CHAPTER I

INTRODUCTION

This chapter presents the discussion on the background of the research, scope of the research, Statement of problem, objective of the research, significance of the research.

A. Background of the research

The development of increasingly sophisticated information technology creates new products and facilitates student activities. These products include televisions, computers, laptops, telephones and the internet. Now, to get information about the internet, the internet also provides a lot of entertainment, one of which is online game play. According to Adams and Rollings (in Primary, 2017: 9) online game play is a game that can be accessed by many players, where the machine used by the player is connected to the internet network. Online games have several attractions that make students even more happy to play.

A gadget is a device or instrument that has a practical purpose and function that is specifically designed to be more sophisticated than previously created technology. Gadgets are communication tools that have many benefits for students in carrying out activities every day and make life change. Gadgets are indispensable today, because activities can be carried out with the help of gadgets. But gadgets can have a negative impact if not used properly. In the gadget, there are many applications that can be downloaded, one of which is online games. A game is a

game programmed on a device that can be run offline or online. Online games are games that must be connected to an internet network. Offline games are games that are not connected to an internet network. The quality itself is usually more attractive to online games because it is more fun to play.

In modern era, the world change fields of science and technology. One of the results of technological development is the internet. The benefits of internet as a means of entertainment, for example to play online games. Today's technological developments are increasingly providing convenience and benefits for humans, one technology that provides entertainment benefits is online games. Among students, online games are very popular, because online games are a medium of entertainment in their spare time, usually they play online games for about 3-4 hours or more (Ananda, 2019)

Online games that are very liked by students are gamesbased on PUBG, FF, and Mobile Legend (multiplayer online battle arena). This type of online game requires players to defeat their opponents through a war strategy. Many people think that online games only have an effect negative for effect the players, such as being lazy to learn.

Based on the understanding of the online game above, it is possible It is concluded that what is meant by the term online game refers to a kind of game that can be accessed via the internet network. This online game contains a set of games in the form of attractive images and can be moved at the will of the game player himself.

The online game is not only a game that can only be watched, but players can participate in moving the images in it together with other players, even in this online game players can compete with one another to get the highest points or the lowest consequence of being a losing player or a winner. Online games can also be interpreted as games that can train one's intellectual agility in making action decisions for games by achieving certain targets.

This online game can also take on positive and negative values. The positive impact for someone who plays online games is getting pleasure and inner satisfaction as well as entertainment to relieve stress after daily activities. The benefits of online games in learning English are to expand the vocabulary in English, improve speaking skills in English, the opportunity to make new friends, and increase creativity. Those are the benefits of online games for students who are still studying. Learning English which is sometimes boring in the classroom can be fun and easy when learning to use online games as learning.

Based on the background that has been described above, researchers are interested in researching about students attitudes of using online game in learning English at the English language study program.

B. Scope Of The Research

Based on the backround above this research focuses on to analyze students' attitudes of using online games in learning English.

C. Statement Of The Research

Based on the background of study above, the problem focuses: What are the students' attitudes in using online games for learning English ?

D. Objective Of The Research

Based on the above statement, the objective of this study is to know the students' attitudes in using online game for learning English ?

E. Significance Of The Research

1. Theoretical Significance

   The results of this study are expected to enrich the theory and contribute in particular to the use of online games in English language education.

2. Practical Significance

   The results of this study are expected to be useful for teachers and students in learning English, the use of online games and can be used as a reference for the next.