan, symbol dan juga sound y amba, khususnya hero. Jadi aku biasanya ya karna aku terbiasa mendengar sound-sound tersebut.

Researcher : Oh begitu, dari situ ada hambatan apa sih yang kamu hadapi saat bermain game ini?

TY : Bahasanya mba, jadi karna aku gatau artinya aku mahamin dari situasi dalam game saja.

Researcher : Dari situ bagaimana kamu bisa explore makna atau setidaknya bisa mengartikan notifikasi-notifikasi tersebut?

TY : Dengan liat situasinya mba, lihat di youtube kan juga kadang ada penerjemah game. Selama ini cuma ngandelin tanya temen dan perbanyak main aja sih nanti juga isa dengan sendirinya.

Researcher : Okay makasih ya informasinya.

TY : Iya mba

Interview 3 with SRD

Researcher : Selamat malam, bisa disebutkan nama, usia dan posisi rank dalam mobile legend?

SRD : Halo mba, nama ku Sarada usia 37, rank saya sudah di posisi legend

Researcher : Okay. Kira-kira berapa kali dalam sehari latihan atau bermain mobile legend ini mas?

SRD : Dalam sehari bisa mba seharian full, tapi denga rata-rata setiap harinya 6-7 jam log in mba.

Researcher : Waduh, berhenti Cuma untuk tidur ya ini. Okay, Saat pertama kali mengenal game ini, untuk belajar menguasai permainan agar terus meningkat levelnya itu dengan bagaimana?

SRD : Sama mba dengan yang lain yaitu lihat akun youtube dari MPL

Researcher : Okay, menurutmu perlu tidak mengathui atau memahami tentang notikasi kill dan quote hero?.

SRD : Perlu mba, untuk buat strategi selanjutnya dan untuk pemberitahuan pada team juga.

Researcher : Nah, dari sini kamu bisa mengasai knowledge dari notifkasi itu dari mana kalau misalnya permainan kamu sedang ada di fase kamu gaada waktu untuk membaca notifikasi?

SRD   : kalau saya biasanya tau maksut notifikasi itu untuk team

saya atau tidaknya dengan melihat konsep pertahanan lawan

yang saya pelajari pada akun youtube MPL

Researcher   : Oh begitu, dari situ ada hambatan apa sih yang kamu hadapi

saat bermain game ini?

SRD   : Sama mba bahasa, saya gangerti Bahasa inggris.

Researcher   : Dari situ bagaimana kamu bisa explore makna atau

setidaknya bisa mengartikan notifikasi-notifikasi tersebut?

SRD   : Dengan liat situasinya mba, kalau kalah ada informasinya,

ada juga kotak kill dan juga simbol-simbol, sama kalau hero

aku tahu dari nada bicaranya kalau lemah kan berarti dia

sedang tidak percaya diri dengan lawannya.

Researcher   : kamu tau itu karna setelah tau semua dari youtube itu tadi

ya?

SRD   : iya mba benar, jadi youtube itu sebagai belajaranya terus

diingat-ingat sendiri terus diterapkan dipermainan sendiri.

Researcher   : Okay makasih ya informasinya.

SRD   : Siap mba

Interview 4 with RA

Researcher : Selamat malam, bisa disebutkan nama, usia dan posisi rank dalam mobile legend?

RA : Hai mba, aku Reza Andriani usia 22, kalau rank saya ada diposisi mythic.

Researcher : Okay. Kira-kira berapa kali dalam sehari latihan atau bermain mobile legend ini mba?

RA : Kurang lebih 3x sehari.

Researcher : Saat pertama kali mengenal game ini, untuk belajar menguasai permainan agar terus meningkat levelnya itu dengan bagaimana?

RA : Banyak cara seperti liat youtube, tik-tok, tanya pemain lama dan lihat web MPL untuk bisa belajar membedakan suara-suara sistem karena saya malas memb

Researcher : Menurutmu perlu tidak mengatahui atau memahami tentang notikasi kill dan quote hero?.

RA : Perlu sih mba, biar menjaga kekompakan team juga.

Researcher : Nah, dari sini kamu bisa mengasai knowledge dari notifkasi itu dari mana kalau misalnya permainan kamu sedang ada di fase kamu gaada waktu untuk membaca notifikasi?

RA : melihat situasi dalam game aja saya mba

Researcher : Oh begitu, dari situ ada hambatan apa sih yang kamu hadapi saat bermain game ini?

RA : Bahasa mba inggris soalnya.

Researcher : Dari situ bagaimana kamu bisa explore makna atau setidaknya bisa mengartikan notifikasi-notifikasi tersebut?

RA : lihat situasi memperhatikan turret, lawan, minion, kotak informasi kill disana juga ada symbol-simbolnya.

Researcher : kamu tau itu karna setelah tau semua dari youtube itu tadi ya?

RA : iya mba benar, sama sering berlatih sih mba karna kalau ketemu dengan itu-itu terus nanti lama-lama juga hafal.

Researcher : Okay makasih ya informasinya.

RA : Siap mba.

Interview 5 with EK

Researcher   : Selamat malam, bisa disebutkan nama, usia dan posisi rank dalam mobile legend?

EK   : Hai, aku Eka Melani usia 23, rank saya ada diposisi mythic.

Researcher   : Okay. Kira-kira berapa kali dalam sehari latihan atau bermain mobile legend ini mba?

EK   : 12 jam mba.

Researcher   : Waw lama juga ya. Terus saat pertama kali mengenal game ini, untuk belajar menguasai permainan agar terus meningkat levelnya itu dengan bagaimana?

EK   : Saya lihat youtube, otomatis tahu ketika notifikasi muncul saya tahu persis harus apa,,misalkan "retreat" saya akan bergerak mundur.

Researcher   : Okay, menurutmu perlu tidak mengatahui atau memahami tentang notikasi kill dan quote hero?.

EK   : Perlu mba, untuk menjaga kekompakan team juga.

Researcher   : Nah, dari sini kamu bisa mengasai knowledge dari notifkasi itu dari mana kalau misalnya permainan kamu sedang ada di fase kamu gaada waktu untuk membaca notifikasi?

EK   : melihat simbolnya dalam game aja saya mba.

Researcher   : Oh begitu, dari situ ada hambatan apa sih yang kamu hadapi saat bermain game ini?

EK   : Penguasaan karakterhero sama Bahasa sistemnya.

Researcher : Dari situ bagaimana kamu bisa explore makna atau setidaknya bisa mengartikan notifikasi-notifikasi dan yang dikatakan hero tersebut?

EK : Banyak cara seperti liat youtube, tik-tok, tanya pemain setim atau pemain senior dan baca-baca web MPL.

Researcher : Jadi bisa disimpulkan kalau banyak bertemu dengan kalimat-kalimat tersebut juga akan bisa tau maknanya sehingga bisa buat strategi dari situ dengan team ya?

EK : iya mba benar.

Researcher : Okay makasih ya informasinya.

EK : Siap mba.

Interview 6 with HQA

Researcher : Selamat malam, bisa disebutkan nama, usia dan posisi rank

dalam mobile legend?

HQA : Aku Hanif Qori usia 26, rank ku baru epic mba

Researcher : Okay. Kira-kira berapa kali dalam sehari latihan atau

bermain mobile legend ini mas?

HQA : 1-2 kali sehari di waktu senggang atau sepulang kerja.

Researcher : Terus saat pertama kali mengenal game ini, untuk belajar

menguasai permainan agar terus meningkat levelnya itu

dengan bagaimana?

HQA : Mempelajari bagaimana alur & konsep permainan serta

karakter hero dari spund quote of hero. Mempelajari fungsi

& kebutuhan item saat bermain serta menyesuaikan

pemakaian hero. Dan belajar buat membedakan notikasi

milik saya, team atau team lawan.

Researcher : Okay, menurutmu perlu tidak mengatahui atau memahami

tentang notikasi kill dan quote hero?.

HQA : Kalau menurut saya sendiri harus tau sih mba, karena

biasanya kalau gatau ya gabakal tau strategi nya yang

akhirnya disebut nolep.

Researcher : Nah, dari sini kamu bisa mengasai knowledge dari notifkasi

itu dari mana kalau misalnya permainan kamu sedang ada di

fase kamu gaada waktu untuk membaca notifikasi?

HQA : Belajar atau banyakin nonton youtube yang ada penerjemahnya mba sama sekalian lihat situasi gamenya saat dijelaskan.

Researcher : Oh begitu, dari situ ada hambatan apa sih yang kamu hadapi saat bermain game ini?

HQA : Bahasa sistemnya.

Researcher : Dari situ bagaimana kamu bisa explore makna atau setidaknya bisa mengartikan notifikasi-notifikasi dan yang dikatakan hero tersebut?

HQA : Kalau saya sendiri, dengan melihat heronya, gerak geriknya, nada suaranya, sama symbol yang muncul.

Researcher : Jadi bisa disimpulkan kalau banyak bertemu dengan kalimat-kalimat tersebut juga akan bisa tau maknanya sehingga bisa buat strategi dari situ dengan team ya?

HQA : Iya mba benar.

Researcher : Okay makasih ya informasinya.

HQA : Siap mba.

Interview 7 with PTR

Researcher : Selamat malam, bisa disebutkan nama, usia dan posisi rank dalam mobile legend?

PTR : Halo mba, nama ku Putra Nourisqi usia 19, rank posisi ku di mythic mba.

Researcher : Okay. Kira-kira berapa kali dalam sehari latihan atau bermain mobile legend ini mas?

PTR : Biasanya saya bermain mobile legend 4-7 jam sehari setelah pulang dari kampus.

Researcher : Terus saat pertama kali mengenal game ini, untuk belajar menguasai permainan agar terus meningkat levelnya itu dengan bagaimana?

PTR : Biasanya saya belajar dengan melihat youtube professional player, pertandingan pertandingan besar mobile legend dan juga tik-tok. Dari situ banyak tuh sound dan juga penerjemahnya jadi bisa buat saya belajar.

Researcher : Okay, menurutmu perlu tidak mengatahui atau memahami tentang notikasi kill dan quote hero?.

PTR : perlu mba.

Researcher : Nah, dari sini kamu bisa mengasai knowledge dari notifkasi itu dari mana kalau misalnya permainan kamu sedang ada di fase kamu gaada waktu untuk membaca notifikasi?

PTR : Lihat situasi hero say amba dengan mendengarkan sound quote nya.

Researcher   : bagaimana kamu bisa explore makna atau setidaknya bisa mengartikan notifikasi-notifikasi dan yang dikatakan hero tersebut?

PTR   : Kalau saya sendiri, dengan melihat heronya, gerak geriknya, nada suaranya, sama symbol notikasi juga mba yang muncul.

Researcher   : Jadi bisa disimpulkan kalau banyak bertemu dengan kalimat-kalimat tersebut juga akan bisa tau maknanya sehingga bisa buat strategi dari situ dengan team ya?

PTR   : iya mba benar.

Researcher   : Okay makasih ya informasinya.

PTR   : "Okay Siap mba.

Interview 8 with TK

Researcher : Selamat malam, bisa disebutkan nama, usia dan posisi rank dalam mobile legend?

TK : Nama saya Teguh Kiranto usia 21, rank mythic.

Researcher : Okay. Kira-kira berapa kali dalam sehari latihan atau bermain mobile legend ini mas?

TK : Saya bermain mobile legend sekitar 2-3 jam dalam waktu yang random bisa siang, sore, malam dalam sehari.

Researcher : Terus saat pertama kali mengenal game ini, untuk belajar menguasai permainan agar terus meningkat levelnya itu dengan bagaimana?

TK : Menonton youtube dari pro-player dan menonton MPL biasanya nanti ada suara dan notifikasi dari sistem.

Researcher : Okay, menurutmu perlu tidak mengatahui atau memahami tentang notikasi kill dan quote hero?.

TK : Menurut saya perlu, karna game ini kan bukan permainan yang dimainkan individu melainkan team. Notifikasi tersebut sangat membantu dalam membentuk strategi team dan quote hero juga bisa digunakan untuk mengetahui kondisi hero.

Researcher : Nah, dari sini kamu bisa mengasai knowledge dari notifkasi itu dari mana kalau misalnya permainan kamu sedang ada di fase kamu gaada waktu untuk membaca notifikasi?

TK : kalau saya mengandalkan sound dan symbol soalnya sound nya itu seperti sudah membekas sekali nadanya.

Researcher : Jadi bisa disimpulkan kalau banyak bertemu dengan kalimat-kalimat tersebut dan soundnya juga akan bisa tau maknanya sehingga bisa buat strategi dari situ dengan team ya?

TK : iya mba benar.

Researcher : Okay makasih ya informasinya.

TK : Okay Siap mba.

Interview 9 with DS

Researcher : Selamat malam, bisa disebutkan nama, usia dan posisi rank dalam mobile legend?

DS : Halo, namaku Denita Sekarningrum, usiaku 21 dan rank posisi ada di legend.

Researcher : Okay. Kira-kira berapa kali dalam sehari latihan atau bermain mobile legend ini?

DS : Bermain game ini sih biasaya aku Cuma malam mba, tapi bisa 2-5 log in.

Researcher : Oh, karena senggangnya malam ya hehe. Okay, Terus saat pertama kali mengenal game ini, untuk belajar menguasai permainan agar terus meningkat levelnya itu dengan bagaimana?

DS : Main di classic dulu kalau saya setelah saya rasa tau situasi seperti apa yang ada di game, yang ada di outline dan midline atau penguasaan heronya seperti apa nah baru saya mengaplikasikan semua itu di rank. Karena kalau di classic kan bisa main dengan computer kalau di rank langsung kan harus bermain dengan tem jadi saya perlu memahami tetang notifikasi kill.

Researcher : Okay. Jadi menurutmu sangat perlu ya untuk mengathui notifikasi yang muncul dan penguasaan hero dengan mengenal skill dan quote nya?

DS   : Menurut saya sama seperti TK bahwa perlu, karna game ini kan bukan permainan yang dimainkan individu melainkan team. Notifikasi tersebut sangat membantu dalam membentuk strategi team dan quote hero juga bisa digunakan untuk mengetahui kondisi hero.

Researcher   : Nah, dari sini kamu bisa menguasai knowledge dari notifikasi itu dari mana kalau misalnya permainan kamu sedang ada di fase kamu gaada waktu untuk membaca notifikasi?

DS   : Dari symbol dan situasinya.

Researcher   : Semua itu kamu bisa pelajari dengan terus berlatih ya? Berarti bisa dikataka kamu juga ada step untuk mengingat-ingat apa yang harus dikuasai dalam gamenya?

DS   : Iya mba kalau saya begitu.

Researcher   : Okay makasih ya informasinya.

DS   : Siap mba sukses mba.

Interview 10 with IF

Researcher : Selamat malam, bisa disebutkan nama, usia dan posisi rank dalam mobile legend?

IF : Namaku Ilham Febriantoro, usiaku 22 dan rank posisi ada di legend.

Researcher : Okay. Kira-kira berapa kali dalam sehari latihan atau bermain mobile legend ini?

IF : 1-3 kali.

Researcher : Okay, Terus saat pertama kali mengenal game ini, untuk belajar menguasai permainan agar terus meningkat levelnya itu dengan bagaimana?

IF : Pertama, Nonton Pro Player Ini membantu supaya kita bisa tahu bagaimana masing-masing karakter Hero. Seperti cara mainnya, build nya, skil-skill dan passive nya. Sehingga dengan tahu ini semua, maka bermain dengan Hero yang dipilih akan bisa bermain dengan baik. Kedua, Main dengan team membantu kita untuk selalu mendapat masukan. Sehingga tidak hanya bermain individu tanpa ada permainan team. Sehingga pada akhirnya ketika bermain dengan team yang solid maka permainan akan menjadi lebih berpotensi untuk menang. Ketiga, Ikut Turnamen soalnya sangat penting untuk melatih mental. Karena dalam permainan turnamnen, mental menjdai nomor satu karena tidak hanya skill yang ditandingkan tetapi mental juga. Ketika bertemu

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lawan sulit bagaimana mental kita tetap keadaan stabil meski tertekan sekalipun. Sehingga pada akhirnya permainan akan dimenangkan oleh tim yang bisa tetap menjaga mentalitas terbiknya sebagai seorang juara.

Researcher : Okay. Panjang juga ya penjelsannya. Jadi menurutmu sangat perlu ya untuk mengathui notifikasi yang muncul dan penguasaan hero dengan mengenal skill dan quote nya?

IF : perlu.

Researcher : Nah, dari sini kamu bisa menguasai knowledge dari notifikasi itu dari mana kalau misalnya permainan kamu sedang ada di fase kamu gaada waktu untuk membaca notifikasi?

IF : symbol bisa, dikasih tahu langsung dengan teman setim bisa atau ya dengan iat situasi in game.

Researcher : Jadi kamu setuju ya kalau belajar game ini dan menguasai istilah-istilahnya bisa dengan mendengar sound dan membedakan sound tersebut. Dan juga dengan terus berlatih sehingga bisa hafal sendirinya?

IF : iya mba kalau saya begitu, karena saya yakin si kalau sudah log in game ga mungkin Cuma satu kali saja mainnya.

Researcher : Okay makasih ya informasinya.

IF : Siap mba.

INDICATOR OF VOCABULARY TEST THROUGH THE MOBILE

LEGEND GAME

Indicators Vocabulary Knowledge	Description	Item Number	Score
Meaning	The players are able to understand the meaning of the word or sentence spoken by the hero, or the notification which appear during the match. Understanding the meaning here can be weather understanding meaning literally or conditionally.	8 10 11 12 13 14 17 22 24	1 2
Synonym	The players can mention or even explain the synonym of the word or sentence spoken by the hero or notification appeared on the screen.	4 5 15 19	1

Remembering	The players can guess the name of the hero just by reading the quote written on the questions.	1 3 6 9	1
	The players can fill in the blank which written the quotes of the hero or the notification which used to be listened by the players.	21	2
Analysis situation	The players can already analyzed or even explained the situation happened on the match by listening the quote of the hero or the notification appeared on the screen by habitually remembering the characteristics of the hero through their quote or the notification.	2 7 16 18 20	1
Create sentence	The players are provided the quotes of the hero, then the players are asked to explain the situation based on the quote spoken by the hero in English.	23 25	2 2

E. APPENDIX 5 : Result of the test

TEST VOCABULARY FOR GETING INFORMATION OF THE LEVEL OF VOCABULARY KNOWLEDGE THROUGH MOBILE LEGEND GAME OWN BY PLAYER E-SPORT COMMUNITY UIN RADEN MAS SAID SURAKARTA ON TUESDAY, NOVEMBER 22, 2022.

1. **Result the test by AMP**

TEST VOCABULARY KNOWLEDGE THROUGH MOBILE LEGEND GAME

Name : AMP.

42.

Rank : Warior.

A. **Objective**

1. I ….. who I am and you will soon know as well
   a. Feel
   b. Know ✗
   c. Start
   d. Do

2. Balmond : "I die with honor…"
   the Balmond's situation is…
   a. when he uses a skill
   b. when he moves
   c. when he was killed by an enemy ✗
   d. when he was chosen

3. A true warrior would give life to the things she wants to protect who is the hero saying that quote?
   a. Layla
   b. Hanabi ✗
   c. Eudora
   d. Dyrroth

4. "I am the sacrifice."
   the synonym of "sacrifice" is….
   a. Kill
   b. Victim
   c. Proved
   d. Move ✗

5. The abyss is home to me.
   the synonym of "abyss" is….
   a. Heaven
   b. Paradise
   c. World ✗

107

    d. Inferno

6. "Higanbana!"

  who is the hero saying that quote?

    a. Layla

    ~~b.~~ Hanabi

    c. Eudora

    d. Alpha

7. Test, Alpha is online

  the Alpha's situation is...

    a. when he uses a skill

    b. when he moves

    c. when he was killed by an enemy

    ~~d.~~ when he was chosen

8. Pitiful, half mech

  The word of "pitiful" means....

    a. Pleased

    b. Delight

    ~~c.~~ Sadly

    d. Small

9. Let's see who has the last laugh

  Quote by....

    a. Dyrroth

    ~~b.~~ Balmond

    c. Layla

    d. Eudora

    e. Hanabi

10. Execution, at its finest

  The word of "finest" means....

    a. Worst

    b. Happiest

    ~~c.~~ Perfect

    d. Enjoy

11. Legendary, means......

    a. Doing 3 Kill Streaks

108

b. Doing 6 Kill Streaks

c. Doing 7 Kill Streaks

d. Doing 8 Kill Streaks

12. what is a kill streak?

    a. save the team

    b. avoid the opposing team

    ✗ consecutive kills

    d. victory

13. First blood, means....

    a. one of the team members was killed by enemy

    ✗ Killing an enemy for the first time.

    c. Kill the monster

    d. Destroy the turret

14. Mega kill, means......

    a. Doing 3 Kill Streaks

    ✗ Doing 4 Kill Streaks

    c. Doing 2 Kill Streaks

    d. Doing 8 Kill Streaks

15. Shut down, the synonym is....

    ✗ Cutthroat

    b. Killing

    c. Dangerous

    d. warning

16. "Wiped out" when situation is....

    a. all the team members were destroyed

    b. all turrets destroyed

    ✗ all enemies die

    d. experience defeat

17. Unstoppable, means.....

    a. Doing 2 Kill Streaks

    b. Doing 3 Kill Streaks

    ✗ Doing 5 Kill Streaks

    d. Doing 8 Kill Streaks

18. "Monster kill" when situation is....

a. all the team members were destroyed

b. victory

c. all enemies die

d. kill the giants

19. "I'll be the blade in your hands"

Synonym of "blade" is....

a. Knife

~~b.~~ Sword

c. Shank

d. Bullet

20. Eudora : "Prepare to be crushed!"

the Eudora's situation is…

a. when she uses a skill

~~b.~~ when she moves

c. when she was killed by an enemy

d. when she was chosen

12

B. Subjective

21. Mention the notifications that appear on the screen during the game that you remember! First boold

22. Please give the meaning from each notification based on what you wrote in number 21! darah pertama .

23. Please explain it (number 22) in situation! Panic

24. "You should be ashamed for not trusting yourself"

Translate into Bahasa and find the synonym of "ashamed"! The meaning is anda harus malu karena tidak memper cayar diri sendiri , synonym ashamed is shy , embarrassed , timid

25. "My blood boils until the day I die." Balmond

a) who is the hero saying that quote? ~~Balmood~~ Balmond

b) Please explain the meaning in English! Fighting spirit to the death.

$$\frac{12+9}{30} \times 100 = 42$$

Total score $= \frac{12+9}{30} \; x \; 100 = 42$

Objective correct answer = 12

Subjective total score = 9

2. Result the test by SRD

TEST VOCABULARY KNOWLEDGE THROUGH MOBILE LEGEND GAME

Name : Sorada

Rank : Legend

35

A. Objective

1. I ..... who I am and you will soon know as well
   a. Feel
   b. Know ✗
   c. Start
   d. Do

2. Balmond : "I die with honor..."
   the Balmond's situation is...
   a. when he uses a skill
   b. when he moves
   c. when he was killed by an enemy ✗
   d. when he was chosen

3. A true warrior would give life to the things she wants to protect
   who is the hero saying that quote?
   a. Layla
   b. Hanabi ✗
   c. Eudora
   d. Dyrroth

4. "I am the sacrifice."
   the synonym of "sacrifice" is....
   a. Kill
   b. Victim ✗
   c. Proved
   d. Move

5. The abyss is home to me.
   the synonym of "abyss" is....
   a. Heaven
   b. Paradise
   c. World

111

d. Inferno
6. "Higanbana!"

who is the hero saying that quote?

a. Layla

b. Hanabi

c. Eudora

d. Alpha

7. Test, Alpha is online

the Alpha's situation is...

a. when he uses a skill

b. when he moves

c. when he was killed by an enemy

d. when he was chosen

8. Pitiful, half mech

The word of "pitiful" means....

a. Pleased

b. Delight

c. Sadly

d. Small

9. Let's see who has the last laugh

Quote by....

a. Dyrroth

b. Balmond

c. Layla

d. Eudora

e. Hanabi

10. Execution, at its finest

The word of "finest" means....

a. Worst

b. Happiest

c. Perfect

d. Enjoy

11. Legendary, means......

a. Doing 3 Kill Streaks

b. Doing 6 Kill Streaks

c. Doing 7 Kill Streaks

d. Doing 8 Kill Streaks

12. what is a kill streak?

a. save the team

b. avoid the opposing team

c. consecutive kills

d. victory

13. First blood, means….

a. one of the team members was killed by enemy

b. Killing an enemy for the first time.

c. Kill the monster

d. Destroy the turret

14. Mega kill, means……

a. Doing 3 Kill Streaks

b. Doing 4 Kill Streaks

c. Doing 2 Kill Streaks

d. Doing 8 Kill Streaks

15. Shut down, the synonym is….

a. Cutthroat

b. Killing

c. Dangerous

d. warning

16. "Wiped out" when situation is….

a. all the team members were destroyed

b. all turrets destroyed

c. all enemies die

d. experience defeat

17. Unstoppable, means…..

a. Doing 2 Kill Streaks

b. Doing 3 Kill Streaks

c. Doing 5 Kill Streaks

d. Doing 8 Kill Streaks

18. "Monster kill" when situation is….

a. all the team members were destroyed

b. victory

c. all enemies die

d. kill the giants

19. "I'll be the blade in your hands"

Synonym of "blade" is….

a. Knife

b. Sword

c. Shank

d. Bullet

20. Eudora : "Prepare to be crushed!"

the Eudora's situation is…

a. when she uses a skill

b. when she moves

c. when she was killed by an enemy

d. when she was chosen

B. Subjective

21. Mention the notifications that appear on the screen during the game that you remember! first blood

22. Please give the meaning from each notification based on what you wrote in number 21! in Game Pc / warnet

23. Please explain it (number 22) in situation! Sika nerve . nere wracking

24. "You should be ashamed for not trusting yourself"

Translate into Bahasa and find the synonym of "ashamed"! Malu

25. "My blood boils until the day I die."

a) who is the hero saying that quote? karina

b) Please explain the meaning in English! assasint Cold-blooded killer

$$\frac{15+6}{30} \times 100 = 35$$

Total score = $\frac{15+6}{30}$ **x 100 = 35**

Objective correct answer = 15

Subjective total score = 6

3. Result the test by HQA

TEST VOCABULARY KNOWLEDGE THROUGH MOBILE LEGEND GAME

Name : HANIF QORI ARDOFI

Rank : EPIC

93,3

A. Objective

1. I ….. who I am and you will soon know as well
    a. Feel
    b. Know
    c. Start
    d. Do
2. Balmond : "I die with honor…"
    the Balmond's situation is…
    a. when he uses a skill
    b. when he moves
    c. when he was killed by an enemy
    d. when he was chosen
3. A true warrior would give life to the things she wants to protect
    who is the hero saying that quote?
    a. Layla
    b. Hanabi
    c. Eudora
    d. Dyrroth
4. "I am the sacrifice."
    the synonym of "sacrifice" is….
    a. Kill
    b. Victim
    c. Proved
    d. Move
5. The abyss is home to me.
    the synonym of "abyss" is….
    a. Heaven
    b. Paradise
    c. World

d. Inferno

6. "Higanbana!"

who is the hero saying that quote?

a. Layla

b. Hanabi

c. Eudora

d. Alpha

7. Test, Alpha is online

the Alpha's situation is...

a. when he uses a skill

b. when he moves

c. when he was killed by an enemy

d. when he was chosen

8. Pitiful, half mech

The word of "pitiful" means....

a. Pleased

b. Delight

c. Sadly

d. Small

9. Let's see who has the last laugh

Quote by....

a. Dyrroth

b. Balmond

c. Layla

d. Eudora

e. Hanabi

10. Execution, at its finest

The word of "finest" means....

a. Worst

b. Happiest

c. Perfect

d. Enjoy

11. Legendary, means......

a. Doing 3 Kill Streaks

b. Doing 6 Kill Streaks

c. Doing 7 Kill Streaks

d. Doing 8 Kill Streaks

12. what is a kill streak?

a. save the team

b. avoid the opposing team

c. consecutive kills

d. victory

13. First blood, means….

a. one of the team members was killed by enemy

b. Killing an enemy for the first time.

c. Kill the monster

d. Destroy the turret

14. Mega kill, means……

a. Doing 3 Kill Streaks

b. Doing 4 Kill Streaks

c. Doing 2 Kill Streaks

d. Doing 8 Kill Streaks

15. Shut down, the synonym is….

a. Cutthroat

b. Killing

c. Dangerous

d. warning

16. "Wiped out" when situation is….

a. all the team members were destroyed

b. all turrets destroyed

c. all enemies die

d. experience defeat

17. Unstoppable, means…..

a. Doing 2 Kill Streaks

b. Doing 3 Kill Streaks

c. Doing 5 Kill Streaks

d. Doing 8 Kill Streaks

18. "Monster kill" when situation is….

a.   all the team members were destroyed

b.   victory

c.   all enemies die

d.   kill the giants

19. "I'll be the blade in your hands"

Synonym of "blade" is….

a.   Knife

b.   Sword

c.   Shank

d.   Bullet

20. Eudora : "Prepare to be crushed!"

the Eudora's situation is…

a.   when she uses a skill

b.   when she moves

c.   when she was killed by an enemy

d.   when she was chosen

B. Subjective

21. Mention the notifications that appear on the screen during the game that you remember! Retreat , victory . Defeat .

22. Please give the meaning from each notification based on what you wrote in number 21! Retreat → Mundur   Defeat → Mengalahkan / Kalah . victory → Menang

23. Please explain it (number 22) in situation!

24. "You should be ashamed for not trusting yourself" kamu harus malu karena tidak mempercayai dirimu sendiri . Translate into Bahasa and find the synonym of "ashamed"! shy , embarrased .

25. "My blood boils until the day I die."

a) who is the hero saying that quote? Balmond

b) Please explain the meaning in English! Fighting spirit to the death

23. Retreat → situation to survive

victory → when the team wins

Defeat → when the team loses .

$$\frac{20+8}{30} \times 100 = 93,3$$

Total score = $\frac{20+8}{30}$ x **100 = 93,3**

Objective correct answer = 20

Subjective total score = 8

118

4. Result the test by IF

TEST VOCABULARY KNOWLEDGE THROUGH MOBILE LEGEND GAME

Name : Ilham Febrianto

Rank : Legend

A. Objective

1. I ….. who I am and you will soon know as well
   a. Feel
   b. Know ✔ ☐
   c. Start
   d. Do

2. Balmond : "I die with honor…"
   the Balmond's situation is…
   a. when he uses a skill
   b. when he moves
   c. when he was killed by an enemy ✔ ☐
   d. when he was chosen

3. A true warrior would give life to the things she wants to protect
   who is the hero saying that quote?
   a. Layla
   b. Hanabi
   c. Eudora
   d. Dyrroth ✔ ☐

4. "I am the sacrifice."
   the synonym of "sacrifice" is….
   a. Kill
   b. Victim ✔ ☐
   c. Proved
   d. Move

5. The abyss is home to me.

the synonym of "abyss" is….

a. Heaven

b. Paradise

c. World

d. Inferno ✔ ☐

6. "Higanbana!"

who is the hero saying that quote?

a. Layla

b. Hanabi ✔ ☐

c. Eudora

d. Alpha

7. Test, Alpha is online

the Alpha's situation is…

a. when he uses a skill

b. when he moves

c. when he was killed by an enemy

d. when he was chosen ✔ ☐

8. Pitiful, half mech

The word of "pitiful" means….

a. Pleased

b. Delight

c. Sadly ✔ ☐

d. Small

9. Let's see who has the last laugh

Quote by….

a. Dyrroth

b. Balmond

c. Layla

d. Eudora ✔ ☐

e. Hanabi

10. Execution, at its finest

The word of "finest" means….

    a. Worst

    b. Happiest ✔ ☐

    c. Perfect

    d. Enjoy

11. Legendary, means……

    a. Doing 3 Kill Streaks

    b. Doing 6 Kill Streaks

    c. Doing 7 Kill Streaks

    d. Doing 8 Kill Streaks ✔ ☐

12. what is a kill streak?

    a. save the team

    b. avoid the opposing team

    c. consecutive kills ✔ ☐

    d. victory

13. First blood, means….

    a. one of the team members was killed by enemy

    b. Killing an enemy for the first time. ✔ ☐

    c. Kill the monster

    d. Destroy the turret

14. Mega kill, means……

    a. Doing 3 Kill Streaks

    b. Doing 4 Kill Streaks ✔ ☐

    c. Doing 2 Kill Streaks

    d. Doing 8 Kill Streaks

15. Shut down, the synonym is….

    a. Cutthroat

    b. Killing ✔ ☐

    c. Dangerous

    d. warning

16. "Wiped out" when situation is….

    a. all the team members were destroyed ✔ ☐

b. all turrets destroyed

c. all enemies die

d. experience defeat

17. Unstoppable, means…..

a. Doing 2 Kill Streaks

b. Doing 3 Kill Streaks

c. Doing 5 Kill Streaks ✔ ☐

d. Doing 8 Kill Streaks

18. "Monster kill" when situation is….

a. all the team members were destroyed ✔ ☐

b. victory

c. all enemies die

d. kill the giants

19. "I'll be the blade in your hands"

Synonym of "blade" is….

a. Knife

b. Sword ✔ ☐

c. Shank

d. Bullet

20. Eudora : "Prepare to be crushed!"

the Eudora's situation is…

a. when she uses a skill

b. when she moves

c. when she was killed by an enemy

d. when she was chosen ✔ ☐

B. Subjective

21. Mention the notifications that appear on the screen during the game that you remember!

- five seconds to the enemy reaches the battlefield

- All troops deployed

22. Please give the meaning from each notification based on what you wrote in number 21!
    - Lima detik untuk musuh sampai di area perang
    - semua pasukan dikerahkan
23. Please explain it (number 22) in situation!
    - The situation when this notification appear is in the early game of Mobile Legend. Spesifically, when all of the player after choosing the Hero they used in the game.
24. "You should be ashamed for not trusting yourself"
    Translate into Bahasa and find the synonym of "ashamed"!
    Malu the synonym is "Shy".

25. "My blood boils until the day I die."
    a) who is the hero saying that quote?
       Balmond

    b) Please explain the meaning in English!
       The meaning of this sentence is like Balmond probably has no hesitate to kill every enemy he faced as long as he still alive during that game. Futhermore, it means balmond has the endless battle spirit as a fighter in Mobile Legends. So, balmond not only has the big body but he also has a massive spirit in their soul to kill everybody.

Total score $= \frac{15+10}{30} \; x \; 100 = 83,3$

Objective correct answer = 15

Subjective total score = 10

123

5. Result the test by PTR

TEST VOCABULARY KNOWLEDGE THROUGH MOBILE LEGEND GAME

Name : Putra

Rank : Mythic   45

A. Objective

1. I ….. who I am and you will soon know as well
   a. Feel
   ~~b.~~ Know
   c. Start
   d. Do

2. Balmond : "I die with honor…"
   the Balmond's situation is…
   a. when he uses a skill
   b. when he moves
   ~~c.~~ when he was killed by an enemy
   d. when he was chosen

3. A true warrior would give life to the things she wants to protect
   who is the hero saying that quote?
   a. Layla
   ~~b.~~ Hanabi
   c. Eudora
   d. Dyrroth

4. "I am the sacrifice."
   the synonym of "sacrifice" is….
   a. Kill
   ~~b.~~ Victim
   c. Proved
   d. Move

5. The abyss is home to me.
   the synonym of "abyss" is….
   a. Heaven
   b. Paradise
   c. World

       X Inferno

6. "Higanbana!"

   who is the hero saying that quote?

    a. Layla

    X Hanabi

    c. Eudora

    d. Alpha

7. Test, Alpha is online

   the Alpha's situation is…

    a. when he uses a skill

    b. when he moves

    X when he was killed by an enemy

    d. when he was chosen

8. Pitiful, half mech

   The word of "pitiful" means….

    a. Pleased

    X Delight

    c. Sadly

    d. Small

9. Let's see who has the last laugh

   Quote by….

    X Dyrroth

    b. Balmond

    c. Layla

    d. Eudora

    e. Hanabi

10. Execution, at its finest

   The word of "finest" means….

    a. Worst

    b. Happiest

    c. Perfect

    X Enjoy

11. Legendary, means……

    X Doing 3 Kill Streaks

    b. Doing 6 Kill Streaks

    c. Doing 7 Kill Streaks

    d. Doing 8 Kill Streaks

12. what is a kill streak?

    a. save the team

    b. avoid the opposing team

    c. consecutive kills

    d. victory

13. First blood, means….

    a. one of the team members was killed by enemy

    b. Killing an enemy for the first time.

    c. Kill the monster

    d. Destroy the turret

14. Mega kill, means……

    a. Doing 3 Kill Streaks

    b. Doing 4 Kill Streaks

    c. Doing 2 Kill Streaks

    d. Doing 8 Kill Streaks

15. Shut down, the synonym is….

    a. Cutthroat

    b. Killing

    c. Dangerous

    d. warning

16. "Wiped out" when situation is….

    a. all the team members were destroyed

    b. all turrets destroyed

    c. all enemies die

    d. experience defeat

17. Unstoppable, means…..

    a. Doing 2 Kill Streaks

    b. Doing 3 Kill Streaks

    c. Doing 5 Kill Streaks

    d. Doing 8 Kill Streaks

18. "Monster kill" when situation is….

a. all the team members were destroyed

b. victory

c. all enemies die

~~d. kill the giants~~

19. "I'll be the blade in your hands"

Synonym of "blade" is….

a. Knife

~~b. Sword~~

c. Shank

d. Bullet

20. Eudora : "Prepare to be crushed!"

the Eudora's situation is…

~~a. when she uses a skill~~

b. when she moves

c. when she was killed by an enemy

d. when she was chosen

B. Subjective

21. Mention the notifications that appear on the screen during the game that you remember!

22. Please give the meaning from each notification based on what you wrote in number 21!

23. Please explain it (number 22) in situation!

24. "You should be ashamed for not trusting yourself"

Translate into Bahasa and find the synonym of "ashamed"!

25. "My blood boils until the day I die."

a) who is the hero saying that quote?

b) Please explain the meaning in English!

$\frac{15 + 9}{30} \times 100 = 45$

21. legendary, triple kill, double kill, savage, maniac, First blood,

22. tak terkalahkan, membunuh 3 musuh, membunuh 2 musuh, membunuh 5 musuh, membunuh 1 musuh, membunuh musih diawal

23. doing 0 kill streaks, doing 3 kill streaks, doing 2 kill striks, doing 5 kill streaks, doing 4 kill streaks, doing first kill

24. shy

25. a) baimond

Total score = $\frac{15+9}{30}$ **x 100 = 45**

Objective correct answer = 15

Subjective total score = 9

6. Result the test by DS

TEST VOCABULARY KNOWLEDGE THROUGH MOBILE LEGEND GAME

Name : Denita Setarningrum

Rank : legend.

TTS: 45,67.

A. Objective

1. I ….. who I am and you will soon know as well
   a. Feel
   ~~b.~~ Know
   c. Start
   d. Do

2. Balmond : "I die with honor…"
   the Balmond's situation is…
   a. when he uses a skill
   b. when he moves
   ~~c.~~ when he was killed by an enemy
   d. when he was chosen

3. A true warrior would give life to the things she wants to protect
   who is the hero saying that quote?
   a. Layla
   ~~b.~~ Hanabi
   c. Eudora
   d. Dyrroth

4. "I am the sacrifice."
   the synonym of "sacrifice" is….
   a. Kill
   ~~b.~~ Victim
   c. Proved
   d. Move

5. The abyss is home to me.
   the synonym of "abyss" is….
   a. Heaven
   b. Paradise
   c. World

128

    X Inferno
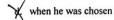6. "Higanbana!"

   who is the hero saying that quote?

    a. Layla

    X Hanabi

    c. Eudora

    d. Alpha

7. Test, Alpha is online

   the Alpha's situation is...

    a. when he uses a skill

    b. when he moves

    c. when he was killed by an enemy

    X when he was chosen

8. Pitiful, half mech

   The word of "pitiful" means....

    a. Pleased

    b. Delight

    X Sadly

    d. Small

9. Let's see who has the last laugh

   Quote by....

    a. Dyrroth

    b. Balmond

    c. Layla

    X Eudora

    e. Hanabi

10. Execution, at its finest

   The word of "finest" means....

    a. Worst

    b. Happiest

    X Perfect

    d. Enjoy

11. Legendary, means......

    a. Doing 3 Kill Streaks

b. Doing 6 Kill Streaks

c. Doing 7 Kill Streaks

d. Doing 8 Kill Streaks

12. what is a kill streak?

a. save the team

b. avoid the opposing team

c. consecutive kills

d. victory

13. First blood, means....

a. one of the team members was killed by enemy

b. Killing an enemy for the first time.

c. Kill the monster

d. Destroy the turret

14. Mega kill, means......

a. Doing 3 Kill Streaks

b. Doing 4 Kill Streaks

c. Doing 2 Kill Streaks

d. Doing 8 Kill Streaks

15. Shut down, the synonym is....

a. Cutthroat

b. Killing

c. Dangerous

d. warning

16. "Wiped out" when situation is....

a. all the team members were destroyed

b. all turrets destroyed

c. all enemies die

d. experience defeat

17. Unstoppable, means.....

a. Doing 2 Kill Streaks

b. Doing 3 Kill Streaks

c. Doing 5 Kill Streaks

d. Doing 8 Kill Streaks

18. "Monster kill" when situation is....

a. all the team members were destroyed

b. victory

c. all enemies die

d. kill the giants

19. "I'll be the blade in your hands"

Synonym of "blade" is….

a. Knife

b. Sword

c. Shank

d. Bullet

20. Eudora : "Prepare to be crushed!"

the Eudora's situation is…

a. when she uses a skill

b. when she moves

c. when she was killed by an enemy

d. when she was chosen

B. Subjective

/ enemy has been slain, gether

21. Mention the notifications that appear on the screen during the game that you remember! fuel blood, double kill, triple kill, maniac, mega kill. savage, legend

22. Please give the meaning from each notification based on what you wrote in number 21! darah pertama, membunuh 2 musuh secara bersama, bunuh tiga musuh

23. Please explain it (number 22) in situation!

24. "You should be ashamed for not trusting yourself"

Translate into Bahasa and find the synonym of "ashamed"! : malu

25. "My blood boils until the day I die."

a) who is the hero saying that quote? balmond.

b) Please explain the meaning in English! darahku mendidih sampai di hari aku mati.
(semangat bertarung till he died)

> maniac = maniak
savage : liar
gether : berkumpul.
anemy has' been slain = musuh telah dibunuh.

$\frac{19 + 8}{30} \times 100 = 45,67$

Total score $= \frac{19+8}{30} \ x \ 100 = 45,67$

Objective correct answer = 19

Subjective total score = 8

7. Result the test by TY

TEST VOCABULARY KNOWLEDGE THROUGH MOBILE LEGEND GAME

Name : Tiyu

Rank : Mythic

35.

A. Objective

1. I ..... who I am and you will soon know as well
   a. Feel
   ✗ Know
   c. Start
   d. Do

2. Balmond : "I die with honor…"
   the Balmond's situation is…
   a. when he uses a skill
   b. when he moves
   ✗ when he was killed by an enemy
   d. when he was chosen

3. A true warrior would give life to the things she wants to protect
   who is the hero saying that quote?
   a. Layla
   ✗ Hanabi
   c. Eudora
   d. Dyrroth

4. "I am the sacrifice."
   the synonym of "sacrifice" is….
   a. Kill
   ✗ Victim
   c. Proved
   d. Move

5. The abyss is home to me.
   the synonym of "abyss" is….
   a. Heaven
   b. Paradise
   c. World

a. Inferno

6. "Higanbana!"

who is the hero saying that quote?

a. Layla

b. Hanabi

c. Eudora

d. Alpha

7. Test, Alpha is online

the Alpha's situation is…

a. when he uses a skill

b. when he moves

c. when he was killed by an enemy

d. when he was chosen

8. Pitiful, half mech

The word of "pitiful" means….

a. Pleased

b. Delight

c. Sadly

d. Small

9. Let's see who has the last laugh

Quote by….

a. Dyrroth

b. Balmond

c. Layla

d. Eudora

e. Hanabi

10. Execution, at its finest

The word of "finest" means….

a. Worst

b. Happiest

c. Perfect

d. Enjoy

11. Legendary, means……

a. Doing 3 Kill Streaks

b. Doing 6 Kill Streaks

c. Doing 7 Kill Streaks

~~d.~~ Doing 8 Kill Streaks

12. what is a kill streak?

~~a.~~ save the team

b. avoid the opposing team

c. consecutive kills

d. victory

13. First blood, means….

~~a.~~ one of the team members was killed by enemy

b. Killing an enemy for the first time.

c. Kill the monster

d. Destroy the turret

14. Mega kill, means……

a. Doing 3 Kill Streaks

~~b.~~ Doing 4 Kill Streaks

c. Doing 2 Kill Streaks

d. Doing 8 Kill Streaks

15. Shut down, the synonym is….

a. Cutthroat

~~b.~~ Killing

c. Dangerous

d. warning

16. "Wiped out" when situation is….

a. all the team members were destroyed

b. all turrets destroyed

~~c.~~ all enemies die

d. experience defeat

17. Unstoppable, means…..

a. Doing 2 Kill Streaks

b. Doing 3 Kill Streaks

~~c.~~ Doing 5 Kill Streaks

d. Doing 8 Kill Streaks

18. "Monster kill" when situation is….

a. all the team members were destroyed

b. victory

c. all enemies die

~~d.~~ kill the giants

19. "I'll be the blade in your hands"

Synonym of "blade" is….

a. Knife

~~b.~~ Sword

c. Shank

d. Bullet

20. Eudora : "Prepare to be crushed!"

the Eudora's situation is…

~~a.~~ when she uses a skill

b. when she moves

c. when she was killed by an enemy

d. when she was chosen

B. Subjective

21. Mention the notifications that appear on the screen during the game that you remember! ~~Notification~~ on the screen during Game.

22. Please give the meaning from each notification based on what you wrote in number 21! ~~Accaniiay~~

23. Please explain it (number 22) in situation! Situation

24. "You should be ashamed for not trusting yourself"

Translate into Bahasa and find the synonym of "ashamed" the meaning is anda harus Malu karena tidak mempercayai diri sendiri, synonym ashmed is shy, embarrassed, timid.

25. "My blood boils until the day I die."

a) who is the hero saying that quote? balmond

b) Please explain the meaning in English! Fighting spirit to the Death

21. shut down, double kill, Mega kill, wiped out, first blood.

$$\frac{15+6}{30} \times 100 = 35.$$

Total score $= \frac{15+6}{30} \ x \ 100 = 35$

Objective correct answer = 15

Subjective total score = 6

8. Result the test by EK

TEST VOCABULARY KNOWLEDGE THROUGH MOBILE LEGEND GAME

Name : Eka

Rank : Mytic

A. Objective

1. I ….. who I am and you will soon know as well
    a. Feel
    b. Know
    c. Start
    d. Do

2. Balmond : "I die with honor…"
   the Balmond's situation is…
    a. when he uses a skill
    b. when he moves
    c. when he was killed by an enemy
    d. when he was chosen

3. A true warrior would give life to the things she wants to protect
   who is the hero saying that quote?
    a. Layla
    b. Hanabi
    c. Eudora
    d. Dyrroth

4. "I am the sacrifice."
   the synonym of "sacrifice" is….
    a. Kill
    b. Victim
    c. Proved
    d. Move

5. The abyss is home to me.
   the synonym of "abyss" is….
    a. Heaven
    b. Paradise
    c. World

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d. Inferno

6. "Higanbana!"

who is the hero saying that quote?

a. Layla

b. Hanabi

c. Eudora

d. Alpha

7. Test, Alpha is online

the Alpha's situation is…

a. when he uses a skill

b. when he moves

c. when he was killed by an enemy

d. when he was chosen

8. Pitiful, half mech

The word of "pitiful" means….

a. Pleased

b. Delight

c. Sadly

d. Small

9. Let's see who has the last laugh

Quote by….

a. Dyrroth

b. Balmond

c. Layla

d. Eudora

e. Hanabi

10. Execution, at its finest

The word of "finest" means….

a. Worst

b. Happiest

c. Perfect

d. Enjoy

11. Legendary, means……

a. Doing 3 Kill Streaks

b. Doing 6 Kill Streaks

c. Doing 7 Kill Streaks

X. Doing 8 Kill Streaks

12. what is a kill streak?

a. save the team

b. avoid the opposing team

X consecutive kills

d. victory

13. First blood, means….

a. one of the team members was killed by enemy

X b. Killing an enemy for the first time.

c. Kill the monster

d. Destroy the turret

14. Mega kill, means……

a. Doing 3 Kill Streaks

X Doing 4 Kill Streaks

c. Doing 2 Kill Streaks

d. Doing 8 Kill Streaks

15. Shut down, the synonym is….

a. Cutthroat

X Killing

c. Dangerous

d. warning

16. "Wiped out" when situation is….

a. all the team members were destroyed

b. all turrets destroyed

X all enemies die

d. experience defeat

17. Unstoppable, means…..

a. Doing 2 Kill Streaks

b. Doing 3 Kill Streaks

X Doing 5 Kill Streaks

d. Doing 8 Kill Streaks

18. "Monster kill" when situation is….

a. all the team members were destroyed

b. victory

c. all enemies die

d. kill the giants ✗

19. "I'll be the blade in your hands"

Synonym of "blade" is….

a. Knife

b. Sword ✗

c. Shank

d. Bullet

20. Eudora : "Prepare to be crushed!"

the Eudora's situation is…

a. when she uses a skill

b. when she moves

c. when she was killed by an enemy

d. when she was chosen ✗

B. Subjective

21. Mention the notifications that appear on the screen during the game that you remember! Attack, triple kill, double kill, first blood, legendary

22. Please give the meaning from each notification based on what you wrote in number 21! serang, membunuh 3 , membunuh 2, darah pertama, melegend lege

23. Please explain it (number 22) in situation! memungkinkan untuk menyerang, sudah membunuh 3 musuh, membunuh 2 musuh, pertama kill di menit

24. "You should be ashamed for not trusting yourself"

Translate into Bahasa and find the synonym of "ashamed"! shy

25. "My blood boils until the day I die."

a) who is the hero saying that quote? balmon

b) Please explain the meaning in English! Darahku mendidih sampai hari kematianku

$$\frac{16+8}{30} \times 100 = 42.7$$

pertama, kill 9

Total score $= \frac{16+8}{30} \ x \ 100 = 42{,}7$

Objective correct answer = 16

Subjective total score = 8

9. Result the test by RA

TEST VOCABULARY KNOWLEDGE THROUGH MOBILE LEGEND GAME

Name : Reza Andriani (t.caa.)

Rank : Mythic

A. Objective

1. I ..... who I am and you will soon know as well
   a. Feel
   X Know
   c. Start
   d. Do

2. Balmond : "I die with honor…"
   the Balmond's situation is…
   a. when he uses a skill
   b. when he moves
   X when he was killed by an enemy
   d. when he was chosen

3. A true warrior would give life to the things she wants to protect
   who is the hero saying that quote?
   a. Layla
   X Hanabi
   c. Eudora
   d. Dyrroth

4. "I am the sacrifice."
   the synonym of "sacrifice" is….
   a. Kill
   X Victim
   c. Proved
   d. Move

5. The abyss is home to me.
   the synonym of "abyss" is….
   a. Heaven
   b. Paradise
   X World

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d. Inferno

6. "Higanbana!"

who is the hero saying that quote?

a. Layla

b. Hanabi

c. Eudora

d. Alpha

7. Test, Alpha is online

the Alpha's situation is…

a. when he uses a skill

b. when he moves

c. when he was killed by an enemy

d. when he was chosen

8. Pitiful, half mech

The word of "pitiful" means….

a. Pleased

b. Delight

c. Sadly

d. Small

9. Let's see who has the last laugh

Quote by….

a. Dyrroth

b. Balmond

c. Layla

d. Eudora

e. Hanabi

10. Execution, at its finest

The word of "finest" means….

a. Worst

b. Happiest

c. Perfect

d. Enjoy

11. Legendary, means……

a. Doing 3 Kill Streaks

b. Doing 6 Kill Streaks

~~c. Doing 7 Kill Streaks~~

d. Doing 8 Kill Streaks

12. what is a kill streak?

a. save the team

b. avoid the opposing team

~~c. consecutive kills~~

d. victory

13. First blood, means….

a. one of the team members was killed by enemy

~~b. Killing an enemy for the first time.~~

c. Kill the monster

d. Destroy the turret

14. Mega kill, means……

a. Doing 3 Kill Streaks

~~b. Doing 4 Kill Streaks~~

c. Doing 2 Kill Streaks

d. Doing 8 Kill Streaks

15. Shut down, the synonym is….

a. Cutthroat

~~b. Killing~~

c. Dangerous

d. warning

16. "Wiped out" when situation is….

a. all the team members were destroyed

b. all turrets destroyed

~~c. all enemies die~~

d. experience defeat

17. Unstoppable, means…..

a. Doing 2 Kill Streaks

b. Doing 3 Kill Streaks

~~c. Doing 5 Kill Streaks~~

d. Doing 8 Kill Streaks

18. "Monster kill" when situation is….

a. all the team members were destroyed

b. victory

c. all enemies die

~~d.~~ kill the giants

19. "I'll be the blade in your hands"

Synonym of "blade" is....

a. Knife

~~b.~~ Sword

c. Shank

d. Bullet

20. Eudora : "Prepare to be crushed!"

the Eudora's situation is...

~~a.~~ when she uses a skill

b. when she moves

c. when she was killed by an enemy

d. when she was chosen

B. Subjective

21. Mention the notifications that appear on the screen during the game that you remember! ~~Triple kill~~, double kill, mega kill, wiped out, first blood
Triple kill

22. Please give the meaning from each notification based on what you wrote in number 21! ketika membunuh tiga musuh, ketika membunuh dua musuh, ketika membunuh empat musuh pertama, ketika semua

23. Please explain it (number 22) in situation! musuh tereleminasi bersamaan, ketika pertama kali di yg terbunuh.

24. "You should be ashamed for not trusting yourself"

Translate into Bahasa and find the synonym of "ashamed"! The meaning is anda harus malu krn tdk percaya diri sendiri. Shy.

25. "My blood boils until the day I die."

a) who is the hero saying that quote?

b) Please explain the meaning in English!

a) Balmond

b) fighting spirit of the death

$$\frac{15 + 9}{30} \times 100 = 45$$

Total score $= \frac{15+9}{30} \, x \, 100 = 45$

Objective correct answer = 15

Subjective total score = 9

10. Result the test by TK

Name : Teguh Kuranto

Rank : Mythic   100 .

A. Objective

1. I ..... who I am and you will soon know as well
   a. Feel
   b. Know ✗
   c. Start
   d. Do

2. Balmond : "I die with honor…"
   the Balmond's situation is…
   a. when he uses a skill
   b. when he moves
   c. when he was killed by an enemy ✗
   d. when he was chosen

3. A true warrior would give life to the things she wants to protect
   who is the hero saying that quote?
   a. Layla
   b. Hanabi ✗
   c. Eudora
   d. Dyrroth

4. "I am the sacrifice."
   the synonym of "sacrifice" is….
   a. Kill
   b. Victim ✗
   c. Proved
   d. Move

5. The abyss is home to me.
   the synonym of "abyss" is….
   a. Heaven
   b. Paradise
   c. World

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✗ Inferno

6. "Higanbana!"

   who is the hero saying that quote?

   a. Layla

   ✗ Hanabi

   c. Eudora

   d. Alpha

7. Test, Alpha is online

   the Alpha's situation is…

   a. when he uses a skill

   b. when he moves

   c. when he was killed by an enemy

   ✗ when he was chosen

8. Pitiful, half mech

   The word of "pitiful" means….

   a. Pleased

   b. Delight

   ✗ Sadly

   d. Small

9. Let's see who has the last laugh

   Quote by….

   a. Dyrroth

   b. Balmond

   c. Layla

   ✗ Eudora

   e. Hanabi

10. Execution, at its finest

    The word of "finest" means….

    a. Worst

    b. Happiest

    ✗ Perfect

    d. Enjoy

11. Legendary, means……

    a. Doing 3 Kill Streaks

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b. Doing 6 Kill Streaks

c. Doing 7 Kill Streaks

✗ Doing 8 Kill Streaks

12. what is a kill streak?

    a. save the team

    b. avoid the opposing team

    ✗ consecutive kills

    d. victory

13. First blood, means….

    a. one of the team members was killed by enemy

    ✗ Killing an enemy for the first time.

    c. Kill the monster

    d. Destroy the turret

14. Mega kill, means……

    a. Doing 3 Kill Streaks

    ✗ Doing 4 Kill Streaks

    c. Doing 2 Kill Streaks

    d. Doing 8 Kill Streaks

15. Shut down, the synonym is….

    ✗ Cutthroat

    b. Killing

    c. Dangerous

    d. warning

16. "Wiped out" when situation is….

    a. all the team members were destroyed

    b. all turrets destroyed

    ✗ all enemies die

    d. experience defeat

17. Unstoppable, means…..

    a. Doing 2 Kill Streaks

    b. Doing 3 Kill Streaks

    ✗ Doing 5 Kill Streaks

    d. Doing 8 Kill Streaks

18. "Monster kill" when situation is….

a. all the team members were destroyed

b. victory

c. all enemies die

☒ kill the giants

19. "I'll be the blade in your hands"

Synonym of "blade" is….

a. Knife

☒ Sword

c. Shank

d. Bullet

20. Eudora : "Prepare to be crushed!"

the Eudora's situation is…

a. when she uses a skill

b. when she moves

c. when she was killed by an enemy

d. when she was chosen

B. Subjective

21. Mention the notifications that appear on the screen during the game that you remember!

22. Please give the meaning from each notification based on what you wrote in number 21!

23. Please explain it (number 22) in situation!

24. "You should be ashamed for not trusting yourself"

Translate into Bahasa and find the synonym of "ashamed"!

25. "My blood boils until the day I die."

a) who is the hero saying that quote?

b) Please explain the meaning in English!

21. Notification on the screen during game (mega kill, first blood, legendary, maniac, savage, launch, attack, etc.)

22. Meaning (kill you bsar, darah pertama

23. Situation

24. Anda harus malu karena tidak mencai diri sendiri

25. a) Balmond

b) Fighting spirit to the end.

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21. Firstblood, launch attack, Request gather, mega kill, legendary

22. darah pertama, luncurkan serangan, permintaan untuk berkumpul, ke pembunuhan yang besar, legendaris.

23. - Firstblood : when the hero has killed for the first first time
    - Launch attack : when our team want to go an attack.
    - Request Gather : when our team need to gather for the strategies
    - Megakill : when the kill of player has reached 4 kill.
    - Legendary : ————— 4 ————————— 7 kill

24. Anda harus main ketika anda tidak mempercayai diri sendiri

25. - Balmond
    - Fighting spirit to the dead.

Total score = $\frac{20+10}{30}$ x 100 = 100

Objective correct answer = 20

Subjective total score = 10

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F. APPENDIX 6 : Documentation

Figure 7.3 Tabel killer

Figure 7.2 in-game displayed

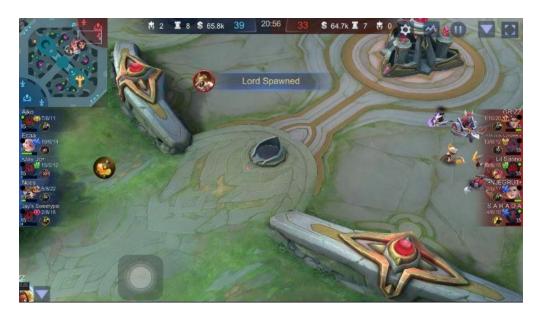**Figure 7.3 Notification on Mobile Legend Game**

Figure 7.4 Notification on Mobile Legend Game

Figure 7.5 Whole of the team